

WARLOCK

Master of the Arcane



WARLOCK'S
GRIMOIRE





'Will you become the greatest
of the Great Mages?'



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INTENDED AUDIENCE



Welcome to the world of **Warlock: Master of the Arcane**. The purpose of this guide is to help first-time players and those new to strategy games take their first steps into the wilds of Arдания.

It has been created to explain the fundamentals of the game in order for you to understand what to do, when, how and why. So that you take on your first challenge armed with the information required to enjoy your initial experience.

If you have not done so already we suggest that you take some time to familiarize yourself with the **Game Manual**. It provides a basic overview of game concepts, core features and how to use the interface.

If you are looking for strategy tips on how to beat the game, your best option is to browse and ask questions at the game's forum hosted at:

<http://forum.paradoxplaza.com/forum/forumdisplay.php?649-Warlock-Master-of-the-Arcane>

We strongly recommend that you read through this guide before commencing your first game. In any case we hope your playing experience leaves you spellbound and wanting more.

Lets take our first steps into a dangerous new world...

WHAT IS WARLOCK: MASTER OF THE ARCANES

Warlock: Master of the Arcanes is a 4x genre game played in the fantasy setting of Ardania. It is a world represented in previous titles such as Majesty and its sequel Majesty II. Those sagely warlocks among you will know what 4x games are about. For those that do not, read on.

The basic goals of the game are to: 1) **eXplore**, 2) **eXpand**, 3) **eXploit** and 4) **eXterminate**. Hence the acronym **4X**.

In this respect you will need to build units to **explore** the four corners of the map and the lands beyond Ardania. You will need capture and settle new cities, to generate the resources needed to **expand** your empire.



Once your cities begin to grow, you can construct numerous types of buildings to increase the capabilities of your cities. These will allow you to build stronger more powerful units, and to equip them with ability enhancing perks to make them even stronger. You will need to use your armies to **exploit** the weaknesses of your enemies and keep them from expanding their own territories. Then when the chance presents itself, you must seize the chance to destroy the units of your enemies and crush their cities to dust. **Exterminating** them, before they exterminate you.

GETTING STARTED

Finally you are about to begin your first game. You will start every game with one city - your **capitol**, one fast-walking unit typically a scout and a ranged attack unit such as archers.

Your immediate concerns should be to use the **Alerts** to see which aspects of your fledgling kingdom needs your attention. Click on the first alert, give your orders, make your choices. When complete click on the next alert and so on, and so forth. These alerts will enable you to take the following basic steps. 1) Construct your first **building** 2) Recruit your first **unit** 3) Research your first **spell** 4) Move your initial units 5) Attack any enemies that have strayed to close to your borders.

Once you have cycled through each and every alert the action button above the **Mini-map** will ask you to end your turn (image on the right).



You should also keep in mind that almost every object on the screen has a tool-tip of some sort. Just glide the mouse cursor over the item you need more information on and you will be able to see it soon enough.



AIM OF THE GAME

In every game of Warlock you will play, the underlying gameplay will remain the same.

In order to win you will need to tailor your strategy depending on which of the four victory conditions you hope to emulate. The basic tenants of playing the game are as follows:

Basic Goals



Discover the World of Arдания by sending scouts to explore the unknown lands beyond your borders.



Found cities to expand the territorial borders of your kingdom and gain access to the all important special resource nodes.



Construct buildings on special nodes within cities to gain enough resources to fund your army and expand your realm.



Recruit a variety of units to conquer and clear your lands of rivals and rivals monsters. Look to acquire special powerful units in order to be able to tackle any challenge you are likely to be faced with.

Winning At Warlock

There are fours ways to win at playing Warlock. Depending on which one of these you aim for, your strategy must change to ensure victory.

See the game manual for a description of each method of winning available.



CONFIGURING YOUR GAME



Games of Warlock are essentially **sandbox** in nature. This means you can configure certain game parameters to create the type of challenge you wish to face. There are three steps to configuring your perfect set-up.

Difficulty



Choose one of five **difficulty settings** from Easy to Impossible. You will not be able to change this once your game begins.

World Config

Next up you must determine the land of Arдания your game will take place on, by setting the **world configuration**.



Select the shape of the land masses, from Islands (least land mass) to Super Continent (most land mass).



Next choose the size of the world from Small to Huge.



With the cylindrical map units will be able to traverse the from one edge of the map to the other, from west to east and vice-versa.



This option allows you to choose how many additional worlds are connected to the land of Arдания.



Finally you can select the number of A.I. controlled factions you are happy to lock horns with.

CHOOSING A GREAT MAGE

Warlock comes ready with a host of predefined Great Mages that you can choose as your faction's representative, in order to start your game immediately.

If you prefer you can customize the attributes of a particular favorite. Choose a predefined Great Mage by first selecting your preferred portrait and then customize their individual settings:



Mage Portraits

There are numerous Great Mage portraits you can potentially choose from. Collectively they represent the three main races present on Arдания. Select the portrait that best represents the faction you are about to play or choose the one you prefer most of all.



Starting Race

If you are unhappy with the type of race this leader commands by default, you can change the selection here. There are three races to choose from: **Humans**, **Monsters** and the **Undead**. Depending on the choice made your capitol, units recruited there and any settlers made from this city will belong solely to that race for the duration of the game. Capturing cities consisting of other races is the only way to get access to their buildings and units until you start another game.



