

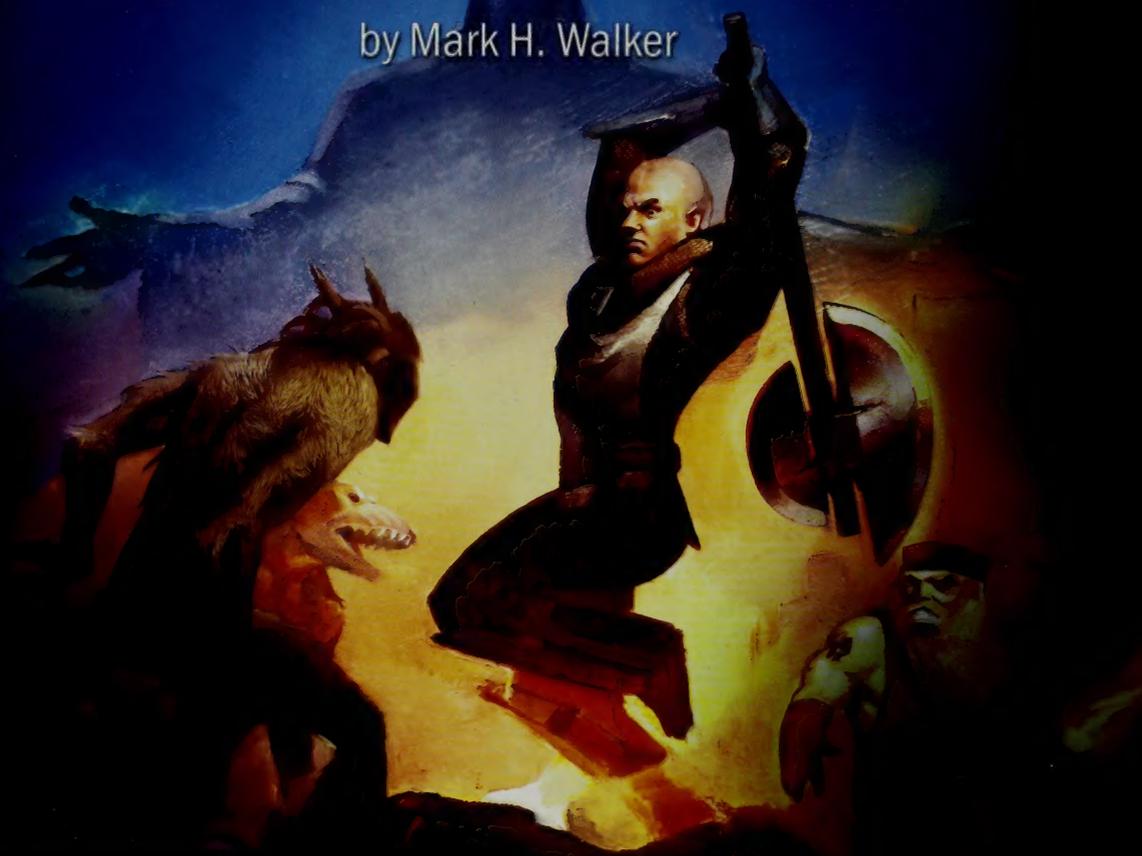
TAKE YOUR GAME FURTHER™ **BRADYGAMES®**

# MYST III

## THE WOLF AGE™

### OFFICIAL STRATEGY GUIDE

by Mark H. Walker



For Windows® 95, 98, 2000, ME

This guide is based on a Mature Rated game.



mumbo jumbo™

# AREA MAPS

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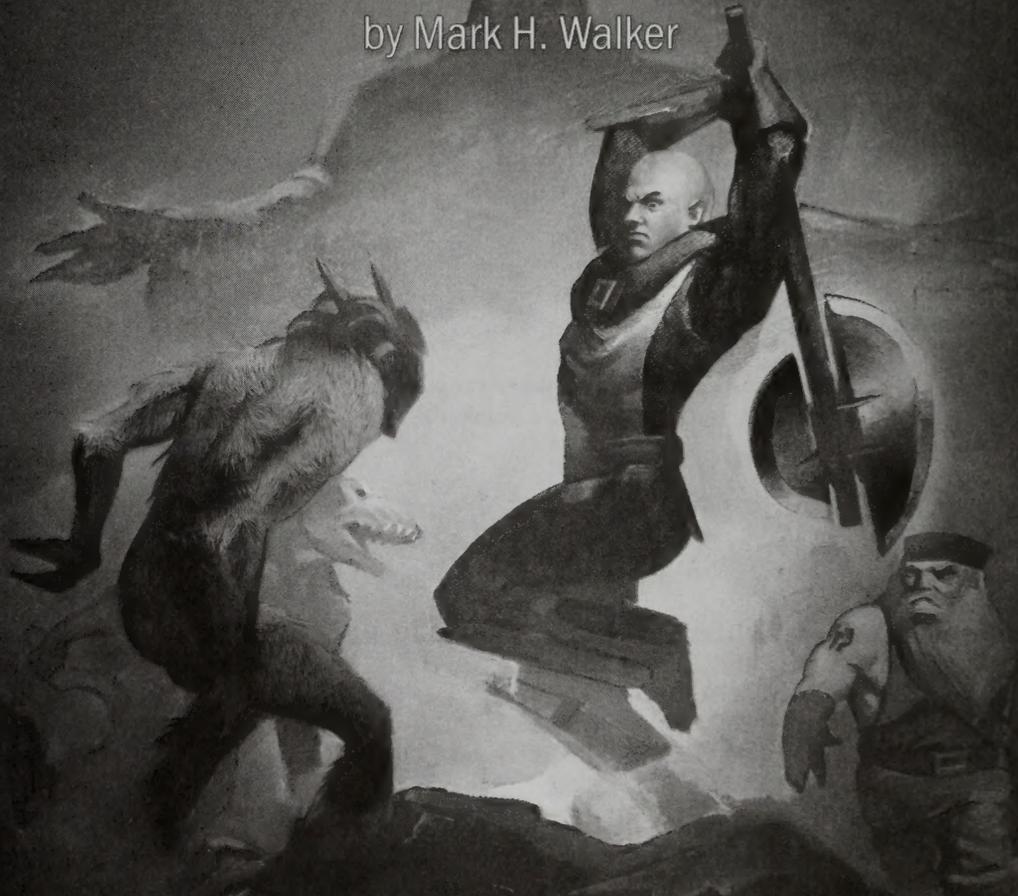
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by Mark H. Walker



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ISBN: 0-7440-0100-5

Library of Congress Catalog No.: 2001 096139

**Printing Code:** The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 01-1 shows that the first printing of the book occurred in 2001.

04 03 02 01

4 3 2 1

Manufactured in the United States of America.

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## TABLE OF CONTENTS

### Introduction

<b>Chapter 1:</b> Forces of the Light.....	8
<b>Chapter 2:</b> Forces of the Dark .....	22
<b>Chapter 3:</b> The Blade and the Claw .....	38
<b>Chapter 4:</b> Act I: The Comet Appears .....	56
<b>Chapter 5:</b> Act II: The Road to Myrgard .....	88
<b>Chapter 6:</b> Act III: The Dream .....	106
<b>Chapter 7:</b> Act IV: The Soul of the Iron .....	129
<b>Chapter 8:</b> Act V: The Leveler .....	150
<b>Chapter 9:</b> Multiplayer Tips & Strategy.....	170
<b>Appendix A:</b> Secret Stuff .....	200
<b>Appendix B:</b> Abilities.....	202
<b>Appendix C:</b> Dream Spells .....	206

This book is the end result of a lot of hard work by a lot of dedicated and talented people. In particular, we would like to thank Scott Campbell of Mumbojumbo (Designer, Producer). Thanks for supplying all of the artwork and maps in such a timely manner. Also, we need to thank Sam Houser (Executive Producer), Aaron Rigby (Producer), Terry Donovan (Marketing), Devin Winterbottom (Marketing), Phil Santiago (QA Manager), and Frank Kirchner (QA Supervisor) of Godgames for all of their support. We couldn't have done it without your help.

# INTRODUCTION

The *Myth* gaming series has a storied history. The original *Myth* was one of the original real-time strategy games to use a 3D graphics engine, and more importantly, one of the first real-time strategy games to eschew the production model made famous in *Dune 2*.

