

DISCIPLES OF STEEL



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Disciples of Steel Chronicles of CyHagan

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Disciples of Steel

Fantasy Role-Playing Game

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CyHagan's Prophecy

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

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

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

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

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

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

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

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

The future...

A Short History of Lanathor

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

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

respected hero of the land, would be retained to find the source of this evil and destroy it.

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

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

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

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

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

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

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

to tell of the Battle of Unthar, news still spread of the wizard leader's destruction.

Your Sacred Quest

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

Unfortunately, Ustfa did not destroy all the evil wizards in that fateful desperate attack and surely the world is not what Ustfa might have dreamed of. All of your life you hoped for a day when all the kingdoms of Lanathor would be under one rule. In your heart, you believe you are the Chosen one the Seeress spoke of. The time has come for you to complete your father's quest and vanquish the evil forces which destroyed him. The only way to unite the world is to fight together against the evil forces that defeated Nelor.

Quick Start

To begin the game quickly we have included a well balanced party of 8 disciples under the save game "starting". You begin your adventure in the country of Farnus.

First, you must equip everyone's weapons and armor. This can be done by clicking on the backpack icon. Here you can cycle through each disciple and equip each piece of armor and each weapon. The first icon from the left will equip an item. Next visit the Disciples of Steel guild and go to the vault to remove money from storage. Then, head to the palace and accept King Krassus's first quest. To complete this quest, go to the boatshop and sail to Teal and find the survivor. For some easy experience kill some giant bats in the forest to the south of Farnus. Be careful and good luck!

Creating a Character

To evaluate potential new disciples, you must enter the camping screen via the small camp fire icon at the bottom center of the screen. Select the Disciple option from the menu followed by the create option. You will then be allowed to select a race for the new disciple.

The following races are found within Lanathor:

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



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

Half-elves have both human and elven qualities. They can be found among both races but prefer the wilds as elves do. Half-elves are not as strong as humans but are quicker and

more intelligent. The immunity of this race is not as strong as that of elves, but is still considered potent. Half-elves live about 200 years. Half-elves cannot be knights or monks.

Dwarves typically dwell in rough and mountainous terrain; hence, their hearty nature. Dwarven disciples romanticize about battle and regard the glory of combat above all else. They have a great immunity to many poisons, but have a very limited magic immunity. Dwarves live to be about 170 years old. Dwarves prefer fighting classes.



Gnomes are very similar to the Dwarven race, although they do not inhabit quite as inhospitable terrain as their cousins. They have a slightly better magic resistance than dwarves and live to be about 300 years. Many gnomes prefer to be warriors but can have spell casting capability.

Halflings in Lanathor are found in hilly terrain. They have a great resistance to poison and a magic resistance that rivals some elves. Halflings live about 90 years. Usually, they prefer to be thieves, but you can find halfling magic users and illusionists from time to time.

Ogres through the years have learned to intermingle with the other races but are considered barbaric by most. They are

extremely large and usually ill tempered. Ogres frequently join expeditions to gain the treasures which they crave. Ogres are not usually resistant to anything, but are more resistant than humans. Generally, ogres live to the age of 90 years old. Of course, most ogres prefer to be warriors but occasionally ogres find a fascination in magic.

Trolls are probably the least domesticated adventurers. Like their ogres cousins, trolls have learned to live and work with other races. Although they are not particularly resistant to magic, they are almost immune to all forms of poison. It is well known that trolls are some of the strongest and heartiest of adventurers. Trolls live to be around 80 years old and are always warriors.

Once you have chosen a race, you must select a class. Neither the selection of race or a class inhibit a disciple from acquiring any particular skills, however, race and class affect how well certain skills may be learned. Prime requisites are certain stats that were previously rolled which greatly influence skills related to each particular class. The prime requisites for each class are listed below:

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

Since **Rangers** and **Blacksmiths** are diversified disciples, they have no particular attributes.

The following is a description of the nine possible classes.

