WORLDS OF MAGIC

USER'S MANUAL

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Version 1.0

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WORLDS OF MAGIC

Introduction

Our world was called Caldrean. It was a land of both beauty and enchantment. The essence of magic was its life's blood, the very air you breathed crackled with its energy. The wise and the powerful used it, shaped it, crafted it and, lifting themselves to the heavens, sought to become gods. It was their arrogance that destroyed our world, ripped its fabric apart at the very seams. The war of ascension consumed our home. And so we fled.

Gateways were opened to new worlds, to new lands ripe for conquest. The sorcerer lords of Caldrean plunged through these portals taking their servants with them. They intended to wage their eternal wars across the planes themselves. But the magic of these worlds was different. It was not the open flowing source of our homeland. They had to start again and learn the ways of these new powers.

With their learning comes power and with power comes conquest. Only victory will end this war. We will only live in peace when one lord sits upon the throne of heaven. That is why we serve, that is why we fight. If there can be only one lord, it must be our own!

In Worlds of Magic you take on the role of a powerful and immortal sorcerer lord. It is your goal to completely conquer the universe and raise yourself up amongst the gods. You may do this with any combination of military, magical, and diplomatic power. When the game opens you know a very limited number of spells and control a single small city along with an army of negligible strength. It is your task to lead your fledgling empire to greatness by exploring the universe, expanding into new territory, exploiting the resources that you find, and exterminating your enemies.

In order to succeed in your quest for power you will need to make use of all the resources available to you. A vast number of spells can be researched and discovered. Each race offers unique units with a variety of special skills and qualities. Heroes will offer their services to leaders who have proven themselves capable. And powerful artifacts can be created to enhance the already formidable skills of the champions who serve you. A wise sorcerer lord will utilize all these assets in order to gain an advantage over their adversaries. If you hope to carve a path to power you will need to show such wisdom.

Installing the Game

Steam

Installing and launching Worlds of Magic via Steam is very simple. You only need follow these steps:
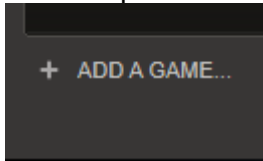
Step 1: Login to Steam. (This assumes you've already created a Steam account and downloaded and installed the Steam software. If you haven't done that you'll need to before going any further.) In the lower left hand corner of the Steam window you'll see "+ ADD A GAME..." Click that to get started.
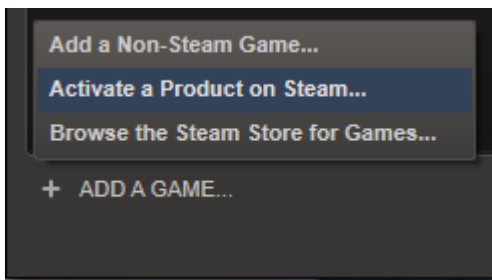
Step 2: Click "Activate a Product on Steam".
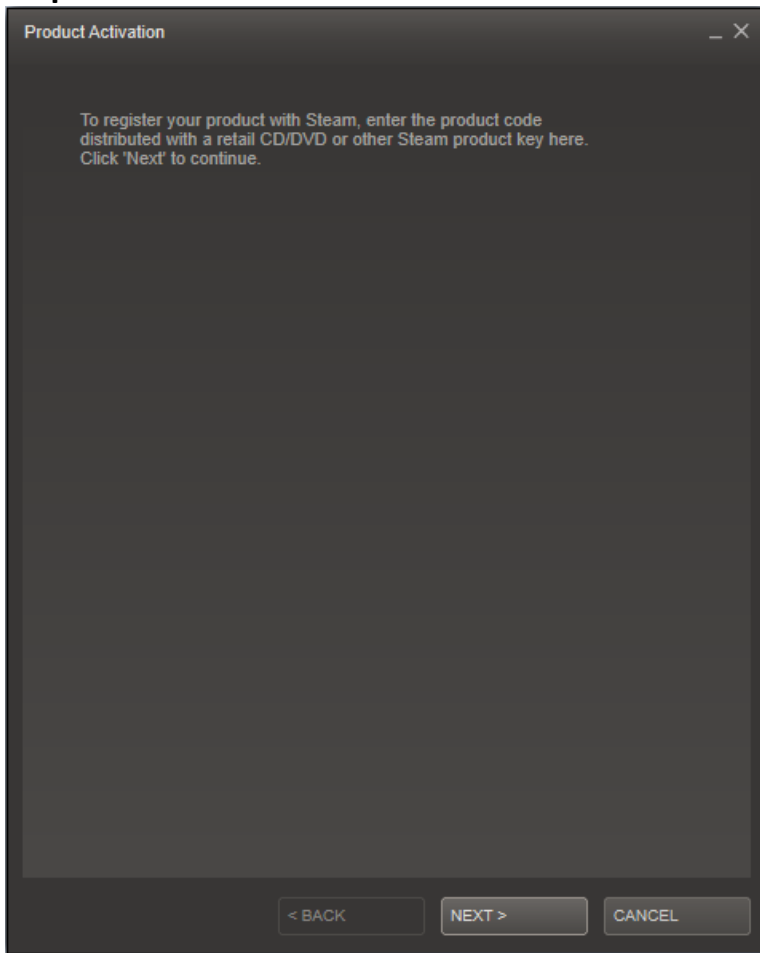
Step 3: Click "NEXT".
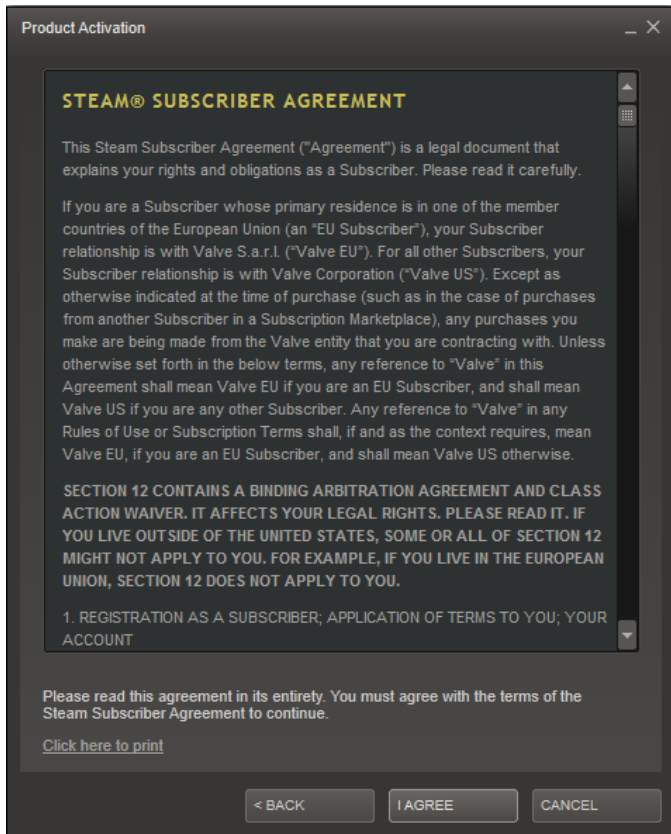
Step 4: Click "I AGREE".
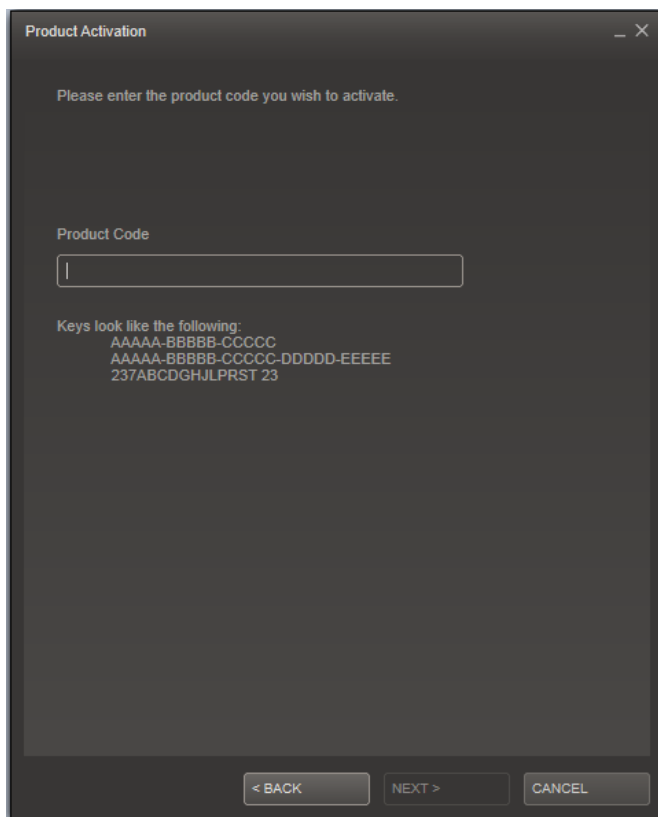
Step 5: Enter your Worlds of Magic key. Then click "Next". Once the Worlds of Magic install is complete you'll be able to proceed.

Step 6: Click "PLAY". This will launch the game.

Getting Started

Starting a new game in Worlds of Magic is very simple. However, there are several game modes to choose from and each mode has a number of settings that you need to understand. We'll take a brief look at each mode to help you get in game as quickly as possible. More information about the many options you have is available in other sections of this manual.

The main menu has a number of options:

Single Player

Single player mode is the "default" game mode. It allows a player to face a number of AI opponents in a quest to conquer the universe. There are several decisions that need to be made when starting a single player game.

Game

The Game menu allows the player to select which planes of existence he/she wants the universe to consist of as well as the landmass type and percentage of each. The number of opponents, overall size of the universe, and whether or not fast movement is enabled is also selected here.