This combination of 3D engine and fixed unit scenarios brought a profound change to the way people played real-time strategy games. No longer was the emphasis on researching, building, and out-producing your enemy, but rather on fighting them.

The change in emphasis from strategic production to tactical unit management opened a wealth of gaming possibilities. The designer could create missions that truly tested the gamer's tactical acumen, and *Myth's* designers wasted no time taking advantage of the possibilities. Some call it the thinking man's real-time strategy game, some call it clever. However you view the challenging missions and fascinating twists of plot, you must admit that it's a darn good time.

*Myth III* continues that legacy of challenging missions and good time gaming. No, you won't be able to breeze through these twenty-five missions. The missions will challenge you, thrill you, even frustrate you. That, however, is where this strategy guide comes in handy. I can't promise to make you an expert *Myth III* player, but I can promise that if you read this book, take my suggestions, play with them, and practice, you will become a better player than you were before reading the pages.

But enough of the pep talk. Let's show you what's in the book, how to use it, and then get right down to making you a better *Myth III* player.

## USING THE BOOK

Naturally there are several ways to use any book. You could read it cover to cover, and we would no doubt be flattered. You'd also be a better Real War player. We realize, however, that most folks won't do that. Hence we provide the Reader Digest preview of each chapter below. You can glance through the previews, turn to the chapter that interests you, and jump right in. No fuss, no muss.

### CHAPTER ONE: THE FORCES OF THE LIGHT

This chapter covers the units in the Army of Light. From the Warriors of Llancarfans to the Warlocks of Scholomance, each will be described, with appropriate tips.

### CHAPTER TWO: THE FORCES OF THE DARK

Think of Chapter Two as the mirror image of Chapter One. It is right here that we cover each of the units in the Army of the Dark. From the Thrall to the Spider Cultists, each will be described, dissected, and analyzed.

### CHAPTER THREE: THE BLADE AND THE CLAW

Chapter Three includes general single-player strategies for playing *Myth III*. Included are strategies for utilizing proper formations, terrain, melee combat, ranged weapons, and magic. Also included is a section on how to best manipulate the camera and interact with the game.

# CHAPTER FOUR THROUGH CHAPTER EIGHT: THE MYTH III CAMPAIGN

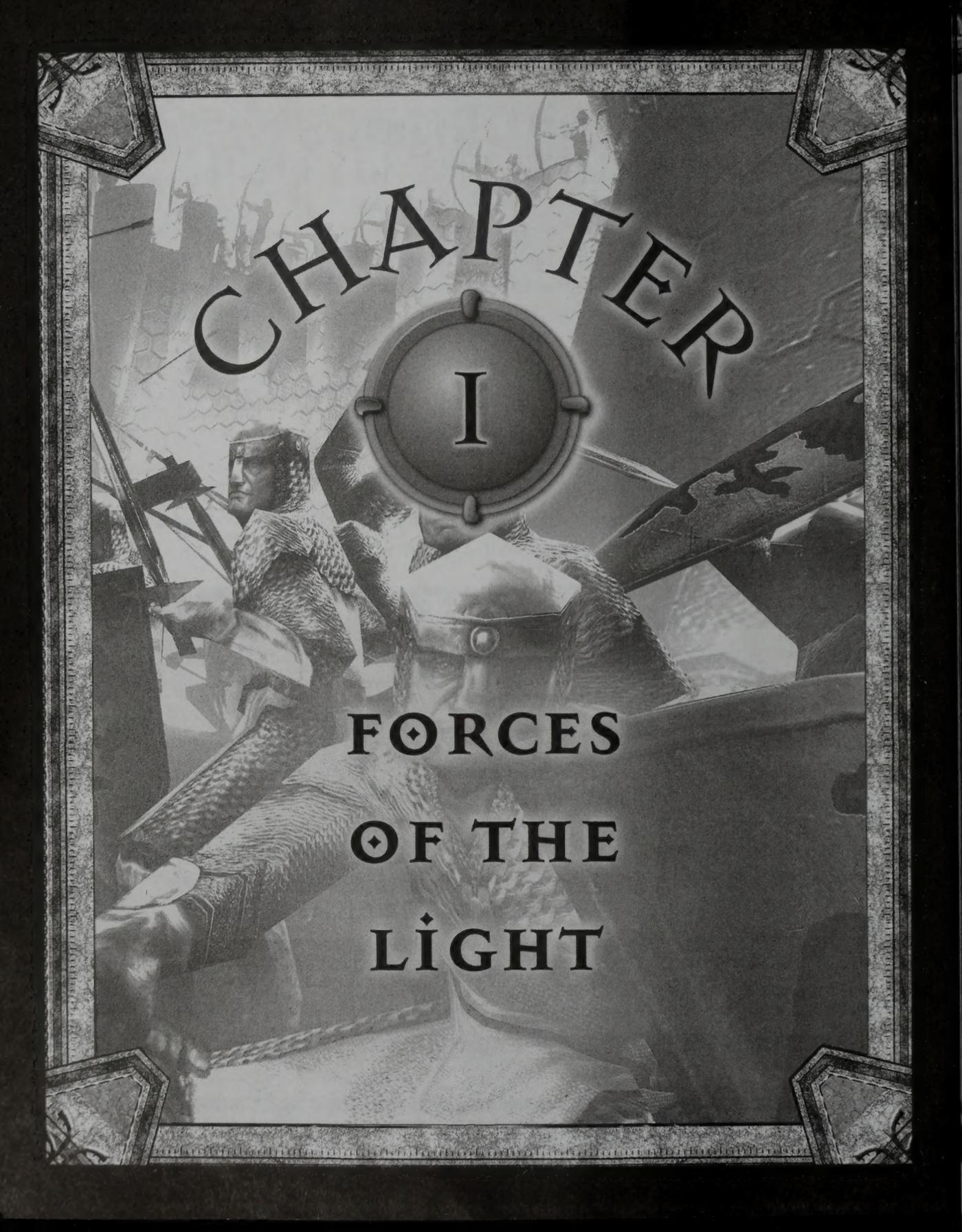
This is the meat and potatoes of our nine-course dinner. These chapters walk through—in minute detail—how to win each of the missions in *Myth III's* single player campaign. The chapters—and the missions included therein—correspond to the five acts of the campaign/story.

# CHAPTER NINE: MULTIPLAYER TIPS AND STRATEGIES

The *Myth* series is one of the most popular multiplayer games on the net. *Myth III* will be no less popular. This chapter will provide the strategies that you need to know to best your human opponent, whether it be in Deathmatch or Steal the Bacon.

## THAT'S ALL FOLKS

Allrighty then; you now know how the book will work. Pick up your helmet and sword and let's learn how to become a better *Myth III* player.



# CHAPTER

# I

FORCES  
OF THE  
LIGHT

A good commander knows his troops. Step one in learning to play *Myth III* well is to understand the capabilities and restrictions of the men and women you command. They are a diverse lot, but fret not, we have a lot of text to help you out.

## THE GOWER UNITS

They fight as fiercely as they look. Gower is a human held territory that lies on the eastern edge of the known world. Its hearty clansmen bear the cold wet winters as well as the hot sticky summers. The clans of Gower are known for their resilience. Indeed, the Myrkridia who raid from the west, the Trow who rule to the north, and the Ghols who hunt to the south have eliminated all but the strongest from their ranks.

### GOWER BERSERKS

Although not incredibly fast, the Berserks are strong warriors. These are the strongest of the already hearty men of Gower. They charge into battle, heedless of the danger, to defend their clans and their territory. They carry two-handed war-axes and wear only light hides for armor. Use them as front line melee units.

**Melee Attack** .....War Axe

**Missile Attack** .....None

**Veterans** .....Faster Attack Speed



## GOWER SPEARMEN

Gower Spearmen are the first ranged unit that you'll possess. Those men of Gower who do not have the strength to wield their massive war-axes take up the spear and shield. Spearmen carry several light spears that can be thrown a short distance, and are effective in hand-to-hand combat. Their light shields can still resist a good sword-blow. Part melee units, part ranged weapon specialist, they are a good early-game unit.

