

LORDS OF MAGIC QUICK REFERENCE

Map Interface



Combat Interface



Group Hot
Key Numbers

Hit Point
Bars

Unit
Name

*Mouse
Activated
Combat Help*

Defense

Attack

Overland
Movement
Points

Mana
(current/maximum)

Strength/Range
of Ranged Attack

Hit Points
(current/maximum)

Military Unit Members

Unit Window

Surrender

Auto Calculate
remaining battle

Action
Buttons

Flee

Pause/
Resume
Combat

Barter Interface



What you need to do

It is up to you to defeat the evil lord Balkoth and put an end to the death and destruction caused by the forces of darkness. There are eight different regions in the land of Urak, each having its own faith, capital, and Great Temple. A Great Temple is the source of all the magical power for the peoples inhabiting that region, so banishing the evil scourge lurking inside your Great Temple will earn you the respect and admiration of your people. Once you are strong enough, you will be ready to **liberate the Great Temple**, but first you will need to **conquer some of the less challenging caves and mines located near your capital** which have been permeated with the foul stench of evil. You may need to hire some Mercenaries at the military buildings around the capital (Barracks, Thieves Guild, and Mage's Tower). **When your Great Temple is freed, the people will build you a Stronghold. With a free Great Temple, followers will begin to arrive in your Stronghold.** These followers increase your strength, as they can be trained for combat or put to work acquiring resources in the capital. This newfound power permits you to move further out from the capital and **conquer the more powerful inhabited structures** scattered on the outskirts of the capital region. As you continue, **capture villages in order to build additional military buildings.** Located on the border of two different regions, villages will help you to round out your forces because you can train new units belonging either to your own faith or to the faith of your neighbor. As you move ahead, **explore and interact with your neighbors**, bartering with them and forming alliances if possible. Finally, build up your strength until you are ready to **take on Balkoth** himself and put an end to the reign of terror, once and for all.



Unit Information Display

Unit Portrait

Defense

Upkeep Costs

View Special Building Modifications

Dismiss/Disband

Attack

Hit Points (current/maximum)

Movement Points (current/maximum)

Strength/Range of Ranged Attack

Current Experience and Level

Mana (current/maximum)

Strength

Agility

Carried Artifacts

Wisdom

Inventory Scroll Buttons

Wielded Artifacts

Close Window

UNIT STATS	UNIT STATS	UNIT STATS
15	10	30/30
353/13	1	1

EXPERIENCE	EXPERIENCE	EXPERIENCE
LVL 5	LVL 6	LVL 7
12	13	7