Faction

From this screen the player selects his/her starting race. This is an important decision because it helps shape the early game, however, in most cases a player can acquire other races as the game continues. It is important to note that this is not true of the Unhallowed. The undead will not coexist with the living races and vice-versa. So, selecting the Unhallowed at this point will change the entire game from beginning to end. If this is your first time playing, you may want to choose one of the other factions in order to first familiarize yourself with the game's mechanics.

Sorcerer Lord

From here the player selects or creates his/her Sorcerer Lord. The Sorcerer Lord can be considered the player's character in Worlds of Magic and is defined by the Disciplines and Spell Circles he/she understands. Disciplines give a Sorcerer Lord an inherent ability or weakness that affects the way he/she controls his/her empire. Spell Circles give a Sorcerer Lord access to certain spells. The fastest way to get in game is to select one of the pre-made Sorcerer Lords. There are many to choose from, and all of them are quite unique and fun to

play. Once you're more familiar with the game (or if you're the adventurous type) you can create a custom Sorcerer Lord.

Each custom Sorcerer Lord begins with twelve points to spend between disciplines and spell circles. The simplest "build" is to spend nine points on a single spell circle and spend the remaining three points to take the Circle Mastery discipline for that circle. (Spend twelve points to become a Destruction Master, for instance.) Alternatively a player can select a number of disciplines as well as spell circles. In addition, there are also a number of negative disciplines that give the player bonus points for taking a specific disadvantage. Advanced players can even spend all their points on disciplines and start the game with their sorcerer lords only knowing how to use Arcane spells.

It is very important to note that the twelve Spell Circles can be looked at as two sets of six. Half the circles are sorted according to effect, the other half according to element. You can mix and match these in any way you like.

Each spell in the game is assigned not only according to its two relevant circles, but also by its tier. The tier represents the power level of the spell. Spells from tier one to eight belong to two spell circles, one effect and one elemental, whereas tier nine spells (the most powerful in the game) belong only to a single circle.

Any combination of circles that add up to the correct tier will give you access to spells of those circles and tiers. For instance, Fireball is a tier three Fire/Destruction spell. Any combination of Fire and Destruction that adds up to at least three will give the player access to Fireball. So, if you have three tiers in Fire, or two in Fire and one in Destruction, or one in Fire and two in Destruction, or three in Destruction you would potentially have access to Fireball. Although this may seem confusing it is exceptionally simple in practice. The easiest way to understand it is to do it. So, when you feel you are ready, you can start creating new Sorcerer Lords and see just what spells end up in your Research Spellbook.

More information on Spells and Spell Circles can be found later in this manual.

Spells
The spells menu allows the player to select the starting spells that his/her sorcerer lord will know at the start of the game. They are sorted by spell circle and tier. The player can pick a number of spells depending on the number of spell circles his/her sorcerer lord understands. The more points a sorcerer lord has in a single circle the more spells he/she can select from that circle. For those who like a bit of a surprize (or those in a hurry) there is a Randomize button that selects the starting spells randomly.

Each spell can only be selected once, even if the sorcerer lord has access to it from more than one circle. So, if a sorcerer lord with tiers in both Earth and Destruction selects Acid Arrow as one of his/her starting Earth spells it will be unselectable in the Destruction spell list. Acid Arrow could be taken as an Earth or Destruction starting spell, but not both.

For more information on the number of starting spells a sorcerer lord will receive when starting a game, refer to the starting spells table in the reference section of this manual.

Hot Seat/PBEM
Hot Seat mode is one of the multi-player modes that Worlds of Magic offers. Each player takes turn using the same computer. (That's why the seat is hot: someone was just

sitting in it.) The setup for a hot seat game is very similar to a single player game, however, each of the opponents have to be selected and assigned as players or AI opponents.

Game

The game menu in hot seat mode works exactly as it does in single player mode.

Sorcerer Lords

From here the player defines each of the opponents that will take part in the hot seat game. To add a new opponent simply click one of the Add Sorcerer Lord bars. Each of the sorcerer lords bars displays information about the lord and allows you to edit them.

To change the sorcerer lord click the current sorcerer lord's name. A drop down menu will appear that allows you to select a different sorcerer lord (including a custom lord). To edit the exact details about a lord click the Preview button. It will allow you to change the lord's starting race, edit his/her disciplines and spell circles, and select his/her starting skills. You can also click the banner color button to select a new banner color for that lord. The Human/AI button determines whether or not the sorcerer lord is controlled by the AI or a human player.

Once you have all the lords as you want them you are ready to start your hot seat game.

Arena

Arena mode allows players to test battlefield strategies without having to play a full game. You can use it to test the power of units and hone your strategic skills. There are only two options when creating an arena game:

Battleground

From here you select which battleground you want to play on. At this point in time the choice is totally aesthetic. None of the battlegrounds have any tactical advantages. So, simply select the one you find the most visually pleasing at the moment.

Armies

The armies menu allows the player to assemble the army each side will use. You can add units from any of the factions in the game. There is also a Randomize button for each army that allows the player to quickly create random armies.

Once a battleground has been selected and each army is assembled the game is ready to play.

Options

The options menu allows the player to change a wide range of settings from music volume to the way the mouse works.

Gameplay

Language
Select the language of the game.

Enable Tutorial Hints
Turns tutorial hints off and on (you can disable singular ones during play and reset them with Reset Tutorial)

Autosave Interval
Sets how often the game should autosave.

Show Tooltips
Enables and disables tooltips and tooltips for resources.

Show End of Turn Message
Enables and disables messages about unused armies, cities and research that appear over the End Turn button.

Audio & Video

Resolution
Changes the resolution of the game. Default aspect ratio is 16:9.

Windowed Mode
Turns Windowed mode off and on.

Graphics Quality
Changes the main graphics quality of the game. If Worlds of Magic's performance is poor, change it to Fastest.

VSync, Anti-aliasing, Glow, Bloom, SSAO
Additional graphical modes. Turn the off to improve the performance of the game.

Sounds, GUI Sounds, Character Sounds, Music Volume
Changes the volume of various sounds and music in the game.

Input

Mouse Selection
Switches between two control schemes. In MoM-like, you both select and give orders (move, attack, cast spells, etc.) by left-clicking and cancel selection by right-clicking. In RTS-like, you select and de-select by left-clicking and give orders by right-clicking.

Keyboard Input
Changes keyboard shortcuts in World Map and Combat. Simply click on an option and press the button you wish to switch to.

World Map

When the game starts, you will see the World Map of Worlds of Magic, with your first city, army and the surrounding terrain. The World Map is the interface through which you are going to explore the world, overlook your armies and cities, cast spells, and manage your empire.

To move the camera, use the arrow keys or place your mouse on the screen borders. You can zoom in and out with your mouse wheel. Also, you can change the camera from perspective to top-down using the N key by default.

World Map GUI
There are five main elements on the world map:
1. Top Bar
2. Selected Army Panel
3. Mini-Map Panel
4. Main Menu
5. City Menu

Top Bar
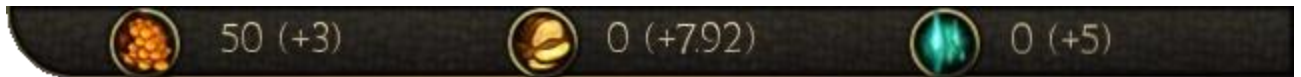
The top bar displays current amount and, in parentheses, income of three main resources of the game: gold, food (or negative energy for the unhallowed) and mana.

Gold
Gold is used for a wide variety of actions. Most normal units cost a small amount to upkeep on a per turn basis, as do buildings in towns. It is also possible to instantly finish current production in a town by spending a large amount of gold. Additionally, you can use it to hire heroes and mercenaries or buy artifacts in inns. The main source of Gold is tax paid by citizens of your cities, but you can also gain large sums as rewards from various guarded locations in the world. Gold is stockpiled normally and without any restrictions (unless you have the Ascetic discipline).

Food
Food is used almost singularly to maintain units on a per turn basis. It can be only produced by farmers in your towns. However, **normally all surplus food is wasted and does not stockpile**, so you need to keep a watchful eye on food balance to make sure all your troops are fed and will not desert between turns. Each Granary building makes you able to preserve 5 Food.

Mana
Mana is the magical resource of Worlds of Magic and can be used in many ways. All spells cost mana to cast and magical items cost mana to forge. Enchantments and summoned creatures also require some mana to upkeep on a per turn basis. The main source of Mana comes from Power distribution (which you can adjust in the Magic panel), but you can also gain large sums as rewards from various guarded locations in the world. Mana is stockpiled normally and without any restrictions.

Negative Energy
Negative Energy is the currency of the Unhallowed. The undead do not need food to upkeep their troops or gold to maintain their buildings. Both armies and cities require only Negative Energy, generated by Gatherers (who replace farmers) in Unhallowed towns. Negative Energy is stockpiled normally and without any restrictions.

Mini-Map Panel

The mini-map panel offers the player a good deal of information at a glance:

1. Currently Selected Army
2. Mini-Map
3. Terrain Type
4. Tile Features
5. Terrain Info Bar
6. Planes Buttons
7. Mage's Eye

Currently Selected Army

This section of the panel shows which army is currently selected. The left and right arrows allow the player to easily switch between all his/her armies.

Mini-Map

This is the mini-map itself. It allows the player to easily find cities and see where the camera is currently on the world map. As the player's armies explore the world the fog of war will be removed.

Terrain Type

The type of terrain the mouse is currently hovering over.

Tile Features

The features (if any) that the world tile contains. These could be either Resources, which add specific bonuses if within a town's radius, or World Features - dungeons, portals, nodes, etc. which contain loot or give other benefits, but most of the time are guarded by monsters.

Terrain Info Bar

This bar display the maximum population, food, and production bonus the tile under the mouse provides. It is important to note that this does not take racial preferences into

account, not does it include any resource bonus. It is merely the bonuses provided by the terrain type. For more detailed information use the Surveyor (discussed later in this section.)