**Melee Attack** .....Spear

**Missile Attack** .....Thrown Spears

**Items** .....Small Shield

**Veterans** .....Increased Missile Accuracy and Throwing Speed



## GOWER PEASANTS

More of a liability than an asset, villagers are usually in the mission to give fighters someone to protect. Farmers and family-men, these men make up for their lack of combat skill with the stubbornness learned while living in their harsh land. Carrying only wooden pitchforks and wearing ordinary clothing, these men are the last line of defense between the Myrkridia and their own wives and children. They aren't much, but the fighting villagers are better than nothing.

**Melee Attack** .....Pitchfork

**Missile** .....AttackNone

**Veterans** .....Faster Attack Speed

## LLANCARFAN UNITS

The Lllancarfan units are the largest component of the forces of light. The Soldiers are strong, the Archers the best ranged unit in the game, and the Warlocks deadly. The city of Lllancarfan has been the seat of the Cath Bruig empire for hundreds of years. It is the pinnacle of human civilization and knowledge. Thousands of well-trained soldiers and archers defend the city's massive walls. Hundreds of Heron Guard pledge their life to serve the Emperor and their majestic city. The greatest sorcerers in the world, the Avatara, make their home in the city, along with the shadowy Warlocks of Scholomance.

## LLANCARFAN SOLDIERS

When you think melee unit, you should think Lllancarfan Soldiers. Bedecked in dresses of chainmail, these stalwart warriors make up the majority of the Lllancarfan forces.



### NOTE

The shields of the Lllancarfan Soldiers actually give them a small chance (about %12) of blocking an opponent's attack.

With their longswords and tower shields, they make excellent defenders. In groups, they make a powerful attacking force. Each soldier swears an oath to protect the empire from its enemies with their life.

**Melee Attack** .....Longsword

**Missile Attack** .....None

**Items** .....Tower Shield

**Veterans** .....Faster Attack Speed and Better Blocking

## LLANCARFAN ARCHERS

These archers are the mainstay of your army's ranged attacks—at least in the single-player game. Out of the ranks of soldiers, those that have a keen eye are trained in the ancient ways of the longbow. Llanccarfann Archers train most of their lives with their bows, becoming deadly accurate. Archers forgo the bulk of chain armor for the mobility of light leather. Unfortunately, the archers are not known for their swift movement or hand-to-hand combat prowess—but get them on a high fortification or hill, and they can turn the tide of a battle.



### TIP

Fire Arrows are much less effective in the rain or snow.

**Melee Attack** .....Short Sword

**Missile Attack** .....Longbow

**Items** .....Fire Arrows

**Veterans** .....Increased Missile Accuracy and Firing Speed



## HERON GUARDS

The elite guard of the Emperor himself, the Heron Guard combine considerable combat efficiency with magical knowledge. Every year a hundred warriors train to become members of the Heron Guard. Only five make the cut. Wielding dual swords, and bedecked in heavy plate armor, their strength and discipline makes them powerful allies on the battlefield. Each Heron can use magical mandrake roots to heal their wounds or the wounds of others.

**Melee Attack** .....Dual Swords  
**Missile Attack** .....None  
**Items** .....Mandrake Roots.  
**Veterans** .....Faster Attack Speed



## TIP

Make no mistake, these are top-notch fighters, and speedy men to boot. The temptation is great to use them in the front lines, but don't overlook their ability to heal both themselves and other units.

# WARLOCKS OF SCHOLOMANCE

Warlocks supply your first taste of magic in the single-player campaign. Secretive and reclusive, the Warlocks are feared and despised by those outside their order. They have mastered incredible magics, but at the price of their souls. During battle they have the ability to summon a ball of fire that can track down a foe and obliterate it in a fiery holocaust. The Warlocks are subservient only to Mjarin, the Imperial Advisor and head of their order.

Warlocks also possess other abilities. Some can create a shield of fire about them, warding off enemy blows and scorching their foes. Others can cast a spell of confusion, making their foes scurry about erratically and attack friend and foe alike.

**Melee Attack** .....None  
**Missile Attack** .....Fireball  
**Abilities** .....Fire Ring, Confusion  
**Veterans** .....More Mana

# AVATARA

The most powerful human sorcerers in the world, the Avatara were created centuries ago by the Archmage Mazzarin. Most all Avatara are also proficient in blade mastery, and do not have to rely entirely on their spell abilities.

The Avatara's most deadly Dream spell is the Dispersal Dream, which can eliminate an entire army from the battlefield.



## TIP

Yes, Dispersal Dream is a powerful spell. It also attacks both sides without remorse. Be sure to cast the spell before the two sides join battle so you don't injure the wrong side!

**Melee Attack** .....Scimitar

**Missile Attack** .....None

**Spells** .....Dispersal Dream (3)

**Veterans** .....Faster Attack Speed

## DWARVEN UNITS

The Dwarves are tough warriors, and have lived for thousands of years in their underground empires. Despite their small stature, they are robust and strong—a race of warriors. Since the first days of dwarven history, they have been at war with the Ghol, their most hated of enemies. In modern times the Ghol have encroached into dwarven territories and now threaten to invade their underground empires. The dwarves will die as a race before they let that happen. The Dwarves of Myrgard have been allies of the Cath Bruig empire for generations, but today, their struggle with the Ghol goes unaided. Dwarves make excellent warriors, and can suffer wounds that would kill an ordinary human outright. They are, however, quite slow moving.

# DWARVEN AXE-WARRIORS

Wearing magnificently crafted heavy armor and wielding wicked battle-axes, Dwarven warriors are no-nonsense juggernauts in the battlefield. When these stout fighters gather in a line, they can be a barrier to waves of enemies. Although slow, these are perhaps the most powerful melee unit in the forces of light.

- Melee Attack** .....Battleaxe
- Missile Attack** .....None
- Veterans** .....Faster Attack Speed



# DWARVEN DEMOLITIONISTS

Demolitionists are lethal when used correctly. When placed on a hill and backed by Archers they can decimate entire battalions of Thralls. The “Dwarven Cocktail” is a recent invention. Due to the success of the demolition of a Ghol stronghold, explosives have been embraced by dwarven culture. These guys also carry Satchel Charges, which can be placed and detonated from afar, causing an extreme amount of collateral damage. Dwarven Demolitionists are not bogged down by heavy armor, so they are more mobile than their axe-wielding brethren, though still pretty darn slow.

- Melee Attack** .....None
- Missile Attack** .....Dwarven Cocktail
- Items** .....Satchel Charges
- Veterans** .....Increased Missile Accuracy and Firing Speed



# DWARVEN SMITHS

A flamethrower by any other name, the Dwarven Smith's Flame Torche is a devastating weapon. Dwarven smiths are builders—they make the weapons and armor for their clans as well as many inventions and magical artifacts. Although not as hearty as dwarven Axe-Warriors, they carry large hammers that can seriously impede even the fiercest enemy. The Smiths are known for their ability to use the magic items that they make.



## NOTE

Yes, the Smith's Flame Torches are lethal weapons, but they should only be used in the front line of your formation. If fired once the armies have joined in melee, they will kill as many friendly warriors as they do enemies.

Smiths carry magic rods known as Flame Torches. Smiths use these rods to weld and smelt the metals that they work with. Flame Torches are useful in combat, and create a cone of white hot flame that can sear enemies to ash.

**Melee Attack** ..... Forge Hammer

**Missile Attack** ..... None

**Items** ..... Flame Torches

**Veterans** ..... Faster Attack Speed



## THE BEST OF THE REST

This is a broad category that includes the rest of the units that fight for the forces of light. Make no mistake, these are not heroes, just strong front-line fighters.

### TWELVE DUN BERSERKS

These men hail from the northern coast of Myth, and run gleefully into the midst of battle without armor or fear. The Twelve Dun clans wear kilts made from the fur of bears and wield massive claymore swords in combat. They paint their skin with runes and symbols which they believe gives them power over the battlefield.

**Melee Attack** .....Claymore

**Missile Attack** .....None

**Veterans** .....Faster Attack Speed

### OGHRE

The Oghres are unusual in that you not only fight alongside them but against them too. Until you freed them, the Oghre had been enslaved to the Trow for thousands of years and been forced to use their iron crafting skills to build titanic temples to the Trow god Nyx.

