

DISCIPLES

RISE OF THE ELVES



Strategy First



DISCIPLES II: RISE OF THE ELVES

THE BIRTH OF HISTORY – THE HIGHFATHER WAS SO PROUD OF HIS FIRST ANGEL, BETHREZEN, THAT HE BESTOWED TO HIM THE POWER OF CREATION. EAGER TO PROVE THE GIFT WAS NOT WASTED, BETHREZEN SET OUT TO CONSTRUCT THE PERFECT WORLD. HE NAMED THIS WORLD NEVENDAAR, A SACRED WORD IN ANGELIC TONGUE. WHEN NEVENDAAR WAS YOUNG AND ITS SURFACE WAS BUT A BLANK CANVAS FOR THE WILL OF THE GODS, BETHREZEN URGED THE OTHERS TO HELP HIM POPULATE IT. FIRST, HE CHOSE THE LOVERS, SOLONIELLE AND GALLEAN.

GALLEAN REACHED DEEP INTO THE SOIL AND VAST TREES BEGAN TO STRETCH TOWARDS THE SKY. A REMINDER, HE SAID, THAT HIS LOVE FOR HER OVERSHADOWED EVERYTHING IN THE WORLD. SOLONIELLE WEPT, HER SHINING TEARS FALLING TOWARDS NEVENDAAR IN A RAIN THAT WOULD LAST YEARS; FOR MORTAL CENTURIES ARE BUT A MINUTE FOR A GOD. OCEANS SOON PAINTED THE SURFACE OF THE WORLD, BUT THEY WERE INCOMPLETE. TOGETHER, THE LOVERS SEEDED THE WORLD WITH THEIR PEOPLE. THE TREES CRACKED OPEN AND FROM THEIR HOLLOWES EMERGED THE ELVES, KEEPERS OF THE FORESTS. MERFOLK WERE BORN IN THE DEPTHS OF THE SEA AND AN ELABORATE UNDERWATER PARADISE WAS CONSTRUCTED TO PAY TRIBUTE TO THEIR GODDESS.

MIGHTY WOTAN THEN STRUCK THE WORLD WITH HIS HAMMER, CAUSING THE GROUND ITSELF TO RIPPLE INTO ENORMOUS MOUNTAIN RANGES. HE INTRODUCED HIS HONORABLE DWARVES TO THE SURFACE OF NEVENDAAR, BUT TO HIS SURPRISE, THEY BEGAN TUNNELING INTO THE GROUND.

BETHREZEN, EAGER FOR CHILDREN OF HIS OWN, BROUGHT MANKIND TO NEVENDAAR, AS WELL AS THE ANIMALS TO SERVE THEM. MEN WERE FASCINATING TO THE GODS; THEIR INDEPENDENCE WAS UNPRECEDENTED, THEIR ACTIONS UNPREDICTABLE. ANYTHING THEY DESIRED WAS GIVEN TO THEM BY THEIR FATHER, AND THE WORLD BECAME A TRUE PARADISE. HOWEVER, WORRIED THAT MANKIND NEEDED HIS GUIDANCE, BETHREZEN ASKED HIS FELLOW ANGELS TO WATCH OVER THEIR PROGRESS WHILE HE SET OUT TO SHARE HIS CREATION WITH THE HIGHFATHER.

THE BIRTH OF WAR – THE ANGELS WERE JEALOUS. WHILE BETHREZEN WAS AWAY, THEY VISITED THE WORLD OF MAN, AND PUT HIS EXISTENCE INTO PERSPECTIVE. SOON GREED GRIPPED THE HEARTS OF BETHREZEN'S CHILDREN AND MAN BEGAN TO HORDE HIS POSSESSIONS, WAGING WAR ON THOSE IN THE WAY – INCLUDING THE ELVES. THE BEAUTY OF NEVENDAAR WAS INSIGNIFICANT NEXT TO THE HORRORS COMMITTED BY MANKIND.

THE HIGHFATHER GAZED UPON BETHREZEN'S WORLD WITH DISGUST. WAS THIS SOME SORT OF MOCKERY? SUCH AN ATROCITY COULD NOT GO UNPUNISHED, AND THEN HE BANISHED BETHREZEN TO THE FILTHY CORE OF HIS OWN WORLD. UNABLE TO AVENGE HIS OWN BETRAYAL, THE FALLEN GOD CREATED A TWISTED RACE OF DEMONS TO SCOUR THE SURFACE OF THE WORLD, BRINGING JUSTICE TO THE HUMANS WHO HAD RUINED IT.

BETHREZEN'S HATRED FUELED HIS MINIONS, BUT THEY WAITED FOR MANKIND TO WEAKEN ITSELF. INSTEAD, THEY FOCUSED THEIR ATTENTION ON THE PEACEFUL ELVES. THE GREAT FORESTS WERE SET ABLAZE AND GALLEAN'S CHILDREN WERE FORCED TO FLEE THEM. THEIR PATH LED THEM INTO THE VAST MOUNTAIN RANGES OF THE DWARVES. SENSING INVASION, THE MIGHTY DWARVES CHARGED FORWARD WITH WEAPONS DRAWN AND SLAUGHTERED HUNDREDS.