Planes Buttons

These buttons allow the player to move the view from one plane of existence to another (once discovered).

Mage's Eye

The Mage's Eye keeps track of all enemy, neutral, and roaming armies that appear in sight range of your units and cities. The number above shows their number. Clicking on the Eye moves the camera to a fresh enemy army. The Mage's Eye refreshes every turn.

Armies

Armies are your most important and only major means of exploring the world, interacting with its features and conquering your enemies. An army may consist of up to 16 units. Only a single unit, the most powerful in an army, is visible on the world map and works as its avatar.

Moving armies

Select an army by left-clicking on it. To move, left click the world tile you want the army to move to. An army moves with the speed of its slowest unit. Different land types have different movement costs: travelling through plains is much quicker than through swamps or mountains. The table below illustrates the costs of movement:

Terrain type	Movement cost
Plains, Hills, Desert, Tundra	1
Swamp, Forest	2
Mountain, Quicksand	3
Shore, Ocean, Lava, Air*	1

* Accessible only to units with specific abilities

Depending on how far away the world tile is from your army it may take several turns to reach. Simply clicking a world tile that the army can't reach in the current turn will automatically enable Auto-move for that army. It will continue to move toward the target destination until the order is canceled or the destination is reached.

Selected Army Panel

The Selected Army Panel displays the individual units in the currently selected army. Hovering the mouse cursor over any of the units will display a tooltip about that unit.

There are a number of commands that can be issued to each army each turn.

1 - Auto-move: As long is this is on (highlighted in blue) the army will move toward its destination automatically at the end of each turn. To turn off Auto-move simply left click the Auto-move button.

2 - Wait: This orders the army to do nothing until the next turn. It will take an army out of the "Army Needs Attention" message queue.

3 - Skip: This pushes the current army down the "Army Needs Attention" message queue.

4 - Fortify: This orders the army to fortify its position. It will only be added to the "Army Needs Attention" message queue if an enemy army is nearby and will move first if attacked.

5 - Heal: Fortifies the army until every unit within it is fully healed.

6 - Unit Abilities: A number of possible buttons may show up here. The tooltip for each provides information on using it. It includes things such as building roads or siphons and purifying or corrupting world tiles. (More information on these subjects can be found later in this manual.)

7 – Movement Points: Shows the amount of Movement Points left for each unit.

Splitting and merging armies

To split an army, select a unit within an army by left-clicking on its icon (you select multiple units by holding the control key) and simply give it an order to move onto another tile of your choosing.

To merge two armies, simply move one army onto the same tile as the second one. Remember that the maximum amount of units in an army is 16.

Menus

The main menu opens a number of sub-menus, opens the game menu, and allows the player to end the turn. It also displays the turn counter. We'll take a look at each of these items in turn:

1. Information Menu
2. Magic Tab
3. Diplomacy Tab
4. Strategic Spellbook
5. Forge
6. Armies Tab
7. Cities Tab
8. Main Menu
9. Notifications / End Turn

Information Menu

1 - Surveyor

The surveyor provides information about founding a city on the world map tile the cursor is currently over. Each race has its own terrain modifiers. As a result, the player can select which race for which the surveyor should calculate information. The player can change the race by clicking the left and right arrows at the top of the panel. Once the correct race has been selected the panel will show the player the maximum population, food bonus, production bonus, and resources of the potential city.

2 - Mirror
The mirror allows the player to look at his/her sorcerer lord. It displays positive and negative disciplines, spell circles, and the sorcerer lord's current fame.

3 – Strategic Map:
This opens an interactive strategic map of the current plane

Magic

Magic is the bread and butter of the game. Spells not only help you in growth, expansion and warfare alike, but can also actually win the game.
The magic panel is divided into three parts:

Wizardry

This panel helps you govern your magical powers, from Power to summoning.

1 – Power

Power is the basic magical resource. You start with base 15 Power, and can gain more from resources, magically inclined population (such as elves), and nodes. Harvested power is redistributed into three spheres: Mana, Spellcraft, and Research.

2 - Mana

Mana works as currency in a similar way Gold does, only for magical purposes. All spells costs mana to cast, enchantments and summons also require an upkeep in mana. It is also used to craft magical items.

3 – Spellcraft and Spellcraft Level

Spellcraft is the Sorcerer Lord's skill as a mage. Spellcraft level limits the amount of mana he can use in one turn on casting strategic spells, using battle spells and crafting items. For example, a Lord with Spellcraft level 30 can spend (if he has the required mana, of course) 30 mana on casting, 30 mana on crafting, and additional 30 mana in battle.
To increase Spellcraft, a Sorcerer Lord must spend Power equal double his current level. So, if his level is 30, he needs to invest 60 Power.

4 – Research

Research enables you to gain new spells. By investing Power, you gain Research Points spent automatically on your currently researched spell. Your Research can be further amplified by city buildings.

5 - Lock

The ratio of each of the power spheres can be locked in place by clicking on the icon above the sphere. This allows the player to change two without changing the third.

6 – Researching

Displays the spell the player is currently researching as well as its estimated time to completion. It will also open the Research Spellbook.

7 - Crafting

Displays the artifact (if any) the player is current crafting as well as its estimated time to completion.

8 - Casting

Displays any spell the player is currently casting as well as its progress and estimated time to completion.

9 - Summoning To

Shows the current location of the player's summoning circle.

Alchemy

The Alchemy Menu allows the player to convert Gold into Mana and vice versa.

1.**Spend**: The amount of Gold or Mana being spent.
2.**Receive**: The amount of Mana or Gold received.
3.**From/To Arrow**: Shows the direction of the conversion.
4.**Change**: Changes from converting Gold into Mana to converting Mana into Gold.
5.**Amount Bar**: Allows the player to change the amount being converted.
6.**Proceed**: Confirm the conversion.

Diplomacy

There are a number of diplomatic propositions that one Sorcerer Lord can offer another. This ranges from a simple exchange of resources or spells all the way to alliances. Diplomacy is an important tool. It can be used to press your advantage, gain some time to rebuild your forces, or get the resources you need to complete a particular task.

A number of diplomatic states can exist between Sorcerer Lords:

Eternal War - War without the possibility of a truce or peace agreement.

War – Active war between Sorcerer Lords.

Truce - Turn based Peace lasting a definite amount of turns, when broken or ended the state again returns to War.

Peace - A neutral state.

Non-Aggression – A slightly improved neutral state where each Sorcerer Lord agrees not to attack the other.

Defensive Alliance – This is an agreement to work together for common defense. If either of the Sorcerer Lords in the agreement are attacked the other will be asked to declare war on the attacking Sorcerer Lord.

Alliance – This is a more active version of a Defensive Alliance. If either Sorcerer Lord in the agreement is attacked both automatically declare war on the attacker.

Gold and Mana can be exchanged (or offered as tribute) once or on a per-turn basis. Items, Unit, Spells, and even information can also be exchanged.

The diplomacy menu allows you to interact with the other Sorcerer Lords diplomatically.

1. Offers - The offers tab allows you to make new diplomatic proposals to Sorcerer Lords you've encountered.
2. Relations - The relations tab allows the player to look at the current relations they have with other Sorcerer Lords.
3. Treaties - The treaties tab allows the player to look at the current treaties that exist between the Sorcerer Lords.
4. Player - The player's Sorcerer Lord.
5. Sorcerer Lord - The Sorcerer Lord the player is currently negotiating with.
6. Player Resources - The resources (including Change of Relations) the player has to offer.
7. Sorcerer Lord Resources - The resources (including Change of Relations) the Sorcerer Lord being negotiated with has to offer.
8. Current Offer - This lists all the resources in the current offer.
9. Threaten - This allows the player to threaten the Sorcerer Lord being negotiated with as part of the "offer".
10. Propose - Finalize the proposal.

Strategic Spellbook

The Casting Spellbook allows you to browse through all the spells you have learned, as well as cast them.

1. Tier - This is the spells tier, which ranges from one to nine.
2. Spell Circles - This shows what spell circles the spell belongs to.
3. Name - The name of the spell.
4. Cost - This is the cost of the spell in mana.
5. Additional Information - Displays more detailed information if clicked.
6. Detailed Information - Detailed information about the spell.
7. Bottom Navigational Tabs - Tabs used to navigate through the list of spells by strategic/tactical, name, mana cost, or tier.
8. Side Navigational Tabs - Tabs used to navigate through the list of spells by circle.

In order to cast a strategic spell simply double click the spell you want to cast. The spell description will let you know what kind of target the spell can be cast on.

Once the spell has been selected a progress bar will appear in the spellbook. An amount of mana equal the the caster's Spellcraft Skill, the amount of Mana in their mana pool, or the cost of the spell (whichever is least) will be taken out of the cast's mana pool each turn. Once the cost of the spell has been paid the casting panel will be open (often at the beginning of the turn).
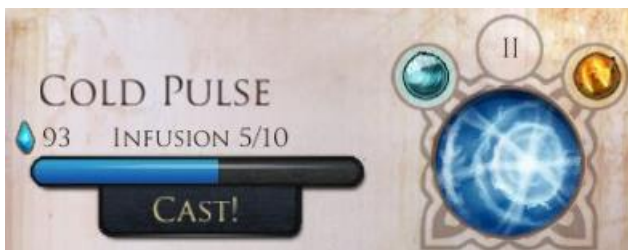
Certain spells can be infused with more mana to make them more powerful or more difficult to resist. The infusion bar will appear on a spell that can be infused when the spell is cast. The more the spell is infused the more mana it costs, but the more effective it is. Information on the infusion's specific effect can be checked in the spell's info panel.

CASTING COMPLETE!

Bless Weapon is ready to cast!