Starting Color

Next if you want to you can change the color your faction will be associated with, on the screen of play. There are nine to choose from. The chosen color scheme will be assigned to city banners, territorial boundaries and unit shields.



Perks & Spells

Now comes perhaps the most important customization choice that you will make. Leaders start with a number of perks and spells. These abilities are very useful in shaping the sort of strategy you aim to undertake in your game. Each leader can have up to ten points allocated to **perks** or



spells. Powerful abilities will cost more. Choosing certain perks over others will give you certain benefits to certain aspects of gameplay. While selecting any of the starting spells not only gives you an immediate edge over rivals, but provides more offensive and defensive options in combat.

GAMEPLAY FACTORS

Mentioned below are some of the most important factors of gameplay in Warlock. A brief description of each one is provided here. Some of these are explained in greater detail, later on in this guide.



Turns are the phases of play that drives the game. The player takes their turn followed by the A.I. Each faction goes next. Any unaligned neutral and monster factions that exist conduct their turn last of all.



Resources are the four key elements with which you gain all aspects of your kingdom from cities, buildings, units and magic. They are gained or lost every turn. Acquiring as many resources as possible should be your immediate aim every turn in your pursuit of victory.



Cities are the components of your kingdom that create the four main resources. Without these little can be achieved. Cities can be built anywhere on land with settlers. Those of rival or neutral factions, can be captured. Cities in turn define the borders of your kingdom, stopping the enemy from encroaching into your territory.



Population drives the size of the city. The higher the level a city becomes the more buildings can be built within its walls. Thus increasing the capabilities it offers. It can be affected by spells and a lack of food production.



Buildings are present within cities. Every new city starts with one building already constructed. Additional buildings can be added with each level the city grows. Buildings provide resources or allow for the creation of basic and moderate level units.



Special (Resource) Nodes are scattered across the length and breath of the lands. These hexes allow the construction of special buildings. These special structures produce much larger amounts of resources.



Races belonging to three distinct types live on the world of Arдания.

These are humans, monsters and the undead. Each of the units that can potentially be recruited, corresponds to one of these races.



Units are the tool for defending your cities and attacking those of your rivals. These are created in cities once the relevant buildings have been built. Units move across the land, on the sea or through the air. They can level up in experience to become stronger and powerful, the more experience they gain. Making them stronger and more powerful.



Perks are abilities which are applied to units to boost their capabilities. There are many types and each one affects different aspects of gameplay. Units gain a new perk with every level of experience, though some can be acquired by casting certain spells or through upgrades.



Magic gives form to the arcane arts. **Spells** are researched and can be cast for a cost in mana. There are several categories of spells. Some affect units by boosting (buff) or negating (debuff) abilities, healing or damaging them. Some spells can even summon units onto the battlefield if needed. Other spells can target cities increasing their production or crippling it. A limited number of spells can be cast per turn.



Relations with the gods of Arдания are important as they define their attitude towards your faction. Upset them and they may send down from the heavens, a sign of their displeasure. Please them and they may provide divine allies to help you. Relations also determine whether temples can be built on special locations, and if access is granted to certain unique spells, available only to those favored by a particular god.



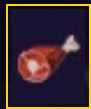
Upkeep is required for all units deployed on the battlefield. Depending on their race, many will require gold, some will require food and others mana. The more powerful a unit is, the more upkeep will be required. Some spells also require upkeep, those that buff unit abilities or city production for instance, as well as those that summon units.

RESOURCES

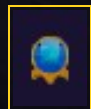
In order to expand your kingdom effectively Warlock requires the management of four key resources; gold, food, mana and science. They are shown at the top of the main screen.



Gold allows the upkeep of certain buildings and the commissioning and upkeep of certain units. It is generated mostly through the presence of buildings in your cities, though it can also be gained by looting special locations or monster lairs, or exchanging quantities through diplomacy.



Food is required to increase the populations of cities. Without it your cities will not grow and you be unable to gain the benefits from constructing the most powerful buildings. It also provides the upkeep for certain units, mostly for the human and monster races. Food is gained from buildings constructed within your cities. At the end of every turn surplus food is automatically transformed into gold.



Mana is the pool of arcane energy that allows your warlock to cast spells on your units and cities or against other factions. Like gold the total amount is shown as well as the amount earned each turn. Which is also shown in brackets. If this value is red then not enough is being generated and the amount shown will be deducted from the reserves each turn, until it reaches zero. Mana too can sometimes be found when ransacking monster lairs.



Research points are the fountain of all knowledge. It is used solely for the purpose of unlocking unknown spells, so they can be added to your available repertoire. The higher this value climbs, the more quickly a spell can be understood and unlocked.

These resources provide the means to create and maintain many aspects of your kingdom. They are collected automatically from the cities belong-

ing to your kingdom at the end of every turn. Only Gold and Mana have accumulated values. These are show next to the resource revenue gained per turn, designated by +/- . Being unable to acquire enough resources to match your output leads to negative income, which are shown in red.

Increasing Resources

Income of these resources can be increased in a number of ways. When configuring your faction's Warlock, you can assign certain leader traits to increase the starting amount or boost the total income across all cities.