GALLEAN AND SOLONIELLE CHALLENGED WOTAN. HOW COULD HE LET HIS DWARVES COMMIT SUCH SENSELESS KILLING? GALLEAN DEMANDED THAT WOTAN PUNISH HIS MURDEROUS "HALF-MEN" FOR THEIR TREACHERY. OFFENDED, WOTAN PLUNGED HIS FIST DEEP INTO THE FOREST GOD'S CHEST, TORE OUT HIS HEART, AND HURLED IT INTO THE SUN. HORRIFIED, SOLONIELLE BRAVED THE INTENSE HEAT TO RETRIEVE HER HUSBAND'S HEART. SOLONIELLE WAS SEVERELY BURNED, BUT SHE HAD SUCCEEDED. HOWEVER, IT WAS NOT ENOUGH. GALLEAN TWISTED AND SCREAMED IN PAIN, BUT WOULD NOT WAKE.

THE AGE OF RETRIBUTION – SOLONIELLE'S EXPOSURE TO HER SUFFERING LOVER SOON DROVE HER MAD. NO LONGER WAS SHE A KEEPER OF THE ELVES, SHE HAD BECOME MORTIS – THE FLESHLESS GODDESS. SHE BEGAN TO SLAUGHTER WHOLE CITIES AND RESURRECT THEM FOR HER UNDEAD ARMY. HER FIRST ACT WAS TO HUNT AND SLAY THE DWARVEN KING, FOR WOTAN SURELY DESERVED TO SUFFER.

BUT THIS WAS NOT ENOUGH...SHE NEEDED GALLEAN BY HER SIDE. TOGETHER, THEY WOULD MAKE ALL OF NEVENDAAR ANSWER FOR THEIR PAIN. A CHANCE TO HEAL HIM SOON CAME IN THE FORM OF A HUMAN CHILD TAINTED BY DEMONIC CORRUPTION – UThER. WITH THE RETRIEVAL OF UThER'S BLOOD, GALLEAN WAS REBORN. THE BLOOD HAD GIVEN HIM BACK HIS HANDSOME FORM AS WELL AS HIS NOBLE SPIRIT. HE LOOKED UPON POOR MORTIS, HIS LOST LOVER, AND FELT PITY. SHE HAD BECOME A BEAST; LITTLE REMAINED OF THE SOUL HE ONCE LOVED. GALLEAN LEFT MORTIS.

THE RETURN OF GALLEAN – THE GODLESS ELVES REJOICED AT THE RETURN OF THEIR FATHER. OVERJOYED TO SEE HIS CHILDREN STILL SURVIVED, HE SENT THEM A GIFT – HIS OWN AVATAR LACHLA'AN. LACHLA'AN WOULD SPREAD A MESSAGE OF PEACE TO UNITE THOSE RACES IN NEVENDAAR DEEMED WORTHY.

MORTIS WOULD NOT ALLOW IT. SHE ARRANGED LACHLA'AN'S DEATH AND BROUGHT HIM BACK AS HER OWN CHILD, A TWISTED REFLECTION, A DARK ELF. SHE USED LACHLA'AN TO TAUNT HER HUSBAND INTO INTERFERING DIRECTLY WITH THE WAYS OF MORTALS, AN ACT FORBIDDEN TO THE GODS. HIS WRATH MANIFESTED AS A CORRUPTION OF NATURE ITSELF AND IT DESTROYED MANY PEOPLE OF ALL RACES. FOR BUT A MOMENT, GALLEAN HAD FELT THE HATRED THAT HAD CORRUPTED HIS WIFE. APPALLED AT HIS OWN ACTIONS, HE RETREATED INTO ISOLATION, AS DID THE ELVES...

Disciples II: Rise of the Elves (RotE) is a stand-alone expansion pack to the critically acclaimed award-winning *Disciples 2 - Dark Prophecy*. RotE is a turn-based strategy game in which you guide one of five races struggling for survival and dominance in a war-torn world. You will create armies to conquer and control territory, hire powerful Mages and Warriors, develop fledgling cities, and lead your race to glory. Using a careful balance of diplomacy, resource management, magic, and military might, you will strive to etch your name in the long and bloody history of Nevendaar.

