

SPELLFORCE 2

MASTER OF WAR

MANUAL

THQ NORDIC



Made by NeoX



This game is the digital recreation of the physical published “SpellForce 2 Shadow Wars” card game of 2006, of the Collector's Edition of SpellForce 2. This game is a non-commercial fan project, which is not intended to infringe the rights of third or adversely affect other rights.

Idea & Copyright (Content & Cards)



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Made by NeoX

Manual for Game Version 4.5

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1.0 System Requirements and Installation

System Requirements (Windows PC):

Minimum:

CPU: AMD Ryzen 3 1200 AF or better

GPU: AMD RX 550 or better

GPU VRAM: 2 GB

RAM: 4 GB

HDD: 3,8 GB

OS: Windows 7 SP1, 8.1, 10, 11 (.Net 4.8)

Resolution: 1280 x 720

Optimal:

CPU: AMD Ryzen 3 3300X or better

GPU: AMD RX 570 or better

GPU VRAM: 2 GB

RAM: 8 GB

HDD: 3,8GB

OS: Windows 7 SP1, 8.1, 10, 11 (.Net 4.8)

Resolution: 1920 x 1080

System Requirements/Support (Android):

Supported:

OS: Android: 9.0 – 15++

CPU: Qualcomm Snapdragon 801 or better

GPU: Qualcomm Adreno 330 or better

RAM: 4GB or higher

HDD: 3,6 GB free internal storage

Screen-Resolution (useable):

2560(+) x 1440

1920(+) x 1080

1280(+) x 800

1280(+) x 720

Needed Permissions:

Internet Access

Speaker Permission

HDD Write Permission

HDD Read permission

1.1 Installation on Windows:

Execute the "SF2_Master_of_War_Installer_FoE_4_0.exe" File with Admin rights and make sure that the "Sf2MoW_Resource_Manager_01.exe", "Sf2MoW_Resource_Manager_02.exe", "Sf2MoW_Resource_Manager_03.exe", "Sf2MoW_Resource_Manager_04.exe", "Sf2MoW_Resource_Manager_05.exe" and the "Sf2MoW_Resource_Manager_06.exe" are in the "game_resources" directory.

Step 1: Starting the Setup



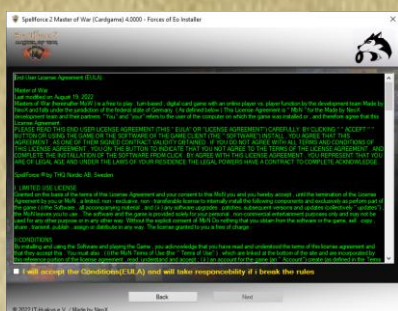
If the setup fails to start, please make sure to have .Net 4.8 installed on your system. After starting the setup with admin permissions, just click „Next“ on the lower button of the setup UI.

Step 2: Language selection and Installation type



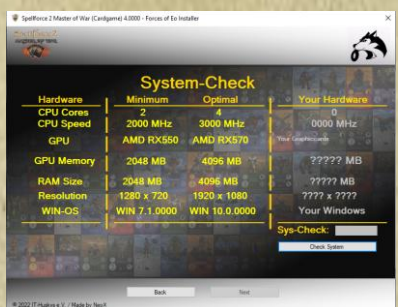
Just click the flag of the language you want your game to be in. The game does support full German and English language. After that you can choose what type of installation you want to apply. You can make a default full installation of the Windows game version, update or repair your existing installation of the game or open the Android version Google Playstore links. Make your choice and click „next“ to continue.

Step 3: EULA



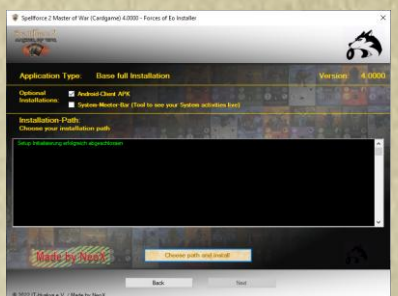
Now agree the EULA after reading it, to be allowed to install and play the game by simply clicking the checkbox. After that just click „next“ again.

Step 4: Check System for compatibility



If the Windows version installation is chosen, the setup will check if the current system has the needed hardware to perform the game as intended. You will still have the option to install the game if the check fails but on your own choice. The scan and text only takes a few seconds. Click „next“ after the test has been performed.

Step 5: Installation



Here you now have the option to perform the installation of the game. Just click on „choose installation folder“ and a window will popup that will ask you to select a location for the installation of the game and then start the installation. If you have „upgrade or repair“ selected, then it will ask for the location of the current installation and check its version. The installation only takes a few minutes.

1.2 Installation on Android

The Android version of SpellForce 2- Master of War (Master of War – Forces of Eo 4.5) can be only installed via the Google Playstore for support of modern Android systems.

Step 1: Download the Game from the Google Playstore



Download the game at its Google Playstore location:

https://play.google.com/store/apps/details?id=com.it_huskys.SpellForce_2_Master_of_War_4_0



Step 2: Start up the game and (auto) apply the resolution



On Startup the game will detect the available screen-resolution the running android-device is using. Depending on the devices resolution, the game will apply its resolution. If the running android-device does not use a supported screen-resolution, you will given a selection of render-resolutions to apply.

Step 3: Download additional Game Files



The Game requires additional game-files to run then the games base installation (PlayStore installation).does include. The game will load additional 3,6GB of required gamefiles up to a total installation size of 3,8GB.

[INFO] If something goes wrong surring the setup and additional file downloads, an error will be displayed here. Most errors can be solved by restarting the android device and game.

Step 4: Intro Cinematic & Starter-Deck selection



After the game is successfully installed, the Intro video will play and offer at its end the selection of the Starter-Deck.

If the selection is scipped for some reason, the selection will be displayed anew when a game-activity is triggered until a starter-deck is selected.

2.0 The Game



Based on the original cardgame out of the SpellForce 2 Collectors-Edition of 2006, SpellForce 2 - Master of War (SF2-MoW) is a turn based strategy cardgame based on the setting of Spellforce 2 Shadow Wars and designed by Jan Wagner, but reinvisioned and expanded with more content and features then its original paper origin.