When in battle, the Trow do not let them use weapons, so Oghres use their powerful fists to do their master's biddings. But don't worry, the fists do enough damage. Oghre don't move as quickly as you'd expect, but they can still outrun most soldiers.

**Melee Attack** .....Fists

**Missile Attack** .....None

**Veterans** .....Faster Attack Speed



# THE HEROES OF LIGHT

Here they are, the big guys and gals. These characters are not only the central part of the *Myth III* story, but central to the missions as well. Each is powerful in his or her own way, and can turn the tide of battle if used properly.

## CONNACHT THE WOLF

Born in a small village on the outskirts of Yürsgrad in Gower, the boy that would become the hero of the age watched the Myrkridia destroy his village. Knowing only vengeance, the boy grew strong and skilled. He studied his foes to learn their weaknesses and believes that he knows how they can be defeated.

When Yürsgrad was attacked by the Myrkridia, only the man who would be called the Wolf had the strength and leadership to rally his clansmen to combat the creatures of nightmare. Connacht wields a massive axe easily with his powerful arms—laying low scores of foes as if they were saplings.



### TIP

Connacht is the most powerful warrior in the game. Use him in the front lines to lay your enemies low. Also remember that his leadership inspires those around him, allowing them to strike more rapidly and accurately.

**Melee Attack** .....Battle Axe

**Missile Attack** .....None

**Items** .....The Tain(Mission 10),  
the SunHammer (Mission 20)



# DAMAS

Damas is Connacht's lifelong friend. He, like Connacht, is a powerful warrior. Use him in the front lines to cut his way through the enemy. Like the other Heron Guard, Damas is proficient at imbuing the Mandrake Root with healing powers and making good use of its abilities in combat.

**Melee Attack** .....Glaive

**Missile Attack** .....None

**Items** .....Mandrake Roots



# MYRDRED

Myrdred is a powerful Avatara and critical to the victories in several missions. Myrdred has mastered powerful Dreams which even the strongest Avatara struggle to learn. Though he is considered one of the most powerful Avatara in Llancarfan, his hunger for knowledge and lore has drawn some ridicule amongst his peers—which only seems to fuel Myrdred's desire for forgotten power.

**Melee Attack** .....Soul Grip

**Missile Attack** .....None

**Spells** .....Dispersal Dream (3),  
Release Dream (Mission 14, 15)



## RAVANNA

Ravanna is the daughter of the Hashik of Clan Fargroun of the Twelve Duns and is betrothed to Damas. She is a raven-haired beauty and an accomplished warrior. A member of the proud Myrmidon clans, she has studied the art of close combat all her life. She wields dual Gridaksma blades as is standard with most Myrmidon warriors. She is even-tempered and cool headed, even in the midst of heated combat.

**Melee Attack** .....Dual Gridaksma

**Missile Attack** .....None

**Abilities** .....Confusion



## EMPEROR LEITRIM

Leitrim is the emperor of the Cath Bruig Empire. Forty years ago, Leitrim inherited the throne after his father's death by fever. Since then he has been a true and just ruler, known for his benevolence to the citizenry of Llancarfan—an emperor loved by his people. As such, he is an important player in the game's story, but only has a bit part in one mission.

**Melee Attack** .....Greatsword

**Missile Attack** .....None

# MJARIN

Mjarin is a shadowy character at best, a sworn enemy at worst. The Imperial Advisor and High-Master of the Warlocks of Scholomance, Mjarin is also a former Avatara of considerable power. Mjarin has been the High-Master of the Warlocks for almost a century. It is Mjarin who brings the might of the Warlocks to the Cath Bruig army. As is said by the soldiers of Llancarfan, “the Warlocks do not fight for the Emperor; the warlocks fight because Mjarin tells them to.” Though his power-hungry reputation is deserved, he is nonetheless a brilliant tactician and advisor.

**Melee Attack** .....None

**Missile Attack** .....Fireball

**Abilities** .....Fire Ring, Confusion

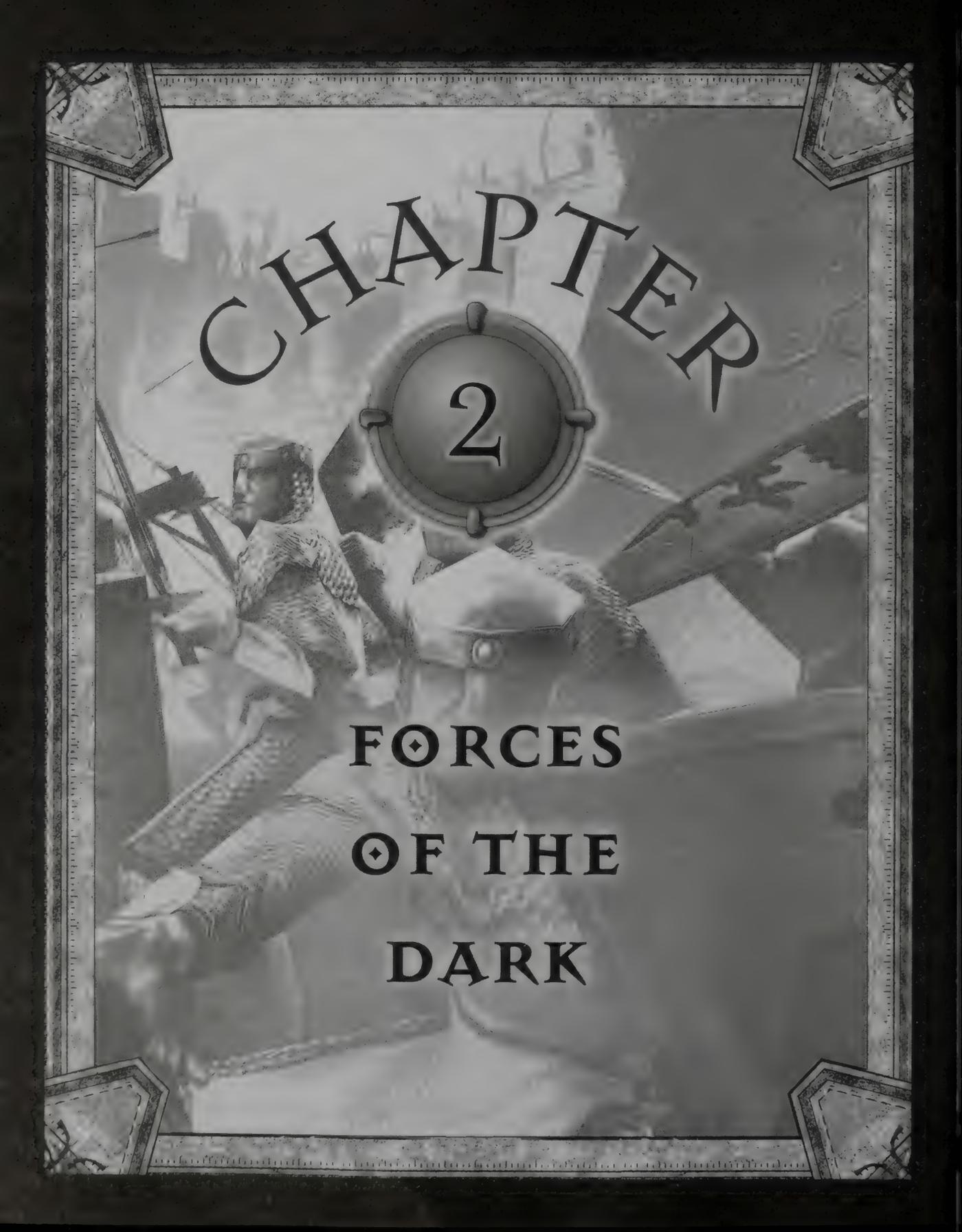
# MAZZARIN

A mystic being and the most prolific archmage ever, Mazzarine is responsible for creating the Avatara—the circle of Myth’s most powerful sorcerers. He was also essential in capturing Moagim a thousand years previous. He was the only man to be able to read from the Total Codex—the tome of all history past and future—from any era he wished. Although slain by the Watcher and his army of Thrall several hundred years ago, some say that he truly did not die. It is thought that his great power keeps him alive even today, far from civilization. Although you will meet Mazzarin in your travels, he will not play a controllable character in any of he missions.