Diplomacy

Alternative ways of gaining resources exist in diplomacy and spells. Using diplomacy you can demand or exchange gold and mana with another faction giving them your surplus for another resource you may need.



Spells

Some spells can be cast upon the cities of you and your opponents. They can increase or decrease the total revenue of resources generated. Some spells such as **Lunar Thief** allow you to steal resources from rival factions. Casting and maintaining several of these spells at the same time can be quite lucrative if draining on your mana.

Which ones you decide to use and when is important in its own respect, through they will depend on your particular strategy. Their importance may also change over time, depending on the situation you may find yourself in. So you can cancel them when you wish.

DISCOVERING ARDANIA

The land of Ardania is a world of wondrous variety. As such many aspects make up this world. To know all of these is to become one with the world, which will grant you an advantage over your adversaries

Territorial Boundaries

Every city has its own territorial boundaries. Each hex within this boundary belongs to it and the kingdom it is part of. No other settlements can be created in or near to these boundaries. When enough cities have been placed near to each other and have expanded enough in size, these boundaries will link up to form the basis of your realm.



Fog of War

Before you can grow your realm you will have to penetrate the fog of war that clouds your vision of the land. Send out units to discover the unknown unexplored places that exist beyond the confines of your starting city. The ability of your units to see into the distance is determined by their **sight** attribute.



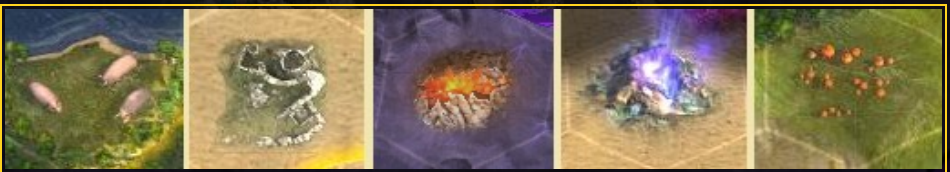
Terrain

There are several types terrain present in Arдания. Each has a bearing on movement on your units to explore the realm. Combat is also affected. For instance jungle takes longer to traverse than plains. Mountains are impassable, while oceans can only be traversed by naval vessels or monsters native to the deep.



Special Nodes

Throughout the lands of Arдания are a host of **special resource nodes**. When one of these nodes rests on a hex within a city boundary, a special building can be built upon it. What can be built depend on the host race of the city. Some nodes can have more than one type of building placed upon it. Depending on the structure constructed anything from an increase in resource income to the ability to recruit unique units will become available.



Mystic Portals

Littered across the land are up to six **Mystic Portals**. These gateways allow your units to travel to additional lands. Be very wary of using them as travel is permitted both ways and it is unwise to disturb the deadly creatures who dwell on the other side.



Make sure you have a large and powerful force to repel any unwanted visitors that may try to invade your realm from these mysterious places.

Monster Lairs

Throughout the untamed lands of Arдания are the lairs of many a monsters and wild creatures. They periodically spawn unfriendly units which venture forth from their homes, attacking anything that wanders to close. They have even been known to attack and capture some small sized cities. So make sure you find and destroy these lairs, before wreak havoc.



Neutral Factions

Some cities will already exist when you first start your game. These settlements belong to some unaligned faction who cannot be engaged with diplomacy. Cities of this type are colored grey (or brown if captured by monsters). Look to capture these immediately when encountered. They will be easier to conquer and make great additions to your kingdom.



Holy Sites

These special hexes are located throughout the lands and are required for you to build temples to the gods. Make sure you stake your claim on these location by building your cities as close as possible to these divine places.

USING ALERTS

Alerts are very, very useful. The game uses a number of **alerts** to bring to your attention an action that you may wish or not wish to take. These pop-up at the beginning of every turn and display on the bottom right of the screen, above the mini-map. The number to the left of the icon informs you of the number of such units or actions of that type that need your attention, during the current turn.

Alerts

There are several types of alert, each of which is described below:



Building alerts notifies you that there are cities with space for new buildings to be added.



Unit advancement alerts notify you that one of your units has gained a level of experience and can now be awarded a new perk.



Enemy at the gate alerts notifies you that you have city or defense tower in range of enemy units and can fire at them.



Unit idle alerts notify you that you have units able to be given orders for that turn. It does not include units that have been given the **Sentry** order.



New quest alerts informs you that a new quest has been triggered for your faction. Click on the alert to see more details of the objectives you will need to achieve to pass these tests.



At war alerts warns you if any rival factions have declared hostilities against your own. So you are not caught off-guard.

The **Catch-all** alert is seen after a player finishes their turn and some units have not used their full movement/action capacity. It is there to remind players to tend to them, before finishing their turn.



These alerts let you know when units have been recruited and buildings have been constructed, in any city across the kingdom



Clicking on any alert icon will cycle through the corresponding game objects (units, cities or quests) that need actioning. This can be done multiple times for every item in a particular alert queue.

RACES

In every game you play, you will be asked to select the primary race of your side from a choice of three. This decision determines many gameplay aspects the most important of which, is the type of starting city (capitol) your realm begins with. This in turn subsequently restricts the type of new built cities that can be built. They are resitricted to the same race as the settler built from the capitol. It will also place a restriction on the buildings that can be built within these cities and therefore the units that can recruited within them.