Since the beginning of time the forces of Eo are fighting each other bitterly to decide who is the ruling power in Eo. Only a true Master of War has what it needs to lead his army of choice to the victory. Do you have what it needs? In Spellforce 2 – Master of War (Based on the SF2:SW Card game of 2006) you can show your tactical power to others. Challenge your opponents in matches witch more than 100 different Cards and more than 10 powerful Magic cards on PC or Android. Play against the AI, other players in the same System/Device or over (W)Lan and Online! Prove yourself in growing the ranks and become the true Master of War!

You will be able to gather an army of all 7 factions of Eo. The "Realm", the "Clan", the "Pact", the "Shaikan", the "Undead", the "Beasts" and the "Demons".

In the "SpellForce 2 - Master of War" card game, the armys of 2 players are facing eachother. Supported by powerful magic and brave heroes the target is to expel the enemy from the battlefield and carry off the victory. But the fate of the shaft can change quickly, and a clever strategist must always be prepared for the unexpected.

What is the aim of the game?

The objective of the game is to defeat the opposing armies or make them incapable of acting.

2.1 The first Steps

On the 1st start of the game, you will be introduced with a cinematic video that leads to a starter deck selection screen. Here you have the option choose one 3 starter decks. The Realm, The Clan and the Pact.



Depending on your choice you will have access to a different set of cards in your deck.

Each deck has an own balancing in strength, defence or tactics. You can expand or rework you deck as much as you want later on with your won cards to create the deck you desire inside the rules.

Remember you can only choose a starter deck one time. So make your choice count, that it fits your preferred playstyle for the beginning.

You can see the faction decks on page ##.

2.2 Gamemodes and Options

In the main menu of SpellForce 2 - Master of War you can choose between the following game modes and Options.



[1] – Enters the menu of the Singleplayer gamemodes

[2] - Starts a local game between 2 human players on the same device where each player gets one of the 7 factions decks randomly assigned to play with.

[3] - Enters the local (W)-Lan menu. Where it's possible to host local and offline games versus other players on the same network with Windows or Android systems.

Here the RPG system is active and allows you to win cards for your collection and gain EXP to increase your rank.

[4] - Enters the Online-Login-Menu. Here you can login to the Online-Server of SpellForce 2 – Master of War and play versus other players online.

Here the RPG system is active and allows you to win cards for your collection and gain EXP to increase your rank.

[5] – Enters the Deck-Management. That allows you to manage and setup your card-deck.

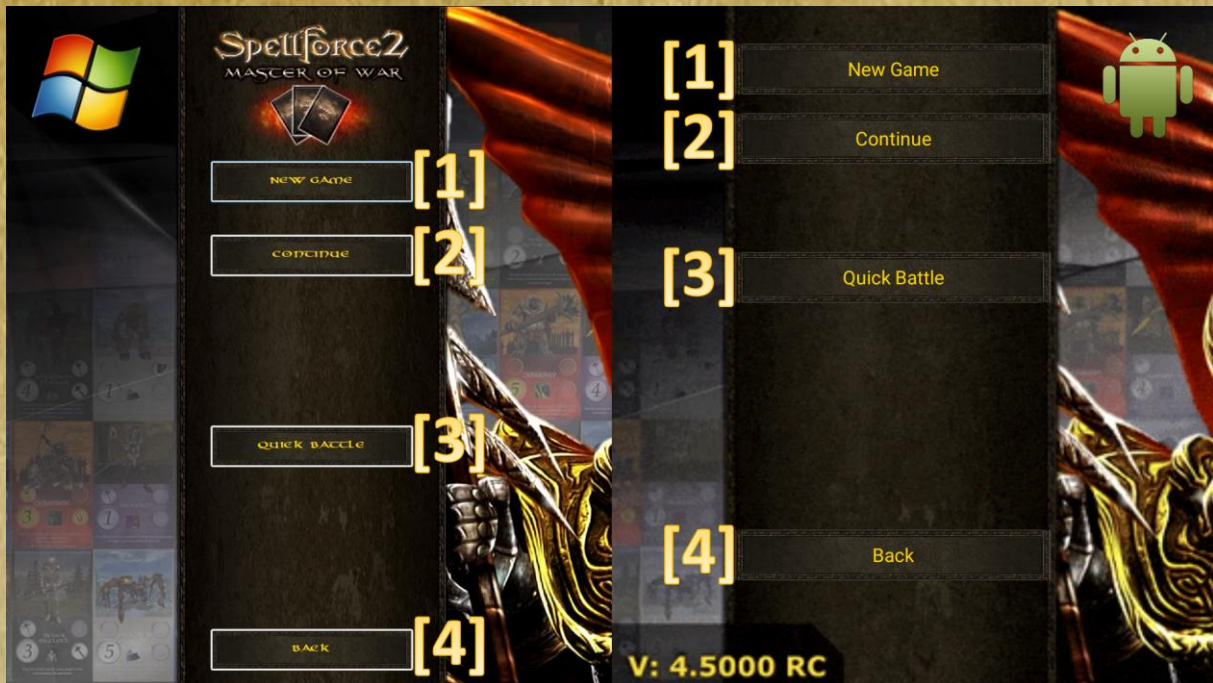
[6] - Enters the Info & Settings of the game. That allows you to get a preview of all cards in the game, enter the game's settings, and watch the credits of the game.

[7] - Enters the medal and rank screen.

[8] - Closes the game.

2.3 Singleplayer Game Modes & Story Campaign

In the singleplayer menu of SpellForce 2 - Master of War you can choose between the following options.



[1] – Starts a new Story Campaign Playthrough, with use of the current card-deck and EXP

[2] – Continues the Story Campaign from its last savepoint

[3] - Starts a local game vs the AI with your custom deck vs one of the 7 faction decks.

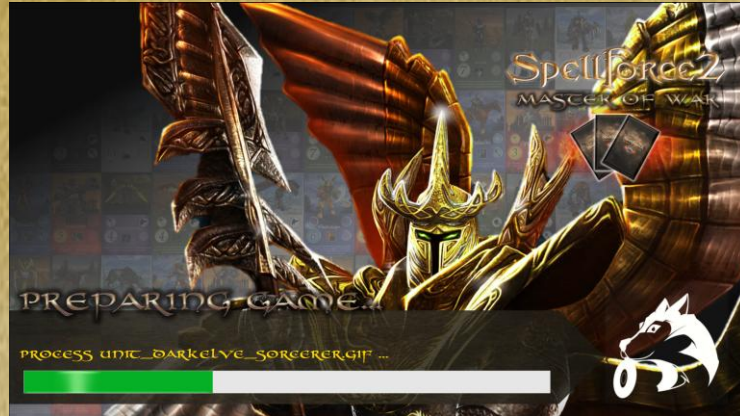
Here the RPG system is active and allows you to win cards for your collection and gain EXP to increase your rank.

