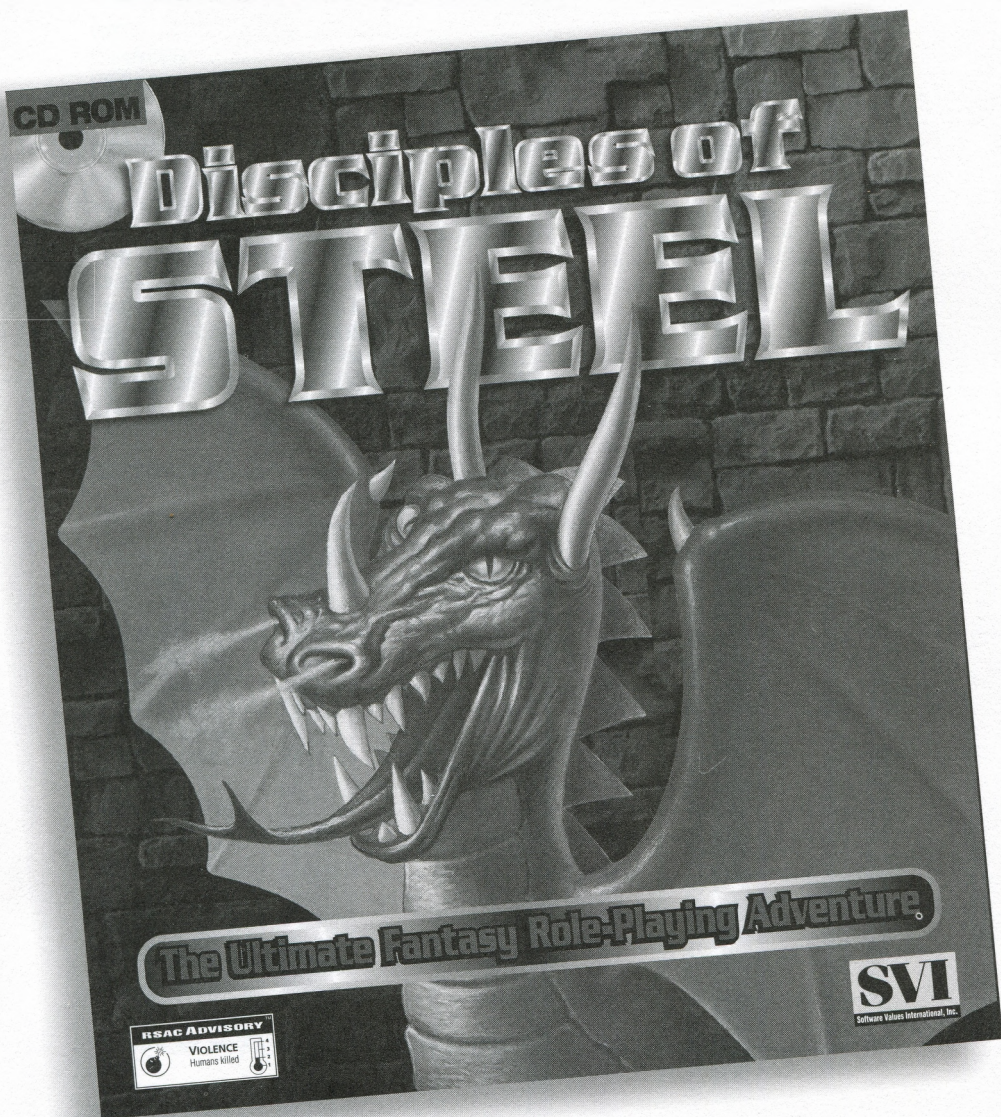


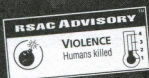
INSTRUCTION MANUAL



CD ROM

Disciples of STEEL

The Ultimate Fantasy Role-Playing Adventure



SVI
Software Values International, Inc.

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INTRODUCTION

Welcome to the Disciples of Steel fantasy role-playing game. You and your Disciples will travel the World of Lanathor casting magical spells, fighting evil creatures and bandits, searching for bounties and much more as you try to unite the major kingdoms of the world. Every path you travel or decision you make may bring you closer to Reunification of Lanathor. But watch out - there are pitfalls everywhere, and each decision you make may not be the best.

INSTALLATION and MEMORY REQUIREMENTS

Place the Disciples of Steel CD in your CD-ROM Drive. Make the CD drive active. For example, if your CD drive is D , type **D:** and press ENTER. Next, type **INSTALL** and press ENTER. Choose the drive to install the game to. Press ENTER. Accept the default location **\DSTEEL** by pressing ENTER. Read through the README. Select the type of sound card you have. Choose **MOUSE** if you have one. Select the **INTRO**, or you may skip it. Select **YES** if everything is OK. Type **START** to start the Disciples of Steel.

To begin the game in future sessions, you must be in DOS at the **DSTEEL** directory, and type **START**. For example, at the C: \> type **CD\DSTEEL** and press ENTER. Then type **START** and press ENTER.

Minimum system requirements include 386sx or greater processor with 2 MB RAM, a hard drive, a CD-ROM drive and VGA monitor. Soundblaster card, or compatible, necessary for music and voice. Your computer must have:

560K free conventional memory
512K XMS

Use the **QUICKSTART** instructions, at the end of this introduction, to begin your adventuring. A preloaded and well balanced party of 8 Disciples is included on the CD to get you started. The Quickstart will have you traveling, collecting money and combating in no time, but you will want to read the rest of the manual in order to have the most success with your adventure. Good luck in your newest and most challenging role-playing adventure.

LAYOUT OF THE MANUAL

Your manual is organized into seven basic sections:

1. **INTRODUCTION** - to get you started.
2. **CHARACTERS AND THE PARTY** - so you know the strengths and weaknesses of your Disciples, and how to create characters.
3. **MENUS, ICONS, and Key Commands** - will teach you how to navigate through your quest using the display, keyboard and mouse.
4. **ENCOUNTERS and COMBATS** - some clues as to the best ways to survive.
5. **EXPERIENCE** - how to increase the skills of your characters.
6. **THE ADVENTURE** - will tell you about the history of Lanathor, your Sacred Quest, and the specifics of each of the Kingdoms you will be entering. It also contains information about what to expect in the different buildings, towers and dungeons.
7. **APPENDICES**

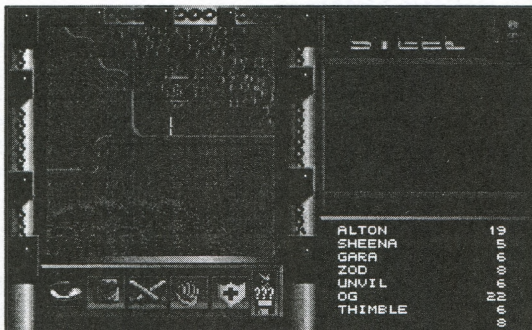
POINTS OF VIEW

The game display will look different depending on what type of adventuring you are doing.

Overhead View

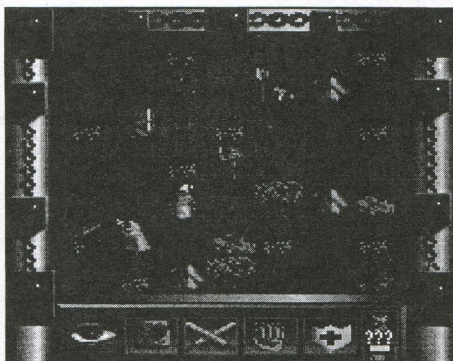
Much of your adventuring will take place as you view your party moving from one place to another. This includes the **World Screen**, in which the Disciples move from city to city, and the **City Screen**, in which the Disciples move from

building to building within the cities. Only your leader will be visible at this time, but do not fear. The other Disciples are close at hand. You will use your numeric keypad, or mouse, to move your party on its way. Remember to use the diagonal keys (1-3-7-9) if necessary. Right clicking with your mouse button will bring up game options. This is how you enter cities, hunt, enter structures and do many other things, such as engage in combat.



Combat View

Each Disciple and each foe are displayed as individual icons. The battlefield terrain is also more detailed than in the Overhead View. Use the terrain to your advantage. Again, the numeric keypad, or mouse, is used to move the Disciples as they fight. The blue box designates which character's turn it is. The box will turn red when you are casting a spell or using a missile weapon. Detailed combat instructions are given in the **ENCOUNTERS** section.



Map View

A map of Lanathor can be viewed by pressing the letter M anytime you are in the Overhead View mode. This will tell you where the kingdoms, cities and other special areas are. The dialog box in the lower left corner will let you cycle through the cities and places, and will also close the map. Use this map to help plan your travel routes.