Furthermore cities not of your starting race receive a penalty in the income received from resource revenue. So any mana, food or gold collected in a captured city of a different race will be less than those of your own. In addition these cities will grow a lot more slowly that cities belonging to the same race as the citizens of your capitol.

CITIES



Cities are the cornerstone of your realm. They allow you to generate the necessary income of resources from which everything else can be purchased and maintained. They allow the creation of buildings and units. Cities can be captured by opponents so remember to protect them.

Construction Choices

Cities can only be founded in areas not close to existing cities. Also make sure you choose the correct settler race type to build a city. All basic buildings and units from that point on will reflect the race chosen.

Any cities that do not enhance your strategy for victory can be disbanded. You receive a settler unit of the city's race for doing so. As long as the city is over level three in size.

Building cities near to each other and letting their territorial borders merge is a great way to block off access to the best locations. Thus stopping your rivals from settling in the places where you would like to do. Perhaps your biggest choice however, will be whether to specialize the buildings in a city or not. Where you should focus it's production to a gather a single resource or to recruit certain units or a mixture of both.

The City Banner

Above each city there is **Horizontal Banner** where the name of a city is shown. On the left is a dial which displays the **size** of the city (9) and the amount of **population growth** needed to reach the next stage in the city's development (green circle). When the circle is completed the city will gain a new level +1 in size. In this case to level ten (10).



On the right there is a dial that indicates the **Current Unit** being built within the city. When there are no units currently in the queue, the hammer is shown. When a unit is being produced it's portrait is shown, until it is completed. At which point the next unit in queue is shown. Where there are no more, the hammer is shown once more.



The Capitol City

Your starting city is randomly placed at the start of the game. This is known as the **Capitol**. It is marked with a **Crown** above the horizontal **banner** where the settlement's name is shown. The capitol is the most important city you will ever control. It can never be lost or your game is over.



City Information

From the **map screen** click on the **city banner** to enter the **city screen**. Here you can view all manner of information including: existing buildings, any that are being constructed, and the units currently in the build queue. Also shown is a further breakdown of **population** and **resource revenues**. All this can be found in and around the **city screen**.

City Overview

At the bottom left of the screen is the **City Overview Panel**. This shows

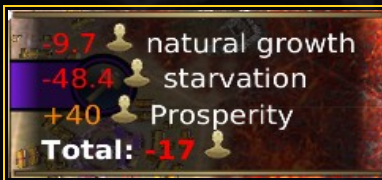
lots of interesting information relevant to the selected city including a list of resources the city is generating. An icon (bottom left of image)



represents the race the citizens of this city. In this case: it is inhabited by monsters. While the **Population** total (9514) is shown next to the gold silhouette, together with the increase per turn (+42).

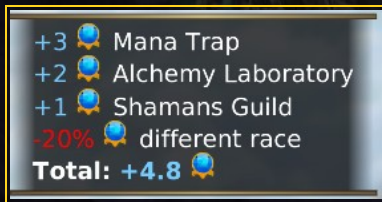
Hit-points used in the defense of the city are also indicated by the number above the vertical green bar (150). The green bar represents the current health of the selected city. Moving the mouse cursor over any of visible items in this panel will provide tool-tips.

Population



A breakdown of population growth can be seen by moving the mouse cursor over the population total in the **City Overview Panel**. This includes natural growth and any spells that may be in effect.

Resource Totals



A similar breakdown is available for resources including any factors affecting them. This information can be accessed by moving the cursor over each of the resource totals.

Disbanding Cities



If you build a city by mistake or capture one not situated in an ideal location, you can reduce the city to rubble by using the **Disband City** button. If the city is at least level 4 in size, you receive a settler unit of the same race as the city, which can be used to relocate elsewhere.

BUILDINGS

Clicking on any city banner will bring up the **City Screen**. This allows you to manage the current building you wish to erect in that city. Units can also be managed from here. Though this will be discussed later.



The **city perimeter** along with **special resource nodes** dictate where buildings can be placed, such as donkeys (above). Mountain and ocean hexes cannot be built upon. The city size determines how many buildings it contains. When a city increases in size a new building can be constructed, but only within it's borders.

Building Types







There are nine types of buildings from those that increase resource production, defensive towers, those providing perk upgrades and those that allow the recruitment of units, or a combination of any of them. Buildings are free to construct but require a permanent upkeep cost in resources. Some buildings require per-requisites in order for them to be erected. See the examples on the next page.

Dwarven Forge

Production: +10 🏰

Can be built on: Dwarven settlement

Gives perk:

 Dwarven Steel
for classes:   

Buildings of this type is not in your empire

Dwarven Settlement

Upkeep: -2 🏰

Attack (Range: 2)
- Missile: 12.0

Hit Points: 75

Can be built on: Dwarven settlement

Required for:

-  Dwarves
-  Dwarven Overcomers
-  Training Course

Buildings of this type is not in your empire

Buildings Menu

The **buildings menu** is located on the right of **City Screen**. Valid options to build are colored in purple. Buildings denoted with a

green ticked check-box underneath exist elsewhere in the realm. This is useful to stop you duplicating buildings with kingdom-wide effects such as those that provide unit perk upgrade (Smithy). In addition to the number of turns a building will take to complete, any buildings requiring **special nodes** to be built are indicated by the corresponding resource

icon. In the example to the left, the minotaur special node is shown. It is good to note that though some special nodes allow the production of multiple buildings, a separate node will be needed for each one.