[4] – Return back to the Main menu

2.4 Story Campaign & Dialog Control

In the Story campaign you will experience the story of SpellForce 2 – Master of War with over 10h of gameplay and over 70 custom scripted battles and enemies to beat.

On the first startup of the Story-Campaign, the game will load the full assets needed to display the story (Windows only). In the Android version, this will be done on the startup of the game.



The Dialogcontrol of the Story-Campaign



[1] – Deck-Management – Opens the Card-Deck Management menu

[2] – Save Game – Saves the game at the current position and progress

[3] – Options – Opens the Options Menu for changing settings

[4] – Save & Exit – Saves the game at the current position and leaves the Story-Campaign

[5] – Next Dialog – Triggers the next dialog or calls the dialog-options

[6] – Dialog Options –The dialog options to continue the Story and Events by the player

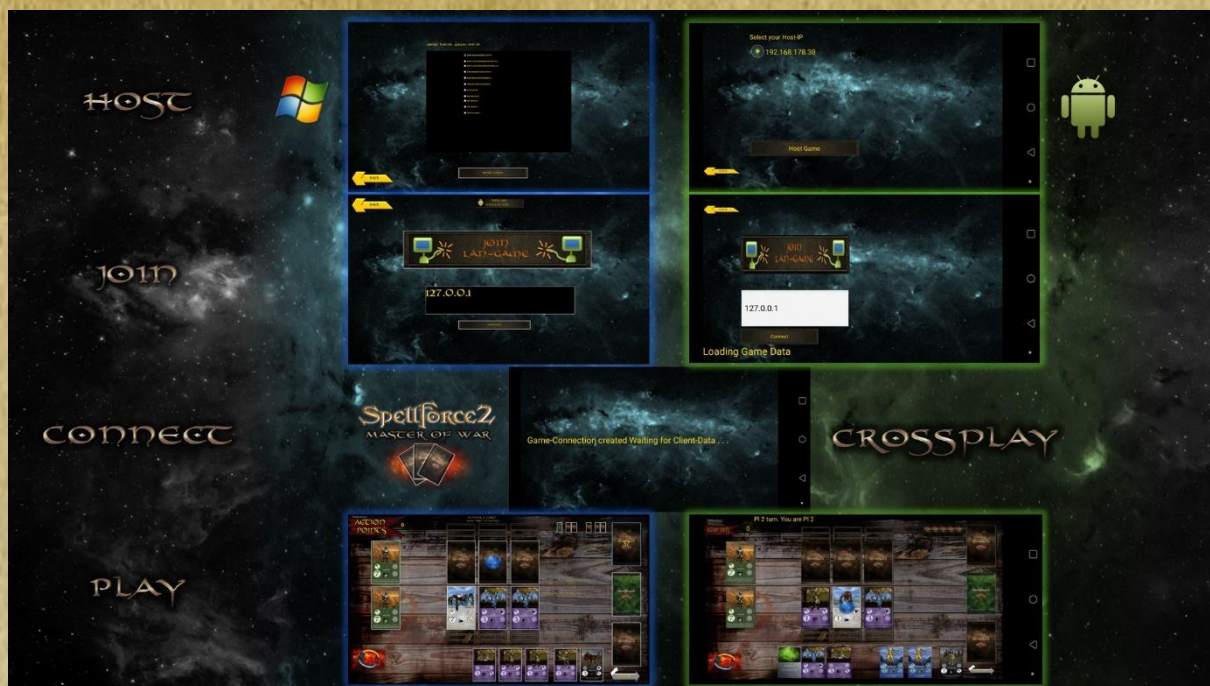
2.5 Local network game via (W)Lan vs another player

Wanna play against your friends over (W)LAN? No Problem! You are be able to play against other player over LAN or VPN (Radmin VPN, Hamachi).

With the comfort Lan-Host-Manager you just need to select the IP-Adress (IPv4 recommended) on that you want to host the Game. Crossplay of Windows and Android is fully supported.

In this Mode the RPG System will be activated your victorys will level you up.

Play against every other System in your network even without an online-connection.



Host

If you want to host, you will be led to a menu where you can select one of the local IP's of your system to host the game on. Depending on the number of network adapters of the hosting system the list may be longer or shorter. Select the IP that is accessible to your whole local network (IPv4 recommended).

Join

If you want to join a locally hosted network game, just select that option and enter the IP the game is hosted on you want to connect to.

Connect

After you hosted a game or you did choose to connect to one, wait for needed data to be received and the game will start automatically as soon the needed data has been received.

Play

Once you are fully connected and in sync, the hosting player will start the game with his turn.

2.6 Online Multiplayer

Account creation and Login

To play online you need to register an online account on the Online-Server. When taht account is activated you are able to login to the Online-Server.