**Melee Attack** .....Enchanted Sword

**Missile Attack** .....None

**Spells** .....Dispersal Dream



# CHAPTER

2

**FORCES  
OF THE  
DARK**

You've had a chance to look at the good guys—now it's time to consider the bad guys. You won't be able to play as most of these folks in the single player campaign, but you will play against them. So, as a famous man once said, "Know your enemy as you know yourself."

## MYRKRIDIAN UNITS

Over a millennia ago, this foul race of beings was brought into the world by an insane archmage. These horrifying creatures have built massive monuments from the skulls of their victims; a testament to their unrivaled dominion over their lands. Through the years, many Myrkridia have fattened from years of easy hunting, but they are still the deadliest creatures in existence.

### MYRKRIDIAN HUNTERS

The majority of Myrkridia are hunters. Although their senses and combat prowess are somewhat dulled by long years of hunting defenseless victims, they are still a force to be reckoned with. These guys are fast, but not particularly potent. A Gowan Berserker can take down several without breaking a sweat.

**Melee Attack** .....Claws

**Missile Attack** .....None

**Veterans** .....Faster Attack Speed



# MYRKRIDIAN WARRIORS

The Warriors are a beast of a different color. Fast and ferocious, they are an able foe. Battle them with melee units, and use the L ambush discussed in Chapter Three whenever possible. These pack-warriors still retain the savage ferocity of their ancestors. They are faster, stronger, and tougher than their peers—a true battle terror. Their howling can cause even the steadiest warrior to flee from the battlefield.



## TIP

The Warriors do have a weakness. When they only have 1/4 of their hit points remaining they go into a rage, attacking friend and foe alike.

**Melee Attack** .....Claws

**Missile Attack** .....None

**Abilities** .....Berserk Rage

**Veterans** .....Faster Attack Speed



# MYRKRIDIAN GIANTS

The giants are the baddest of the bad Myrkrydian melee characters. Myrkridian Giants can reach the size of Trow, and are almost as strong. These giants seem to be smarter than their smaller cousins, and are usually equipped with a belt of skulls given to them by Pack-Mages. The skulls on the belt can be thrown by the giant, and explode on impact with magical energies. The giants use the skulls to soften up and confuse groups of foes before moving in for the kill. When a pack of Myrkridian attack, kill these guys as soon as the Mages have been disposed of.

- Melee Attack** .....Claws
- Missile Attack** .....None
- Items** .....Explosive Skulls
- Veterans** .....Faster Attack Speed and More Accurate Throwing



## MYRKRIDIAN PACK-MAGES

The most elusive of the Myrkridian race are the Pack-Mages—the sorcerous leaders of Myrkridian packs. Tall and slender, the Myrkridian mages are not the physical specimens of the majority of their race. They are, however, capable of flinging powerful lightning bolts that paralyze or kill a foe outright. Few Pack-Mages have ever been spied by human eyes, and only a few are thought to exist. Most know the Dream of Unlife, which allows them to raise slain enemies and force them to fight on the side of darkness.

- Melee Attack** .....None
- Missile Attack** .....Lightning
- Spells** .....Unlife Dream
- Veterans** .....No increases.



## GHOL UNITS

These grotesque specimens are a race of scavengers who take what they need from others. Unlike the other races, the Ghols worship the forgotten Dark Gods—it is said that only the Ghol remember their names. But no one can be sure; we can't remember the names of Dark Gods ourselves, so perhaps the Ghol are chanting their names (maybe they're just muttering under their breath).

The Ghols are the age-old enemy of the dwarves, and have been bent on the capture and destruction of dwarven homelands for as long as there has been written word. Ghols are notoriously appalling, living in filth and collecting bits of garbage and remains to adorn themselves and their caves. Ghols are not strong, but they are quick. Their large cleavers can inflict heavy damage on unarmored foes.

## GHOL

One Ghol is all but identical to another. Indeed, if it wasn't for the male's TV remote, it would be very difficult to tell a male from a female. A Ghol's skin can be a variety of colors—from blue, to green, to brown, to red, to white. Ghols carry sacks that allow them to carry items picked up from the battlefield. They usually throw these items at their foes from afar, wounding or stunning them, before moving in with their cleavers. They especially love to throw pus packets left from exploding Wights.

**Melee Attack** .....Ghol Cleaver

**Missile Attack** .....Thrown Item

**Veterans** .....Faster Attack Speed and More  
Accurate Throwing



## GHOL BRUTES

These industrial sized Ghols can pose a much larger threat, as they not only hit harder, but can readily absorb more damage. Usually, brutes stick to themselves—either as a combat group, or as bodyguards for the Ghol Priests. Like their smaller brethren, they love to toss stuff at their enemies before moving in for the kill.

**Melee Attack** ..... Huge Ghol Cleaver

**Missile Attack** ..... Thrown Item

**Veterans** ..... Faster Attack Speed and More Accurate Throwing

## GHOL PRIESTS

Ghol Priests can imbue a Ghol with magical speed, allowing them to move and attack faster than normal. Yet the deadliest spell wielded by the sinister priests is the Savage Wind Dream. The spell allows the priest to fling objects laying on the ground at a specified target. Having an area of shrapnel suddenly hurl itself at a foe is a great advantage in a carnage strewn battlefield. Unfortunately, the Ghol Priests are much slower than an average Ghol.

**Melee Attack** ..... Ghol Skull Stick

**Missile Attack** ..... Thrown Item

**Spells** ..... Savage Wind Dream

**Veterans** ..... Faster Attack Speed and More Accurate Throwing



## TROW UNITS

Talk about the ultimate warrior; these guys are hard to handle. A millennia ago, the Trow enslaved the race of Oghres and destroyed many of the younger races. To this day, the Trow act as slavemasters to the Oghre, but you are going to change all that in the single player campaign. The Trow hardly concern themselves with anything but their personal interests.

# TROW IRON WARRIORS

Bedecked in iron armor up to a foot thick and brandishing an iron sword the size of a tree, these guys are a match for an M1A2 Abrams Main Battle Tank. An Iron Warrior is the biggest and baddest creature in the world. Nothing can withstand the might of this titan of war. Moving slower than an unburdened Trow, their tree-like swords can cut a swath of death through an army in one swift stroke. It takes a lot of folks a long time to bring an Iron Warrior down.

**Melee Attack** .....Trow Iron Sword

**Missile Attack** .....None

**Veterans** .....No increases (do they need any?)



# TROW PRIESTS

Just when you think Myrdred has the hang of freeing the enslaved Oghre, along come the Trow Priests. The Priests of Nyx are formidable—and not just because they are Trow. The priests have learned many a subtle dream from their god. A priest can cast a Dream of Servitude. Any units affected will immediately be under the control of the Trow Priest. Thankfully, they are a little less resilient than normal Trow, and can be brought down by a mere handful of opposing troops.

**Melee Attack** .....Kick or Punch

**Missile Attack** .....None

**Spells** .....Binding Dream (Dream of Servitude)

**Veterans** .....No increases

# OGHRE SLAVES

Big beasts, but not as big as Trow, Oghres are stocky, monstrous humanoids. They wade into battle, wrecking havoc with their powerful fists. Oghre do not move nearly as fast as their size would imply, but they can still outrun most soldiers.

**Melee Attack** .....Fists

**Missile Attack** .....None

**Veterans** .....Faster Attack Speed



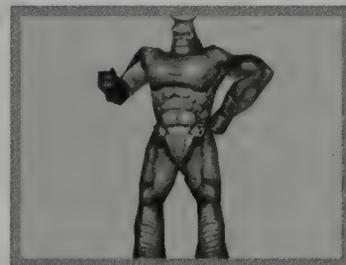
# TROW

Not all Trow wear stiff iron suits. Most Trow live contented in their kingdoms of iron, waited upon by their Oghre slaves. They are still Trow, however, and capable of kicking their way through a force of soldiers.

**Melee Attack** .....Kick or Punch

**Missile Attack** .....None

**Veterans** .....No increases



## SPIDER-CULT UNITS

The Cult of the Spider-God comes into play after Connacht enlists the aid of the Smiths of Muirthemne to build the Tain. The Tain is a device that creates a prison from the fabric of another world. Unfortunately, the dwarven smiths unwittingly released a creature from another dimension into the world of Myth. This was the rebirth of Syrkrosh, the Spider God. After the Spider God births many young, she commands her faithful to gather food for them, and thus the mysterious disappearances begin. The Spider God grows larger and stronger each passing day, and her and her offspring grow fat on the blood of Llancarfan.