Target: Friendly unit

CAST

PRESERVE

From the casting panel the caster can choose to cast the spell immediately or preserve it for later. You can only have eight spells preserved at a time. Once the spell is cast a valid target will often need to be selected. (Again, the Target section of the spell description will tell you what constitutes a valid target.)

Casting a spell on a unit is a two-step process. First you have to click on the army containing a unit, and then they have to click on the specific unit they want to enchant.

In order to cast a city enchantment, simply click on the target city.

There are also spells that can target a single world tile, a single plane, or an individual Sorcerer Lord.

Forge

You can use the forge to create custom magical artifacts you can use to equip your heroes. Adventurers using only their starting kits might feel underpowered, but properly equipped they can become true machines of destruction.

1 - Name: The item's name.

2 - Bonus: The bonus to be given to the item. On armor, rings, and miscellaneous this bonus applies to Armor Class. On weapons it applies both the Attack Bonus and Damage.

3 - Special Abilities: The special abilities to be given to the item.

4 - Item Type: Allows the player to select the type of item to be created.

5 - Item Sub-type: Allows the player to select the sub-type of item to be created.

6 - Item Material: Allows the player to select the material the item is made from. By default this is steel. Certain World Resources allow the player to use other materials.

7 - Summary: Provides a summary of the item to be created.

8 - Item Model: Allows the player to select the exact model of the item.

9 - Create Button: Click the create button to confirm the item's creation.

10 - Vault: This displays all the magical items in the player's possession, not currently equipped by any hero.

Armies

The armies menu allows you to quickly navigate through your armies and see specific information about each unit in every army. You can also check out and equip all your heroes.

1 - Armies List: This lists all your armies.

2 - Units List: This lists the units in the currently selected army. Clicking each unit will display information about that unit.

3 - Unit Type: Displays the type of the currently selected unit.

4 - Level: Displays the level and experience of the unit.

5 - Hit Points/Mana: Displays the current hit points and mana of the unit.

6 - Basic Combat Information: Displays the basic combat information for the unit.

7 - Member Count: Displays the number of members in the unit.

8 - Dismiss: Allows the player to disband the unit.

9 – Go To: Zooms the camera to the unit on the World Map.

10 - Stat Block: Displays the unit's stats.

11 - Upkeep Cost: Displays the upkeep cost of the unit in Gold, Mana, Food, and Negative Energy.

12 - Portrait Tab: Displays the unit's portrait and general information.

13 - Skills Tab: Displays the Unit Abilities of the unit.

14 - Attack/Defense: Displays advanced statistical information about the unit.

15 - Model: The model of the unit.

16 - Armies/Heroes Tab: Allows the player to switch the menu between armies and heroes.

Cities

The cities menu displays a list of all the cities currently in your empire. It offers you a host of information about each city and allows them to navigate to the city on the world map, open the city screen directly, and assign citizens to different tasks. It also allows the player to set the current tax rate.

1 - Tax Rate: Allows you to set the tax rate of your empire. The higher the taxes, the more gold each citizen pays to your coffers. However, taxes also generate Unrest.

2 - Faction: The race of the city's population.

3 - Name: The name of the city.

4 - General Information: Provides you with information on population (and population growth), what the city is producing, the estimated turns to completion, and the current unrest level of the city.

5 - Production Information: Provides you with information on how much Gold, Power, Food, Production, Research, and Negative Energy the city is generating per turn.

6 - Labor Assignment: Allows you to assign citizens to farming, production, or research. It also displays the numbers of rebels in the city.

7 - City Screen: Opens the city screen of the city.

8 – Go to: Centers the camera to the city on the World Map.

9 - Capital Icon: Shows which city is your capital.

Menu
Opens the menu. Allows you to save, load, and exit the game.

Notifications / End Turn

The end turn button not only allows the player to end the turn, but also prevents them from doing so until all critical orders have been issued. A player cannot end his/her turn until all armies have orders, all cities have built orders, and the player has selected a spell to research. If all these orders have been issued the player can end the turn. (These notifications can be turned off in the Options menu.)

City Screen

Cities are the true foundation of your empire. They house and produce citizens who, in turn, generate several types of production and pay taxes (with the exception of the Unhallowed). They train the units that will fill your armies and provide the gold and food (or negative energy in the case of the Unhallowed) to support them. Certain buildings also generate power or give the units you train in the city certain benefits. The more cities you have the more you can produce and support. Adding cities to your empire is the very core of increasing your strength.

1 - Race
The race of the citizens. A town only consists of a single race. Each race is unique: has access to different buildings and units, and can have other specific bonuses. Cities of races other than your capital's will have increased unrest due to inter-racial bickering.

2 - Town Militia
The list of basic units that will be automatically raised in case of an attack.

3 - Population
The current population of the city and its growth rate for the next turn. Each 1000 Population counts as a single Citizen, who needs food to eat and can be assigned to a profession.

4 - Name
The name of the city.

5 - Income Bar
Displays the total income of the player's empire.

6 – Build
Opens the Build panel, allowing you to select buildings to produce. Buildings give the cities that contain them certain benefits or unlock certain units or other buildings for the city. It is

important to continue to expand your cities by building new buildings as the game progresses.

7 – Recruit
Opens the Recruit panel allowing you to select units to produce.

8 - Current Buildings
Displays a list of the buildings already constructed in the city.

9 - Perks
This panel may display a number of game elements that affect the city positively or negatively, including events, spells and resources within the city's influence.

10 - Income
This displays the current income of the city. It includes: Gold, Power, Food, Production, Research, and Negative Energy.

11 - Citizens
This allows the player to reassign citizens to different tasks. These are:
- Farmers – each contributes 2 Food and 0.5 Production. Pays taxes normally.
- Craftsmen – each contributes 2 Production (3 in case of Dwarves and Myrodants). Pays taxes normally.
- Sages – each contributes 2 Research. Pays taxes normally.
- Rebels – they appear based on the city's unrest. They cannot be reassigned, contribute nothing and do not pay taxes. You can counter rebels by constructing specific buildings, casting spells and using units as garrison (2 units stationed in a town reduces unrest by 10%).

12 - Units
This displays the player managed garrison currently stationed in the city.

13 - Currently Producing
This displays what the city is currently producing. The tabs along the top allow the player to switch between current production and the production queue.

14 - Turns To Completion
This displays the number of turns until the current building or unit is finished.

15 - Purchase
Allows the player to complete the current building or unit is a single turn in exchange for Gold (or population in the case of the Unhallowed).

16 - Exit
Exits the city screen.

17 - City Display
Display of the city and its current buildings.

18 – Build/Recruit/Buildings Panel

1 – Scroll between pages.

2 – Moves the panel between city view and the right hand side.

3 – Changes between the panel's views: the detailed one (pictured above), and a simple list.

4 – Closes the panel.

5 – The building's (or unit's) miniature.

6 – Detailed info about the building.

- Construction cost. The amount of production needed to be spent to erect the building or recruit a unit.
- Upkeep cost. The fee you must pay on a per-turn basis to maintain the building or unit.
- Turns to build. How long will it take to build or recruit with the city's current Production.
- Scrap value. Amount of gold you will receive for demolishing the building, if it already is standing.
- Prerequisites. Buildings needed before the construction or recruitment can take place.

Interacting with World Features

Fallen temples filled with undead and gold, ancient cities buried and forgotten long ago, dark dank dungeons where evil forces hold heroes hostage: you will find all these things and many, many more within Worlds of Magic. Simply removing the fog of war from these world features isn't enough to truly explore them. You have to send your armies within them, clear out their guardians, and loot their treasures.

Simply left clicking on a world feature will bring up a summary panel (like the one above) that provides a good deal of information about the feature including what guardians and rewards it may contain. This will help you decide whether or not you have an army powerful enough to attempt to capture the feature.

If you decide to attempt to capture a world feature simply move the army you want use on the world feature and then right click it. This will open the battle menu. The battle menu will allow you to manually fight out the battle on the tactical battle board, auto-resolve the battle, or retreat. It also provides you with an estimate of the battle's difficulty, a list of the enemy forces, and an option for automatically placing your troops should you decide to fight the battle manually.

Battle

It's only a matter of time before your scouts run into either armies of roaming creatures or enemy cities. In both cases you should access the enemy's strength before you decide to attack. In order to look at the units in an army or in a city simply left click the army or the city. To attack an army or city select the army with whcih you want to attack and then, much like attacking a world feature, left click the target army or city.

Your scouts may also encounter the forces or cities of enemy sorcerer lords. As you encounter enemy lords, they will be added to the diplomacy and reports panel on the main GUI. This will allow you to assess their strength and engage in diplomatic relations.