[1] - Your Account User name

[2] - Your Password

[3] - Opens the website for account creation

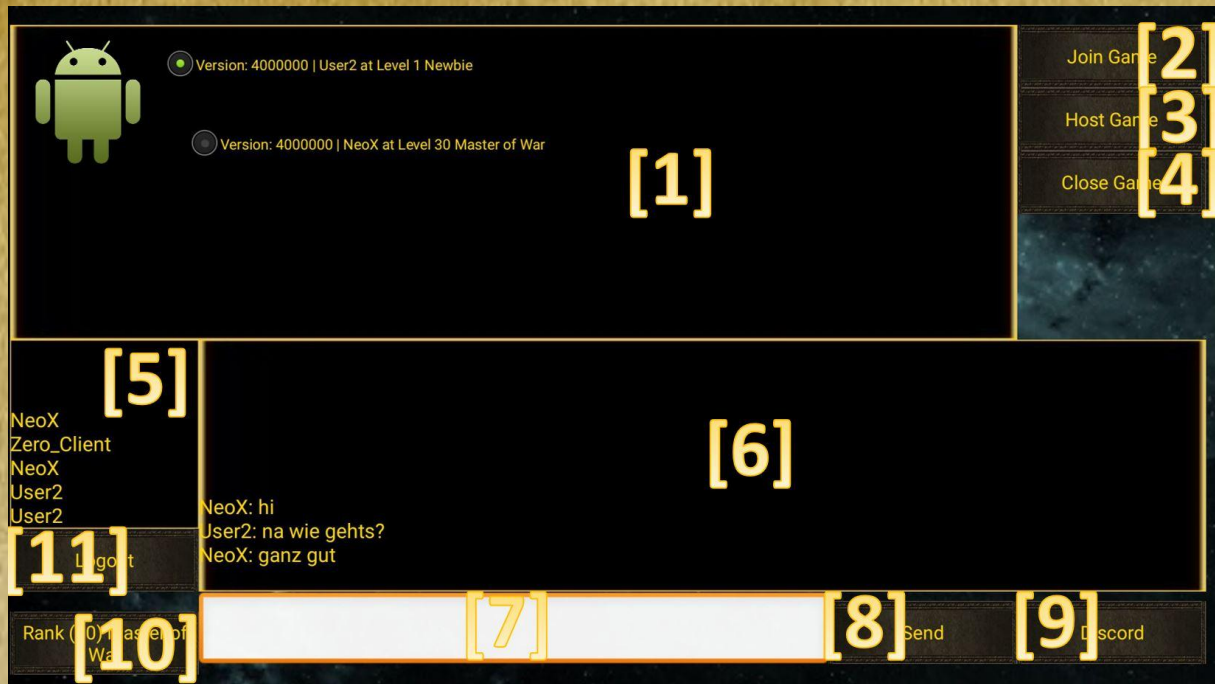
[4] - Logins to the Online-Server with the input user data

[5] - Shows the current online server communication

Online Multiplayer Lobby on Windows devices



Online Multiplayer Lobby on Android devices



[1] - Open game list. This lists all current open game requests you can connect to any play with the hosting player.

[2] - Join the selected open game out of the game list.

[3] - Opens a game request that others are able to connect to. When you host a game you can not join others or logout until you close that game request.

[4] - Closes your active game request and allows you to logout again.

[5] - List of currently players online

[6] - Online chat

[7] - Messagebox to send to the online chat

[8] - Sends the message into the online chat

[9] - Opens the official SpellForce Discord Server for online voice communication

[10] - Enters the medal and rank screen.

[11] - Logs out of the online lobby and terminates all connections

2.7 Options - Card previews, Credits

In this menu you have access to a preview of all cards in the games, managing your deck or watch the credits of SpellForce 2 - Master of War.



[1] - Plays the credits of SpellForce 2 - Master of War.

[2] - Opens the Options for adjusting Game-Settings.

[3] - Open the card preview menu to display all cards in the game

[4] - Returns to the main menu

2.8 Deck Management

In this menu you can configure your own custom deck based on the balancing rules.

SpellForce 2 - Master of War - Forces of Eo Deck rules

Rule #1

A deck must always contain 38 cards in total including the hero card.

Rule #2

A deck must include one and only one hero card.

Rule #3

A deck is not allowed to overstep a limit of 125 combined attack power

Rule #4

A deck is not allowed to overstep a limit of 125 combined defence power



[1] - Saves the configured custom deck and leads back to the Info menu.

[2] - Shows the current position in the total card collection.

[3] - Displays the current card in the total card collection.

[4] - Shows the current state of the custom deck under the rules.

[5] - Selects if the card should be put in or out of the deck.

[6] - Goes back to the last card in the total card collection.

[7] - Displays the effect-perks of the current card.

[8] - Goes to the next card in the total card collection.

2.9 Card Preview

In this menu you have the option to view every card in the game to get a little preview of what you can encounter in the game.



[1] - Goes back to the Info menu.

[2] - Goes to the last card of the preview.

[3] - Goes to the next card of the preview.

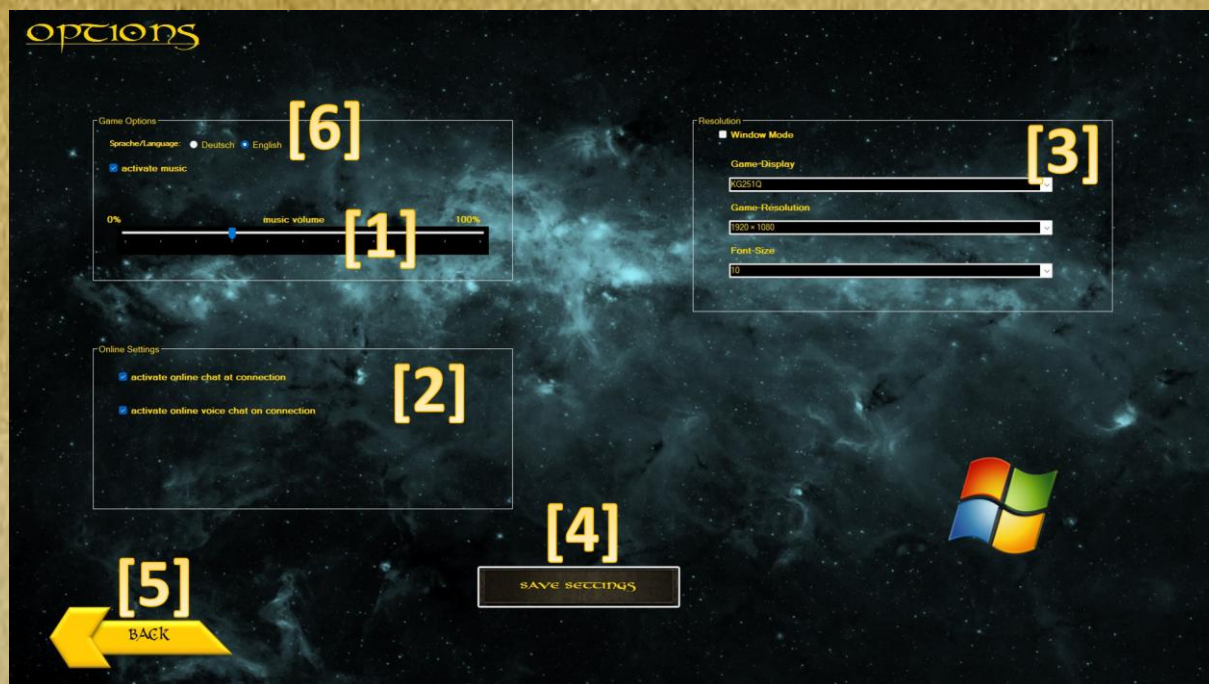
[4] - Shows the currently previewed card.