	Wizards Guild	<input checked="" type="checkbox"/>	Turns: 3 🏰	
	Tax Offices		Turns: 3 🏰	
	Bakery		Turns: 4 🏰	
	Minotaur Palace	<input type="checkbox"/>	Turns: 3 🏰	
	Minotaur Labyrinth	<input type="checkbox"/>	Turns: 3 🏰	
	Mana Trap		Turns: 3 🏰	
Buildings:				

Building Options

You can **disband** buildings or get a complete listing of all possible structures in a city, by using these buttons, which are located below the **buildings menu**.



UNITS



There are dozens upon dozens of types of units in Warlock. They are essential for a multitude of tasks specifically; exploration, conquest, defense and the founding of new cities. Every unit costs a certain amount of resources to commission, so your army will be limited in size.

Recruiting Units

Units are built in cities. Unlike buildings more than one can be queued up at a time. The units that can be in a particular city depend on the **race** of the city and the **buildings** that have been constructed. In additionn some buildings constructed on **Special Nodes** allow for the production of independent units such as Dwarves or Halberdiers. Furthermore some units can be summoned through the use of spells. Unlike buildings these can be queued with as many units as you can afford.

Trolls	Cost: 200 🟡 Turns: 4 🟡	
Ratman Robbers	Cost: 25 🟡 Turns: 2 🟡	
Rats	Cost: 10 🟡 Turns: 2 🟡	
Gnome Settlers	Cost: 50 🟡 Turns: 2 🟡	
Dwarves	Cost: 120 🟡 Turns: 3 🟡	
Halberdiers	Cost: 75 🟡 Turns: 3 🟡	

Unit Classes

There are several classes of unit in the game. Each one with its own strengths, weaknesses and particular method of attack. Each type can be identified by the (purple) shield above the unit model (image previous page), or the blueish icon on the **unit information screen** (see below).



Melee units must be adjacent to the target in order to land their blows. Examples include: Blademasters, Minotaurs, Skeleton Warriors, Dwarves and Stubborn Knights.



Missile units like to shoot their weapons from a distance, attacking their targets without being attacked in return. Examples include: Beastmasters, Elves, Goblin Sharpshooters and Skeleton Archers.



Casters are units that attack using a form of magical energy. Like ranged units they attack from distance without the risk of reprisal. In many cases these units possess extra powers. Examples include: Magisters, Vampires and Sisters of Krypta.



Naval units sail across the oceans of Arдания, firing their ranged weapons against other sea faring units or any land unit careless enough to be caught on a coastline. Examples include: Transport Cogs, Caravelus, Galleons and Garreons.



Healers are units with the abilities to heal other units wounded in battle. Their powers of regeneration must be used wisely as they are limited. Examples include: Ordained Shamans and Clerics.

Constructs are contraptions created by each race to bring destruction upon their enemies. Each machination is unique. Some can fly and drop bombs from above, while others pound their targets from range. Examples include: Catapults and Flying Galleus'.



Creatures comes in all shapes and sizes. With just as many varied abilities. Some like to attack close in, while others fire magical energy from a distance. Examples include: Werewolves, Dragons, Elementals, Bears and Green Bats.



Settler units are used to found new cities and expand your kingdom beyond it's natural borders. They are weak and unable to defend themselves, so make sure you send some powerful units to accompany them. Each of the three races has its own settler units.



Unit Commands

Only basic unit commands are shown when the game is first started. Hit the purple **switch** (>>) to expand and bring up the full set of action icons available to your units.



Rest can be ordered for a unit that has suffered damage in previous turns. As long as it is not adjacent to any enemy or neutral units, the unit will recover a certain amount of hit-points that turn. It cannot be ordered to undertake any other action that turn.



Defend/Fortify allows the unit to brace themselves for an imminent attack. Like resting no other actions can be taken for this order to be given in a turn.





Sentry can be set for any units not adjacent to a unit not belonging to your faction. Units sent to sleep will not appear in the **unit queue** until a unit from another faction comes into sight range. It will then awaken so you can give it a new order.



Disband units that have outlived their use or cannot be supported by your ability to farm resources any longer. Use this option with care as disbanded units are gone forever. Once they are gone, they are gone.



Build cities by clicking on this action button. Only settler units will be able to be given this action. In order to create a new settlement, they must be a minimum distance from any territorial boundaries.



Special ability icons are only visible for units that possess the corresponding perks. Healers, casters and powerful warriors or creatures exist that possess a wide array of abilities which can be used

to enhance your attacks or thwart those of the enemy. Each ability though has a **cool-down** period, a set number of turns they cannot be used again. So choose when to use them wisely.

Traveling on Water

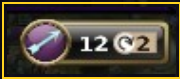
Some units are already able to travel on or over water. Land units by default cannot. They must either be imbued with an ability by casting a spell on them or a harbor be built in one of your cities. Once the first harbor is constructed any unit anywhere on the map has the ability to call upon a trans-



port vessel to sail them to wherever they need to go. To achieve this, simply move the unit to a coastal hex and wait until the next turn. Then move them onto a sea hex and they will change in appearance. They can then be transported across the seas to whatever destination is required.