It is important to know when to face the enemy and when to fall back. Weakening roaming armies before they can reach your cities is a good idea, but so is saving your army's strength until an attack is imminent. It is one of the delicate points of balance in Worlds of Magic and it's a skill that takes time to perfect.
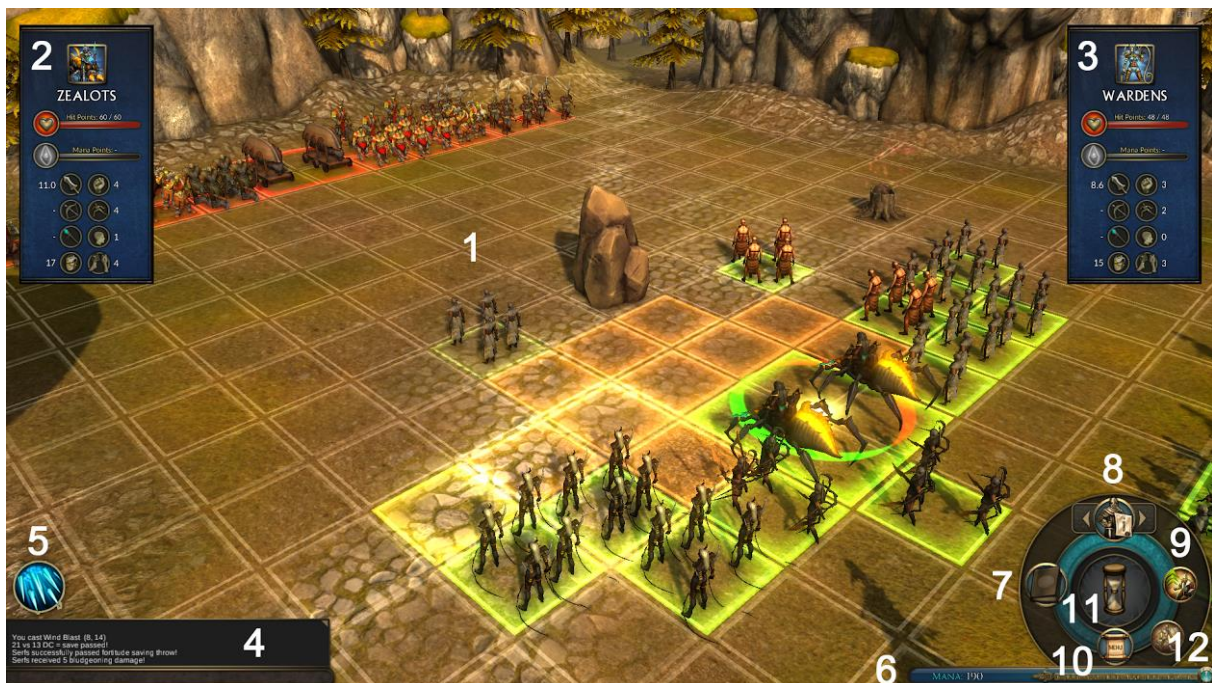
Camera Controls

Press and hold left mouse button to pan at the battlefield. Press and hold the right mouse button to rotate the camera. Scroll to zoom in and out.

Battlefield

1 - The Board: The board represents the valid points where units can be moved.

2 - Short Unit Panel: This displays a summary of the combat stats of a unit when the mouse cursor hovers over one.

3 - Selected Unit Panel: This displays a summary of the combat stats of the currently selected unit.

4 - Combat Log: The combat log displays information about attack and damage rolls, saving throws, spell results, etc.

5 – Combat Enchantments: Shows all spells that affect the whole battlefield.

6 – Mana Bar: Displays your current and maximum Mana that can be used in battle.

7 – Cast Spell: Opens the Spellbook, allowing you to select and cast a spell. You can only cast a single spell per turn.

8 - Unit Panel: Opens a more detailed unit information panel identical to the panel in the Armies Menu.

9 – Use Ability: Opens the Unit Spellbook, containing all the currently selected unit's active abilities and spells. Spells cast by units do not count for the one spell per turn restriction.

10 – Menu: Opens the Battle Board menu, allowing you to look at the controls.

11 - End Turn: Ends the current turn.

12 – Retreat: Makes the selected unit attempt to escape the battle.

Battle mechanics

Units can move the amount of tiles equal to the movement rate, similarly to the World Map.

Each unit can make a number of actions, depending on its abilities and skills. These actions are:

1. Melee attack. Can be used only on adjacent enemies. Attacking costs half the unit's movement points (it can attack twice if it didn't move). Both the attacker and defender strike at the same time (unless a specific ability, like First Strike, is present), and losses are calculated after all attacks.
2. Thrown attack. Can be used only on adjacent enemies. Thrown is automatically used in addition to any melee attack, but only when the unit is actually attacking, not defending. It is calculated before the melee phase, so any lost figures will not fight during it.
3. Gaze attack. Can be used only on adjacent enemies. Gaze is automatically used in addition to any melee attack, but only when the unit is actually attacking, not defending. Unlike all other attacks, it does not deal damage directly. Instead, it forces a Saving Throw (Will) for each figure in the attacked unit. Any figures that fail the save

are killed automatically. It is calculated before the melee phase, so any lost figures will not fight during it.

4. Backstabbing. A form of melee attack. A unit applies it automatically when an opponent disengages from contact (moves into a tile not adjacent to the unit) or uses a ranged attack or casts a spell when adjacent. A unit can only make a single backstabbing each turn.

5. Ranged attack. Can be used on any enemy on the battlefield. Attacking costs all the unit's movement points. The further the target, the lesser the chance to hit. Ammunition restricts the number of ranged attacks a unit can make in a single battle. Provokes backstabbing.

6. Ranged Magical attack. Almost identical to Ranged attack. However, it does not have any ranged penalties and uses 3 mana per attack, rather than any ammunition. Provokes backstabbing.

7. Unit ability / Spell. Some units can cast spells, similarly to a Sorcerer Lord, or use their own activated abilities. Units draw mana from their own mana pools, rather than the Lord's. Casting spells costs all the unit's movement points, while using abilities is free. Casting provokes backstabbing.

8. Retreat. Unit attempts to flee from the battle. Usable only on the back tiles of the battlefield. Escaping uses all the unit's movement points and has 50% chance of success.

Stats

Multi-figure units

Most normal (recruitable) units consist of not one, but several soldiers. Each soldier (*figure*) has his own attack(s) and health pool. For simplicity's sake, when such a unit is hit, damage is applied to a single figure first. When its HPs are depleted, the figure dies and the unit loses his attacks.

Hitting and damaging

Each attack (both melee and ranged) is applied the same way. First, it must hit, which means that a roll of d20 (20-sided die) with any added bonuses must be higher or equal than the defender's Armor Class (AC).

When the attack hits, damage is calculated based on the unit's damage output.

Damage Resistances and Vulnerabilities

Some units have innate resistance or susceptibility to specific damage types. For example, Skeletal Archers are Resistant to Piercing damage, but Vulnerable to Bludgeoning.

Resistance is an integer that is reduced from the damage dealt by the attacker. For example, a unit would be normally dealt 15 damage, but thanks to its resistance 5, it only receives 10 damage instead.

Vulnerability is percentage-based, which means the damage received is multiplied. For example, a unit would be normally dealt 10 damage, but due to its vulnerability 50%, it receives 15 damage instead.

Immunity means the unit will not receive any damage from the specified source at all.

Saving Throws

Most spells targeted at enemies can be fully resisted or at least have their effects reduced by making a successful saving throw. The formula for saving throws looks like this:

d20 roll plus the unit's Saving Throw needs to be equal or higher the spell's Difficulty Class (DC).

Battle summary

Once the battle is over, you will be presented with a battle summary. It will show you how much experience your forces received (provided they survived), an overview of your troops hit points and current experience, the enemy units you defeated, and list all the rewards you received.

Certain world features can also be held after they've been captured in order to receive certain turn by turn benefits. A list of the world features, as well as what they may contain and how they can be used, can be found later in this manual.

Important issues

Unrest

Unrest is a measure of discontent populace in your cities. It is the percentage amount of citizens of your towns turned to Rebels. Rebels do not work (cannot be assigned as Farmers or Craftsmen) and do not pay any taxes.

There are three main causes of unrest:

Taxes. Bigger tax rate can potentially bring more money to your coffers, but it will always increase unrest. Exact values are shown in the Appendix.

Races. Having multiple races within your empire may expand your capabilities and make your forces, but almost certainly will have some effect on population's happiness. The amount of unrest generated is based on your capital's race. Exact values are shown in the Appendix.

Events and Spells. Some events and spells (mostly negative ones) can increase unrest of a single town or within a whole empire.

You can also counter unrest in several ways:

Buildings. Every race has buildings, such as Shrine, which reduce Unrest.

Garrison. Every two units stationed in a town reduce Unrest by 10%.

Spells. There are several beneficial spells that help deal with Unrest. Some positive events also help, but they are random.

Settling cities

Founding new cities is one of the cornerstones of expanding your empire. The first thing you must do is find a suitable site for a new city. You do this by exploring and then using the surveyor tool to determine how suitable a location is for a new city of your chosen faction.

Once you've selected a location you must train a settler unit that is capable of founding a new city. The settler unit for each race has a different name, but they are all essentially the same. It is important to note that training a settler unit removes a thousand citizens from the city that built it. Continuing to build settlers from the same city will continue to reduce it citizens and therefore its ability to train new units quickly.

After you have trained your settler unit you must send it to the world tile where you want to found a new city. It is often (if not always) a good idea to send an army to escort the settler unit. Losing them is always costly. Once your settler is in position simply select the army it is in, click the settler unit, and click the found city button that will appear below the selected army panel.

After the city has been founded it works like any other city. It starts with a thousand population and no buildings. It is a very good idea to leave an army in place until the city has grown enough to have an automatic garrison.

Capturing Nodes

Nodes are a special type of world feature. They are points where one plane of existence touches another. Power flows through these points and those with the skill can even use them to travel from one plane to another. Capturing a node to make use of its power is a simple matter conceptually, however, in practice it can be more difficult.

The first step in capturing a node is to overcome its guardians. The more powerful a node the more powerful the creatures that guard it.

When attacking a node it is crucial to keep in mind that the node may cancel out any spells from any circle of magic outside the node's power. For instance any non-fire spells are likely to fail if cast on the battlefield with a fire node. An added difficulty is that the guardians of a node are likely to be resistant to the power of that node. So, fire nodes are often guarded by hell hounds that are resistant to fire damage. However, it is possible for a sorcerer lord's spellcraft skill can overcome the power of a node if it is high enough.

Once the node is captured a siphon must be constructed in order to harvest the node's power. Each race has at least one spellcasting unit capable of building a siphon. In order to build a siphon simply move an army containing a capable unit onto the node, select the spellcasting unit, and click the build siphon button that appear below the selected army panel.