[5] - Shows the current position of the cards in the preview.

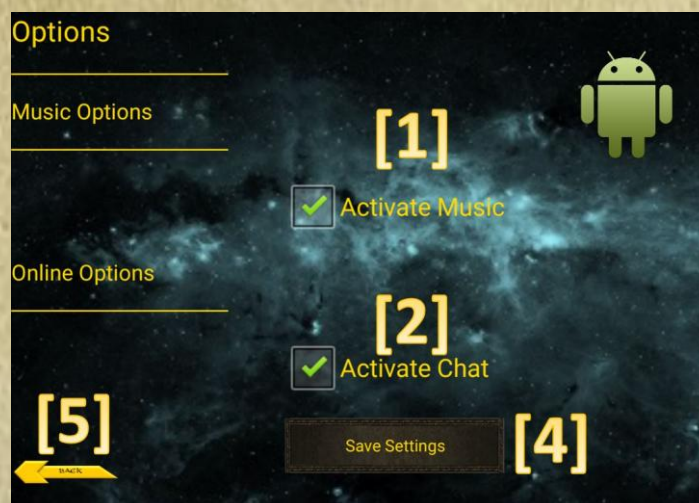
2.10 Options

SpellForce 2 - Master of War on version 4.0 does allow you the following options.

Windows Options



Android Options



- [1] - Music settings (no volume settings on Android since the device itself manages that).
- [2] - Online Chat & Voice communication (when connecting to the online lobby).
- [3] - Display options for main screen, resolution and font size (Android has autodetection but if that fails the game will ask at the very start of the app).
- [4] - Saves and applies the current settings.
- [5] - Goes back to the main menu without applying any changes.
- [6] - Change the games displayed language (does not effect the Story Campaign – english only).

2.11 Medals and Ranks

In SpellForce 2 Master of War - Forces of Eo on version 4.0, you will be able to rise the ranks and earn medals by defeating other players or the AI.

You can rise up to the rank of 30 and earn the title „Master of War“.



[1] - Shows the current level.

[2] - Shows the current rank medal.

[3] - Shows the current rank title.

[4] - Shows the current EXP and what is needed to reach the next rank.

[5] - Overview of the already earned medals and the ones still to unlock.

[6] - Goes back to the main menu.

3.0 How to play SpellForce 2 - Master of War

3.1 What is the aim of the game?

The objective of the game is to defeat the opposing armies or make them incapable of acting.

3.2 How do you start/prepare the game?



Both players sit opposite each other.

[1] Each one of them use their custom army/deck that they prepared.

[2] Each player is dealt a hero card, which he lays down in front of him.

[3] The players shuffle their deck and draw 8 cards.

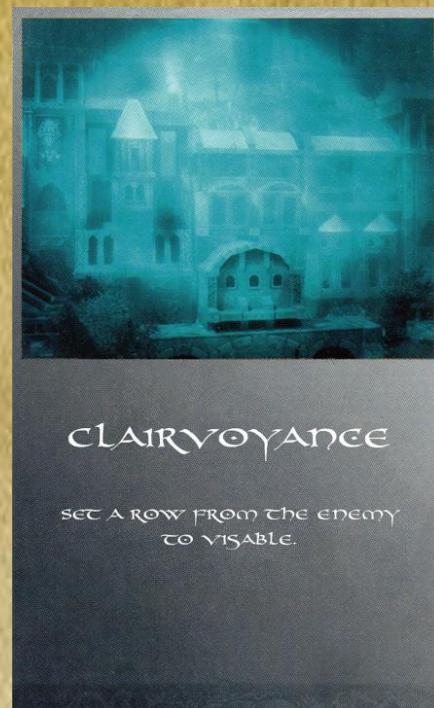
[4] The remaining stack of cards is put face down besides.

[5] Both Colours of the magic cards are shuffled and placed face down between the players decks.

[6] The challenging player plays out up to three cards from his hand, and places them side by side down on the table and thus making his 1st Army.

[7] The other player then places his part of the covenant up to three cards face down those of the challenging player from opposite.

3.3 How do the cards work?



Each player has an army of 38 cards. Most cards have a value of 1 to 7, indicating their strength. The higher its value, the stronger a card in a fight. These cards can be placed face during the game on the table. Many cards have one or more additional symbols that indicate their special abilities. The Spell Cards can not be interpreted on the table, but played directly from his hand and placed after their action is completed. From the magic stack can both players draw.

3.4 Abilities of the units



Siege unit

Such a unit can show its strength only in the attack. If they get attacked they only has a defence of 1. Siege units automatically destroy towers in an attack.



First strike

If both units have the same strength, the unit wins that has first strike. If both units have this ability, both cards are discarded.



Flying unit

Flying units can not be attacked by normal ground units. Only other flying units and units with magic, archer or siege damage can attack them. Flying units, which carry out an attack on a unit themselves, fight like a normal floor unit. Flying units can also use the magic "quitus" when being played from hand.



Summon Dead

When this card is in the 1st row of an army, the player can instead of an attack, retrieve any unit from the discard pile. This costs the same as an attack, an action point.



Magic

Such a unit can only attack with magic. This also allows her to attack flying units.



Archer/Bullet

A unit with this property can also attack air units.



Resistance against magic

A unit with resistance against magic gets a bonus of 1 for the strength against units with magic attacks.



Resistance against bullets

A unit with resistance against bullet gets a bonus of 1 on the strength against units with bullet attacks.



Tower

A tower can use his strength only in defense. He a tower attacks, his strength is only 1. Towers that are attacked by siege units are destroyed at the spot.

3.5 How is the formation of the army?



Throughout the game, the players plays out more cards to the field. Side by side, up to three cards are played. All cards that are next to each other are called an army. This can be one, two or three cards. Behind every card of the 1st Army, up to three additional cards are placed. All cards behind each other are called a series. A set may consist of one, two, three or four cards. A player can make a maximum of four armies, each consisting of three rows. Cards in the 1st Army can attack the opposing cards of the 1st army of the enemy.