Inside of Buildings View

Once the Disciples enter buildings they will be face-to-face with the occupants. A dialogue will take place and the Disciples will have decisions to make.

QUICKSTART

Beginning the Adventure...

To begin the game quickly we have included a well balanced party of 8 Disciples. Click on **LOAD** and select the pre-rolled party named **STARTING**. You begin your adventure in the country of Farnus (on the World Screen) southwest of the capitol town.

If you are not using a mouse, pressing the **SPACE BAR** is the same as right-clicking.

First, use the numeric keypad to walk a couple of steps northeast (9 on the numeric keypad). When you are over the city press the right mouse button to bring up a **menu** and select **ENTER**. You are now on the west side of the capitol city Farnus. Each Disciple begins with 1 weapon appropriate for that character's class (i.e. a wizard has a dagger, a priest a club), and each starts with 1 piece of armor that protects the chest. Other parts of the body are vulnerable. You can buy armor or remove it from fallen enemies in combat. Click on the **BACKPACK** icon at the bottom-left of the screen to see a list of a Disciple's weapons and armor. Pressing the **F1-F8** keys cycles through the Disciples. If there is a symbol directly to the left of an item, it is currently being *EQUIPPED*, or ready. The **HAND** icon in the lower left lets you equip different items. Attack and defense values for different items are discussed in the manual. For now, return to the main screen by clicking on **EXIT**.

Next, walk directly east (right) to the Disciples of Steel Guild in the middle of town (keep going, you'll get there). To enter a building you stand on its walkway and press the right mouse button. Select **ENTER**. Go to the **VAULT** and remove all the money from storage. Leave the building and head for the palace (surrounded by walls) in the southwest part of town. Ask for a quest from King Krassus. To complete this quest, go northwest to the boatshop and purchase a ticket to Teal (autopool your money) and set sail. The boat will drop you off on the docks north of Teal. Walk to the city and enter it by right mouse clicking and selecting **ENTER**. You may want to wander around the different buildings to discover what each of them are. The survivor is in a house on the south side of town. Glean information from him. If you right click and select **ATTACK** in front of the palace, you are attempting to assassinate the king. If you select **STEAL** (at least with your present experience) in front of a shop you will surely get caught and banished from town. Exploring the World is very dangerous when you are just beginning!

Once you have learned the information, return to the boatshop on the extreme north side of Teal and buy a ticket back to Farnus. The boat will drop you in a swamp area southwest of Farnus. (Be careful, you could be attacked here. You may want to save your game at this point. Click on the **DISK** icon. Select **SAVE AND RESTORE**. Click on an empty slot, and then type in the name you want the game saved as. Press **ENTER**.) You can bring up a World map of Lanathor by pressing the **M** key. Travel northwest across the bridge and enter the city. Enter the palace and select **RETURN AN ITEM**. You receive money and experience points for the entire party for completing quests. The more advanced the quest, the more money and experience points the Disciples receive. At this time you can ask for another quest or you may want to spend the money on some improved armor and weapons (although you still will not have much money). You may also improve the Disciples' skills by using the experience points (discussed in the *EXPERIENCE* section). The next quest from Krassus sends you back to the country of Sesserna (City of Teal). Remember, the leader of Teal can also send you on a quest.

Each capitol city on the main map has a leader who can give quests and you can purchase tickets from boatshops to travel between capitol cities. Remember, the ultimate goal is to unite the World of Lanathor. This can be done through quests, through the conquering of towns by assassinating the country's leader and assuming the throne, or by conquering

countries with great armies. You can also explore towers, dungeons (many are found inside cities and towns) and the outside world. But beware!!! With inexperienced Disciples, most enemies can easily end your adventure. Detailed information about these areas are found in the *ADVENTURE* section.

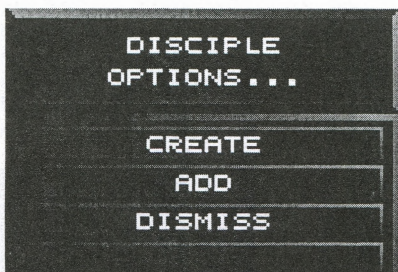
Save your game often and do read through the rest of the manual - especially the *ENCOUNTER* and *COMBAT* section. You will enjoy many adventures as you and your Disciples attempt to bring peace to this perilous and interesting World.

CREATING CHARACTERS AND THE PARTY

Here you will learn how to decide on the type of Disciples and then create them.

RACE

Although you already have a party of 8 Disciples, you may want to create your own and supplement the party with other types of characters. To evaluate potential new Disciples, you must enter the camping screen via the **ENCAMP** icon (small camp-fire icon at the bottom center of the screen). Select the **DISCIPLE** option from the menu followed by the **CREATE** option. You will then be allowed to select a race for the new Disciple. The following races are found within Lanathor:



Humans are the most common race in Lanathor. They dwell in almost any terrain, although they enjoy the comfort and security of cities and towns. Humans are the standard by which all other races are compared. They generally live to about 75 years. Humans can be any profession.

Elves although seen throughout the lands, are usually found in wooded areas. They are generally weaker than humans, but are often quicker and more intelligent. Although much immunity to magic is inherent in this race, they are vulnerable to powerful magic. Elves live longer than any other race, often past 600 years. Elves refuse to be warriors or knights. They also detest the blacksmith, cleric or monk professions.



Half-elves have both human and elven qualities. They can be found amongst both races, but prefer the wilds as elves do. Half-elves are not as strong as humans, but are quicker and more intelligent. Their immunity to magic is not as strong as that of elves, but is still considered potent. Half-elves live about 200 years. Half-elves cannot be knights or monks.

- Dwarves** typically dwell in rough and mountainous terrain; hence, their hearty nature. Dwarven Disciples romanticize battle and regard the glory of combat above all else. They have a great immunity to many poisons, but have a very limited immunity to magic. Dwarves live to be about 170 years old. Dwarves prefer fighting classes.
- Gnomes** are very similar to the dwarven race, although they do not inhabit quite as inhospitable terrain as their cousins. They have a slightly better magic resistance than dwarves, and live about 300 years. Many gnomes prefer to be warriors but can still have spell casting capability.
- Halflings** in Lanathor are found in hilly terrain. They have a great resistance to poison and a magic resistance that rivals some elves. Halflings live about 90 years. They usually prefer to be thieves, but you can find halfling magic users and illusionists from time to time.
- Ogres** through the years have learned to intermingle with the other races, but are considered barbaric by most. They are extremely large and usually ill tempered. Ogres frequently join expeditions to gain the treasures they crave. Ogres are not usually resistant to anything, but are more resistant than humans. Generally, ogres live 90 years. Of course, most ogres prefer to be warriors but can occasionally find a fascination in magic.
- Trolls** are probably the least domesticated adventurers. Like their ogres cousins, trolls have learned to live and work with other races. Although they are not particularly resistant to magic, they are almost immune to all forms of poison. It is well known that trolls are some of the strongest and heartiest of adventurers. Trolls live to be around 80 years old and are always warriors.

CLASSES

Once you have chosen a race, you must select a class. Neither the selection of race nor class inhibit a Disciple from acquiring any particular skills. However, race and class affect how well certain skills may be learned. Prime requisites are certain stats that were previously rolled which greatly influence skills related to each particular class. The prime requisites for each class are listed below:

Warriors and Knights	Strength, Dexterity & Constitution
Priests	Wisdom
Mages	Intelligence
Illusionists	Intuition
Rogues and Monks	Accuracy

Rangers and Blacksmiths are diversified Disciples, and as such have no particular attributes.

The following is a description of the nine possible classes:

- Warriors** are bred for combat. They excel in the use of all kinds of weapons, especially the axe. Warriors are also adept at hand-to-hand combat. Their knowledge of bodily development rivals even monks.
- Knights** excel in the use of all weapons, with the exception of the axe. They are unrivaled in shield expertise and knowledge of swordfighting.
- Rangers** excel in wilderness reconnaissance. Their keen senses allow them to spot objects and enemies with a rogue-like ability. They are experts with the bow and

capable of effectively hunting and scouting. These individuals are especially useful at perceiving and harassing opponents at a distance.

Rogues are basic thieves, cutthroats and bandits. They are the best in all skills requiring stealth. Scouting and haggling are also components of the rogue repertoire. Rogues are unequaled in perception on the battlefield.

Blacksmiths have a multifaceted profession. They are often feared opponents in combat. One major strength is their ability to evaluate and repair equipment (the only class with this ability) which also makes them powerful at haggling with the merchants. Blacksmiths are somewhat capable in almost all skills.

Priests are traditional holy men. They are adept at the use of maces and hammers in combat. While these skills are not used often, it is hard to find a holy man in Lanathor who does not occasionally get that blood thirsty look in his eye. However, spell casting is a priest's major ability. Through their experience, priests have an excellent first aid ability and also spellcasting power which will turn back the undead.