Power gained from a siphoned node can be used to generate mana, perform research, or increase your spellcraft skill. It is an essential resource and wise sorcerer lords will seek out every possible source and make it their own.

Corruption & Purification

There is an eternal conflict between the living races and the undead. One of the manifestations of this conflict is corruption and purification.

Corruption is the process of filling an area with negative energy until the normal life forces within are so twisted that they begin generate negative energy. The Unhallowed can harvest and feed off this energy to prolong their unnatural existence. At the beginning of a new game the entire shadow plane is corrupted, along with any world tiles within the area of influence of any unhallowed city. No other tiles are corrupted, however. New unhallowed cities can only be founded on corrupted world tiles and living races can make no use of corrupted tiles whatsoever. So, corrupting world tiles is an important part of unhallowed strategy. Unhallowed units with the corrupt unit ability can be used to corrupt world tiles.

Purification is the process of filling an area with positive energy until the normal life forces within are restored. Only corrupted world tiles can be purified. Once purified, only the living races can make use of them. As such purification is a critical part of defeating the unhallowed. Any unit with the Purify ability can purify world tiles.

Heroes & Champions

Heroes are one of the best unit types in Worlds of Magic. They come in two varieties: Heroes and Champions. In most ways they are identical, but champions start at a higher level and can attain a higher maximum level than heroes. A sorcerer lord can only have a limited number of heroes in their employ at any given time, so it's important to hire the

heroes you really want, not just the first ones to offer you their services. As your fame increase you will get offers of service from more powerful heroes and champions. And, if you feel you need more heroes in your military, you can always seek them out at Inns you find spread across the planes.

Banishment

The town containing a Sorcerer Lord's tower is his capital, the most valuable, indispensable site. When a capital is conquered, the wizard is banished from the world. Though it does not mean immediate defeat, it does hamper his progress a lot. A banished Sorcerer Lord does not generate any Power and cannot cast any standard spells, be it on the World Map or during battle. However, he automatically starts casting the Spell of Return, which, upon completion, restores his tower in one of his remaining towns. The spell costs a lofty 1000 mana. Be wary, as you instantly lose the game if you have no mana when banished!

Victory & Defeat

There are two basic ways to win (or lose) a game in Worlds of Magic.

Exterminate, Exterminate

The most straightforward and absolute way to achieve victory is to banish all your opponents to the abyss and capture or destroy all their cities. If you are the only sorcerer lord left standing you are clearly the victor.

The Spell of Domination

You can defeat your enemies like a true sorcerer lord and overcome them with magic. The Spell of Domination will bend all other sorcerer lords to your will. The first sorcerer lord to research and cast the spell wins the game. Be wary, as any Sorcerer Lord who starts to cast this spell will be automatically attacked by all of his rivals!

Appendix
Positive Disciplines

Positive disciplines cost points during sorcerer lord creation. They have a definite positive effect.

Alchemist - An Alchemist can freely turn mana crystals into gold, and vice versa.

Archmage – An Archmage starts with a Spellcraft of 30 (rather than 20) and gets a 50% to all power spent on casting skill.

Artificer - The Artificer crafts magical items using 25% less mana.

Battlecaster - A Battlecaster receives a reduced distance penalty during combat.

Cartographer - A Cartographer begins the game with a map of the starting plane.

Channeler - A Channeler receives a small reduction in the casting cost of all spells.

Circle Mastery - Circle Mastery gives a Sorcerer Lord complete mastery over a single spell circle.

Enchanter - An Enchanter casts and researches unit, city, and global enchantment spells 20% cheaper.

Enlightened - The units of an Enlightened Sorcerer Lord get 25% more experience per battle.

Expansionist - An Expansionist can produce settlers 50% cheaper.

Gate Master - A Gate Master can use elemental nodes as gateways into the node's parent plane.

Geologist - A Geologist receives a higher production bonus from mineral ores than other Sorcerer Lords.

Healer - The units of a Healer receive a 20% bonus to their natural healing each turn.

Lucky - A Sorcerer Lord who is Lucky is more often aided than hindered by random events.

Mystic - A Mystic generates Power with population per turn.

Mentor - A Mentor begins the game with a hero.

Merchant - A Merchant receives a gold bonus based on his/her empire's current population.

Necromancer - A lord with the Necromancer discipline may raise units killed in combat as zombies after the battle.

Omniscient - An Omniscient Sorcerer Lord can see all planes of existence at all times.

Pillager - A Pillager receives double the gold from razing cities.

Pious - Pious Sorcerer Lords receive 100% more Power from religious buildings.

Planar Cartographer - A Planar Cartographer begins the game with a map of the entire universe.

Sage - A Sorcerer Lord with the Sage trait gains more research for Power spent toward researching new spells.

Summoner - A Summoner researches and casts summoning spells 20% cheaper.

Warlord - The units of a Warlord can attain a higher level than those of other Sorcerer Lords.

Negative Disciplines

Negative disciplines grant additional points during sorcerer creation. They have a definite negative effect.

Ascetic - An Ascetic Sorcerer Lord can only stockpile a very small amount of resources.

Butcher - A Butcher has 100% more population loss from conquered cities.

Heretic - A Heretic receives less Power from shrines, temples, etc.

Opulent - An Opulent Sorcerer Lord receives a penalty to food, production, gold, and negative energy.

Prude – All cities of Prude Sorcerer Lord receive 50% penalty to population growth

Tyrant - A Tyrant suffers increases unrest in all cities with the exception of his capital.

Spell Circles

Spell circles represent the various types, or schools, of magic. The circles are broken into two primary categories: those containing spells that related to a single mystical element and those containing spells with similar magical effects. All spells tier one through eight are sorted into one elemental and one effect circle. All tier nine spells are associated with only one circle.

The more a player invests in a particular circle, the larger the pool of potential spells from that circle becomes. Additionally, sorcerer lords gain a larger number of spells to research, access to more powerful spells, and a reduced casting cost for spells that fall into that circle. The spell circles are distinct but not completely independent. Having knowledge of elemental and effect circles combine so that knowledge of Fire and knowledge of Destruction can be used together to access more powerful spells that are *both* Fire and Destruction. Thus, each Sorcerer Lord must balance the strengths of focusing on a single circle of magic against the unique advantages of diversity.

Life

Spells in the Life Circle draw on the power of positive energy. They allow the caster to commune with holy creatures and summon the powers of light to drive back the servants of darkness. To the living, the spells of life offer healing, protection and succor. To the creatures of Death, they offer final peace. Some spells offer visions of truth; others allow the caster to draw on the powers of creation.The most powerful spells in the circle can even restore life to those who have died.

Death

Spells in the Death Circle draw on the power of negative energy. They are the manifestation of the powers of darkness. Sorcerer Lords versed in the circle of death can summon unholy beings and force them to their will. Spells of death may consume the living energies of others or cause them to decay. The can deceive, inspire fear, or induce madness. They can also destroy living beings and bring them back from the grave in a state of eternal undeath. Many spells that draw on the power of negative energy have the power to heal the undead as well as slay the living.

Air

Spells in the Air Circle draw on the elemental energies of Air. Their powers offer freedom of movement and the breaking of bonds. They can increase the speed and agility of their targets or even grant them the gift of flight. Those with knowledge of this circle can cause devastation with the forces of wind and lighting and call on the aid of beings of pure elemental energy.

Earth

Spells in the Earth Circle draw on the elemental energies of Earth. They can grant the ability to resist damage or the ability to simply endure it. Sorcerer Lords who command Earth's power can increase the physical strength of their followers and lash out at their enemies with powerful earthquakes. They can also change the face of the landscape, shaping it to their will, raising hills, lowering mountains, or turning iron into gold.

Fire

Spells in the Fire Circle draw on the elemental energies of Fire. The power of chaos gives birth to explosive flames that consume the body or uncontrolled thoughts that confuse

the mind. Burning passion can fill targets will an unquenchable rage. Spells in the Fire Circle often consume and destroy leaving only ash and dust in their wake. However, they can also call upon powerful allies. Many masters of Fire are served by living flames or terrible demons.

Water

Spells in the Water Circle draw on the elemental energies of Water. They offer those that wield them the powers of adaptation and movement. They can allow targets to pass through difficult terrain quickly or change them to excel in various situations. Spells in the Water Circle can also present enemies with seemingly real visions or lash out at them with devastating cold. Some versed in these powers can also gain glimpses into the ever changing future.

Augmentation

Spells in the Augmentation Circle grant its targets new powers or enhance those they already possess. The effects can range from hardening the target's skin to granting them the gift of flight. Spells in this circle can increase speed, combat ability, or even raw intelligence or charisma. They have the power to improve almost any aspect of the individual, both physical and mental.

Biomancy

Biomancy draws on the power of both Positive and Negative energies to affect things in the physical world. Spells in the circle can both heal the living and bring the dead back from the grave as mindless servants. They can use negative energy to destroy creatures of life or bolster the creatures of death and they can use positive energy to the opposite effect. Although this power over both positive and negative energies gives the circle a great range of effects it does have its limitations. Biomancy can't bring the dead back to life in their normal state, nor can it summon up the spirits of the dead to fight on the battle field. Although Biomancy is unquestionably powerful, it is not "all powerful."

Destruction

The powers of destruction: consuming flames, blazing lighting, the earth torn asunder, and shards of flying ice. All these are at the command of those who have knowledge of the Destruction Circle. Spells in this circle have a narrow goal, but offer a wide range of effects. Destroy the bodies of your enemies with waves of acid or arrows of pure energy. Lash out against cities tearing their walls apart and leveling their buildings. Attack the earth itself and leave only dust and ash in your wake. The Destruction Circle places all these powers within a sorcerer lord's reach.