Warriors are bred for combat. They excel in the use of weapons of all kinds, especially the axe. Warriors are also adept at hand-to-hand combat. Their knowledge of bodily development rivals even monks.

Knights excel in the use of all weapons, with the exception of the axe. They are unrivaled in shield expertise and their knowledge of swordfighting is rivaled by none.



Rangers excel in wilderness reconnaissance. Their keen senses allow them to spot objects and enemies with a rogue-like ability. They are experts with the bow and are capable of effectively hunting and scouting. These individuals are especially useful at perceiving and harassing opponents at a distance.

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



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

Priests are traditional holy men. They are adept at the use of maces and hammers in combat while not use often, it is hard to find a holy man in Lanathor who does not on occasion get that blood thirsty look in his eye. However, spell casting is a priest's major ability. Through their experience, priests have an excellent first aid ability along with the power to turn the undead through their spellcasting.

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



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



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

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

Person statistics are as follows:

- | | |
|---------------------|---|
| Strength | The physical prowess and muscular development of disciples. |
| Intelligence | A disciple's ability to reason and learn. |
| Wisdom | The judgment, willpower and common sense of a disciple. |
| Accuracy | A disciple's coordination and physical agility. |

Intuition	A measure of a disciple's ability to "get a feeling" for a situation. The sixth sense.
Constitution	A measure of a disciple's stamina, basic health and resistance to poisons.
Charm	A disciple's personal magnetism, attractiveness and ability to get along with others.
Luck	The random element. A disciple's natural ability to randomly avoid disaster.

You can examine your disciple's as much as you see fit.

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

Skills

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

Shield skill determines the level of effectiveness of a disciple's shield use to block incoming attacks.

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

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

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

Axe skill deals with cleaving weapons.

Spear skill.

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

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

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

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

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

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

Steal skill determines how well a disciple can pilfer items or gold from merchants within towns or cities.

Perception influences the chance a disciple will notice creatures who have concealed themselves in ambush. A high perception skill increases the probability of finding secret doors or traps in dungeons.

Karma is the prime skill of priests.

Essence is the prime skill of Mages.

Power is the prime skill of Illusionists.

Haggle is the ability to evaluate the value of an item and sell or buy at the best possible price.

First Aid skill allows a disciple to bandage wound and to attempt to effectively stop bleeding. A adept disciple in First Aid will allow a disciple to cure poison.

Resistance is the natural ability of each race to resist certain types of magic which includes sleep, charm and other weak forms of magic. This skill can never be increased.

Body skill reflects a disciple's bodily development and directly corresponds to the number of hit points.

After the disciple is complete, you can save this disciple to your character roster. There can be only eight disciples in a party at a time but up to twenty-four disciples can be saved per game. You are prompted for a disciple name, up to ten characters, and then you must select a slot for the disciple to

be saved. If you select a slot already in use, the new character will replace the old one.

Mastering the Menu

The Leader Icon



The leader icon is at the upper right corner of the screen. The skills of this individual are used as the default in most game situations. The party leader can be changed at any time by clicking on the disciple's name at the bottom right corner of the screen.

Note: Within most situations, a new disciple can be selected by pressing the appropriate function key (i.e. 'F1' for the first disciple, etc.) or by clicking on the leader's portrait in the upper right hand corner.

The Eye Icon



This icon allows you to view the current disciple's vital statistics. Food, water and gold can be pooled or shared here and a disciple has the option to change his/her name.

The Backpack Icon



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

The fifth and last allows you to trade the currently selected item to another party member.

In the right hand portion of the screen, a disciple's armor protection followed by the current and maximum body points are displayed. Armor highlighted in red indicates that the current armor worn exceeds the current armor skill. Armor protection in these areas will never increase unless armor skill is increased.