3.6 How to play?

The players take turns. The challenging player begins the battle. For each card in the 1st Army, the player has an action point, so a maximum of three. If a player at the start of his round has just two rows of cards, he also has only two action points. Did he start his round with only cards in a row, he has only one action point. For an action point, you can perform the following actions:

1. Draw a unit card or draw a spell card
2. place a unit card on the battlefield
3. attack an enemy card
4. use a spell or spellcard
5. send out a scout

A player can once or several times perform an action. The actions can be performed in any order. It is allowed to play a card to attack an opponent's card and then attack another card.

A player must spend all action points. He can't save anything and must spend everything.

Note: If you have not have a unit in the battlefield at the beginning of a round, you have no point of action and so immediately lost the game!

3.7 Which actions are there?



1. Draw a card

Costs one action point and means to take a card from their deck or the magic pile into your hand. You may have up to 8 cards in your hand.

2. The playing of a card

To play unit cards out costs one action point. A new card will always be hidden for the other player. This may be behind already up cards in a row, as long as there are still no four cards in a row. Some magic, however, make it possible to change the order is laid out.

3. Attack an opponent's card

Costs one action point. Only units in the 1st row can attack and only the card directly in front of it.

4. Use a spell

Costs one action point. The card is sent after the end of the spell on his own discard pile. On windows you have to select the „cast spell“ button to perform unit magic in the 1st row. On Android simply click on the unit in the 1st row.

5. The spying of the opponents hand

Costs one action point. It is played directly from the hand by a flying unit card and triggers the spell "quitus". The performing card is destroyed. On windows you have to select the „Send Spy“ button to use the ability of a flying unit in your hand. On Android you long push on the flying unit in your hand to activate it.



6. End Turn

When you have used up all your action points, you end your turn.

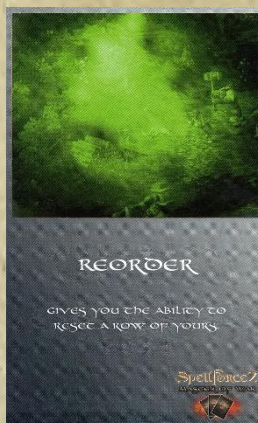
3.8 How works the fight?



Only the cards in the 1st Army can perform an attack or can be attacked. The attacker pushes a card of his 1st group slightly forward, place it face and gives her strength value known. The opponent reveals his first opposing card in the same row and says their strength level and attributes. The card with the higher strength wins. The defeated card will be placed on the discard pile. The card, which has won remains and is uncovered. This card can now be exposed in the same turn or later perform further attacks or even be attacked. Are the cards equally strong, both cards are sent to their respective discard pile. If the front has been lost, the cards behind will be placed in there place.

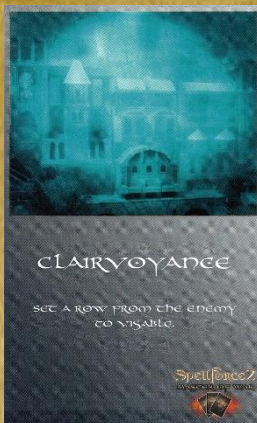
3.9 How do the Spell-Cards work?

Using a Spell costs one action point. A spell is played directly from the hand. Some spells last for one whole turn. These cards work until it is the caster players ends his turn, not just until the next action.



Reorder

Allows you to reorder and replace an army row of your choice of your own.



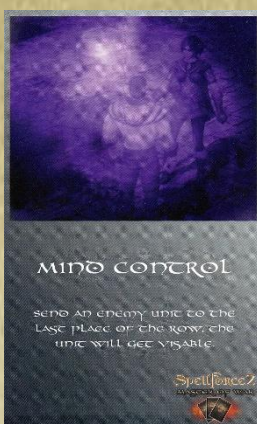
Clairvoyance

Allows to uncover a row of cards, of the opponent.



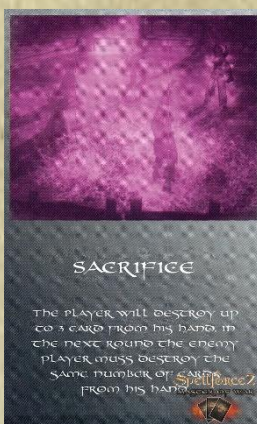
Magic Shield

Gives a card the ability "resistance to magic," until the end of your turn.



Mental control

Send any opposing card from the 1st Army to the farthest place of the selected row. The card is unveiled now, if it was still hidden.



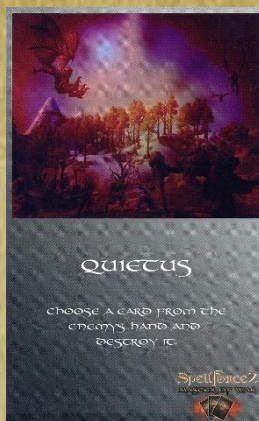
Sacrifice

The caster player discards between one and three cards. For each card, which stores the player himself out of his hand, the opponent must also discard a card.



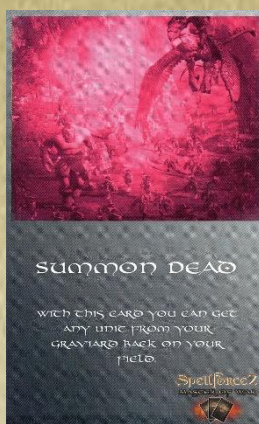
Storm

Makes all flying on both sides to normal ground units until the caster player ends his turn.



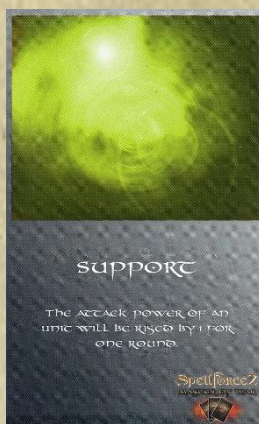
Quietus

You draw a card from the hand of the enemy and put it on the discard pile.