Mages make use of the arcane powers that surround all things. They spend their lives in pursuit of Essence, or the understanding of these powers. While Mages are not predisposed to fighting, it is not beyond their capacity. Building experience for mages can be difficult, but eventually they become the most powerful of Disciples.

Illusionists are preoccupied with the power of the mind and spend much of their existence in search of its secrets. Such mental prowess is called Power. Illusionists are similar to mages in fighting ability.

Monks are devoted to the discipline of mind and body. While they have very little ability regarding armor and shields, monks are unequaled in open hand combat and defense. A great knowledge of anatomy gives them physical prowess and makes their attacks very accurate, even deadly.

PERSONAL STATISTICS

Once a race and class of a Disciple has been chosen, it is possible to scroll through various prospective adventurers. Personal statistics with current, and maximum, values according to race and sex are listed for you to analyze. A Disciple's age, food, water and hit points are also listed during Disciple selection.

Strength The physical prowess and muscular development of Disciples.

Intelligence A Disciple's ability to reason and learn.

Wisdom The judgment, willpower and common sense of a Disciple.

Accuracy A Disciple's coordination and physical agility.

Intuition A measure of a Disciple's ability to "get a feeling" for a situation. The sixth sense.

Constitution A measure of a Disciple's stamina, basic health and resistance to poisons.

Charm A Disciple's personal magnetism, attractiveness and ability to get along with others.

Luck The random element. A Disciple's natural ability to randomly avoid disaster.

You can examine your Disciples as much as you see fit.

PERSONAL SKILLS

Once a particular Disciple of a certain race and class has been chosen, the computer will display a list of the Disciple's skills. The initial skill values for a Disciple are based upon a complex relationship between various statistics and the Disciple's class. This list displays each skill's current value and the number of experience points that are required to raise that skill one point. Experience points are accumulated through combat and after completing important game goals. Experience may be applied at any time during the game, even in the middle of combat! The following is a list of skills with brief descriptions:

Armor skill reflects the amount armor a Disciple can wear without impeding his/her performance in combat or while attempting stealthy operations (i.e. hiding, backstabbing or spell casting).

Shield skill determines the level of effectiveness of a Disciple to block incoming attacks.

Dodge skill represents a Disciple's ability to move out of the path of missile and weapon attacks.

Edged skill reflects a Disciple's expertise with edged weapons. These weapons include swords and knives. (See Appendix II) Also affected from this skill is the number of possible attacks, the possible damage, the probability of a critical hit and the ability to parry incoming attacks.

Crush skill is similar to Edged skill but deals with crushing type weapons.

Axe skill deals with cleaving weapons.

Spear skill involves ability using, yes, a spear.

Bow skill covers all missile weapons. Bow skill also affects a Disciple's chances of shooting over or through objects in the line of fire.

Open Hand skill reflects the Disciple's ability to fight without weapons. Parrying is difficult with open hand.

Track skill allows a Disciple to find the location and the numbers of nearby creatures.

Hide skill greatly affects a Disciple's ability to conceal himself/herself during combat.

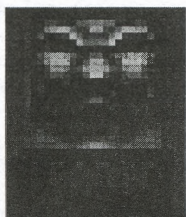
Disarm Trap skill gives a Disciple the ability to remove entrapments on chests as well as inside dungeon corridors. Of course, perception skill is also important as a trap must be seen before it is disarmed.

Backstab skill is added to the attack ability of any character attacking from directly behind an enemy. Backstab also affects to a lesser extent an attack on an enemy's flank.

Steal	skill determines how well a Disciple can pilfer items or gold from merchants within towns or cities.
Perception	influences the chance a Disciple will notice creatures who have concealed themselves in ambush. A high perception skill increases the probability of finding secret doors or traps in dungeons.
Karma	is the prime skill of priests.
Essence	is the prime skill of Mages.
Power	is the prime skill of Illusionists.
Haggle	is the ability to evaluate the value of an item, and sell or buy at the best possible price.
First Aid	skill allows a Disciple to bandage a wound and to attempt to effectively stop bleeding. An adept Disciple in First Aid will allow a Disciple to cure poison.
Resistance	is the natural ability of each race to resist certain types of magic, including sleep, charm and other weak forms of magic. This skill can never be increased.
Body	skill reflects a Disciple's bodily development and directly corresponds to the number of hit points.

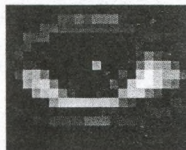
After the Disciple selection is complete, you can save this Disciple to your character roster. There can be only eight Disciples in a party at any time, but up to 24 Disciples can be saved per game. You are prompted for a Disciple name, up to ten characters, and then you must select a slot where the Disciple will be saved. If you select a slot already in use, the new character will replace the old one.

MASTERING THE MENUS



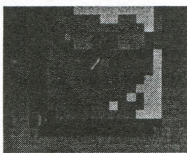
THE LEADER ICON

The leader icon is at the upper right corner of the screen. The skills of this individual are used as the default in most game situations. The party leader can be changed at any time by clicking on the Disciple's name at the bottom right corner of the screen, or by pressing F1 - F8. Note: Within most situations, a new Disciple can be selected by pressing the appropriate function key or by clicking on the leader's portrait in the upper right hand corner.



THE EYE ICON

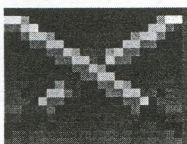
This icon allows you to view the current Disciple's vital statistics. Food, water and gold can be pooled or shared, and you have the option to change the name.



THE BACKPACK ICON

Selecting this icon will switch you to a listing of the current Disciple's personal belongings. A circular mark beside an item denotes whether the item is equipped or not. Within this screen there is access to five additional icons at the bottom of the screen. The first allows you to equip or unequip the currently highlighted item. The second allows you to use an item. With the third, an item may be dropped; however, dropped items are lost forever! The fourth allows you to merge or join certain items such as arrows, mushrooms and the like. The fifth and last allows you to trade the currently selected item to another party member.

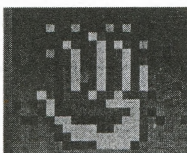
The right hand portion of the screen displays a Disciple's armor protection followed by the current (and maximum) body hit points. Armor highlighted in red indicates that the current armor worn exceeds the current armor skill. Armor protection in these areas will never increase unless armor skill is increased.



THE CROSSED SWORDS ICON

Accessing this icon will transfer you to the experience distribution screen. Here, skills and statistics may be increased through the application of the proper amount of experience. Skills can be increased by one point in exchange for the amount of experience points shown in the first numeric column just after the highlighted skill name. Your available experience points are displayed below.

Skills can not be increased beyond the prime requisite for each skill multiplied by five. After this point, the skill can only be increased if its modifying stat is also increased. Statistics require one thousand experience points to increase one point!



THE GLOWING HAND ICON

This icon calls forth a list of the current Disciple's spells. If the Disciple is capable of casting spells in more than one area, a prompt will ask you to select the appropriate spell class. This can be used during combat.



THE RED CROSS SHIELD ICON

This icon accesses the health screen. Within this area, a Disciple's health status can be viewed and options to stop bleeding or attempt to cure poisoning can be found. On the right hand of the screen, armor and hits to each portion of the body are displayed with damaged portions highlighted in red. Selecting the visual aid menu option will bring up a graphical representation of the Disciple's

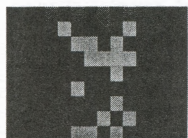
wounds. On the left hand portion of the screen, a list of critical wounds or afflictions will be displayed.

Arresting Bleeding

Obviously, bleeding is incurred during combat. If bleeding is not held in check it will quickly get out of control. The most efficient method of controlling bleeding can be achieved through the use of a Disciple proficient in the first aid skill. As you cycle through the various Disciples you will be told if they are bleeding. Click on STOP BLEEDING. Help the most seriously injured first.

Purging Poison

Certain insidious creatures bear poison naturally while others maliciously tip their weapons with it. Only the healers in the Temple of Terine, a Disciple highly proficient in the first aid skill or a priest with enough karma to cast Cleanse Blood can purge the body of the poison. It is a good idea to keep a proficient priest in the party.



ENCAMP (CAMP FIRE ICON)

Disciples can set up camp at any time, and are within camp at the start of the game. However, be careful when and where you camp, as you may be attacked in your sleep. Camp is entered automatically when all party members are killed or unconscious. While in camp, Disciples have many options available to them.

Disciples

Create a new Disciple or add an old one to the party. A current party member may be dismissed and later re-added to the party.

Create Formation

Tromping around in a ragtag, motley-crew appearance is never tolerated according to Section 2.14.87 of Guild Rules; therefore, a formation must be established before the party leaves their campsite. Face the Disciples outward, with the weaker members on the inside.