The Crossed Swords Icon

Accessing this icon will transfer you to the experience distribution screen. Here, skills and statistics may be increased through the application of the proper amount of experience. Skills can be increased one point for the amount shown in the first numeric column just after the highlighted skill name. Skills can not be increased beyond the prime requisite for each skill multiplied by five. After this point, the skill can only be increased if its modifying stat is also increased.

Statistics require one thousand experience to be increase one point!

The Glowing Hand Icon

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

The Red Cross Shield Icon

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

graphical representation of the disciple's wounds. On the left hand portion of the screen, a list of critical wounds or afflictions will be displayed.

Arresting Bleeding

Obviously, bleeding is incurred during combat. If bleeding is not held in check it will quickly get out of control. The most efficient method of controlling bleeding can be achieved through the use of a disciple proficient in the first aid skill.

Purging Poison

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

Encamp



Disciples can set up camp at any time and are within camp at the start of the game. While in camp, disciples have many options available to them. Camp is entered automatically when all party members are killed or unconscious.

Disciples

Create a new disciple or add an old one to the party. A current party member may be dismissed and later readded to the party.

Create Formation

Tromping around in a ragtag motley crew appearance is never tolerated according to Section 2.14.87 of Guild Rules; therefore, a formation must be established before the party leaves their campsite.

Rest the Party

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

Main Icons

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



Leave Camp

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

Save Menu (The Disk Icon)

While at the main icon screen (The First icon being the Eye.), you can click on the disk icon or press 'd' and several options will be presented.

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

??? (The Question Mark Icon)

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

The World

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

Farnus

Farnus is the largest kingdom in Lanathor and is potentially the most powerful. As it is, however, Farnus is plagued with problems typical of its size. There are many who believe that King Leonidas Krassus is too old and rules the kingdom with an overly benevolent hand. Farnus has been at war with Serbia for many generations fighting for the Sellenist river delta. The delta itself is rich in Mithril and other rare earths, not to mention its agricultural value. Both countries believe they could control the delta if it were not for their adversaries, the scattered warring tribes in the area.

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

Tobruk

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

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

Rathadon

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

Delinor

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

Constantium

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

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

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

Denias

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

Denias lies in the heart of Lanathor surrounded on all sides by potential enemies who seek to take Denias' pitifully defended lands. Farnus now claims the Green Spur mountain range to the east as its own. To the west, Constantium has taken several chunks of land that Denias no longer was capable of maintaining not to mention defending. To the north, Rathadon sends forces south to raid and pillage remote villages. To the southeast, DeMata has retaken a piece of

territory that has for many years been a contention of dispute between the two nations.

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

Sesserna

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

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

Serbia

To the north of Farnus beyond the peaks of the Noldur mountain chain lies the desert wastes of Serbia. The Serbians are nomadic and tribal people who manage to

scrape a living from this ever dying land. The Serbian capital, Kitari, lies within the middle of the sandy wastes near the aptly named, Yetas' Mita, or the Oasis of Life. The nomads of Serbia are ruled by the strength of Kitari and its leader Thornet Rel Torrin. The Serbians, like the dwarves, regard combat as the truly honorable measure of strength.

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

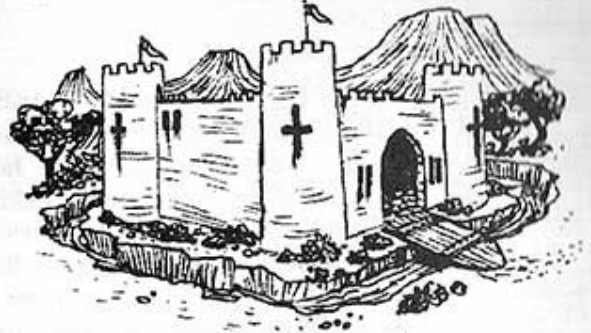
DeMata

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

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

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

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



Settlements

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

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

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

Sieging a Castle

Assassinating a Lord



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

Sieging

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



Controlling a Castle

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

Tall Tale Tavern



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

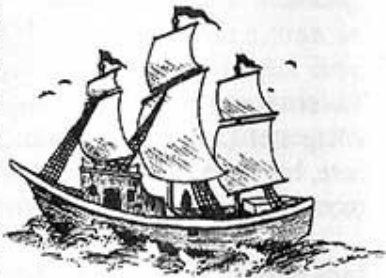
Inns provide lodging at all hours. For a small fee, they offer superior care to disciples as well as excellent food and drink. Inns come in handy when there is no guild in which the party can rest.