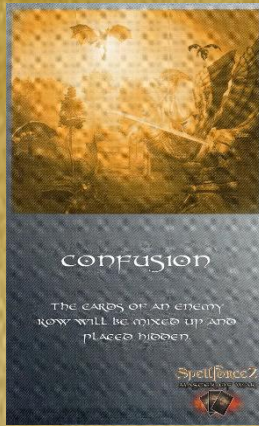
Summon Dead

When this spell is spoken, the player can retrieve any unit from the discard pile.



Support

The strength of an card unit is increased by 1 until the caster player ends his turn.



Confusion

A row of enemy cards get mixed and placed hidden for everyone.

3.10 What are Hero cards and how do they work?



In the round in where a player plays his hero card played out already at the start of his round, that player has immediately and always four action points available, regardless of whether he be has one, two or three rows of cards. Playing of this card does not cost any action point. As long as the hero is not defeated, the four action points also apply to all subsequent rounds after the hero is drawn into the battle. This also applies if the hero was moved by a spell in the rows. If the hero is defeated, then the normal action points calculation takes place again.

3.11 When does a player win?

If a player can not use the all of his action points, he has to give up, and his opponent wins. Note: In many cases, the game ends in this way. If a player has at the start of his turn has no card on the field, that player loses.

This would be everything for now, for you to know, to play "SpellForce 2 - Master of War". We wish you much fun with this game and look forward to seeing you on the battlefield!

4.0 Factions and their card decks

In SpellForce 2 - Master of War on version 4.0 Forces of Eo, you will encounter the 7 biggest factions of Eo. The Realm (Humans, Elves and Dwarves), The Clan (Orcs, Trolls and Barbarian), The Pact (Dark Elves, Gargoyles and Shadows), The Shaikan (Dragon Bloods, Iron Ones and Dragons), The Undead (Undead Skeletons, Undead Beats and Ghosts), The Beats (Beastmen, Wild Folk and Wild Creatures) and the Demons (Demons, Elemental Creatures and Malar).

4.1 The Realm (standard Deck)



The Realm deck is one of 3 available starter decks that has its focus on tactics.

There may well have never been a human empire, nor the legends of the Dragon Slayers, if many millennia ago, a few dwarves had not set out from their home in Grimwarg to seek adventure in the distant peaks of the Windwall mountains. They had hoped to find good stone, valuable metals and a new home, but found only barren rock and a few tribes of wild barbarians living in inhospitable caves in the frozen heights. And though these creatures appeared to the dwarves as weak and primitive – their lifespan was barely longer than that of most animals – they immediately recognised the willpower and life force that had been instilled in these creatures. Impressed by the barbarians, the dwarves stayed and began to teach them of the world, the Gods and the art of forging.

Never would those dwarves have thought that their actions might change the world forever. Greedily, the humans devoured their knowledge, learning each move and all the wisdom of their teachers, and this wisdom spread like wild fire. Soon, the first smith's hammers began to ring in the Windwalls and formed the first of the great swords that were to become the human's trademark. With these weapons, they descended from the mountains and took control of the plains, their numbers ever increasing. The Age of Swords had begun.

Although the mighty dragons were the indisputed rulers of the land of Fiara, even their formidable might could not stop the humans' advance. With lances and swords, they confronted the ancient lizards and accomplished the impossible, a feat that neither dwarf nor elf had managed: They drove

back the dragons. With courage and creativity, they defeated one mighty dragon after another and filled the once empty plains with villages and cities.

With their victory over the ancient rulers of Fiara began the rise of the humans, a race that was both good and bad, courageous and cowardly, strong and yet weak, the strangest and most varied of all races of this world. And with their rise came cities, trade, money and war.

4.2 The Clan (standard Deck)



The Clan deck is one of 3 available starter decks that has its focus on strengths.

When Ulm the Caretaker broke the rules of his father Aonir and became Zarach the Bloodthirsty, his first goal was to create his own race, a people who would follow him blindly and worship him only. Driven by this desire, he began to shape new forms of life, moulding them with his will, and produced all manner of heinous creatures. Incomplete and deformed were these beings, horribly disfigured and unfit to survive for long, let alone breed.

Enraged by many years of fruitless labor, he descended to the earth and stole the children of the noble races, races that had been created by the natural order of his father. Abusing the perfection they had received through Aonir's power, he infected them with his evil and formed them to his liking. Thus he was able to create his own race, strong and enduring creatures in which he instilled a bloodthirst and longing for battle. He named his creation "orc", which in the dark tongue means "conqueror".

They were chosen to be the bearers of his will, to be dogs of war, existing only to mercilessly conquer all other races and taint Aonir's world with the sign of the Blood God. In dark temples in the middle of the steaming jungles of Xu he gave them life and from there, he drove them out into the plains, where the orcs' existence began. It was a brutal and sparse life that the first tribes led, but with their bestial instincts and their seemingly endless endurance, they not only survived, but increased their numbers rapidly. Great hordes soon began to scour the lands, looking for prey, and in their settlements the sound of blacksmith's hammers was always to be heard, forging iron into make weapons. Their instincts often drove them to imprudent behaviour, yet a part of the old races'

wisdom survived within these beasts. An orc may be greedy and combative, but he is not stupid. Zarach's nefarious plan to conquer the old races might even have succeeded, had his orcs not been so eager to do battle, even against each other. Time and time again, bloody wars erupted between the tribes, and only few leaders were ever able to unite the tribes – and then only for a short while. If ever a tribe leader were strong enough to assemble the armies of all tribes for an extended amount of time, the other races would hardly stand a chance. Even now, most tremble in fear at the sound of orcs crying for blood.

4.3 The Pact (standard Deck)



The Pact deck is one of 3 available starter decks that is a mixture of strength and tactics.

Nor, the Silverweaver, god of night and lord of the silver disc of the moon, was the first guardian to descend to the earth and tell the races of the guardian gods and their duties. But with time, the races forgot his teachings and turned away from the cool master of darkness, seeking instead solitude with the gods of light and the sun. Disappointed and spurned, Nor was quick to side with the renegade Zarach when the gods began to disunite. As a token of gratitude, Zarach created a race for his dark brother, a race that for all times would be devoted to Nor, master of the night. From the pure essence of the elves he formed the most beautiful, perfect and deadly of the dark races, the Norcaine – also known as Dark Elves.