Unit Attributes

Detailed information on each individual unit can be seen by right-clicking any unit on the main screen. Each unit has a range of attributes used to determine gameplay actions such as movement, method of attacks, defense effectiveness, damage taken or when a new level of experience is gained.



Attack type(s) are shown together with the **Unit Power**. If a unit has additional attack types gained by perks, these are shown above. Where a unit is able to shoot missiles the range in hexes is indicated next the unit power. Attack types mirror those listed under resistances: melee, missile, and life, death, spirit and elemental magic.



Movement type(s) are shown by green blocks. Each one represents one point that can be traveled. Movement types include: walking, sailing and flying.



Sight range provides the distance in hexes that a unit can see units from neutral or other factions. Be ware that some units are invisible. **Upkeep** is the cost of each unit in terms of how many resources are used to keep it active. Upkeep is automatically deducted from your kingdom resource totals.

A detailed unit tooltip for a character unit. It features a circular portrait of a woman with a blue visor. To the right of the portrait are icons for sight range (a crosshair), attack type (a purple arrow), and a power value of 29. Below the portrait are icons for attack types: a sword (melee), a missile (missile), a shield (life magic), a skull (death magic), a flame (spirit magic), and a lightning bolt (elemental magic). The tooltip text lists: Sight range: 2; Upkeep: -5 (gold), -1 (red), -2 (blue); Resistance: Melee: 20, Missile: 10, Life Magic: 100, Death Magic: 0, Spirit Magic: 0, Elemental Magic: 0.

Resistances are the factors that represent a unit's capability to defend themselves against a type of attack. There are six in total. Most units start with resistances at zero. **Perks** allow units to increase these values over time. While some spells can reduce their effectiveness. Some units are immune to any sort of damage from a type of attack (such as the example above). While those values in **green** provide a corresponding level of protection from any damage suffered. However, values in **red** mean that the unit is more susceptible to attacks of that type. So it will be more efficient to target them with units capable of using that type of attack.

Resistance:
Melee: 15
Missile: 105
Life Magic: -25
Death Magic: Immune
Spirit Magic: 20
Elemental Magic: 50

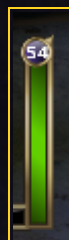
Perks

These define the capabilities of the unit. Most units start with one or two perks, but after a long, long game some units can gain enough levels to be awarded over a dozen more. Even more perks can be temporarily applied to a unit by spells. Perks can be seen directly over the **unit panel** (bottom left of the map screen) or on the **unit description panel**. Move the mouse cursor over any of the perks to see a tool-tip containing information on what a perk provides the unit.

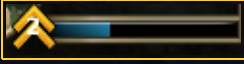


Health

Health is measured in hit-points. This value shows how much damage a unit is able to take from enemy attacks before it is annihilated. Spells and attacks by other units cause damage. The more hit-points a unit has, the more capacity it has to sustain damage from such attacks. So the unit may be able to reach the end of a turn and remain alive. Every unit increases their total health with each level of experience gained.



Leveling up



A unit's level of experience can be seen by the number on the yellow **rank icon** (image on left). The blue bar represents its progress towards reaching the next level of experience. In the example above it's about a third of the way to its next level. Units gain experience every turn, even if they do nothing. So even settler units can gain levels over the course of a game. However the more they are involved in combat the quicker it will be gained. Once a unit has gained enough experience points they will level up.



Promoting Units

Some units can be upgraded / promoted into an elite version. To do so the corresponding building that allows the upgrade must be built in a city somewhere in your realm. When this has been achieved a gold star (see below) will appear on the top right of the unit's portrait. Each promotion will cost a certain amount of gold and provide upgrades in various unit abilities. A few units can be promoted more than once during the course of a game.



PERKS

Perks are abilities and effects which are applied to units and in a few cases to cities. Perks contribute immensely to these abilities and stats of units. There are several types of perk. **Abilities** that are gained by units reaching a new level of experience. **Upgrades** that can be purchased for units by constructing particular buildings and those that are assigned to units or cities by casting certain **spells**. These are explained in more detail below.

Abilities

They are the most common ability perks, possessed by every unit in the game. Each one provides an increase in some aspect of gameplay including benefits to: attack and defense, unit movement, sight, missile range and hit-points. Some even provide additional abilities such as modes of attack, or the ability to regenerate.

Players will be alerted when a unit gains a new level of experience and asked to select one new perk out of three possible choices, to award the unit.



Spells

In addition some spells can provide additional perks to your units when cast. These effects are temporary and require an upkeep in resources to maintain these spells. Some spells can affect cities or even factions. The effects are the same as those perks possessed by units. However these perks tend to affect some element of strategic play such as raising or lowering the effectiveness of acquiring resources, or even stealing a percentage of a rivals resources income to increase your own. You can see which perks affecting a particular city by hovering the mouse over the city in question or by clicking on it, to open the **City Screen**. Perks affecting factions can be seen in the **Diplomacy/Relations Screen**, under blessings.