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



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

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



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

The Vault

Disciples of Steel's wealth can be kept here for safekeeping along with any items you wish to store.

Food Stocks

The guild's food and water are kept within these cupboards.

Quarters

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

Spy Report

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

Weapons and Armor

Weapons

The weapons of Lanathor are divided into four classes.

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

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

Armor

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

Cloth
Leather
Chain
Plate

Of course, each of the above categories contain a variety of other armor. For instance, scale mail is in the defense category of chain but offers superior protection than chain mail. Disciple defense is then divided into four sections of the body: head, chest, arms and legs. Armor is worn for each body section and increases the AC value of that section which is increased by a factor of the disciple's accuracy. This AC value ranges from 0 to ... well almost anything. Remember, the higher the AC value the better.

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

Magic

Spell casting is divided into 3 classes.

Karma.....Clerics
Essence.....Mages
Power.....Illusionists

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

Dungeons

Dungeons in Disciples of Steel are displayed in a first person 3D view. Combat within dungeons is exactly the same as combat in the city or on the world; however the dungeon terrain will conform to your current location within the dungeon. As in the world, and in cities, dungeons have populations of inhabitants. These inhabitants grow with time or can be utterly wiped out by your party of disciples. Below is a partial list of a few items and options that are useful while exploring dungeons.

Keys It's not likely that dungeon inhabitants are going to let you in...

Thieves' Tools For when you have no keys.

Pointman A disciple assigned to find hidden traps and treasures.

Search All party members search the current location for well disguised treasures.

Combat

Combat is divided into 3 sections.

Initial Encounter

You can surprise, or be surprised when you first encounter a possible opponent. However, there will often be an opportunity to talk your way out of or a chance to run away from a possible confrontation. If you can Parlay, several options are presented to you.

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

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

Engagement

The computer will place both parties on the battle map. The party will be placed in the formation previously selected while encamped. Initiative for each combatant is determined at the beginning of each turn. Each disciple will then get a chance to move.

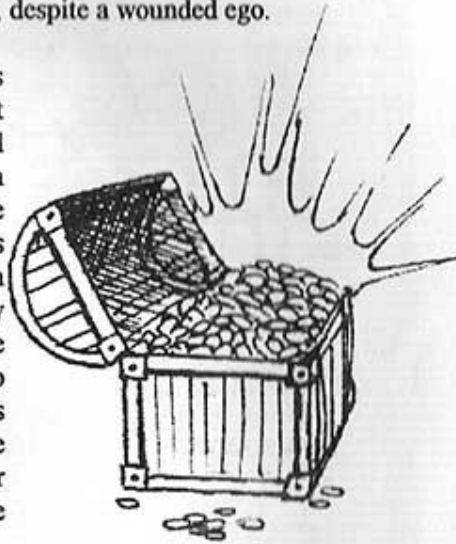
Movement

A disciple's movement is determined by accuracy and current encumbrance. Disciples and their opponents will move in an order based upon initiative predetermined at the beginning of each combat turn.

Victory, Cowardice or Death...

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

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



The last and worst possible outcome of a battle is the death of the entire party of disciples. At which time, the party is returned to the camp options where new disciples can be created or added, the dead disciples discarded, or possibly revived by party priests, if they have the ability. (A grim disciple saying... A dead warrior is dead weight!)

If necessary, disciples can be taken to a local temple, where, with proper funding, disciples can be returned to the living.