Minimum Configuration:

- Windows 98/2000/XP
- Pentium II 233 MHz
- 32 Mb RAM
- 200 Mb hard disk space
- DirectX 7.1
- 16-bit sound card
- CD-ROM drive quad speed or more
- Video Card with 8Mb RAM

Recommended Configuration:

- Windows 98/2000/XP
- Pentium II 300 MHz
- 64 Mb RAM
- 400 Mb hard disk space
- DirectX 7.1
- 16-bit sound card
- CD-ROM drive quad speed or more
- Video Card with 16Mb RAM

Installing the Game

Follow these steps to install *Disciples II: Rise of the Elves*:

1. Launch Windows 98, 2000 or XP.
2. Insert the *Disciples II: Rise of the Elves* CD in your CD-ROM drive.
3. The installation program should appear onscreen automatically. If it doesn't, double-click on the setup program on the CD-ROM.
4. Choose the right configuration for your system and click OK. The higher the installation level, the more space the game will take up on your hard disk. However, you'll enjoy quicker load times.
5. When installation is complete, click Play. Next, select *Disciples II: Rise of the Elves* in the Windows Start Menu to launch the game.

Main Menu

The Main Menu launches you into the mystical world of Nevendaar. The menu now shows a new button called tutorial.

Pressing this button will launch the tutorial map.

- **Single Player:** Allows you to play against the computer. See Single Player Menu , below.
- **Multiplayer:** Allows you to play against others on the Internet or a Local Area Network (LAN). See Multiplayer Menu , below.
- **Tutorial:** Allows you to play the tutorial map.
- **Intro:** Introduction to the explosive events of *Disciples II*.
- **Credits:** Find out who to blame should you be mercilessly punmeled.
- **Options:** Opens the Options menu. See Options , below.
- **Quit:** Exit *Disciples II*.

Single Player Menu

The Single Player Menu contains all the options you need to battle against computer controlled foes:



- **New Saga:** Begin a new series of linked Quests.
- **Load Saga:** Load a previously saved Saga.
- **New Quest:** Begin a new adventure. A Quest is a self-contained adventure that, unlike quests within a saga, has no effect on subsequent quests. You must complete all of the objectives in order to win. When you select New Quest, a list of scenarios is displayed. Click on a scenario to view information about that Quest. The boxes at the bottom of the screen display the races involved in the selected scenario. Click the checkmark icon to play the selected Quest.
- **Load Quest:** Load a previously saved adventure.
- **Back:** Return to the Main Menu.
- **Custom Campaign:** Access a series of interfaces that allow you to design your own adventuring world. See Designing Custom Campaigns and Scenarios , below.
- **Load Custom Campaign:** Load a previously saved custom campaign.

Multiplayer

To start a Multiplayer game, select Multiplayer from the Main Menu. You have 5 options on the Connection Selection screen:

- Hotseat
- IPX Connection for Direct Play: takes you to the Multiplayer Menu
- Internet TCP/IP Connection for Direct Play: takes you to the Multiplayer Menu
- Modem Connection for Direct Play: takes you to the Multiplayer Menu
- Serial Connection for Direct Play: takes you to the Multiplayer Menu

Hotseat

Hotseat is a multiplayer feature that allows two to four players to play a multiplayer session on the same computer. When you use Hotseat, players act one after the other, not simultaneously. In Hotseat mode, you end your turn by clicking the End Turn button.

The Hotseat menu has the following options:

- **New Skirmish:** Starts a new game in hot-seat play
- **Load Skirmish:** Loads a game already in progress
- **Back:** Returns you to the Main Menu.

You set up the game in the same way as the other multiplayer games, except that everything is done on the same computer. See Multiplayer Menu, below.

The Multiplayer Menu

Regardless of your connection, each Multiplayer game starts with the Multiplayer Menu, which contains the following options:

Host

There are four fields in the Host Game screen:

- **Game Name:** You can change the name of the game, which is automatically selected when you choose a game type.
- **Player Name:** Enter the name by which you will be known in the game.
- **Password:** Enter the password which players will need to enter your game.



- **Game Type:** Select any of the games available in the list. A description appears at the bottom of the screen indicating objectives and map size.

From the Lobby, you can do the following:

- In the Player Info section, view the players who have joined your game. To eject a player from the game, click the Kick button next to the player's name.
- View Quest Information, which details the story and objectives for the selected game.
- Chat with other players. Type your message in the field below the message window, and press Enter to send the message. Use the Up and Down arrows to scroll through the messages.
- Use the Up and Down arrows to set Options, as shown in the illustration below.

Click the Continue checkmark icon to start the game.

Join Quest

To join a game hosted by another player, select a game from the Game List, and then select a player from the Player List. Enter your name in the Player Name field, and then enter the password supplied by the game's host.

To view the most recent games in progress, click the Refresh Quest List icon.

Click the Continue checkmark icon to join the game.

Load Quest

To load a game, select one of the games from the list of saved multiplayer games, and then enter the Game Name, your Player Name, and the password. Click the Continue checkmark icon to continue.

Prewar Preparations

Before you conquer the world, you must select the race that will aid you in carrying out your plans. Click the arrows on the Race Selection screen to view images of each of the races. Each race has its strengths and weaknesses. When you have chosen the race you wish to play, click the checkmark button to continue.