Mentalism

Dominate the mind of your adversaries. Make them believe that you are their truest friend and ally. Force their armies to engage legions of illusionary soldiers. Drive them mad with terror or so confuse their minds that they lash out at friend and foe alike. The Mentalism Circle puts all these powers at your command. Their effects are not limited to your enemies, however. Give your people peace of mind, fill your soldiers with such confidence that they can almost perform the impossible, or protect them from others that would seek to control them. It has been said that "Perception is reality". Lords of Mentalism shape perception, and therefore reality, to their will.

Protection

Assaults come in an almost limitless number of forms. The body can be attacked both physically and magically. The mind can succumb to terror or madness. The servants of a

Sorcerer Lord face damage, dismemberment, and destruction from fire, ice, poison, disease, illusion, demons, giants, and much, much more. Fortunately, the spells of the Protection Circle allow a Sorcerer Lord to lessen or even completely remove these threats. Make your warriors resistant to fire, shield their minds from fear or control, or even stave off the effects of death itself. Spells of protection can shield your cities from detrimental magic or even prevent unfortunate future events. It has often been said that "A good offense is the best defense." However, masters of the Protection Circle prove that the men left standing at the end of a battle are the victors.

Summoning

Call upon allies from the forces of nature, enslave demons and devils, pull elementals from the planes of existence, and gather champions from paradise to serve your cause. Masters of the Summoning Circle can do all these things. They swell their ranks both with units trained within their empire and with those called into service by powerful spells. These creatures can be forced to serve for a single battle or for eternity depending on the will and power of their master.

Artifact Powers

Every Sorcerer Lord can craft powerful magical items. The list of powers that can be bestowed on those items is determined by the disciplines and Spell Circles chosen during the character creation process (or acquired by the discovery of certain items in world features such as Keeps and Nodes). These powers range from granting a simple bonus to armor class to giving the hero using the item the gift of flight.Items can also be made out of special materials that can be acquired by cities built near the appropriate world resources. Each item has a cost determined by the number and strengths of the enchantments cast on it. This cost is paid in mana over a number of turns determined by crafter's spellcraft skill.

Attack Bonus

Certain items can give the wielder a +1 to +5 attack bonus. This makes the wielder's attacks more likely to succeed.

Defense Bonus

Certain items can give the wielder a +1 to +5 armor class bonus. This makes the wielder more difficult to hit.

Acidic
Bonus Equivalent: +1
Prerequisite: Earth, Destruction Tier 1
Applicable Items: Weapons
An acidic weapon does an additional 1D6 acid damage.

Acid Resistance
Bonus Equivalent: +2
Prerequisite: Earth, Protection Tier 2
Applicable Items: Shields, Armor, Rings
Acid Resistance absorbs the first 10 points of acid damage the wearer takes from each attack.

Acid Immunity
Bonus Equivalent: +3
Prerequisite: Earth, Protection Tier 3
Applicable Items: Shields, Armor, Rings
Acid Immunity makes the wearer completely immune to acid.

Cold Resistance
Bonus Equivalent: +2
Prerequisite: Water, Protection Tier 2
Applicable Items: Shields, Armor, Rings
Cold Resistance absorbs the first 10 points of cold damage the wearer takes from each attack.

Cold Immunity
Bonus Equivalent: +3
Prerequisite: Water, Protection Tier 3
Applicable Items: Shields, Armor, Rings
Cold Immunity makes the wearer completely immune to cold.

Electrical Resistance
Bonus Equivalent: +2
Prerequisite: Air, Protection Tier 2
Applicable Items: Shields, Armor, Rings
Electrical Resistance absorbs the first 10 points of electrical damage the wearer takes from each attack.

Electrical Immunity
Bonus Equivalent: +3
Prerequisite: Earth, Protection Tier 3
Applicable Items: Shields, Armor, Rings
Electrical Immunity makes the wearer completely immune to electricity.

Ethereal
Bonus Equivalent: +5
Prerequisite: Air, Augmentation Tier 5
Applicable Items: Armor, Jewelry
An Ethereal item gives the wearers the ethereal unit ability. This makes them difficult to hit with normal weapons and makes whatever weapons they wield ignore armor.

Fire Resistance
Bonus Equivalent: +2
Prerequisite: Fire, Protection Tier 2
Applicable Items: Shields, Armor, Rings
Fire Resistance absorbs the first 10 points of fire damage the wearer takes from each attack.

Fire Immunity
Bonus Equivalent: +3
Prerequisite: Fire, Protection Tier 3
Applicable Items: Shields, Armor, Rings
Fire Immunity makes the wearer completely immune to fire.

Flaming
Bonus Equivalent: +1
Prerequisite: Fire, Destruction Tier 1
Applicable Items: Weapons
A flaming weapon does an additional 1D6 fire damage.

Flight
Bonus Equivalent: +5
Prerequisite: Air, Augmentation Tier 5

Applicable Items: Armor, Jewelry
Flight gives the bearer the ability to fly.

Fortification
Bonus Equivalent: +5
Prerequisite: Earth, Protection Tier 5
Applicable Items: Armor
Armor of Fortification makes the wearer completely immune to critical hits.

Freezing
Bonus Equivalent: +1
Prerequisite: Water, Destruction Tier 1
Applicable Items: Weapons
A freezing weapon does an additional 1D6 cold damage.

Ghost Touch
Bonus Equivalent: +4
Prerequisite: Air, Augmentation Tier 4
Applicable Items: Weapons
A weapon of ghost touch ignores armor.

Holy
Bonus Equivalent: +2
Prerequisite: Life, Biomancy Tier 2
Applicable Items: Weapons
A holy weapon does an additional 2D6 positive energy damage. (This will not affect normal living targets.)

Invisibility
Bonus Equivalent: +3
Prerequisite: Air, Mentalism Tier 3
Applicable Items: Jewelry
Invisibility gives the wearer the invisibility unit ability.

Invulnerability
Bonus Equivalent: +5
Prerequisite: Earth, Protection Tier 5
Applicable Items: Armor
Invulnerability gives the wearer damage reduction 10/-.

Keen
Bonus Equivalent: +1
Prerequisite: Earth , Destruction Tier 1
Applicable Items: Weapons
A Keen weapon has a magically razor sharp edge. As a result the weapon's critical threat range is doubled.

Life Drain
Bonus Equivalent: +4
Prerequisite: Death, Biomancy Tier 4
Applicable Items: Weapons
A life drain weapon does extra damage to living units. The extra damage done heals the attacking unit. Target units can resist the extra damage with a successful saving throw and units that are immune to death magic are immune.

Planar Travel
Bonus Equivalent: +5
Prerequisite: Summoning Tier 5
Applicable Items: Shields, Armor, Rings
Planar Travel allows the wearer to travel between the planes without using a Gateway.

Poisonous
Bonus Equivalent: +1
Prerequisite: Earth, Biomancy Tier 1
Applicable Items: Weapons
A poisonous weapon does an additional 2D6 poison damage spread over two turns (1D6 per turn) after a successful attack is made.

Regeneration
Bonus Equivalent: +5
Prerequisite: Earth, Biomancy Tier 5
Applicable Items: Jewelry
An item of regeneration causes the wearer to regain ten hit points each round up to his/her maximum. It also heals the unit completely after each battle.

Shocking
Bonus Equivalent: +1
Prerequisite: Air, Destruction Tier 1
Applicable Items: Weapons
A shocking weapon does an additional 1D6 electrical damage.

Speed
Bonus Equivalent: +3
Prerequisite: Fire, Augmentation Tier 3
Applicable Items: Weapons
A weapon of speed gives a unit more movement points allowing it to move farther or make additional attacks.

Spell Resistance
Bonus Equivalent: +5
Prerequisite: Earth, Protection Tier 5
Applicable Items: Armor, Jewelry
Spell Resistance gives the wearer the supernatural ability to resist spells.

True Sight
Bonus Equivalent: +3
Prerequisite: Life, Mentalism Tier 3
Applicable Items: Jewelry
An item of true seeing makes the wearer immune to invisibility and illusions.

Unholy
Bonus Equivalent: +2
Prerequisite: Death, Biomancy Tier 2
Applicable Items: Weapons
An unholy weapon does an additional 2D6 negative energy damage. (This will not affect undead targets.)

Wounding
Bonus Equivalent: +2
Prerequisite: Death, Destruction Tier 2

Applicable Items: Weapons
A wounding weapon temporarily (for the duration of the battle) reduces a target's maximum hit points by four with every successful attack.

Factions
      There are a number of different factions (or races) to choose from in Worlds of Magic. Each of these factions feels distinct and flavorful. They all have unique military units and their own selection of city buildings. Each also has unique bonuses and abilities ranging from basic increases in production or research to more extreme examples like the Unhallowed who don't produce food or pay taxes and have no morale. All of this gives each race has a unique style of play.

Races Comparison

Race	Population
High Men	Farmers: 2 Food and 0.5 Production Craftsmen: 2 Production Sages: 2 Research
Grey Elves	Farmers: 2 Food, 0.5 Production, 0.5 Power Craftsmen: 2 Production, 0.5 Power Sages: 2 Research, 0.5 Power
Unhallowed	Gatherers: 2.5 Negative Energy, 0.5 Production Craftsmen: 2.5 Production Sages: 2 Research
Draconians	Farmers: 2 Food, 0.5 Production, 0.5 Power Craftsmen: 2 Production, 0.5 Power Sages: 2 Research, 0.5 Power
Orcs	Farmers: 2 Food and 0.5 Production Craftsmen: 2 Production Sages: 2 Research
Dwarves	Farmers: 2 Food and 0.5 Production Craftsmen: 3 Production Sages: 2 Research
Insectoids	Farmers: 2 Food and 0.5 Production Craftsmen: 3 Production Sages: 2 Research
Dark Elves	Farmers: 2 Food, 0.5 Production, 1 Power Craftsmen: 2 Production, 1 Power Sages: 2 Research, 1 Power

Tax Rates, Income, & Unrest

Tax Rate	Gold Per 1K Population	Unrest
0%	0.0	-12.5%
10%	0.5	0.0%
20%	1.0	12.5%
30%	1.5	25.0%
40%	2.0	37.5%
50%	2.5	50.0%
60%	3.0	62.5%
70%	3.5	75.0%
80%	4.0	87.5%
90%	4.5	100.0%
100%	1.0	112.5%

Interracial unrest

	High Men	Grey Elves	Draconians	Orcs	Dwarves	Dark Elves	Insectoids
High Men	-	-	10%	10%	-	20%	20%
Grey Elves	-	-	10%	20%	20%	40%	20%
Draconians	10%	10%	-	10%	10%	20%	20%
Orcs	10%	20%	10%	-	30%	10%	20%
Dwarves	-	20%	10%	30%	-	30%	20%
Dark Elves	20%	40%	20%			-	20%
Insectoids	20%	20%	20%	20%	20%	20%	-10%

Unit Abilities

Each unit in Worlds of Magic may have a number of unit abilities. Effects can range from increasing the unit's movement speed across certain terrain types to allowing them to make a breath attack in combat.

