

HEROESTM IV

of MIGHT AND MAGIC[®]

THE GATHERING STORMTM



HEROES™ OF MIGHT AND MAGIC® IV: THE GATHERING STORM™

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INSTALLATION GUIDE

You must have Heroes of Might and Magic® IV installed on your hard drive to install the Heroes™ IV: The Gathering Storm™ expansion pack. See the installation card insert in the box for specific installation instructions. After the installation of the Heroes IV: The Gathering Storm game you will be able to play the original campaigns from Heroes IV and the new campaigns from the new CD. Start the game as usual and you will notice that the banner on the main menu now reads "The Gathering Storm".

WHAT'S NEW

The Gathering Storm is an expansion pack for Heroes of Might and Magic IV. It combines the original game with new campaigns, new single scenario maps, new multiplayer maps, new creatures and a number of new adventure map locations and artifacts. These additions will require you to develop new strategies for achieving victory.

The Gathering Storm includes six entirely new campaigns which tell the tale of five heroes and their quest to defeat a mad wizard named Hexis, whose control of the realms of Nature and Death has begun a

chain of events that threaten not just the heroes' own kingdom of Devonshire, but all of the lands of Lodwar. As Hexis's strength grows, so does his negative effect on nature itself. Earthquakes, floods, storms, and more are spreading across the kingdom, and it is up to the five heroes to stop Hexis and somehow reverse the damage he has done.

Another Bard's Tale: This campaign tells the tale of Agraynel the Bard, who goes in search of three artifacts once belonging to Aiffe, a bard of legendary wit and skill. Shadowy forces will stand in her way, but are they just coincidence or are they part of some plot to prevent the artifacts' recovery?

The Masters of Magic: Bohb the Archmage goes on a quest to reunite the five legendary items once worn by the greatest of archmages, Nevar. Each of the five items has long since been taken by five mages, each of whom proclaims himself to be the Master of their magical college. Bohb must defeat them all to assemble Nevars items and unlock their secret power.

Opposites Attract: The wizard, Kozuss, must travel first to the jungles of Aldamar and then into the kingdom of Merlion in search of three artifacts forged during an ancient war. These extremely rare items allow for proper use of the opposing schools of Order and Chaos.

A Matter of Life and Death: This campaign follows the tale of the Dark Priest, Alita Eventide. Her quest is to recover the Ring of Life and the Cloak of Darkness, but two powerful cults possess these items, and won't be willing to part with them without a fight.

Might Makes Right: Brash and overconfident, Dogwoggle sets out in search of the fabled Armor of the Tiger. He is able to learn that the various parts are in the hands of three mad brothers who rule small kingdoms nearby, and this campaign follows Dogwoggle's struggle against the three.

The Gathering Storm: Once the five now-powerful heroes have completed their individual quests, they will reunite in Devonshire and set out together toward Hexis's stronghold in the south. The way will be fraught with peril, as the heroes must battle their way through the tainted and twisted forces of nature. The battle against Hexis awaits!

NEW HEROES

There are 5 new named heroes in the campaigns: Alita Eventide, Bohb, Kozuss, Dogwoggle and Agraynel.

NEW ADVENTURE OBJECTS

There are seven new adventure objects/locations: Conservatories (one for each school of magic) and Coliseums (one for Might and one for Magic).

NEW ARTIFACTS

There are sixteen new artifacts and new combination artifacts: Ring of Light, Cloak of Darkness, Tiger Armor, Tiger Helm, Frost Hammer, Harmonic Chainmail, Necklace of Muses, Aiffe's Mandolin, Flame of Chaos, Ice Scales, Necklace of Balance, Archmage's Hat, Staff of Disruption, Wayfaring Boots, Ring of Flares and the Angelfeather Cloak.

NEW CREATURES

There are four new creatures, all minions of Hexis: Goblin Knight, Evil Sorceress, Dark Champion and Gargantuan.

EDITOR EDITIONS AND COMPATIBILITY

The expansion has upgraded the editor from the original game, allowing you access to all of the new heroes, adventure objects, artifacts and creatures used in The Gathering Storm. Maps created using the new Campaign Editor from The Gathering Storm will only be playable by those who have The Gathering Storm installed. Even if you create a map without using any of the new features with The Gathering Storm's Campaign Editor, it WILL NOT be playable

by someone who does not have the expansion. Players who try to connect to a multiplayer map created in the new Campaign Editor in the expansion, that do not have the expansion installed will not connect to the game and will be notified that they need the expansion to play in that specific map.

NEW ADVENTURE MAP LOCATIONS



Conservatory of Chaos sells parchments that teach one spell from the school of Chaos magic.



Conservatory of Nature sells parchments that teach one spell from the school of Nature magic.



Conservatory of Death sells parchments that teach one spell from the school of Death magic.



Conservatory of Life sells parchments that teach one spell from the school of Life magic.



Conservatory of Order sells parchments that teach one spell from the school of Order magic.



Coliseum of Might – selected hero will fight a number of Black Dragons based off of the hero's level. If the hero wins, he gains a level. If the hero loses, he returns to the army as a tombstone and must return to a town or Sanctuary for resurrection.



Coliseum of Magic – selected hero will fight a number of Faerie Dragons based off of the hero's level. If the hero wins, he gains a level. If the hero loses, he returns to the army as a tombstone and must return to a town or Sanctuary for resurrection.