Unit Upgrades

Select an upgrade

-  Dwarven Steel
100 🏆
-  Tried by Labyrinth
100 🏆
-  Drilled
50 🏆
-  Enchanted Weapons
100 🏆
-  Masterwork Armor
50 🏆
-  Nevril Armor
175 🏆
-  Fine Armor
30 🏆
-  Silver Weaponry
50 🏆

Some buildings also provide unique perks that can be purchased for any of the units in your army. Like regular perks they are used to upgrade a variety of unit capabilities. The difference is that these brand of perks are purchased with gold and can be awarded to a unit at any time during one of your turns. As long as you possess the funds to do so.

Basic unit upgrades are available from standard buildings such as the Smithy. Most however will require buildings to be built on special nodes, in order to for these upgrades to become available.

Also note that unit upgrades are class based, so not every one will be available to every unit.



MAGIC

In Warlock magic works on two levels. **Spells** must be researched before they can be unlocked. **Research** requires science resources, while **Spells** require some amount of mana to be cast. There are many variety of spells and the secrets of how to uncover and how to cast them is explained below.

Researching Spells



To research a spell of your choosing, click on the spell-book icon (as seen on the left). Pressing this brings up the **Spell Research Panel** (below), where you are able to choose which spell you



wish to uncover. The spell-book is replaced by the icon representing the spell currently being researched (as seen on the right).

Only one spell can be researched at a time. Progress is shown by the colored bar that surrounds the spell. Cyan represents the level of research already conducted. Yellow represents the progress to be made on the next turn. No color/black shows just how much more effort is required to complete research of the spell. This will change in later turns.

The rate at which new spells are unlocked depends on the level of your **Science** resource. Availability of new spells is dynamic so there is no rigidly defined spell tree.



Generally weaker spells are listed before more powerful versions become available. Shown next to each spell is the number of turns researching the particular spell will take. Eventually if you are able to research all spells, you can attempt to research and cast the **Unity** spell to win the game. Though this is no easy feat!

Casting Spells

Spells are an enormous help in achieving your goals and great at hindering the enemy. A few can be used at a strategic level to affect the production of resources. Some can also be cast against enemy cities to nerf their capabilities. Others can be directed at damaging enemies. There are "blessings" and "banes" in the game for "buffs" and "debuffs" correspondingly. These increase (buff) unit abilities while some reduce the effectiveness (debuff) of others.



To cast a spell you will need to click on the casting button as shown by icon 1 as seen in the top left of the main screen (image above). This will bring up the spell-book (below) containing all the spells you have uncovered in your current game.

When a spell is selected the icon changes to that shown in icon 2 (image above). Note the blue ring outside the spell icon. This is the casting power available to you this turn. When it is completely blue, it means that you will be able to cast that spell immediately in the same turn.



Once cast if any power remains it will show up as in icon 3 (image above), with the depleted power shown as black. If any casting power is left it remains colored blue and can be used to cast an-

other spell in the same turn. This is only possible if there is enough power left to do so. If there isn't enough, you will see the casting power color change to yellow as in icon 4 (image on previous page). Yellow demonstrates the remaining power being used this turn, while red represents the power that will be used up from your next turn's allocation. How much power a spell takes to cast depends on the spell. The spell-book provides an indication of how much power will be consumed, which is usually one or two turns.

Spell Details

Clicking on the spell in the list will bring up the spell detail panel (image on the right). As well as the spell's effect, cost and casting time, whether it requires upkeep and if it can be dispelled is also indicated.



Spell-book Filters

Spell filters make finding spells easier to find. The filter buttons can be found below the spell-book panel (previous page). They filter out the spells belonging to a particular category. Examples include: divine or summoning.

Divine Spells

There are some special spells unavailable through research. These are awarded by the gods themselves,. They can only become available if a Great Mage has a good enough relationship (measured in from -100 to 100) with a particular god of Arдания (see **Gods** section). Once your relationship with a particular god becomes high enough, some of the special spells are made available to you by accessing the spell-book and choosing the 'Divine' filter.

COMBAT

When peaceful co-existence with rival factions fail, there can only be war. Warlock uses a straightforward combat system where two combatants fight it out. Select your preferred unit, then move them within range of an enemy. Click on the enemy to attack. Damage inflicted is resolved for both sides and the results shown. Combat does involve a lot more factors.



Combat Factors

In all there are six attack types. Depending on which types the units have, the unit power are matched against the corresponding resistance types (see above). Other factors such as terrain and any contributing perks are also considered. In the example; above the Attacker has a melee attack of around 12 points, but faces a reduction of 25% because the target is in forest terrain. Therefore the target attack only with a power of 7.8. The potential damage each unit will inflict on the other, is shown at the bottom within the red icons (e.g. 4 & 1).

Attack & Resistances Types

As already mentioned Warlock uses six key methods of attack and defense for all matters of combat. They are represented by the following icons:



Melee



Missile



Life Magic



Death Magic



Spirit Magic



Elemental Magic

All units possess at least one of these forms of attack. Additional methods can be added to units as they gain experience by awarding them combat oriented perks. The same is true for resistances (as shown on the right) Resistance values can be positive (green) reducing the effectiveness of attacks, or they can be negative (red) making the unit more susceptible to attacks of that type. If a unit is immune to a particular form of attack, then it is best not to use that unit to attack, as no damage will be inflicted and the attack wasted.

