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Book Descriptions:

Disciples 2 Game Manual

All trademarks are property of their respective owners in the US and other countries. Im completely lost! In short, this game is a turn based strategy game. In other words, each of your units on the map have moving points, and to regain new you have to end your turn. Think of it as chess. You move around the world in square fields, and battles start by walking up to another hostile unit or another hostile unit walking up to you. Battles are also in a turn based fashion. Every person in your party thats in a battle takes up one block although there are those who take up 2 blocks vertically, but thats not important now and the ones in the front row attack the ones that are in the enemy front row too in other words, adjacent units. Ranged units are usually in the back of the party, and can target any of them. There are 4 factions humans, dwarves, demons and zombies. Or, to be exact The Empire humans, The Mountain Clans dwarves and giants, The Legions of the Damned demons and The Undead Hordes zombies, undeads, witches, warlocks, wraiths etc. Each of them has a storyline of its own, or saga. They are not related to one another, sort of. Though I played the Empire first, then the Legions, then Mountain Clans, then Undead Hordes. Though you can do it however you like. The sagas are pretty much 7 or 8 missions that are completed in order. At the end of each mission a new one will start, and the story will be immediately mostly continued. Hope Ive cleared it up a bit. Feel free to ask anything elseD Itll take a while for me to get the hang of it. Ill probably just jump right into a campaign without bothering with the tutorial. Thanx Eventually it all went smooth, and I hope youll find your way into the game fast.D All trademarks are property of their respective owners in the US and other countries. Some geospatial data on this website is provided by geonames.org. Dont have an account. Sign up for free!<http://aduanalvalle.com/userfiles/candela-rechargeable-lamps-manual.xml>

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around the campaigns, that can make or break your missions.<http://goelpayments.com/userfiles/canberra-g64-manual.xml>

They can increase your accuracy, initiative, armour or damage. For an allrounder choice, head for the protection banners Banner of Fortitude offers a whopping 20% protection. Very useful. Travel items are among the best items in the game. With their help, your movement point can be increased by 4060%. With the help of travel spells Haste, Chant of Hasting, seafaring, etc. you can cover almost the entire map within one day. Not recommended. Up from Level 6 your leader should definitely be stronger, than even the strongest orb. They are highly situational against weapon immune enemies too. Usually, you better use spells to soften up those targets. Summoning is also a onetrick pony, as the creatures will perish with the end of battle. Dont bother against AI players. Thieves are pretty much useless in the hands of the computer. The Clans have a spell with the same effect. More hitting power is always useful, especially for mage heroes. If you have other means to pump up your damage potion, spells, it is not THAT important, but still nice. It is imperative to keep your leader alive, and anything that helps, worth its weight in gold. With an Iron Skin potion and the above mentioned Fortitude banner your hero will be on armour 50. With a good defensive artefact you can even send your mage hero into the frontline to tank wounds. Watch out for armoureating spells though Rust, Tormentio. Very good one for later game above Level 10, or so. Though you can substitute this one with the Tome of War, getting this skill by default will get you rid of the need for arcane knowledge, and free up one slot in your stash, when you have to carry heroes from one campaign to the other. Forget this one. The legion has flying heroes, the Clans have forestwalk spell, and heroes in general usually can mitigate the effects of forests with spells, staffs, travel items and pathfinding skills. Wouldve been much better if it gave seafaring too. Another useless ability.

Youll likely to investigate the blank areas anyway, and it wont help you to spot eventtrigger points earlier. If something gone wrong, there is still the autosave option to reload. Pretty nice one. To get the most out of it, combine it with defensive ability, plus a Highfather's Potion. This can counter the initiativereducing spells, so usually I recommend to take this one as soon as you can. Its usefulness depends on the faction you chose. For the Empire it is quite useless with the abundance of healing spells. The Clans also have a cheap, healing magic, which is better for heroes under 200 HP. Warrior Lord players also get the 15% benefit by default. Otherwise, you can spare a few gold with it. Water is common for Clanner Ice Giants, Blue Dragons and Mermaids. Air is usually found at the Empire and Elven spellcasters, clanner Storm Giants and White Dragons. Earth is typical for the Mountain Clans spellcasters and lowlevel giants, Medusas, and most important, the Incubi of the Legion. Apart of the Empire, Fire can be found in every nations arsenal especially at the Legion, but you can also expect fire breath from green and red dragons. The Empire has very good ward spells, otherwise, think about getting at least Fire ward on higher levels. I never choose that one. The only tome which worth the hassle would be the tome of war, but carrying it will rob a space in your stash between the missions. Discover everything Scribd has to offer, including books and audiobooks from major publishers. Start Free Trial Cancel anytime.

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Report this Document Download Now Save Save Disciples II Rise of the Elves Manual PC For Later 0 ratings 0% found this document useful 0 votes 758 views 27 pages Disciples II Rise of the Elves Manual PC Uploaded by kynedyha3826 Description Disciples II Rise of the Elves Manual Full description Save Save Disciples II Rise of the Elves Manual PC For Later 0% 0% found this document useful, Mark this document as useful 0% 0% found this document not useful, Mark this document as not useful Embed Share Print Download Now Jump to Page You are on page 1 of 27 Search inside document Browse Books Site Directory Site Language English Change Language English Change Language. All trademarks are property of their respective owners in the US and other countries. Disciples II Guardians of the Light is a standalone expansion that lets you dive into

the fantastical world of Disciples II as either the Empire or the Mountain Clans. The Empire is decaying from within as selfproclaimed rulers struggle for control of the now vacant throne while a cruel Inquisition sweeps across the human lands, causing rebellion and misery. Meanwhile the Clans, recovering from their neardestruction, begin to reunite their tribes. They have received divine instructions and now seek to uncover an ancient ritual that will let them communicate with their god, Wotan. Disciples II Servants of the Dark is a standalone expansion that brings you into the neverending quest for supremacy as either the Undead Hordes or the Legions of the Damned. On the dark side, the Legions of the Damned enact a plan to spread Bethrezen's plague across Nevendaar. They sense the threat brought about by the rebirth of the Elven god and will stop at nothing to steal this power for their own purposes. Perhaps most pivotal to the conflict, however, is Mortis and her army of Undead Hordes. After all, the rebirth of her husband Galleon was her doing. He had rejected her for what she had become, a twisted, heartless beast.

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Now she would teach her mate a lesson.Show graph This defaults to your Review Score Setting. Read more about it in the blog post. All trademarks are property of their respective owners in the US and other countries. Deep within the crevices of the Sacred Lands, the Chosen One has emerged, fated to bring salvation to some and destruction to others. Braced with renewed faith and newfound conviction, each race must once again take up the s.Deep within the crevices of the Sacred Lands, the Chosen One has emerged, fated to bring salvation to some and destruction to others. Braced with renewed faith and newfound conviction, each race must once again take up the sword for the sake of their people and the glory of their God.All of the campaigns and hundreds of hours of gameplay in one adventure package.An incredible atmosphere obtained with haunting and eerie music as well as grimlooking visuals A mix of turnbased strategy and RPG in which your characters and units gain experience. Something went wrong. The item may have some signs of cosmetic wear, but is fully operational and functions as intended. This item may be a display model or store return that has been used. Discs have some light scratches from usage. Disciples II Dark Prophecy. It is used and the manual is not included. Cancel Thanks, well look into this. All Rights Reserved. User Agreement, Privacy, Cookies and AdChoice Norton Secured powered by Verisign.

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