Rest the Party

Set the amount of time and catch some zzzz's. Magic points and hits points are recovered more quickly when resting. Keep an eye out, however, as you make juicy targets for many monsters.

Main Icons

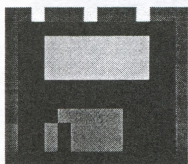
The standard set of icons at the bottom left of the screen can be used while encamped.

Leave Camp

When you are ready, you can break camp and hit the trail to high adventure. Camp cannot be left until a living and conscious Disciple is added and the proper formation is selected.

??? (THE QUESTION MARK ICON)

This series of menus gives you the ability to customize the game to your preference. Game speed, graphical displays and music options can be toggled and saved as defaults for subsequent play.



SAVE MENU (THE DISK ICON)

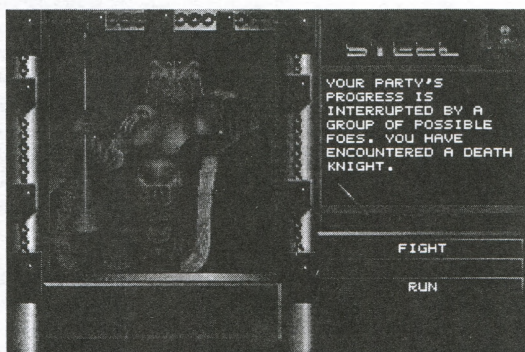
While at the main icon screen (the first icon being the EYE), you can click on the DISK icon or press D and several options will be presented:

- | | |
|---------------------|--|
| Save Game | Up to 8 games can be saved at the same time. |
| Abandon Game | Quits the game without saving. You are given a confirmation prompt in case you made a mistake. |
| Restore Game | Loads one of the 8 possible save games and abandons the current game. |
| Nevermind | You didn't really want this menu anyway. |

ENCOUNTERS and COMBAT

Often you will have to test your strategic skills, and that of your party. *Save your game often!* It will take time to figure out which enemies are the most formidable. At the start they all are... You may want to prepare for combat before an encounter by creating a formation. You do this by clicking on the ENCAMP icon on the main screen and selecting FORMATION. Place weak

characters (spell casters, or characters with lower body skills and less armor) in the center and surround them with fighter-type characters. Make sure everyone is facing outward.

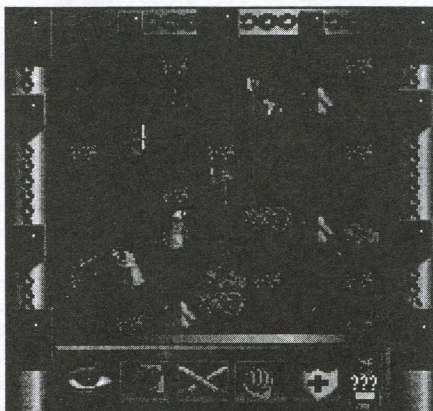


An encounter can happen several ways. You may try to surprise your enemy and attack first, or be surprised and the victim of the first attack (this is based on the perception skill of the character selected as your leader). However, you will often have an opportunity to talk your way out of a possible confrontation or the chance to run away. If you can **Parlay**, several options are presented to you:

- | | |
|----------------------|--|
| Bribe | The creature (if it doesn't just want to kill you) will make it's demands for tribute. If you please your foe, you will be allowed to continue on your way unhindered. |
| Threaten | Tell the creature that if it doesn't immediately go away, you will kill it. |
| Beg For Mercy | Throw yourself at the mercy of the creatures... |
| Be Amicable | Attempting to smooth talk the creatures into believing that fighting is not beneficial for either party. |

If the above fails, or a surprise occurs, the next phase of combat begins.

Many times force is the only answer. Combat begins on the Combat View screen showing your characters and the various types of walls and terrain. Each character, including Disciples and foes, gets one chance to move and attack. The characters and enemies with the best accuracy stat (this is one of the stat's shown when you click on the EYE icon) will have the highest probability of moving first. You can move characters around with the mouse or the numeric keypad. (They keypad may be the best choice.) Each character has a designated number of movements as shown when it is his/her turn.



There are three possible attack methods for your characters:

- 1) Attack with a hand-held weapon by moving your character into the enemy.
- 2) Fire a bow or missile weapon by clicking the right mouse button and selecting **FIRE**. Then you move the box to the target and select **FIRE** again. A missile weapon *and its ammo* must both be equipped. If an item is equipped you will see a round symbol next to the item when you click on the **BACKPACK** menu. Make sure you are looking at the correct character's backpack.
- 3) Cast a spell by clicking the right mouse button and selecting **CAST**. You can also click on the **GLOWING HAND** icon. Here you select the spell you wish to cast. If it is a missile spell, such as **MAGIC BOLT**, you then select the target by putting the box around it, and select **CAST**.

To end a character's turn you, can either press the right mouse button and select **GUARD** or just press the **G** key. The turn also ends when you have no movement points or attacks left. If you have trouble hitting enemies you can press the right mouse button and select **AIM**, or press the **A** key. This will hold the attack until the character's next turn and it will *double* the chances of hitting the enemy. Attacking from behind also vastly increases the chances to hit, as well as the damage it does (especially if you are a rogue!). When you kill an opponent you can move your character onto his square, press the right mouse button and select **TAKE**, or press the **T** key. This will allow you to take all the items he used against you. You can then click on the **BACKPACK** icon and equip the different items right there on the spot! Any items you take can be sold in the city weaponshop when combat is over.

You obtain **EXPERIENCE POINTS** (discussed next) three different ways during combat:

- 1) By successfully attacking an opponent.
- 2) By critically damaging an opponent.
- 3) By killing an opponent.

If combat is going poorly, you can start moving characters toward any edge of the screen until the prompt **RUN AWAY** comes up. Select **YES**. Each character who escapes gets to keep any experience and items acquired during combat. *This is a good idea when you are just starting out and your characters are inexperienced.*

There are a few possible endings to an engagement. Of course, you can try to flee from a more powerful opponent. Obviously, this does not result in much treasure but does result in continued survival, despite a wounded ego.

Every time a foe is vanquished, whatever it was carrying is left behind for the taking. Items can even be recovered in the midst of combat. If all foes are killed or run away then the battle is won and treasure left on the battlefield is available to the Disciples. The items and money carried by the foes are grouped together and can be taken at the Disciples leisure.

The last and worst possible outcome of a battle is the death of the entire party of Disciples. At which time, the party is returned to the camp options where new Disciples can be created or added, the dead Disciples discarded, or possibly revived by party priests, if they have the ability. (A grim Disciple saying... A dead warrior is dead weight!) If necessary, Disciples can be taken to a local temple, where, with proper funding, Disciples can be returned to the living.

At the end of combat it is likely some of your characters will be wounded, bleeding or poisoned. Bleeding is the first order of business. Click on your priest character (this makes **Zod** your leader). Then click on the **SHIELD** icon at the main screen and scroll through the different characters to determine who is hurt and bleeding. Choose the character who is in worst shape and click on **STOP BLEEDING**. The priest also has spells which can stop bleeding and heal wounds. Go through all your characters (using the F1-F8 keys) until all

bleeding is stopped. Characters have hit points in the head, chest, arms and legs. These will heal through time, a priest spell, or at the healers in the city (for a price). Wounds such as concussions or broken bones take longer to heal and inhibit the combat skill of the character.

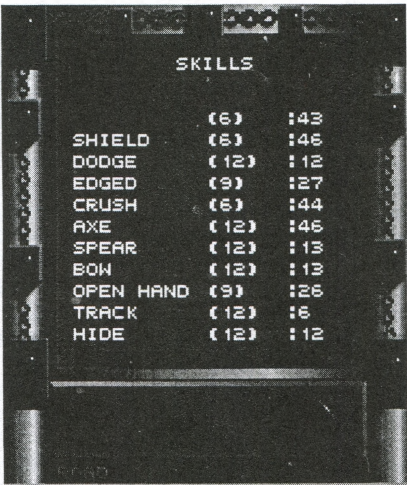
During combat your weapons and armor will get damaged from use and it is a good idea to use your blacksmith to repair these items. To do this, you select your blacksmith character (Unvil) and click on the **BACKPACK** icon. Here you click on **REPAIR ITEM**. You can trade items from other characters to the blacksmith and repair all your weapons and armor. Repairing items take time so pick a safe place such as a city to do so. At the weaponshop in the city, your items can be repaired for a price.