Their spirit is sharp and cold as the light of the full moon, and they are as quick and merciless as the icy nightwind. War is their art, battle their poetry. They live to sow destruction and neither hope nor joy is necessary to give them courage. Perfect tools of death, they show no weakness, despair or fatigue. Their entire days and nights are spent worshipping and praying to Nor, their master, and destroying the light-seeking worms whose gods forced him into exile.

It is their sharp intellect and discipline that makes the Dark Elves so dangerous and that almost decided the War of Six Races for the dark ones. From Urgath they came to Fiara with their brothers in arms, the orcs and trolls. Once the war was over, they stayed and founded the realm of Lar on the nebulous east coast. There, they raised towers of obsidian and forged heavy armor and moonblades, which they would use in uncounted cruel battles against the races of the light.

The heart of the Pact consists of the Dark Elves, the people of the nightgod Nor, known as the

Norcaine. The culture of the Norcaine has always been shaped by the fight between the two largest castes, the warriors of the Dracon and the sorcerers of the Archons. While the warriors are striving for an honourable life in the fight against the Light, the Archons are recklessly striving for power.

4.4 The Shaikan (standard Deck)



The Shaikan deck has its focus on a mixture of defence and tactics.

...began a thousand years in the past with Janus Malacay, the highest alchemist at the court of the first emperor of the Northern People. On the search for the power of the Materia Prima, that germ of life that can still be found in the blood of the first creatures of the world, back then Malacay joined his blood with the blood of the captured dragon named Ur. Thus he created a bloodline in whose veins the blood of the dragons was mixed with the traces of the humans' ancestors and which created a substance full of vital forces. In it the original spark of life, the germ of creation, came back into being. This blood not only made Malacay's children stronger, faster and more robust than common people, the vital forces of the dragon blood sometimes even bestowed them with the ability to resurrect others by donating some of their blood.

They are the descendants of the alchemist Malacay, who once saved the life of the dragon Ur, receiving its eternal subservience in return.

In order to seal this pact, the dragon agreed to enter into a blood pact with a person – something that had never happened before. This was nevertheless the only good deed that Malacay ever did. He became increasingly insane and met a dreadful end.

His descendants have nevertheless preserved the tradition and continue to live under the protection of the ancient dragon. Each of them enters into a blood pact with him. These dragon warriors are great fighters and commanders. Their ancestry means that they are revered by both the Light People and the Dark with an equal degree of fear and distrust. They therefore live between the fronts, belonging neither to the light nor the darkness.

The Dark Elves call them "Shaikan", which means both "godless" and "free". This dichotomy captures

and describes the life of these dragon warriors so accurately that they adopted this description as their own name over time.

4.5 The Undead (standard Deck)



The Undead deck has its focus on tactics and mostly revival.

Life and death – the eternal circle of life. The natural order of the world. The way it has been, and the way it always will be. Or at least the way it should be, for magic, combined with the malice and thirst for power of certain races, has created abominations of nature, creatures of horrible appearance, and the most unnatural of these are those that go by the name of the Undead.

They are restless spirits, souls caught in the void between life and death. From beyond the threshold to the realm of the dead they look back on the world of the living, full of jealousy and loathing for the world they once inhabited. They refuse to bow to the natural order, sentencing themselves into an eternally cruel existence. A few of them manage to infiltrate the land of the living and manifest there by desecrating the bodies of the freshly dead or possessing the remains of those that died long ago. These revenants are the undead, and no living creature is spared from their wrath, so driven by hate are these unnatural beings.

Their senseless appetite for destruction makes them ideal for the battlefield, and over the years, many mages have tried to harness the power of these creatures for their own purposes. These mages are known as Necromancers, and can control the hordes of the undead, summoning them at will.

Even today, though the Convocation war has long passed, the world is still full of the remnants of these dark doings. Now leaderless, the armies of the undead roam the lands, and many races can barely defend themselves against their destructive powers.

4.6 The Beasts (standard Deck)



The Beasts deck has its focus on raw strength.

Magic and growth are closely entwined in Ura. The magic of the world permeates and changes all life that is created. Throughout their evolution, all living beings have undergone many changes, but from times before the higher races first saw the light of day, some creatures have survived almost unchanged - creatures as wondrous as they are dangerous. Some of these creatures even resemble the human form, a fact that has puzzled writers and scholars for generations.

Strange places and areas where the magic of the world in particularly strong seem to attract these beings, yet no one has ever managed to truly understand their goals. What is known, however, is that they are as merciless and cruel as the elements they have withstood for centuries. And even if though they ally with none, they have been used in many a war and made slaves of destruction. Their raw strength and animal traits especially were put to use by the dark races to strengthen their armies.

Thus they are known chiefly as killing beasts, but their true nature and the background of their heritage remains shrouded in mystery.

4.7 The Demons (standard Deck)



The Demons deck has its focus on power and magic.

From the depths of the earth the Red Horde streams constantly to the surface. They hunger for the flesh and souls of those born into the world and thirst for the thrill of killing. Long ago, they came from the burning gorges of the Barga Gor and their number was legion. The armies of the world fought valiantly to drive back these creatures, but in the end, the power of the Gods was necessary to collapse the Barga Gor and banish the demons into the caverns below the surface. Yet still, they strive to come ever closer to the light, and will readily appear for those who would summon them from the depths. They fight with passion, and only one powerful in the arts of magic can hope to control their bloodrage.

No one knows their exact origin, but many believe demons are left-over souls that the Great Smith threw into the fire of the earth, repulsed by their malice. For whenever Bjarne, the Soulsmith, takes a new soul from the River of Souls to form it for a new life, he checks his work carefully. Many souls are filled with such viciousness or guilt that he throws them back into the blaze, for never would he be able to form good from them. And so they burn, unable to return to the River of Souls, until their evilness forms its own shape. Deformed figures they are, ugly and grotesque, yet malice and greed give them power that those born on the surface learn to fear even in their dreams. Even though they lurk many miles below the earth, their power reaches far and their faces live in the twitching shadows, the dark corners and nightmares of the world as a sempiternal memorial of danger.

And as the world becomes more and more evil and cruel, the more these creatures ache to reach the surface, where they would celebrate the victory of their unnatural existence in their thirst for war.

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SpellForce 2 - Master of War

Last modified on August 19, 2022

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SpellForce2 MASTER OF WAR



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