World Inhabitants

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



Appendix I

Spell Chart

Priest Spells

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

Searing Hands

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

Bind Blood

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

Bind Wounds

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

Turn Undead

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

Create Food

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

Create Water

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

Consciousness

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

Clear Head

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

Cleanse Blood

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

Splint

Broken bones are always a concern when towering creatures are slinging fateful weaponry your way... Holy determination can effectively fuse smashed limbs.

Stone to Flesh

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

Cause Blindness

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

Unparalyze

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

Devastate

Devastates an opponent.

Transport

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

Banish Demon

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

Plague

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

Flamestrike

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

Resurrection

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

Wrath of God

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

Mage Spells

Magic Bolt

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

Magic Shield

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

Light of Day

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

Compass

Bestows a special sense of direction to the disciple.

Knock

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

Invisibility

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

Find Traps

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

Mystical Beasts

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

Wall of Fire

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

Fireball

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

Annihilation

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

Sprint

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

Lightning Bolt

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

Slow

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

Time Stop

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

DeathStrike

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

Lead to Gold

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

IceStorm

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

Destruction

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

Zap

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



Illusionist Spells

Mind Flay

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

Create Illusion

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

Power Word-Stun

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

Nature's Mask

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

Astral Defender

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

Beguile

One would believe you were their long lost confidant giving you great flexibility during negotiations.

Stealth

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

Reveal

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

PassDoor

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

Power Word-Fear

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

Confuse

Waves and waves of conflicting thoughts will inundate creatures surrounding the spellcaster causing disorder and disarray.

Image

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

Phantasm

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

Power Word-Futility

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

Mass Invisibility

Hides all party members from view much like invisibility.

The Ball

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

Chaos

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

Power Word-Die

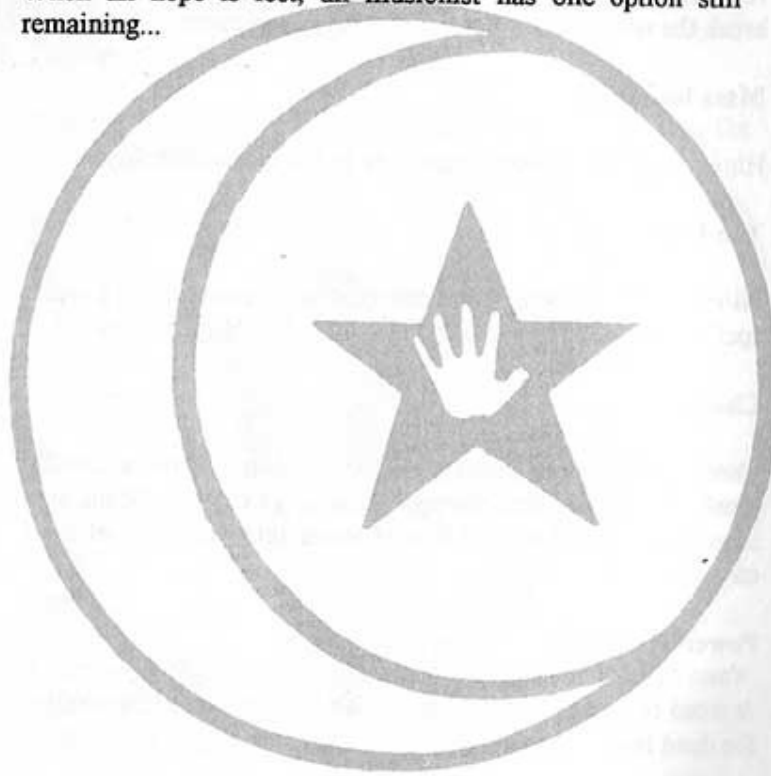
A word of might, when spoken with conviction, will strike a foe dead in its tracks.