EXPERIENCE

Once you have achieved experience points through quests or combat, it is time to apply these points to improve the characters' different skills. To see how many experience points each character has accumulated you can click on the **CROSSED SWORDS** icon on the bottom of the main screen. As usual you can cycle through the characters using the F1-F8 keys. At the start of the game it is best to increase the following skills first:

- | | |
|---------------------------------|---|
| 1) Body skill | Hit points for the 4 areas of the body. Hit points are the amount of damage a body part can sustain before the character becomes unconscious. |
| 2a) Primary weapon skill | If the character has a dagger or sword, it is edged. If it's a mace or club, it's crushing, and so on. |
| 2b) Primary spell skill | If the character is a Priest, Wizard, or Illusionist, spell casting is more important than weapon skills. |
| 3) Armor skill | The get maximum effectiveness out of the armor you are wearing. |

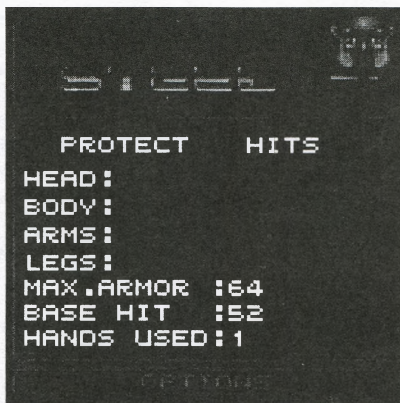
Increasing the body skill adds hit points proportionally to the head, chest, arms and legs. This will keep your characters alive longer. For every 100 points of weapon skill, you gain an extra attack each combat turn and increase the ability to block attacks. Armor skill will be explained below. For now, just click on **RAISE SKILL** and increase the desired skill. The number in parenthesis is the number of experience points required to raise a skill one point. For example, it may list the **AXE** skill as **Axe (12) :46**. Your skill level is 46 and it will cost you 12 experience points to increase it to skill level 47. Every 50 points of skill will increase the amount of experience required to raise that skill one point. After your skill level is at 50 it may require 18 experience points to raise your skill 1 point, and so on.



SKILLS		
	(6)	:43
SHIELD	(6)	:46
DODGE	(12)	:12
EDGED	(9)	:27
CRUSH	(6)	:44
AXE	(12)	:46
SPEAR	(12)	:13
BOW	(12)	:13
OPEN HAND	(9)	:26
TRACK	(12)	:6
HIDE	(12)	:12

When you apply experience points to armor it allows you to use the armor you are wearing more efficiently. When you click on the **SHIELD** icon, the health and armor screen will appear for the current leader. The numbers in the upper right box represent the amount of hit points and armor protection you have in the head, chest, arms and legs. If you are wearing a chest plate that can potentially give the chest 100 points of protection but your armor skill is only 50, it will list your chest protection as 50. It will show the 50 points of protection in *red* because you cannot use the armor to its full efficiency. If you increase your armor

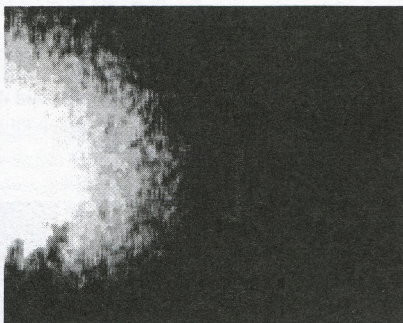
skill to 120 your chest protection would increase to 100 and would no longer be shown in red. Your skill would now be greater than the amount required to effectively use the chest plate. You are now ready to acquire some armor that requires even more skill to operate efficiently.



THE ADVENTURE

CYHAGAN'S PROPHECY

Another long day has past and the twilight hour has come. You sit upon your stepfather's old chair, keeping close to the fire to ward off the midnight chill. With long even strokes, you polish your blade in a slow soothing rhythm. As a soldier for hire, your days are forever hard ones.



A crack of thunder and a flash of lightning fill the night sky. The beginning splatters of rain strike upon the tin roof overhead as clouds race across the full moon in the night sky. In the climax of the storm, you hear the approach of footsteps toward your door. An unexpected guest opens the door and enters. You are unalarmed by the intruder's presence - for the traveler is obviously an old woman.

The woman remains just outside the door and in the dim light of the fire you catch a glimpse of her face. She may have once been old, but now she is ancient. Her skin is wrinkled by time and the elements, yet her eyes are sharp and piercing as they fall upon yours.

She examines you briefly and, for some reason, appears to find you satisfactory as she nods her head in silence. Finally she speaks, her voice cryptic and clear...

"Terine, the great goddess of all that is hath given mine eyes to see that which has not yet been, and what I have seen, I pray that I had not... The time of darkness has come once again. Evil gathers upon the land." She points a crooked finger at you and her voice thunders. "You and those like you have been chosen. You must triumph where your ancestors have fallen!"

You quickly disregard what she has said for she is obviously just another crazy old hag spinning tales of prophecy and whatnot. You formulate several ideas on how to get her out of the guildhall...

The woman seems to sense your skepticism and speaks. "Proof is what you want, and proof I cannot give, but I can show you what no other can... Only I can show you what is to come and from it you must decide your fate."

She stretches out her hand before her and from it comes a glowing mist that slowly forms into a bright globe of radiant white. She exclaims, "Behold!" In it, shapes slowly move about, quickly becoming solid and defined. In your mind you can no longer deny what you see... The future...

A SHORT HISTORY OF LANATHOR

For the greater part of Lanathor's history, its citizens, divided into nine distinct countries, made war upon each other. Strife and bloodshed were a natural part of life. But then, several generations back, unthinkable creatures began emerging to ravage the countryside from sources unknown. Farms and homesteads were destroyed and their owners taken or found mutilated. People in droves moved within the protective walls of Lanathor's larger cities and towns. Evil was everywhere and fear touched the heart of every man, woman and child. The rulers of Lanathor had to consider the unthinkable, peace between the realms.

A truce was declared between three of the nine major kingdoms in Lanathor and their leaders gathered to find some solution. Although many differences could not be agreed upon on as how to rid Lanathor of its blight of evil, a general compromise was reached. They agreed that Ustfa Nelor, a respected hero of the land, would be retained to find the source of this evil ... and destroy it.

Ustfa Nelor accepted the quest, assembled his finest warriors and left the ancient city of Farnus. Nelor and his men searched for over a year, talking to inhabitants and fighting endless battles while moving closer to the answer. His quest brought him to the western edge of the Unthar mountains along the eastern border of Rathadon, near the entrance to the Dwarven homeland, Tobruk. Here he found hordes of orcs and ogres. Clues had pointed to Rathadon as the driving force behind the chaos found throughout the lands. Knowing that he did not have the forces to defeat such an army and what lie beyond, Ustfa returned to Farnus and asked King Krassus permission to form the Ustfa Nelor guild in an effort to enlist the finest troops in the world. Envoys were sent to all the remaining kingdoms to do the same. Although the messengers sent to Sesserna never returned, the knowledge of the Rathadon insurrections spread throughout the lands, and in a short time battle ready warriors began assembling in the streets of Farnus. During this time, Rathadon denied involvement in nefarious activities but did not offer assistance to defeat the horde gathered in the Unthar mountains.

Three months later Ustfa left with the finest army the world has ever seen. The army comprised 1500 of the strongest and the bravest men on Lanathor. News of this traveled throughout Lanathor which earned the guild a most honored title, the Disciples of Steel.

Nelor and his men encountered the evil horde while it still gathered on the Northern slopes of the Unthar mountains. Before entering the mountains, Nelor pursued the outlying patrols through the Mines of Tobruk, and with the aid of the dwarves Nelor forced out the creatures that had been gathering within the mines for many years. As Nelor pushed the orcs and other denizens out of the underground, Krighton Krigg, Lord of Rathadon, waited above and ambushed Nelor and his men.

The spirit of the outnumbered Nelorian army was indomitable and the battle raged on. However, when the battle seemed to be turning in Nelor's favor, Krigg brought forth the true power behind the waves of evil. Several mages of unknown origin stepped in and their fiery magic proved to be too great. Ustfa was finally forced to retreat back into the Unthar mountains in an effort to elude possible pursuit. There he regrouped in an abandoned Farnus outpost.

Unexpectedly, Krigg did not descend with his hordes. His losses were so great that he feared a possible ambush would be too devastating. He sent out patrols, made camp and waited for reinforcements.

Nelor sent home the wounded and, with only a handful of men remaining, they made their way to the Rathadon encampment. With great stealth and a few slit throats, Nelor and his men quietly forced their way to the heart of the camp before they were discovered. With a valiant battle cry, Nelor led his men into the command tent catching the small compliment of guards and Krigg's mages in a state of disarray. Even with the advantage of surprise, the fight was long and hard, and escape was almost impossible. In the end, the mages were struck down, Krigg had fled into the night on horseback and hundreds and hundreds of orcs and other Rathadonian soldiers were killed or wounded. Seeing their leaders struck down and turning tail, the disorganized soldiers scrambled from the battlefield.