The Lord Selection Screen

Now that you have determined your race, it's time to select a Lord. Click the sword and shield graphic to cycle through the Lord types. There are three types of Lords from which to choose:

- **Warrior Lord:** Dedicated to combat, the parties of these fierce fighters regenerate 15% of their damage per day. Although the Warrior Lord's military knowledge is unsurpassed, he can nevertheless cast one of each spell per day, and as many different spells as his Mana reserve allows. However, his devotion to more traditional combat limits his knowledge of spells to those of the fourth level.
- **Mage Lord:** Well-versed in the mystic arts, Mage Lords can research all spells and cast two of each spell per day, using as many different spells as their Mana reserve allows. Mage Lords require half the Mana to research spells than other Lord types. In addition, the Magic Tower (where all spell research occurs) is readily available at the beginning of the game. Mage Lord parties can only regenerate lost hit points in cities.
- **Guildmaster Lord:** Like the Warrior Lord, the Guildmaster Lord is fond of conventional combat techniques, though he employs more versatile (that is, deadly) Thieves in his arsenal. In



addition, the Guild – which is necessary to hire the Thief – is already erected at the start of the adventure.

All of the actions available to the Guildmaster Thief:

Poison Party - The thief poisons the enemy party, reducing the hit points of all the units

Infiltrate Spy - The thief places a spy that infiltrates the enemy

Steal Item - The thief steals an item

Assassinate - The thief will assassinate the weakest unit in the enemy party

Counterfeit - Orders The thief sends a false message to the enemy changing the battle positions of the party

Duel - The thief engages the enemy leader in a duel

Poison City - The thief poisons the enemy city, reducing the hit points

Steal Spell - The thief will steal spell knowledge owned by the enemy race

Bribe Populace - The thief offers gold for the allegiance of the city

Steal Gold - The thief will steal gold from the city treasury

Steal Item - The thief will steal an item from the merchant

Visit Ruin - The thief will spy on the ruin, revealing information

The Lord Selection screen also allows you to define the following:

- **Lord Portrait:** Click on the portrait in the center of the screen to select a different one.
- **Difficulty Level:** Click the crown to cycle through the various difficulty levels: Easy, Average, Hard, and Very Hard. The higher the level of difficulty the fewer resources you begin the game with and the tougher the computer opponents are.
- **Lord Name:** Accept the suggested name, or type the name of your new Lord in the box at the bottom of the screen.

When you have finished making your selections, click the Continue checkmark button to continue.

The Story Begins

You will now see a briefing of the Saga or Quest, as well as your first objective. Each time you complete part of a Saga, you will receive new directives for the next adventure. Each race involved in a quest may have a specific objective to complete. The following is a partial list of the Quest/Saga objectives. You may need to perform a combination of them in order win the game:

- **Destroy:** Defeat a designated party in combat.
- **Capture City:** Capture a designated city.
- **Transform:** Transform a designated percentage of land. Terrain adjacent to your Cities and Rods (see Transforming the Land, below) is automatically transformed each turn. Any terrain next to terrain of your type is also transformed.
- **Loot:** Occupy and collect all items in a designated ruin.
- **Item to Location:** Bring an item to a location
- **Party to Location:** Lead a Party to a designated location
- **Party to City:** Lead a Party to a designated city



Disciples II: Rise of the Elves is played in turns, where each turn represents one day. During each day you may do one or a combination of the following:

- Recruit and manage new heroes and armies
- Buy and sell artifacts, scrolls, and potions
- Explore the landscape with your heroes
- Erect buildings in your capital
- Upgrade non-capital cities
- Engage in combat
- Research new spells
- Cast spells

During any turn, it is a good idea to assess your position from all perspectives: military, resource management, city management, etc. Even when all of your parties have exhausted their movement points, you can still erect a building in your capital, research or cast a spell, etc. Time is of the essence, and you can be sure that your enemies will be doing everything in their power to close in on you. Don't sit back and wait.

Click the arrow in the bottom-right corner of the screen to start the adventure.

When you start any new adventure, the Beginning of Turn report is displayed.

This report also appears at the beginning of each turn. It indicates your current income from all possible resources during that turn only. For a report of your total resources, click the Map/Resources toggle in the upper right corner of the screen.

Click the checkmark icon to continue.

Now, enter a name for your first leader. Accept the suggested name, or type in any name that you wish. When you have selected a name, click the arrow icon.

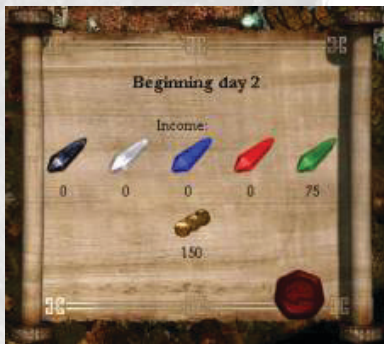
For more information on playing the game, please refer to the manual which can be found in the start menu.