## GIANT SPIDERS

The offspring of Syrkrosh, giant spiders move faster than Michael Andretti. By themselves, they are little threat to an armed warrior, but they are usually found in great numbers. All spiders have a link with their mother, and will come to her aid when she calls to them.

**Melee Attack** .....Bite

**Missile Attack** .....None

**Abilities** .....Suspension Webs

**Veterans** .....Faster Attack Speed



### TIP

These arachnids do move fast. On the other hand they are susceptible to the Smith's Flame Torch. Keep that in mind as you face them.

# SPIDER CULTISTS

These are humans recruited from the dregs of Llancaranian society who believe Syrkrosh is a god who will bring them untold riches and power. Their lack of combat ability is made up for by zealous determination and sheer numbers.

**Melee Attack**.....Poisoned Daggers

**Missile Attack**.....None

**Veterans** .....Faster Attack Speed

# SPIDER-CULT PRIESTESS

The priestesses are bikini-clad wenches who are the mouthpiece of the Spider God. They have no magical powers, but they do have a concoction of their own devising. Made from the Venom of Syrkrosh and mixed with alchemical ingredients, this potion can be thrown, poisoning and paralyzing foes in a great green cloud.

**Melee Attack**.....Poisoned Daggers

**Missile Attack**.....None

**Items** .....Venom of Syrkrosh

**Veterans** .....Faster Attack Speed and More Accurate Throwing

# UNDEAD UNITS

Undead are, well... undead. They are corpses, animated by the sinister powers of Necromancy... kind of like most of the people you see walking around the mall. Undead are not mindless automatons—they possess a basic knowledge of combat and tactics. They are completely devoid of fear, and will never disobey their master's orders. Some more powerful undead do not fit this mold; they are intelligent and independent—sometimes they can even cast spells.

## THRALL

First created by Bahl'al, the Watcher, Thrall have been called the Children of Bahl'al. These near-mindless animated corpses serve their sorcerous master without question. Plated in piece-meal armor and wielding huge axes, Thrall make up the bulk of Moagim's army. They move slowly and can frequently be taken out by a good unit of Archers and Demolitionists.

### *Insert Thrall*

- Melee Attack** .....Heavy Axe
- Missile Attack** .....None
- Veterans** .....Faster Attack Speed



# SOULLESS

Soulless, also called Hollow Men, are semi-ethereal minions of the dark. Appearing as a skeleton severed at the waist and wrapped in a billowing cloud of vapor, they carry dozens of barbed javelins on their backs, and look real cool doing it. Their ability to float several feet from the ground allows them to swiftly move to places that men cannot hope to reach. From these high perches, they rain down their poison-coated javelins upon their enemies. Soulless do not move very quickly and die easily.

**Melee Attack** .....None

**Missile Attack** .....Barbed Javelins

**Veterans** .....Increased Missile Accuracy and Firing Speed



# WIGHTS

These loathsome bags of flesh are the creation of the worst kind of necromancy. Their swollen corpses are filled with pestilence and explosive gasses. With one swift knife cut, they can end their miserable existence in an explosion of putrescent filth, better known as pus. The explosions caused by Wights can level stone walls and reduce a score of men to a bloody pus-coated pulp.



## TIP

Watch out, these guys hide in lakes. They wait until troops pass by and then emerge and explode.

**Melee Attack** .....Wight Explosion

**Missile Attack** .....None

**Veterans** .....No increases



## STYGIAN KNIGHTS

Using the powers of Necromancy, a spirit is bound to a hollow suit of armor, giving the suit a life of its own, but giving the will to the caster. This is a Stygian Knight. Constructed out of thick armored plates, the Knight is a guardian of crypts and body-guard to its living master. Armed with huge executioners axes, Stygian Knights are lumbering brutes capable of felling a man in one swing. Their armor gives them excellent defense against swords and arrows. Even fire and lightning seen not to faze them. Explosions, on the other hand, cause great damage to their metal bodies.

### *Insert Knight*

**Melee Attack** .....Executioner's Axe

**Missile Attack** .....None

**Veterans** .....Faster Attack Speed

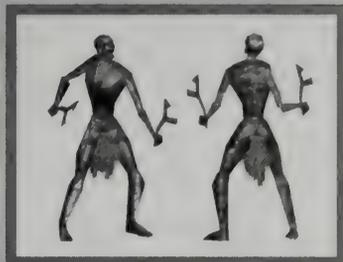
## FORGOTTEN

These are fierce and quick moving warriors without fear—keep your archers away from them.

**Melee Attack** .....Mongwanga

**Missile Attack** .....None

**Veterans** .....Faster Attack Speed



## MAHIR

Relatively little is known about the Mahir. They appear as shadows on the floor, moving like oil upon water. They surround their victim with their shadow, then paralyze them as they feed.

**Melee Attack** .....Soul Grip

**Missile Attack** .....None

**Veterans** .....No increases

## THE UN-HEROES

These are the ying to the heroes' yang. Very tough hombres with an evil attitude, these folks can easily turn the tide in the forces of dark's favor. Let's take a look at them.

## MOAGIM REBORN

Moagim, through powers unknown, bid the Myrkridian race into the world. The living nightmares hunted the humans and lesser races almost into extinction. Moagim's act ushered in the Wind Age—where the great cities of man and knowledge of the ancients became as dust to the wind.

Now, as the Myrkridians are themselves being hunted and humanity's empire once again begins to flourish, Moagim has returned. None dare to think of the dreaded magics that must have been used to revive his spirit. The King of Nightmares, the Faceless Terror, Moagim the Horned has returned to plunge the world of Myth once more into the shadow of death. Moagim's Vortex Dream is a deadly, yet slow to develop dream that erupts the ground itself, killing any in the immediate vicinity.

**Melee Attack** .....Greatsword

**Missile Attack** .....None

**Spells** .....Vortex Dream

## BAHL'AL THE WATCHER

Another bad man with a wand, Bahl'al was around before the Age of Reason. Bahl'al is consumed with the dream of turning Myth into a place where only the dead roam, and he commands them. Although mad, he is still fiercely intelligent and proficient in necromantic and dream powers. His Whisper Dream sends several glowing balls toward his adversaries. When they hit, they explode. The Unlife Dream brings the dead to life.

**Melee Attack** .....Scimitar

**Missile Attack** .....None

**Spells** .....Unlife Dream, Whisper Dream

## THALOR

Of all the Pack-Mages under the tutelage of the first Moagim, none had more prowess for sorcery than Thalor the Black. Larger and stronger than his fellow Pack-Mages, Thalor was ruthless in his dominion over his fellows. His black-furred hide would bristle as he bared his teeth at any who would usurp his power. If these threats would not work, he would not hesitate to use his magics to tear the living heart from that body and reanimate it to be his Thrall.

Thalor is truly ancient. The artifact of his creation, the Eye of Thalor, holds his very life-essence within its glassy walls. This not only gives him almost eternal life, but also frees him to cast the most destructive spells in his arsenal. If his physical body is destroyed in the ensuing conflagration, his spirit will return to the Eye and reform within mere seconds.