Prismatic Globe

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

Astral Plane

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



Appendix II

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

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

Appendix II (continued)

Weapon	DT	Dam	Acc	Wt.	Skill
2Hand Sword	S	5	2	15	Edged
Short Bow	M	2	4	2	Bow
Long Bow	M	3	3	4	Bow
Composite Bow	M	4	3	5	Bow
Heavy Crossbow	M	4	3	3	Bow
Light Crossbow	M	3	3	2	Bow
Blowgun	M	1	4	1	Bow
Sling	M	1	4	1	Bow
Quarterstaff	C	2	4	4	Crush
Halberd	C	5	2	18	Axe

Legend

DT Damage Types

(S)slashing (C)crushing (CL)cleaving (P)puncture
(M)missile

Dam Damage

Acc Accuracy

(1)Bad (2)Poor (3)Fair (4)Good (5)Excellent

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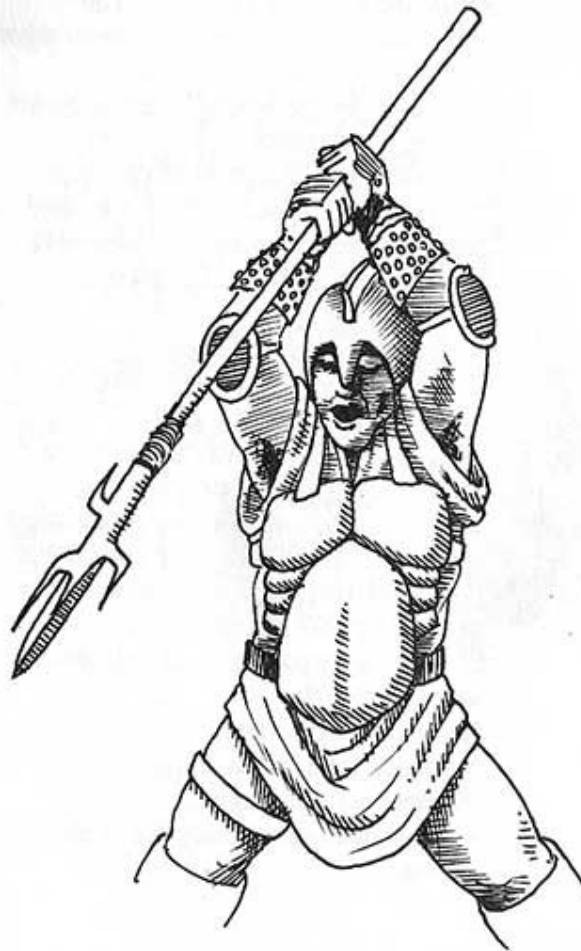
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Glossary

Damage	Caused by an attack that has penetrated a disciple's armor. Sometimes this is accompanied by a critical hit which can permanently damage or destroy parts of the body.
Classes	Disciple division according to how apt the individual is in different skills.
Critical Hit	An attack that has penetrated a disciple's armor and damaged or destroyed an important part of the body such as an organ or limb.
Dodge	The act of stealthily moving out of the way of an opposing attack.
Essence	The arcane powers that bind all things.
Hides	Remains of dead foes. They can be used as proof of a foe's destruction or a valuable piece of merchandise to be sold to a merchant.
Hiding	Attempting to conceal oneself.
Initiative	Determination of who gets to act first.
Karma	Brownie points with the gods.
Leadership	The ability to act sensibly under duress.
Morale	The psychological state of opposing creatures. The lower the morale the more apt this player will retreat or surrender.
Parlay	The act of two parties of opposing forces negotiating with each other.
Parry	Blocking an opposing attack with one's weapon or shield.
Power	Sheer mental prowess.
Quests	A mission for a lord or king.
Races	Different disciple origins.
Stun	A disoriented state usually due to physical trauma.

- Skills** Disciple's abilities in different areas.
- Spells** Any magic originating from a disciple.
- To-Hit** The calculated combat value of a weapon taking into account the competence of the disciple wielding it.
- Treasure** Any items or money stolen from merchants or recovered from vanquished foes.
- Turning Undead** Spell used to cause fear in or destruction of and undead creature.





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