CHANGES MADE TO THE ORIGINAL MANUAL

Beginning of turn report

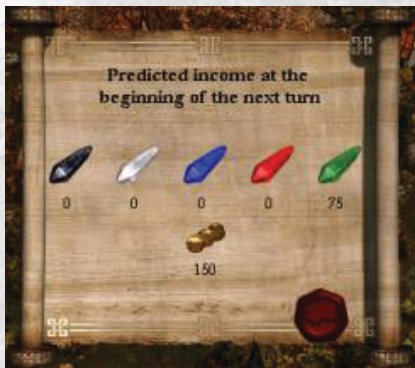
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The Adventure Interface

Use the Map toggle to view an up-to-date summary of your location, and the status of your territorial struggle. When Map is toggled, the Worldview map is displayed, showing an aerial view of all areas that you have explored. Mines are indicated by crosses, squares indicate non-Capital cities under your control, and rectangles with a white stripe indicate your moving parties. Left-click on the Worldview map to center the map on the selected point. You can also drag the rectangle to the desired location to display that area in Landview (the main gameplay area).



Once this panel is open, you have access to another button located to the right. Pressing this button displays a prediction of your incomes for the next turn. The prediction is based on the actual resources you have under your control.



Toggle again to view the percentage of land (in tiles) that you and your enemies have transformed.

The resource bar can be toggled on and off. The button is located just aside the briefing button. This bar is a representation of the resources you currently possess.



Briefing

Click to view the objective of your Quest. Click the button to replay the scenario briefing during the Saga's. On the Landview map, a blue circle indicates the location of a scenario objective. For example, a blue circle surrounding a city indicates that this city plays an important role in completing the Quest.

Quest Log

Click this button to review all the quest events messages.

Game Settings

Inverse mini map mouse behavior: Inverses the way the mini map scrolls when clicked upon

Graphics

Flip Battle Sides: Reverses the point of view of the units in combat.

Turn Summary Always On: Always display the turn summary at the end of a turn.

Diplomacy Screen

- **Exchange fog vision:** This diplomatic option will result in a one-time exchange of visible fog of war between the two allies, if accepted.



Research Spells



Click the Research Spell icon to display the Spellbook. The Spellbook contains all of the spells available in the Quest, by level. When you click on a Spell, information is displayed on the right-hand page, as shown below.

Manage Army

- **Lock Unit Type:** Clicking this button allows you to prevent a unit from upgrading into the next type of unit in its upgrade branch. The target unit will continue to gain experience, and it will move up levels, but it will not gain the abilities and attributes of the higher level unit.



Movement and Terrain Type

If a leader ends his turn while standing on the converted terrain of his own race, he will gain a small bonus in hitpoint regeneration for the turn.

Resources

- **Elven Alliance:** Grove Mana (Green)

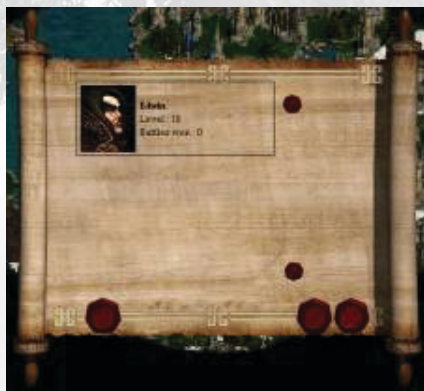
Combat menu



- **Instant Resolve:** Click this icon to have the computer instantly resolve the fight. Note that this command cannot be cancelled.

Exporting a Leader

Everytime you finish the last scenario of a campaign you will be prompted to export one or more of your leaders. The exported leaders can later be imported into skirmishes or expansion campaigns.



Chat

Inside the game, pressing Enter will bring the chat interface allowing you to communicate with your opponents. The chat window is available in the isometric view, the combat screen, and the cities screen.

CONFIGURATION EDITOR

The configuration editor can be found in the Disciples II folder in the start menu.

The configuration editor allows you to modify the following options:

Display Settings

- **Screen resolution:** Allows you to select the desired resolution for the game, from 800x600 up to 1280 x 1024.
- **Refresh rate:** Allows you to select the desired refresh rate. **WARNING:** These refresh rates are reported by your video card. Your monitor may not actually support all the ones listed. Setting the refresh rate to an unsupported setting may damage your monitor. Use default setting if in doubt.
- **Display game in a window:** Allows you to display the game in a window. Much slower, desktop must be set to 16 bit unless using Direct 3D
- **Use Direct 3D:** Enable 3D hardware acceleration. Note that this is an unsupported feature.
- **Stretch to full screen:** Use it in conjunction with the Direct 3D option to display the game window in fullscreen when using a resolution higher than 800 x 600.
- **Compatibility mode:** When using Direct 3D, check that option if the game runs too slow. Note that this is an unsupported feature.