Only 11 men survived the grisly exchange, most hopelessly crippled and dying. Ustfa and his men split into several small groups. Each group attempted to find a different route to Farnus to bring news of the battle. The remnants embarked on their journey. Ustfa went alone and was never heard from again. Although history tells us none of Nelor's men survived to tell of the Battle of Unthar, news still spread of the wizard leader's destruction.

YOUR SACRED QUEST

Twelve years have passed since your stepfather Ustfa Nelor disappeared, and the Disciples of Steel guilds have dwindled into nothing. Wars, famine and the lack of any leadership have caused the guild's demise. The guilds are only maintained out of respect to those who died at the Battle of Unthar.

Unfortunately, Ustfa did not destroy all the evil wizards in that fateful, desperate attack, and surely the world is not what Ustfa might have dreamed of. All of your life you hoped for a day when all the kingdoms of Lanathor would be under one rule. In your heart, you believe you are the Chosen One the Seeress spoke of. The time has come for you to complete your stepfather's quest and vanquish the evil forces which destroyed him. The only way to unite the world is to fight together against the evil forces that defeated Nelor. To get a quick tutorial on how to play the game, please refer to the **QUICK START** guide. This includes a basic step-by-step play guide and includes many hints and tips on gameplay.

THE WORLD OF LANATHOR KINGDOMS

The world of Lanathor is divided into 9 major kingdoms each with its own unique strengths and weaknesses. Some are Good - while others are Evil...

Farnus is the largest kingdom in Lanathor and is potentially the most powerful. As it is, however, Farnus is plagued with problems typical of its size. There are many who believe that King Leonidas Krassus is too old and rules the kingdom with an overly benevolent hand. Farnus has been at war with Serbia for many generations fighting for the Sellenist river delta. The delta itself is rich in Mithril and other rare earths, not to

mention its agricultural value. Both countries believe they could control the delta if it were not for their adversaries, the scattered warring tribes in the area.

The capitol of Farnus is the palace city of Farnus. The city has the distinction of being held by the Krassus bloodline for over 600 years. King Krassus seeks an alliance with Constantium but, as of late, no emissaries of his have made it to Pallasade alive. Leonidas' son, the frail Aaron Krassus, is considered by many too weak to lead their proud country. Even Leonidas fears his son will not survive his ascension to the throne.

Tobruk is the ancient underground kingdom of the dwarves. It is totally surrounded by hostile nations. Therefore, their leader, Firbin 'Flaming' RedForge, is not the trusting type. The weaponsmiths of Hollengard, Tobruk's capital, are renowned for their remarkable forging skill. It is said that weapons and armor forged in Hollengard cannot be broken!

Here honor in battle is respected above all. A testament to this proud race is Lord Redforge who, in his youth, fought 21 orcs alone, killing 9 before the others fled in terror. It is said he was killed for this outrage by the orc god, Kimreesh, and lay dead on the battlefield for 11 years. With nothing but bones remaining, he was resurrected by an unknown cleric. Convinced it was an act of his god Noituk, the god of war and honor, Redforge devoted his life to Noituk's service.

Rathadon is the evil domain of Krighton Krigg. He controls the most powerful army in the civilized world. However, the term civilized may be used loosely to describe his kingdom. Citizens of Rathadon live under the iron fist of Krigg's rule. The penalty for any crime in Rathadon is the always the same ... a slow death. Weapons and armor manufactured here are highly prized because of Krigg's dynamic zero-defect program.

Delinor is the ancient elven realm. This kingdom is renown for its stable and peaceful environment. All races live here; however, no non-elf is allowed within Aragual, Delinor's capital city, and no mortal eye has ever seen the elven king, who is reputed to be 1000 years old. Aragual is a city well known for its mystery, and its very existence is a myth among many commonfolk.

Constantium lies in the plains in southwest Lanathor struggling to maintain its powerful position. Citizens of Constantium are considered the most rigorously organized people on Lanathor. Every aspect of Constantium life regards organization and efficiency as the most important factor in achieving success.

In the middle of the realm rests the ancient city of Pallasade. As the capital of Constantium, Pallasade houses Lord Maxwell Romanus and his offices as well as the bulk of his legions. Though the legions are small in number, they are considered the most effective fighting force assembled since the days of Ustfa Nelor's heroic band.

Constantium constantly moves to expand its boundaries in the hope of bringing out a "New World Order" and an age of peace to Lanathor. Constantium has been quickly eating up bits and pieces of Denias as well as colonizing the sparsely populated elven forests of Sesibeth.

Denias, considered the weakest of the lands of Lanathor and fighting a never ending struggle to maintain its identity, is ruled by the weak and plotting Euthor Ennig and his family.

Denias lies in the heart of Lanathor surrounded on all sides by potential enemies who seek to take Denias' pitifully defended lands. Farnus now claims the Green Spur mountain range to the east as its own. To the west, Constantium has taken several chunks

of land that Denias no longer was capable of maintaining, not to mention defending. To the north, Rathadon sends forces south to raid and pillage remote villages. To the southeast, DeMata has retaken a piece of territory that has for many years been a contention of dispute between the two nations.

Denias is falling bit by bit into obscurity, yet its people are proud of the nation and in the end would fight to the death than be lost to history.

Sesserna, unlike the other realms of Lanathor, has never been recognized as a true nation. Sesserna is a large island to the southeast of the mainland and is abundant with jungle and swamp. Yet in the heart of this nastiness lies the large and prosperous city of Teal. Teal is ruled by Thelig Rathbone, the most notorious of any pirate that ever sailed the salty seas. Founded by Rathbone some twenty years ago, it is now a thriving community of thieves, cutthroats and outlaws of every sort. There are few laws on the island but there is only one that really matters. What Rathbone wants is what Rathbone gets. To do otherwise is punishable by death.

Although Sesserna is not recognized by any other country, all sea faring realms often, and punctually, send "piracy insurance" payments to Teal as a normal method of operation. Rathbone controls most of Lanathor's shipping and is only rivaled by the fleets of Farnus. In the past, Rathbone has delivered many a bitter blow upon the Farnus navy and now is rarely bothered by Krassus's ships. Farnus has, in fact, made several insurance payments to Rathbone when it does a large amount of shipping in the south.

Serbia lies in the desert wastes to the north of Farnus, beyond the peaks of the Noldur mountain chain. The Serbians are nomadic and tribal people who manage to scrape a living from this ever dying land. The Serbian capital, Kitari, lies within the middle of the sandy wastes near the aptly named, Yetas' Mita, or the Oasis of Life. The nomads of Serbia are ruled by the strength of Kitari and its leader Thornet Rel Torrin. The Serbians, like the dwarves, regard combat as the truly honorable measure of strength.

Though the nomads have adapted to life within the desert, they constantly feud with the more civilized forces of Farnus over the rich lands around the Sellenist Delta. It is their belief that one day they shall inherit the "Lands of Water" to the south. It is well known that when you travel within Serbia water is on many occasions more precious than Mithril itself.

DeMata is the youngest of the 8 true lordships within Lanathor and the only one ruled by a woman. DeMata was once a rebellious city-state under the rule of Farnus and nearly 45 years ago successfully dispatched the Farnus garrison that was housed within her walls. DeMata then successfully defended its new found freedom against two major attacks by Farnus forces.

Late Lord Antonio DeMata, thereafter well respected for his military prowess, carved himself a new realm that grew with each passing day for DeMata was a truly kind and generous ruler and the peasants migrated to his lands. Upon his passing, not five years ago, his rival, King Krassus of Farnus, attended his funeral as if sensing the coming of his own old age.

Lord DeMata lacked male heirs to replace his absence on the throne but his only daughter, Valencia DeMata, whose very existence was unknown to many at the time, peacefully assumed the throne with the skepticism of DeMata's military. She was only sixteen at the time. Now, it is obvious to many that she has become as strong a ruler as her father was. Over the past five years, she has grown older and wiser with a keen and

quick mind and prefers the title of Lady of Lanathor. She often uses her womanhood to her best advantage.

SETTLEMENTS

The castles, villages and towns of Lanathor have a wide network of merchants, some flourishing and some not. Most common establishments are the taverns and inns. Almost all settlements have a ruling body: a palace, manor, or military stronghold. There are many armories and weaponshops, although some are available only to a cities' militia. Temples can be found in most cities in Lanathor and most offer their healing services to the injured. Of course, you will find a Disciples of Steel guild in most of the larger cities.