**Melee Attack** .....None

**Missile Attack** .....Lightning

**Spells** .....Unlife Dream

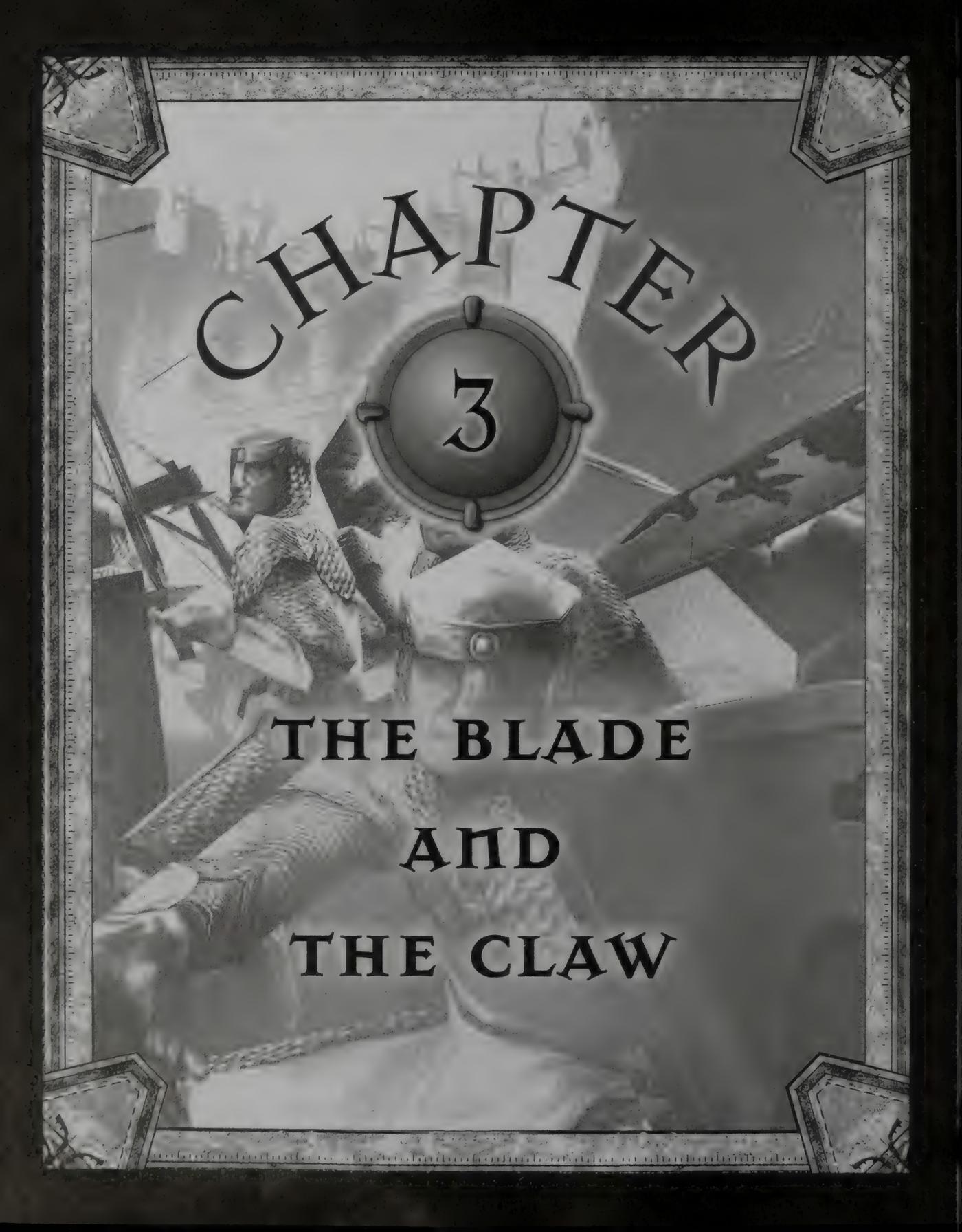
**Item** .....The Eye of Thalor

## SYRKROSH, THE SPIDER GOD

In a far-off dream her webs lay so thick across her world that the stars themselves couldn't shine through. Blanketed in darkness, she and her children hunted, dining on the blood of their prey. After a great while, the prey began to lessen. Her children cried out in hunger. It was then that she heard the sound of a hammer on an anvil across oceans of time and space. She felt the energies of that far-off world and heard the voices of prey. She found that she could guide her form towards the energies and bring herself into that new world. In her new body, she could feel the prey about her. Her children would feast again. But the journey had weakened her. She found that the prey of this world were just as malleable as the prey of hers—by making simple promises of power, they will follow her to oblivion. Once her strength is regained and her brood is hatched, she will cover this world in her web and feast upon this new prey.

**Melee Attack** .....Venom Bite

**Missile Attack** .....Sticky Webs



CHAPTER

3

THE BLADE  
AND  
THE CLAW

*Myth III* is a difficult game, but with a little practice and this strategy guide, you'll soon be playing like a Warlock. This chapter provides the information you need to hone your skills. General strategies presented here show you how to march your way through the game's twenty-five missions.

This chapter covers ranged combat, melee combat, magical combat, and any combination thereof. It discusses terrain, grouping units, and formations. In short, if the combat strategy isn't discussed here, it's not worth discussing.

## THE MELEE

By far the most common form of battle in *Myth III* is the melee. Your Archers, Demolitionists, and Soulless are a critical part of your strategy, but frequently battles are decided at the end of a cold steel blade.

The most important lesson to learn about melee is when to melee and when not to melee. Perhaps the most common mistake made by novice *Myth III* players is to put all the melee troopers in the front of a formation and tell them to lay into the enemy. Meanwhile, back at the ranged weapon ranch, the Archers or Soulless pour Arrows into both the onrushing enemy and the Soldiers trying to hack their way through them.

You can see the damage this does by sending a few Soldiers against a handful of Thrall, then engaging the Thrall with Archers. Zoom in on the action. You'll see that your Archers' arrows not only strike the oncoming Thrall, but hit your own Soldiers as well.



*If you think winning this battle is easy, you're wrong.*



*It looks like a classic battle; the swordsmen in front, and the archers behind, but it can spell defeat in Myth III.*



*Those arrows hurt. They care not whether they hurt friend or foe.*



## TIP

On the other hand, the more experience your Archers, Demolitionists, or Soulless gain, the more accurate they become. Hence, with experienced Archers you can often have them fire into a melee without seriously damaging your own troops.

Use your melee troops against the enemy's fast moving melee troops and to protect your ranged weapon troops. For example, the Forgotten are much too fast to be successfully engaged with arrow and bomb. Yes, your Archers, or for that matter your Soulless, may get off a shot or two, but they will never eliminate a large contingent of Soulless before the Thrall can get to them.

So, when faced with fast moving opponents, especially fast-moving opponents that are attacking you, intercept those opponents with your sword, axe, and club-wielding troops.

## THE GREAT DISTRACTORS

Melee troops are also good at keeping enemy magic users and arrow flingers from using their magic or Arrows. You see, if a Warlock is busy running from a Thrall, the Warlock won't be flinging any fireballs at anyone else.



## TIP

You'll find this technique particularly useful when facing strong magic users or range weapon specialists. The Spider Priestess is a good example. If left to her own device, the Spider Priestess will continually hurl her poisonous bombs, paralyzing her opponents while her friends the Spider cultists stab the immobilized foe to death. If, however, the Spider Priestess is running from a Heron Guard she won't be hurling potions at the rest of your entourage.

# THE GREAT PROTECTORS

Melee troops are also the great protectors. Soulless, Archers, and their ilk can be deadly but fragile warriors. If a sword-slinger ever wades into a group of Archers the Archers' time on this world is short. Accordingly, one of the melee troopers' primary jobs is to protect ranged weapon troops. This can be a bit tricky, especially if you are protecting inexperienced Archers. Simply put, those inexperienced with the bow are as likely to hit the troops protecting them as the enemy attempting to slay them.



*The Spider Priestess has her hands full.*

One way to mitigate this damage is to allow the Archers to fire a volley and then retreat behind a protective screen of Thrall, Soldiers, Berserkers, or whatever. This method draws from the best of both worlds—not only do the Archers' Arrows or Soulless' spears take down the enemy, but they do not injure friendly fighters.

# EVERY WAY AT ONCE

Attacking from multiple directions is another devastating way to use melee troops (or any troops for that matter). Attacking the enemy from two directions accomplishes two things. When playing a human opponent, surrounding and attacking the opponent from two directions demoralizes the player. Everything seems to be coming at him (or her) at once. Frequently it can hurry the player into making poor decisions. Secondly, if playing the computer or human, attacking from two directions puts more of your troops in contact with the enemy. There is nothing more frustrating than having an overwhelming numerical superiority only to see half of your army milling about behind your front line troops, unable to get to the enemy and destroy him.



*Attacking from two directions will win many battles.*



## TIP

Attacking Archers or Soulless from two directions also splits their fire. As a result, they are less effective against either attacking force.



## NOTE

Oh yeah, one more thing. Folks (both good and bad) can't see things that are sneaking up behind them. Approach from the rear when possible. It'll let you get up close and personal before killing someone.