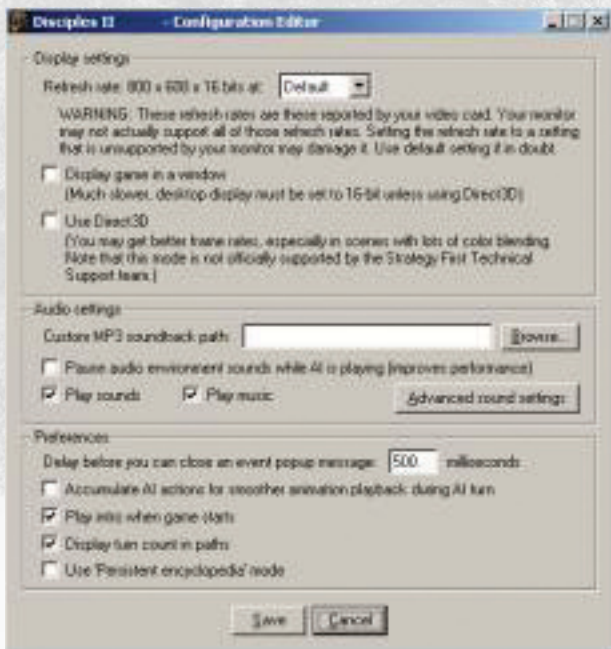
Audio settings

- **Custom MP3 soundtrack path:** Here you can put the path to your preferred MP3 music tracks.
- **Pause Audio Environment While AI is Playing :** Increase the performance.
- **Play sounds:** Turn on or off the sound effects.
- **Play music:** Turn on or off the music.

Preferences

- **Delay before you can close an event pop up message:** Time must be put in milliseconds.
- **Accumulate AI action points for smoother animation playback during AI turn:** Improve game performance.
- **Play intro when game starts:** Turn on or off the intro movie played when you launch the game.

- **Use persistent encyclopedia mode:** Check this to make the encyclopedia remain open after releasing the right mouse button, eliminating the need to hold the button down. A second click or a key press (Esc, Enter or Space) closes the encyclopedia.
- **Display turn count in paths:** Allows you to see the number of turn required to reach a destination.
- **Snap mouse to Cursor:** Turn this option on to Automatically snap the mouse cursor over the OK button in dialogs.



UNIT STATISTICS

Leaders



Forest Liege Warrior Leader

Description: The Forest Liege is an Elf of the purest bloodline who draws arms to protect his people.

XP: 150	HP: 135	Targets: 1	Chances to Hit: 80%	Source: Weapon
Damage: 50	Initiative: 55		Attack: Swords	Reach: Adjacent



Dryad Mage Leader

Description: Playful spirits of the trees, Dryads wield powerful magic and possess a keen understanding of staves and scrolls.

XP: 165	HP: 55	Targets: 6	Chances to Hit: 80%	Source: Air
Damage: 35	Initiative: 45		Attack: Chain Lightning	Reach: Any



Guardian Guildmaster Leader

Description: Guardians are fierce Centaur archers whose speed and durability allow them to travel great distances.

XP: 170	HP: 135	Targets: 1	Chances to Hit: 80%	Source: Weapon
Damage: 40	Initiative: 50		Attack: Longbow	Reach: Any



Sage
Rod Planter

Description: The oldest of Elvenkind, Sages use arcane rods to spread grove mana throughout Nevendaar.

XP:	HP:	Targets:	Chances to Hit:	Source:
100	80	1	100%	Life
Damage:	Initiative:	Attack:	Reach:	
0	40	Summon Ent Minor	Any	



Thief

Description: The Gladeshadow is a whisper in the leaves. She is a master of deception and thievery.

XP:	HP:	Targets:	Chances to Hit:	Source:
95	90	1	80%	Weapon
Damage:	Initiative:	Attack:	Reach:	
30	65	Daggers	Adjacent	



Centaur Lancer

Level: 1

Description: An expert at polearms, the Centaur Lancer is a formidable protector of his Elven allies.

XP:	HP:	Targets:	Chances to Hit:	Source:
145	150	1	80%	Weapon
Damage:	Initiative:	Attack:	Reach:	
30	40	Lance	Adjacent	



Centaur Strider

Level: 2

Description: The wild Centaur Strider cleaves through opposition without remorse.

XP:	HP:	Targets:	Chances to Hit:	Source:
730	175	1	80%	Weapon
Damage:	Initiative:	Attack:	Reach:	
65	40	Poleaxe	Adjacent	



Centaur Charger

Level: 2

Description: Proudly displaying the finest in Elven armor, the Centaur Charger leads the cavalry into battle.

XP: 525 **HP:** 175 **Targets:** 1 **Armor:** 20 **Chances to Hit:** 80% **Source:** Weapon

Damage: 50 **Initiative:** 40 **Attack:** Lance **Reach:** Adjacent



Centaur Savage

Level: 3

Description: A nightmare on the battlefield, the Centaur Savage has completely lost himself to the hunt.