Palaces or manors contain the city leaders and his or her bodyguards. From their thrones, these lords hand out quests to those brave enough to risk displeasing their lord in the event of failure. Most quests are for items of some kind, but may also be for some type of service. Once the service is completed or the item retrieved and the party returns to the palace, a reward will be given. More importantly however, a lord's trust and friendship will be gained.

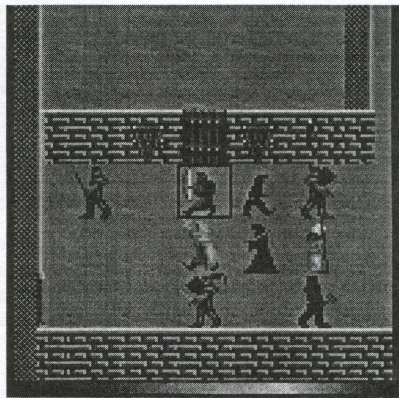
The lord of each city has the ability to collect taxes. Taxes vary from kingdom to kingdom with some high and some low. A lord can be assassinated and the city taken over by the party, thus giving the party the ability to collect taxes, form a city militia and raise great armies to invade unsuspecting neighbors.

SIEGING A CASTLE

Assassinating a Lord If one is totally dissatisfied with one's lord, you may decide to dispose of him. This is done by attacking the palace inside a town or city. Warning: do not dare attempt this if you intend to keep good relations with the town's capital.

Sieging Another way to conquer a castle and its leadership is with an army (Preferably a large one!). Most principalities are ready for such attacks, so the party had better be prepared for a vicious fight. Army creation and outfitting are done within the palace. To do this, you will need to have control of a town. (See assassination above.)

Controlling a Castle Successfully vanquishing a town's lord or governor puts you in charge, along with the ability to tax the populace. How the residents approve of your initial rule depends upon their feelings for their former lord. If you conquer the capital of a country, all of its cities are within your grasp!



BUILDINGS

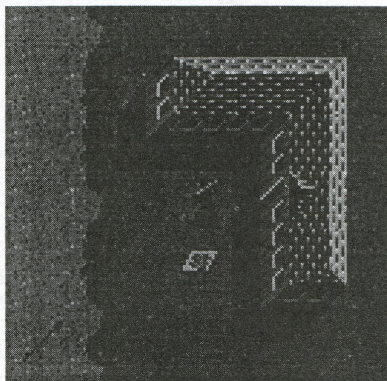
Taverns and pubs are common throughout the cities and villages of Lanathor. Party members can buy food and drink here, but most importantly, with a little persistence they may receive valuable information from the barkeep.

Inns provide lodging at all hours. For a small fee, they offer superior care to Disciples as well as excellent food and drink. Inns come in handy when there is no guild in which the party can rest.

Merchants buy and sell anything of value. Many merchants favor a variety of items, such as weapons, armors and furs. A few even dabble in the trade of mystical wares. You can haggle with these greedy cutthroats, but their patience is limited.

Temples are found in most cities. They offer services such as healing wounds, curing poison and for a price they will even attempt to raise the dead. They can basically fix anything that can happen to you (if there is anything left of you for them to heal). Prices never vary and all sales are final.

Boatshops are located in large port capitals. As the safest and fastest mode of travel available, sea voyages are quite common. For a small fee, the party can journey quickly throughout Lanathor. It is also possible to operate a private ship, if one can afford the initial expense.



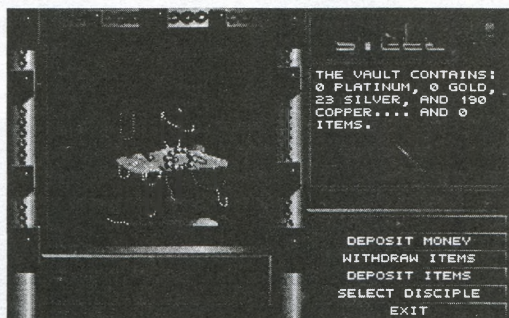
Disciples of Steel Guild is essentially your home, and one place where everyone knows your name. Guilds appear in most cities and offer a great variety of services, including:

The Vault - Disciples of Steel's wealth can be kept here for safe-keeping along with any items you wish to store.

Food Stocks - The food and water are kept within these cupboards.

Quarters - A place where the party can rest in peace. (Although the furnishings aren't plush, they are usually adequate.) While resting in the quarters, food, when needed, is first taken from the food stocks and then from personal supplies.

Spy Report - Reports common information of the troops defending the current town, through the personal knowledgebase of the guild and from observations from those who believe in your cause.



WEAPONS AND ARMOR

Weapons - The weapons of Lanathor are divided into four classes. (See Appendix III.)

- Slashing** Includes swords, daggers and knives.
- Crushing** Includes clubs, hammers and flails.
- Puncture** Includes most missile weapons as well as spears and javelins.
- Cleaving** Includes axes and polearms.

All weapons have two variable factors. These factors are the quality of workmanship and the general condition. These affect both the accuracy and damage of each weapon. In fact, there are many factors involved in calculating how good any weapon is in the hands of a particular Disciple. A **To-Hit factor**, which can be located with the BACKPACK icon, determines a Disciple's base ability to penetrate an opponent's defenses. This factor is determined by combining the Disciple's skill in the weapon class, along with the weapon's accuracy bonus, weight, quality, magical bonuses and condition. This numerical value is meant to give you a general idea of how effective a weapon is in the hands of a particular character.

Armor

The various types of armor in Lanathor are divided into 4 sub-defense categories.

- 1) Cloth 2) Leather 3) Chain 4) Plate

Of course, each of the above categories contain a variety of other armor. For instance, scale mail is in the defense category of chain, but offers superior protection than chain mail.

Disciple defense is then divided into four sections of the body: head, chest, arms and legs. Armor is worn for each body section and increases the Armor Category (AC) value of that section, which is increased by a factor of the Disciple's accuracy. This AC value ranges from 0 to ... well, almost anything. Remember, **the higher the AC value the better**.

A subclass of body defense is the shield. Great strength is required to wield a shield effectively (especially if the character is also wielding a large weapon). Shields protect all but a Disciple's rear and flanks. Shields do not actually affect the AC value of any body section, but they do block incoming attacks before they strike the Disciple's armor.

MAGIC

Spell casting is divided into 3 classes:

Karma.....Clerics

Essence.....Mages

Power.....Illusionists

The spell points in each of the classes listed previously are equal to the Disciple's skill. To cast a spell at all, your skill must be high enough in that class and must exceed the minimum number of spell points required. A failure to cast is based upon the Disciple's prime requisite for that spell class. After a spell is chosen, you can select the level of power to be placed into the spell. The amount selection interface displays the amount of spell points required per level. This level of power effects the number of targets for some spells, and/or the duration or potency of others.

DUNGEONS

Dungeons in Disciples of Steel are displayed in a first-person, three-dimensional view. Combat within dungeons is exactly the same as combat in the city or on the world; however, the dungeon terrain will conform to your current location within the dungeon. As in the world, and in cities, dungeons have populations of inhabitants. These inhabitants grow with time or can be utterly wiped out by your party of Disciples. Below is a partial list of a few items and options that are useful while exploring dungeons.

Keys	It's not likely that dungeon inhabitants are going to let you in...
Thieves' Tools	For when you have no keys.
Pointman	A Disciple assigned to find hidden traps and treasures.
Search	All party members search the current location for well disguised treasures.

WORLD INHABITANTS

There are many deadly inhabitants of Lanathor. Some roam the countryside wildly, in search of food and fortune, while others attack in defense of their lands. All encounters with these inhabitants should be dealt with caution.

APPENDIX 1: SPELL CHART

PRIEST SPELLS

The prime requisite for priest spells is **wisdom**. It is wise for prospective religious figures to have an abundance of this prime statistic.

Searing Hands Enables a priest's hands to glow with the fires of heaven. However, the priest must be able to touch the suspecting prey for the spell to be effective.

Bind Blood Through faith in Terine and the invocation of this spell, a priest can stop the bleeding of one of his comrades in arms.

Bind Wounds Use of this spell closes wounds inflicted by foes in mortal combat. However, this spell does not have the power to regenerate body parts or restore one from the land of the dead.

Turn Undead This spell allows the priest to call forth a shaft of virtue to strike to ashes a member of the walking dead.

Create Food If food is scarce and packs are empty, with a small amount of karma the priest can call forth food from the heavens.

Create Water Without water, your party's quest is sure to be very short. As with Create Food, a small amount of karma can once again fill your water skins.

Consciousness If a disciple has been knocked unconscious by a lucky strike, this little spell can bring him back to consciousness. However, simple unconsciousness due to wounds or poisoning is not affected by use of this spell.

Clear Head If stunned, bemused and bewildered, this spell will surely restore meaning to the world.