Resistance:

Melee: 15

Missile: 105

Life Magic: -25

Death Magic: Immune

Spirit Magic: 20

Elemental Magic: 50



DIPLOMACY & RELATIONS OVERVIEW



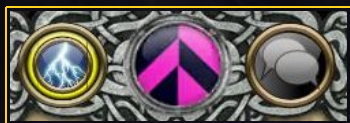
The **situation overview** button (on the left) will bring up a screen that displays all the relevant information concerning gods, faction leaders and any strategic blessings or banes currently active. Relations with each of the gods can also be seen for every faction still in play. There are detailed tool-tips across most items on the screen so do not forget to look at all the information available here.



Faction leader portraits can be seen at the bottom of the screen. These panels show the current relationship situation between your faction and theirs, indicated by the blue horizontal bar. When this disappears it means that both sides are as hostile towards each other as they are likely to get. The [pink] icon shows what the state of diplomacy is. Currently at war. The icon in the top left of the portrait shows if any blessings or banes are currently active.



The **state** of hostiles is represented in one of four ways. Two factions are either: at war (crossed swords), at peace (palm leaf), allied (handshake) or in a non-aggression treaty (scroll).



Under the main portrait are two icons either side of the faction badge. Players can initiate **Parley** by clicking on the button with the speech bubbles. While the spell a rival leader is preparing to cast, can be seen in the icon (left) of your faction badge. It works exactly like the spell icon on the main screen.



Every active strategic spell in effect against a particular faction can be seen under the **blessings** portion of the screen. Both bane (negative) and blessing type spells can be viewed here. Just select the correct leader portrait.

Parley

Warlock allows players to negotiate with rival factions through the method of **parley**. **Parley** occurs between two factions only. When the options offered by parley are used at the right time in a game, they can help with acquisition of much needed resources or if fighting a war that cannot be won, give rise a cease-fire to ask for peace.



The options available in parley are described as follows:



Declare war with target faction.



Make a demand in terms of resources



Negotiate a treaty or exchange in goods.



Gift a certain amount of resources to a faction, to raise relations with them.

OTHER WORLDS



Up to six other worlds can be reached from the land of Arдания. Among these are the realms of Ainadra, Atric, Firest, Lune and Sharaha. Not much is known about these strange lands except they harbor deadly creatures. Elementals, imps, even two-headed dragons are said to inhabit these worlds. They can be reached by entering one of the **Mystic Portals** located around Arдания. Once

entered they can be accessed directly by selecting the **Other Worlds icon** (shown top left). This brings up the **Worlds panel** (shown top right) from which the lands you have already travelled to, can be clicked on. Some of these lands contain very rare **special nodes** which cannot be found anywhere else.



QUESTS

From time to time a random **quest** may be triggered for you to attempt. You will be sent an **alert** when this happens. Some of these quests can be refused, others though are mandatory. Especially those sent by one of the **gods** of Arдания.

Some objectives are highlighted on the map with a **glowing scroll** above the target. Such as the renegade Minotaurs to the left. So they can be found easily on the map. What's more they can be centered upon by using the icon.



Each quest must be achieved within a given **Time-limit**. Failure to do so may result in a penalty. However, successful completion of the task will bring rewards in the form of **Gold, Mana, Spells**, better **relations** with a god or even occasionally a powerful **Unit**.



Quest - Dauros
Kill the infidels
Turns remaining: 20

Target:
Gnomes
Druids

Reward:
God's relation +10
Magic Shield
220

Penalty:
God's relation -5

Ok Refuse

THE GODS

The **Gods of Arдания** have an important part to play in the developments of your game. You can see the overall relations between all factions and the gods in the **Situation Overview Screen**.

There are eight divine entities: Agrela, Dauros, Fervus, Grum-gog, Helia, Kolm, Krypta and Lunord. Their relations with each player are displayed in the panel on the left. Hovering the mouse cursor over one of the leader portraits or the symbol of the god will display a tool-tip showing what the exact relationships are.



What do they do?

Gods provide many benefits in the game such as sending you quests that allow you the chance to gain access to mighty spells that could grant a clinical advantage over your opponents. These could be the difference between achieving victory or suffering the ignominy of defeat.

Increasing Relations

There are a number of ways to increase your standing with a particular god. Completing any quests sent will elevate your standing with the god that sent it to you. Failure to achieve the objective will of course, reduce your relations with them. There will also be several holy sites scattered around the lands on the map. Where these fall inside the boundaries of one of your cities great temples can be built there, allowing the recruitment of the god's own special units. Examples include: Paladin's of Life, Druids, Beastmasters, Sisters of Krypta and Adepts of Lunord.

HOT-KEYS

Existing Hot-keys are shown below:

- ◆ F5 = QuickSave
- ◆ F9 = Load QuickSave
- ◆ [and] = Cycle through units
- ◆ Alt-R = Open and Close Research Window
- ◆ Alt-C = Open and Close Spell Book
- ◆ F12 = Takes screenshot
- ◆ H= Turn hex grid on and off
- ◆ G = Set a unit to Guard mode
- ◆ E = Give a unit Explore task
(unit starts moving to the fog of war)
- ◆ Arrow keys and WASD scroll the map.
- ◆ Enter - Ends current turn





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