XP: 1300 **HP:** 210 **Targets:** 1 **Chances to Hit:** 80% **Source:** Weapon

Damage: 100 **Initiative:** 35 **Attack:** War Club/Critical Hit **Reach:** Adjacent



Scout

Level: 1

Description: Elven Scouts often silence the enemy with a well placed arrow before they are even seen.

XP: 95 **HP:** 45 **Targets:** 1 **Chances to Hit:** 80% **Source:** Weapon

Damage: 30 **Initiative:** 65 **Attack:** Arrows **Reach:** Any



Hunter

Level: 2

Description: The Elven Hunter is a predator of the forest and all that lies within is prey for his bow.

XP: 490 **HP:** 85 **Targets:** 1 **Chances to Hit:** 80% **Source:** Weapon

Damage: 45 **Initiative:** 60 **Attack:** Arrows **Reach:** Any



Watchman

Level: 2

Description: As part of the Queen's guard, the Watchmen are trained to conjure enchanted arrows.

XP:	HP:	Targets:	Chances to Hit:	Source:
475	75	1	85%	Air
Damage:	Initiative:	Attack:	Reach:	
40	65	Lightning Bolt	Any	



Stinger

Level: 3

Description: One shot from an Elven Stinger will eventually prove fatal. Vile poisons drip from the tips of each arrow they nock.

XP:	HP:	Targets:	Chances to Hit:	Source:
1300	125	1	80%/90%	Weapon/Death
Damage:	Initiative:	Attack:	Reach:	
65/15	60	Arrows/Poison	Any	



Bandit

Level: 3

Description: The lawless Bandit is a scourge upon unsuspecting travellers.

XP:	HP:	Targets:	Chances to Hit:	Source:
1010	115	1	80%	Weapon
Damage:	Initiative:	Attack:	Reach:	
30	60	(2x) Arrows	Any	



Warden

Level: 3

Description: The Warden conjures the essence of fire to drive bolts of flame into the hearts of trespassers.

XP:	HP:	Targets:	Chances to Hit:	Source:
1455	120	1	85%/70%	Fire/Fire
Damage:	Initiative:	Attack:	Reach:	Wards
60/15	70	Flame Arrows/Blister	Any	Fire



Sentry

Level: 3

Description: The fury of winter unleashed, the Sentry pushes back the enemy's front lines with deadly arrows of solid ice.

XP:	HP:	Targets:	Chances to Hit:	Source:
1335	120	1	85%/70%	Water/Water
Damage:	Initiative:	Attack:	Reach:	Wards
55/20	70	Ice Arrows/Frostbite	Any	Water



Brigand

Level: 4

Description: The Elven Brigand stalks the tangled roads of the forest in search of victims.

XP:	HP:	Targets:	Chances to Hit:	Source:
1500	155	1	80%	Weapon
Damage:	Initiative:	Attack:	Reach:	
55	60	(2x) Arrows	Any	



Marauder

Level: 5

Description: With unequalled speed, an Elven Marauder can often unleash two deadly shots before the enemy gets his first.

XP:	HP:	Targets:	Chances to Hit:	Source:
2665	170	1	80%	Weapon
Damage:	Initiative:	Attack:	Reach:	
70	60	(2x) Arrows	Any	



Adept

Level: 1

Description: An Adept experiments with the deadly forces of nature and practices them upon his opponents.

XP:	HP:	Targets:	Chances to Hit:	Source:
75	35	6	80%	Air
Damage:	Initiative:	Attack:	Reach:	
15	45	Shock	Any	



Channeler

Level: 2

Description: A Channeler can guide lightning from the heavens straight into the enemy ranks.

XP:	HP:	Targets:	Chances to Hit:	Source:
505	60	6	80%	Air
Damage:	Initiative:	Attack:	Reach:	
30	45	Lightning Blast	Any	



Theurgist

Level: 3

Description: The Theurgist harnesses the power of a raging storm to shatter the armor of his rivals.

XP:	HP:	Targets:	Chances to Hit:	Source:
1240	95	6	80%/80%	Air
Damage:	Initiative:	Attack:	Reach:	
40	45	Lightning Storm/Shatter	Any	



Archon

Level: 3

Description: Highest in the ranks of noble Elf society, the Archon is the epitome of Elven magic.

XP:	HP:	Targets:	Chances to Hit:	Source:
1190	85	6	80%	Air
Damage:	Initiative:	Attack:	Reach:	
50	45	Tempest	Any	



Griffin

Level: 1

Description: The majestic Griffin furiously protects his Elven masters from danger.

XP:	HP:	Targets:	Chances to Hit:	Source:
415	200	1	80%	Weapon
Damage:	Initiative:	Attack:	Reach:	
65	50	Claws	Adjacent	



Skylord

Level: 2

Description: Every few years, a Skylord hatches among the Griffin flock. It is the grandest of its kind and incredibly loyal to the Elves.