Units in Worlds of Magic can have two types of skills:
Abilities - these can be skills that require activation (and can consume mana), like summoning or turning undead, or passives affecting others (like additional attacks, poison, auras).
Perks - these are passives that only affect the unit itself. For example, immunities, resistances, regeneration.

Abilities

Armsmaster - Gives every unit in the army it is a member of a small amount of experience each turn.

Aura of Heroism - Give all allies a bonus to armor class, attack bonus, damage, and saving throws.

Bleeding Attack - Causes bleeding with a successful melee attack, which does damage over time.

Bolster Undead - Units that Bolster Undead give bonuses to nearby undead units.

Build Road - A unit with Build Road can build a road on an appropriate world tile.

Build Siphon - A unit with Build Siphon can build a siphon to harvest the power of a node.

Caster - Allows the unit to cast a limited number of spells on the battlefield.

Charge - Allows the unit to move and attack, doing more damage and dealing damage before a counter-attack.

Charm - Units with Charm can attempt to charm an enemy unit once per battle.

Clear Mind - Unit is immune to all mind-affecting spells and effects.

Corrupt - Units with Corrupt are able to corrupt world tiles.

Create Undead - May raise slain enemies as undead.

Cursing Touch - Curses any unit it successfully hits with a touch attack.

Death Gaze - Makes a gaze attack which may kill enemies outright.

Drain Life - Does extra damage to enemies that heals the unit.

Fear - intimidates nearby enemies.

First Strike - Units with First Strike apply damage to any target they attack before the target is allowed to counter-attack.

Flying - Allows the unit to fly.

Found City - The unit can found a new city.

Forester - Treats forests as if they were plains for the purposes of movement.

Greater Rage - Unit can temporarily increase the unit's attack and damage while lowering its armor class.

Greater Spell Penetration - Makes a unit's spells more difficult to resist.

Healing - Is able to heal itself or nearby allies.

Illusionary - Units attacks ignore armor and they are more difficult to damage with normal weapons.

Improved Turning - Allows a unit to Turn as if it were one level higher than it is.

Indomitable Will - Unit receives a +4 bonus on will saving throws.

Invisibility - An invisible unit can't be targeted by ranged attacks or by units without Blind Fighting or Invisibility Immunity.

Looting - Unit sacks conquered cities more efficiently.

Merging - Unit is able to meld into stone allowing it to move across the entire battlefield.

Mighty Rage - Unit can temporarily increase the unit's attack and damage while lowering its armor class.

Mountaineering - Treats mountains as if they were plains for the purposes of movement.

Negate First Strike - The unit is able to negate both the First Strike and Charge abilities.

Pathfinding - Treats all terrains as if they were roads for the purposes of movement.

Plane Shift - Unit can travel from one plane to another at will.

Point Blank Shot - Unit has a +1 bonus to attack and damage rolls with ranged attacks against target's within 30 feet of the unit.

Purify - Unit is able to cleanse corrupted world tiles.

Rage - Unit can temporarily increase the unit's attack and damage while lowering its armor class.

Raiding - Unit is able to plunder cities turn by turn.

Rapid Shot - Unit has one extra ranged attack roll per attack.

Reach Weapons - Units with reach weapons can initiate melee attacks against flying units.

Regeneration - Unit regains hit points each round up to its maximum.

Sage - Gives two research points to the Sorcerer Lord he/she serves each turn.
Siege Engine - Can break down city walls.
Sneak - Can remain unseen (invisible) until it attacks or is detected.
Sneak Attack - Deals extra damage if the target is unable to see them.
Spell Penetration - The unit's spells are more difficult to resist.
Stoning Gaze - Unit makes a gaze attack that can turn enemies to stone.
Stoning Touch - Unit makes a touch attack that can turn enemies to stone.
Summoner - Can call allies from the planes to aid it in battle.
Teleporting - Can teleport, allowing it to move across the entire battlefield.
Thrown Weapons - Unit has a limited number of weapons it can throw before it makes a melee attack.
Toughness - The unit has more hit points than normal.
Venomous - Poison targets with a successful melee attack.
Wall Climbing - Can climb over city walls.
Wall Crusher - Can make attacks directly against city walls.
Water Walking - Allows a unit to move across water tiles.
Wind Walking - Can fly on the strategic map (taking allies with them).
Web - Can entangle targets in a web.

Perks

Acid Immunity - Unit is completely immune to acid damage.
Acid Resistance - Unit can resist a certain amount of acid damage per attack.
Acid Vulnerability - Unit takes extra damage from acid.
Aura of Resolve - The unit is immune to charm spells and effects.
Charm Immunity - Unit cannot be charmed.
Cold Immunity - Unit is completely immune to cold damage.
Cold Resistance - Unit can resist a certain amount of cold damage per attack.
Cold Vulnerability - Unit takes extra damage from cold.
Construct - Unit is immune to poison, mind-effects, Negative Energy, Positive Energy, critical hits, and gaze attacks.
Damage Resistance - Unit can resist a certain amount of damage per attack.
Death Ward - Unit is completely immune to death magic and effects.
Divine Grace - Unit adds its Charisma bonus to its saving throws.
Electrical Immunity - Unit is completely immune to electrical damage.
Electrical Resistance - Unit can resist a certain amount of electrical damage per attack.
Electrical Vulnerability - Unit takes extra damage from electricity.
Elemental - Unit is immune to critical hits and sneak attacks and receives no damage from its own element.
Ethereal - Units' attacks work as touch attacks (ignore armor) and they are resistant to mundane attacks.
Evasion - Unit is more capable of avoiding attacks.
Far Shot - Allows a unit to shoot farther than normal.
Fast Movement - Unit has a higher base movement speed than normal units of its size.
Fire Immunity - Unit is completely immune to fire damage.
Fire Resistance - Unit can resist a certain amount of fire damage per attack.
Fire Vulnerability - Unit takes extra damage from fire.
Illusion Immunity - Unit is completely immune to illusions.
Improved Evasion - Unit is more capable of avoiding attacks.
Levitate - Unit isn't affected by different terrain movement costs.
Missile Immunity - Unit is completely immune to normal missile weapons.
Poison - Unit may poison enemies doing additional damage over time.
Poison Immunity - Unit is completely immune to poison.
Spell Resistance - Unit has a natural resistance to spells.

Stoning Immunity - Unit cannot be turned to stone.
Undead - Unit is immune to poison, psychological effects, critical hits, and sneak attacks.
Vulnerability - Unit takes extra damage from certain damage types.
Weapon Resistance - Unit can resist a certain amount of damage per attack.

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Michael Lowery
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Michael Allen Powell
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francisco tellez de meneses
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Francesco Maffei
Fran Quintero Priego
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Forrest Bryant
Forest Taylor
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Florian Emmerich
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Fitz
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Fernandez
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Felix Schueren
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faceman
Fabio Prevedelli
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Tyrone Biggums
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Tyler Valdron
Tyler Sullivan
Tyler Fennema
Tyler Bzdak
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Order
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Mazur
Mayer
Maximilian Thornhill
Maximilian Kuhn
Maxime Gregoire
Maxim Chernyak
Maxim Bardin
Max Shields
Max Philip Meyer
max kienzel
Max Juchheim
Max Anderson
Mauro Lorenzi
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maulet
Maturin
Mattias Kling
Matti Mustajärvi
Matthieu Vallée
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Matthias Stockinger
Matthias Schröder
Matthias Petersen-Ajbro
Matthias Muche
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Matthias Holzinger
Matthias Althaus
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Matthew Taylor
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Edwin Bell
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Edward McTighe
Edward Hemmerlein
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Edvin Aedma
Eduardo Garabito
Eduard Krizan
Edmund Rapheal George
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E.Naumann
e.carletti
E K
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dustclaw

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Tomahawk
Tom Nichols
Tom Martell
Tom Kitchin
Tom Hudson
Tom Hoefle
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Tom
Tolland
Todd Milligan
Todd Agthe
Todd
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Tobias Rönnqvist
Tobias
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Tino Didriksen
Timotius Prihadi
Timothy G Lesnick
Timothy Dobbins
Timothy Cooley
Timothy Adan
Timon "Cyan" Nelson
Timo Salminen
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Tim Reed
Tim Kirk
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Tim C. Steinmetz
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Tien Nguyen
Tiberius Teng
Thunder_Child
Thorvald Natvig
Thorburn
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Thompson
Thompson
Thomas Zilling - Tormented WoOS of OOoE
Thomas Thomen
Thomas Smith
Thomas Siemens
Thomas Seidl
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Thomas Schulze
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Thomas S Darragh
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Thierry
Theriault
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TheCurmudgeon
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The Grolar Bear
The Great Goblin - Weresheep lover

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