Cleanse Blood There is more than one way for a monster to skin a cat, even from the grave. This heavenly gift will dispatch poisoning with great effectiveness.

Splint Broken bones are always a concern when towering creatures are slinging fateful weaponry your way... Holy

determination can effectively fuse smashed limbs.

Stone to Flesh A few creatures of the night have natural weapons that can literally scare you stiff! This scared tome will restore flesh to its recipient's stony features.

Cause Blindness Ahh, what a pleasure it is to view one's opponent... With divine guidance a priest can take the miracle of sight away from his foe.

Unparalyze A light shines upon the rigor disciple and restores vitality to his motionless person.

Devastate Devastates an opponent.

Transport Spend some karma, and heavenly winds will move your party to the desired destination.

Banish Demon Demons are powerful entities which come from the bowels of the universe. This spell, with the divine help of Terine, can send them back.

Plague Plant life is whisked into oblivion. Trees, plants and vegetation wither away instantly into nothingness.

Flamestrike The flames of a thousand campfires will spout forth from the caster's fingertips revealing the face of destruction to whatever is in its path.

Resurrection Brings the essence of life back to those that can handle its effects. Those that have fallen will live to fight another day.

Wrath of God The ground will shake with thunder and the sky will ignite with furor as few have lived to describe.

MAGE SPELLS

Magic Bolt The forces of the heavens come together to create a concentration of energy on a direct trajectory toward one's foe.

Magic Shield Creates a magic field that surrounds the caster or his desired target, which deflects magical and physical attacks.

Light of Day Brings forth a brilliant flare that travels with the party, illuminating potential foes.

Compass Bestows a special sense of direction to the disciple.

Knock Magically spins the tumblers inside a locked door until the combination is found.

Invisibility Distorts the visual spectrum around the individual rendering him indiscernible from the background.

Find Traps Snares left for foes long forgotten will gyrate until triggered, thus, effectively destroying traps and pitfalls.

Mystical Beasts Brings forth a magical steed that disciples can ride speeding movement through Lanathor.

Wall of Fire A formidable barrier of flames is summoned to the desired location inflicting pain and agony upon any foe that feels industrious.

Fireball This incantation will project forth a fiery projectile that explodes at the spellcaster's command raining chunks of molten rock and ash upon thy foes.

Annihilation With the wave of a hand and a whisper upon the lips, the life-force of thy opponent will be drained away if he cannot resist the effects of the powerful magic.

Sprint With this spell, the speed of the party will be increased such that their movements will be two fold of what they were before.

Lightning Bolt For a brief moment, electrical forces about the mage focus and arc forward in the desired direction frying anything in its path.

Slow Much like sprint in nature, this concentration of essence will slow opponents two fold.

Time Stop For a moment, foes affected by this incantation will be frozen in time allowing an opportunity to act without reprisals.

DeathStrike Call forth a powerful beam of essence so great that foes weak at heart will be instantly struck dead.

Lead to Gold A mage will never find his purse empty with the addition of this spell to his spellbook.

IceStorm Within seconds, an intense storm will form above the heads of your foes pelting them with chunks of ice and drenching them with near freezing rain.

Destruction A more powerful version of Annihilation, failure to resist this wizardry will surely cause a victim's demise.

Zap A spell of wild abandon, Zap fires bolts of lightning in all directions. Care must be taken with the use of this incantation and it should only be used as a last resort.

ILLUSIONIST SPELLS

Mind Flay Overloads a victim's mind with the will of the spellcaster.

Create Illusion This creates a phantasm, a shadowy creature from the netherplane, that the caster controls.

Power Word-Stun A word of power, when properly spoken, will render targets unable to defend themselves.

Nature's Mask While encamped the party will blend into their surroundings allowing them to be free from unwanted visitors.

Astral Defender Illusionary armor appears about the target. The will of the spellcaster gives the armor reality.

Beguile One would believe you were their long lost confidant, which gives you great flexibility during negotiations.

Stealth Conceals a party member's presence, permitting undetected motion around the battlefield.

Reveal Enables a disciple to distinguish enemies that are hidden or concealed during combat.

PassDoor Transforms a portion of the door into an illusion, allowing the party to pass through.

Power Word-Fear A word of authority, that when properly articulated, will strike extreme fear into the soul of thine enemies.

Confuse Waves and waves of conflicting thoughts will inundate creatures

surrounding the spellcaster, causing disorder and disarray.

Image A caster's determination generates multiple images of one's self confounding opponents and causing them to strike nonexistent targets.

Phantasm The enemy's worst nightmare appears crushing all hope and demonstrating your power. Almost any foe will flee at the sight of a phantasm.

Power Word-Futility A word of hopelessness, when pronounced correctly, will break the will of a foe motivating him to capitulate.

Mass Invisibility Hides all party members from view much like invisibility.

The Ball A fearsome spinning orb emerges at the control of the spellcaster maiming all in its path.

Chaos Confusion, turmoil, disarray... Your opponents' morale will break. They will run away screaming in terror. When an illusionist casts chaos, all foes of lesser intellect will feel the caster's wrath.

Power Word-Die A word of might, when spoken with conviction, will strike a foe dead in its tracks.

Prismatic Globe A globe of Power will form about the illusionist exploding outward affecting every foe in strange and unpredictable ways.

Astral Plane When all hope is lost, an illusionist has one option still remaining...

APPENDIX II: WEAPONRY

The following is a listing of weapons commonly used in Lanathor. However, this is only a generalization to simplify things. Therefore, experimentation with certain weapons are encouraged.

Weapon	DT	Dam	Acc	Wt.	Skill
Open Hand	1	4	-	-	OpHand
Battleaxe	CL	5	2	8	Axe
Hand Axe	CL	3	4	3	Axe
Woodsmen's Axe	CL	4	3	4	Axe
Club	C	2	3	3	Crush
Mace	C	3	3	12	Crush
Footman's Mace	C	3	3	10	Crush
Spiked Mace	C	4	3	10	Crush
Horseman's Mace	C	4	3	7	Crush
Morning Star	C	4	3	7	Crush
Footman's Flail	C	4	2	6	Crush
Horseman's Flail	C	5	2	7	Crush
Warhammer	C	3	4	13	Crush
Dart	C	4	3	1	Bow
Spear	P	4	2	5	Spear
Glaive	CL	3	3	2	Axe
Javelin	P	3	3	2	Spear
Dagger	S	2	4	2	Edged
Whip	S	2	2	2	Edged
Knife	S	2	4	1	Edged
Sickle	S	2	2	3	Edged
Short Sword	S	2	3	3	Edged
Scimitar	S	2	3	5	Edged
Epee	S	2	4	4	Edged
Long Sword	S	4	3	5	Edged
Bastard Sword	S	4	3	7	Edged
2Hand Sword	S	5	2	15	Edged
Short Bow	M	2	4	2	Bow
Long Bow	M	3	3	4	Bow
Composite Bow	M	4	3	5	Bow
Heavy Crossbow	M	4	3	3	Bow
Light Crossbow	M	3	3	2	Bow
Blowgun	M	1	4	1	Bow
Sling	M	1	4	1	Bow
Quarterstaff	C	2	4	4	Crush
Halberd	C	5	2	18	Axe

Legend

DT Damage Types
 (S)slashing (C)crushing (CL)cleaving (P)puncture (M)missile
 Dam Damage
 Acc Accuracy
 (1)Bad (2)Poor (3)Fair (4)Good (5)Excellent

APPENDIX III: KEYBOARD EQUIVALENTS

Universal keys

space bar or 0 (numeric keypad)	-Brings up menu
escape	-Cancels menus

Dungeon keys

P	-Select Disciple to take the lead position (high perception skill)
S	-Search for treasure (leader needs to have high perception skill)
M	-Brings up automap

World keys

M	-Brings up a map of Lanathor
---	------------------------------

Combat keys

W	-Wait for another opportunity at the end of the turn
T	-Take treasure lying on the ground
P	-Select the location the disciple will attack enemies
A	-End turn aiming
S	-Search for hidden foes
F	-Fire a ranged weapon
G	-End turn with a defensive guard
H	-Attempt to hide
L	-Look around the battlefield
Z	-Change the disciple's facing

Main screen quick keys

V	-View current disciple (eye icon)
B	-Look at the contents of current disciple's backpack (backpack icon)
X	-Apply/view experience (crossed swords icon)
C	-Cast a spell (hand icon)
I	-View disciple's injuries and armor (shield icon)

Skill menu quick keys

Left and Right arrow keys	cycle through the skills
N	-Toggles between the two pages of skills

Character Selection quick keys

F1-F8	-Selects Disciple 1 through 8
-------	-------------------------------

Menu-Item Selector

A	-Autoselect all items
+/-	-Select/Deselect items
D/Return	-Selection completed

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