XP:	HP:	Targets:	Chances to Hit:	Source:
1200	300	1	80%	Weapon
Damage:	Initiative:	Attack:	Reach:	
100	50	Bite	Adjacent	



Spiritess

Level: 1

Description: The Spiritess emerges from the forest to tend to the wounded in times of war.

XP:	HP:	Targets:	Chances to Hit:	Source:
90	45	1	100%	Life
Initiative:	Attack:	Reach:	Heal:	
10	Heal	Any	25	



Oracle

Level: 2

Description: Elven Oracles are not only gifted healers, they are able to sense and interpret the will of Gallean.

XP:	HP:	Targets:	Chances to Hit:	Source:
450	60	1	100%	Life
Initiative:	Attack:	Reach:	Heal:	
10	Heal	Any	40	



Grovemaiden

Level: 3

Description: In the tangled heart of the forest, Grovemaidens perform sacred rituals to gain elemental protection for their people.

XP:	HP:	Targets:	Chances to Hit:	Source:
1300	85	1	100%/100%	Life
Initiative:	Attack:	Reach:	Heal:	
10	Bestow Elemental Wards/Heal	Any	50	



Sylph

Level: 4

Description: Violent winds and storms are nothing to a Sylph. She dismisses them to protect the Elves while she heals.

XP: 22470 **HP:** 95 **Targets:** 6 **Chances to Hit:** 100%/100% **Source:** Life

Initiative: 10 **Attack:** Bestow Air Ward/Heal **Reach:** Any **Heal:** 55



Sun Dancer

Level: 4

Description: The Sun Dancer is a marvelous healer. She can walk through fire, and, if she desires, bring another with her.

XP: 2535 **HP:** 115 **Targets:** 6 **Chances to Hit:** 100%/100% **Source:** Life

Initiative: 10 **Attack:** Bestow Fire Ward/Heal **Reach:** Any **Heal:** 50



Illumielle

Capital Guardian

Description: Queen Illumielle struggles to bring the wild and noble sides of her people together while defending her home with unrivalled magic.

XP: 9995 **HP:** 900 **Targets:** 6 **Armor:** 50 **Chances to Hit:** 95% **Source:** Life

Damage: 250 **Initiative:** 90 **Attack:** Dragon Blade **Reach:** Any



Ent Minor

Summoned Unit

Description: A magical sapling uproots to defend the forest.

XP: - **HP:** 80 **Targets:** 1 **Chances to Hit:** 80% **Source:** Weapon

Damage: 30 **Initiative:** 50 **Attack:** Bash **Reach:** Adjacent



Ent

Summoned Unit

Description: Elves plead with the forest spirits to aid them and often an Ent answers their call.

XP:	HP:	Targets:	Chances to Hit:	Source:
-	175	1	80%	Weapon
Damage:	Initiative:	Attack:	Reach:	
65	55	Tree Swipe	Adjacent	



Ent Major

Summoned Unit

Description: When the forest itself is angered, the mightiest of Ents awakens to deliver its wrath.

XP:	HP:	Targets:	Chances to Hit:	Source:
-	250	1	80%	Weapon
Damage:	Initiative:	Attack:	Reach:	
85	60	Roots	Adjacent	



Verdant

Summoned Unit

Description: Animated by Elven magic, the Verdant is a golem constructed from the heart of the forest.

XP:	HP:	Targets:	Chances to Hit:	Source:
-	300	6	80%	Earth
Damage:	Initiative:	Attack:	Reach:	
85	70	Roots	Adjacent	

NEUTRALS:



Trapper Barbarians

Description: A survivor in the harshest of terrains, the Trapper uses his skills to defend the Barbarian tribes.

XP: 1535 **HP:** 200 **Targets:** 1 **Chances to Hit:** 80% **Source:** Weapon

Damage: 60 **Initiative:** 60 **Attack:** Harpoon **Reach:** Any



Shamaness Barbarians

Description: In tune with the spirits of the earth, the Shamaness controls the very ground beneath her feet.

XP: 1665 **HP:** 165 **Targets:** 6 **Chances to Hit:** 80%/30% **Source:** Earth/Mind

Damage: 30 **Initiative:** 40 **Attack:** Earthquake/Fear **Reach:** Any



Goblin Elder Greenskins

Description: Very few goblins are intelligent enough to practice the magical arts, but every so often an Elder awakens.

XP: 970 **HP:** 165 **Targets:** 6 **Chances to Hit:** 80% **Source:** Fire

Damage: 40 **Initiative:** 40 **Attack:** Fire Wave **Reach:** Any



Cyclops Greenskins

Description: The enormous Cyclops hurls giant boulders at his tiny foes

XP: 2000 **HP:** 250 **Targets:** 1 **Chances to Hit:** 80% **Source:** Weapon

Damage: 100 **Initiative:** 40 **Attack:** Boulder **Reach:** Any

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