NEW ARTIFACTS

FOR THE MYSTERIOUS DARK PRIEST

A hero wearing both the Cloak of Darkness and the Ring of Light is granted one Guardian Angel at the start of every combat.



Ring of Light: Increases the hero's Melee and Ranged Damage by 10, increases the effect of Life spells cast by the hero, and grants the hero Death Ward.



Cloak of Darkness: Increases the hero's Melee and Ranged Defense by 10, increases the effect of Death spells cast by the hero, and grants the hero Life Ward.

FOR THE MIGHTY BARBARIAN

A hero wearing the Tiger Armor and the Tiger Helm, and wielding the Frost Hammer, is granted Regeneration and Dragon Strength.



Tiger Armor: Increases the hero's Melee and Ranged Defense by 25, increases the hero's Speed by 2, and increases the hero's movement by 2.



Tiger Helm: Increases the hero's Melee and Ranged Defense by 5, increases the hero's Melee and Ranged Damage by 5, and grants the hero the Negate First Strike ability.



Frost Hammer: Increases the hero's Melee Attack by 25, and opponents struck in combat have a chance to be frozen for 2 turns.

FOR THE DISCRIMINATING BARD

Targets of a hero wearing the Harmonic Chainmail and the Necklace of Muses, and wielding Aiffe's Mandolin, are affected by the Song of Peace spell.



Harmonic Chainmail: Increases the hero's Melee and Ranged Defense by 15, and grants the hero Mirth.



Necklace of Muses: Increases the hero's Spell Points by 15 and regenerates 5 spell points per day to the wearer.



Aiffe's Mandolin: Grants the hero the ability to cast Song of Peace, Unholy Song, and Mass Fervor.

FOR THE BUSY WIZARD

A hero wearing the Necklace of Balance, the Flame of Chaos, and the Ice Scales is granted Magic Mirror.



Flame of Chaos: Grants the hero Order Ward and Cold Resistance, and reduces the spell point cost of Chaos spells by 2.



Ice Scales: Grants the hero Chaos Ward and Fire Resistance, and reduces the spell point cost of Order spells by 2.



Necklace of Balance: Increases the effect of Order and Chaos spells by 25%.

FOR THE ARCHMAGE WHO HAS EVERYTHING

A hero wearing the Archmage's Hat, the Staff of Disruption, the Wayfaring Boots, the Ring of Flares, and the Angelfeather Cloak is granted the ability to ignore an enemy hero's or creature's magic resistance.



Archmage's Hat: Hero gains +10 spell points, regenerates 2 spell points per day and is granted the effects of the Blur spell.



Staff of Disruption: Hero gains +10 spell points and ignores all 'Ward' limitations caused by creature abilities and spells.



Wayfaring Boots: Hero gains +10 spell points, gains a 25% movement bonus, and ignores all terrain penalties.



Ring of Flares: Hero gains +10 spell points and all spells cost -2 spell points to cast.



Angelfeather Cloak: Hero gains +10 spell points and is granted the effects of Flight and Heavenly Shield.

NEW CREATURES

GOBLIN KNIGHT

Level:	3	Alignment:	Chaos
Hit Points:	120	Damage:	16-30
Attack:	20	Defense:	26
Move:	36	Speed:	7
Shots:	0	Spell Points:	0
Spell Power:	0	Weekly Growth:	4
Cost:	1000 gold	Experience:	157

Special Abilities: 50% Magic Resistance, Stone Skin,
Negate First Strike

Description: The heavy armor of the Goblin Knight grants a resistance to both magic and physical attacks, but allows enough freedom of movement for the Goblin's natural quickness to overcome the fastest of opponents.

NEW CREATURES

EVIL SORCERESS

Level:	4	Alignment:	Order
Hit Points:	100	Damage:	20-34
Attack:	28	Defense:	28
Move:	150	Speed:	7
Shots:	0	Spell Points:	50
Spell Power:	100	Weekly Growth:	2
Cost:	4000 gold, 2 mercury	Experience:	750

Special Abilities: Teleport, Spellcaster, Magic Mirror

Description: The Evil Sorceress combines powerful spellcasting with a natural defense against enemy spells and the ability to teleport on the battlefield.

NEW CREATURES

GARGANTUAN

Level:	4	Alignment:	Nature
Hit Points:	300	Damage:	28-40
Attack:	32	Defense:	32
Move:	22	Speed:	4
Shots:	16	Spell Points:	0
Spell Power:	0	Weekly Growth:	2
Cost:	4000 gold, 2 crystal	Experience:	800

Special Abilities: Shoots Twice, Area Attack, No Melee Penalty

Description: A large earth elemental, resembling a Behemoth, the Gargantuan attacks with the very earth in a devastating barrage of rocks. In melee, the Gargantuan pounds its opponents with its massive fists.

NEW CREATURES

DARK CHAMPION

Level:	4	Alignment:	Death
Hit Points:	200	Damage:	30-42
Attack:	40	Defense:	40
Move:	45	Speed:	6
Shots:	0	Spell Points:	0
Spell Power:	0	Weekly Growth:	2
Cost:	4000 gold, 4 ore	Experience:	1000

Special Abilities: Charge, Undead, fear, and Regeneration

Description: Dark Champions are powerful, twisted undead Paladins. Those facing the charge of a Dark Champion will often flee in terror, while the few remaining to fight discover the wounds inflicted upon a Dark Champion rapidly fade away.