## MELEE FORMATIONS

At the risk of stating the obvious, some formations are good for melee, and some are not. In general, the formations that put most of your melee troops in contact with the enemy are the best melee formations. Depending on the number of troops under your command, this can be the short line, long line, shallow encirclement, or deep encirclement.

Whether you are attacking or defending and the type of terrain will also determine your formation. If you are defending a small pass against overwhelming numbers, a short line will not only block the pass, but keep the enemy from bringing all his men into play. Many will be stuck behind this first line, unable to swing their axe.



*Deep encirclement approaches the enemy.*



## TIP

All else being equal, my favorite formation is the deep encirclement. It has all the advantages of a wide front, and the flanks curl in on the enemy, placing more of your sword swingers in contact with the bad guys.

## BIG IS BETTER

Don't forget that when it comes to melee formations—or any formations, for that matter—big is better. Attempt to place the maximum number of your men on the minimum number of the enemy. It only makes sense. Three Heron Guard destroy a Thrall three times as fast as one does. If a Thrall dies three times more quickly, he'll hit your troops one third as much. Multiply that by ten for a medium-sized battle, and you can see how ganging up can save little lives.

## RANGED WEAPONS

Nothing is more satisfying—at least in the gaming world—than watching a team of Demolitionists and Archers decimate a huge contingent of Thrall. It's just so cool to watch those deadly Thrall fall before the bombs and arrows. Nevertheless, if you don't use your ranged weapons properly, your Demolitionists and Archers will be the ones on the short end of the dying stick.

# THE IMMORAL HIGH GROUND

Height is an Archer's unfair advantage. Archers shoot further and with greater accuracy when higher than their adversaries. The same is true for the Demolitionists, Soulless, and any of the undead that can pick up and throw stuff.

Not only does the hill give all ranged weapon folks an advantage, but it appears to put those shooting from a lower altitude at a disadvantage. Additionally, any foot soldiers climbing to engage the ranged weapon specialists seem to move slower as they move uphill.



*The hill is your friend.*



## TIP

The Soulless have an even bigger advantage than the Llancarfan Archers. The Archers are somewhat limited in the terrain that they can traverse, but the Soulless are not.



*The Soulless can climb any mountain.*

# EVERYONE HAS AN ANGLE

In *Myth III*, as in life, it seems that everyone has an angle. The angles in this game are right angles, and can spell the difference in victory and defeat. We've discussed how placing your Archers behind your melee troops can lead to melee troop casualties. There is, however, another way to bring their bows into play when your melee troops are engaged. Put them at a right angle to the line of your melee troops.



## TIP

The right angle method is a classic ambush formation. If done properly, your troops will form an L. The melee troops are the long leg and the Archers/Soulless/Demolitionists are the leg. This allows the ranged weapon specialists to fire at the enemy with a reduced chance of hitting their own troops.



*The classic L ambush.*

## BOOM YOU'RE DEAD

So far Archers and their undead counterparts, Soulless, have been the main topic of this section. But these two groups aren't the only ones with a ranged attack (or one capable of splash damage) in *Myth III*. The Demolitionist, Dwarven Smith, and to some extent the Wights and other undead who can throw objects all have the ability to either hurt you from afar or hurt multiple units.

The Demolitionists can throw bombs that can damage more than one unit at a time. They are best used in concert with Archers, because while the Demolitionist bombs pack a greater punch than arrows, the Demolitionists have a lower rate of fire than Archers.



### TIP

Each Demolitionist carries up to four satchel charges. Obviously these can be used to breach walls, even collapse rock canyons. Even more importantly, however, are the satchel charges' mine field capabilities. Lay the satchel charges before the attacking hordes reach your army. Once the slow moving enemy is on top of the satchel charges, the charges may be detonated by a Dwarven cocktail. Frequently this sets off a chain reaction which detonates all the satchel charges in the vicinity, and kills everything in the area.

Dwarven Smiths are a mythical being of a different color. Their flamethrower is not a precise weapon, and frequently injures those it is meant to protect, but when directed properly it can be a devastating weapon. Never use these folks in the rear of a formation. They'll do as much damage to your friendly troops as they will the enemy. Neither do the Dwarven Smiths work well in an L ambush. Put these guys out in front, let them shoot their flames, and then have them join the melee troops (they swing a mean hammer) in battle. By the way, the Smiths are best against Spiders.



*These flames pack a mean punch, and play no favorites. They hurt friend and foe alike.*



#### TIP

When possible, group Smiths in pairs. Then you can order the first pair to engage the onrushing enemy. When their fire is gone, they fall back and the next pair fires up the remaining bad guys or—in the case of the Spider Priestesses—girls.

# THE WIGHT STUFF

Wights are rarely effective, but when they are effective, they really do the job. They have no ranged attack, but do cause a lot of splash damage. The best bet for the dark forces player is attempting to sneak a couple of Wights in the back door. To do so, rush your opponent from two or three sides. Once your adversary is completely engaged, send in the Wights. Doing so keeps them from standing out in the overhead map. With luck, he won't see the Wights approach, and they'll detonate in the middle of his troops.



## TIP

Hiding in pools is another great Wight tactic. Stay in the bottom of the pond until the good guys walk past, then walk out and explode, smearing them with puss. That is so yucky. I love it.



*The Wights are very slow.*

## LET'S PLAY CATCH

No discussion of ranged weaponry would be complete without mentioning the Myrkridian Giants and the Ghols. Of the two, the giants are the most dangerous. They have several skulls clipped to their belts. They may throw these to cause hate and discontent among their enemy. Unlike other ranged warriors, the Giants have no problem wading right into the battle and lopping off a few Llancarfan heads. If you're controlling the Giant, lob the skulls on the way into battle, then use your powerful claws when you're on the scene.



*Myrkridian Giants are a deadly adversary.*

In a similar manner Ghols can pick up battlefield debris and toss it at their opponents. This works very well when the debris is remnants from a just-exploded Wight. The pus-filled blobs are still dangerous to the forces of light and make great, albeit odious, grenades.

Of course the Spider Priestesses are awesome. They dress like a refugee from the Madonna-underwear-as-outerwear era, but their Venom of Syrkrosh is bad to the bone, lungs, skin, whatever. Toss this stuff to paralyze your opponents and then lay into them with whatever melee and ranged units are handy.

## MAGIC

Not so much a standalone category as a subcategory of ranged weaponry, magic can be the most deadly ranged weapon of all. There are, however, two things to remember when using magic: Use it wisely, and keep those very vulnerable Warlocks/Mages/Priests out of harm's way. Specific spells were detailed in Appendix C, so I won't go into them here.



*Magic can be a devastating weapon.*

Use your magic when appropriate. It's cool to see the Dispersal Dream go to work; accordingly it is tempting to use it on the first group of enemies that you encounter. This may not be your best option. Wait to use large area effect dreams/spells when they can do the most damage. In some cases this may mean sending a sacrificial lamb into the battlefield to draw out and concentrate the opponent, then cast your Dispersal Dream. Sure, it will kill the lamb (Soldier or whatever), but it will kill many more of the enemy.



*Place Warlocks where their Fireballs won't harm friendly troops.*

Be aware of the magic your character possesses. If you have a Pack-Mage, place him where his bolts of lightning won't strike friendly troops. The same is true for the Warlock's Fireball. In other words, treat these units as if they were Archers.

By the same token, use spells and dreams that compliment and enhance your tactical situation. Make sure that you take advantage of the unique opportunities that spells provide. For example, the Spider God's sticky webs are great for slowing opponents. Use them to give your Spider Priestesses more time to sling their potent cocktail.

## CONTROLS AND FORMATIONS

The two most important aspects of winning *Myth III* play are knowing your units and knowing how to control them. We discussed the units in Chapter One. Here we will discuss a bit about how to control them.

## TO MOUSE OR NOT TO MOUSE

*Myth III* provides a number of options for your controlling pleasure. You may direct you troops via mouse, keyboard, or a combination of the two. I played the entire campaign using the mouse exclusively. Well... almost. I formed and selected groups via the keyboard, and used some keyboard group commands, such as Retreat (R), Special Ability (T) and Scatter (B). But 95% of my battles were controlled via mouse. Yet that doesn't make it the correct way to play. I've played a closet full of 3D RTS games, and my habit has become controlling with the mouse. I happen to know, however, that many *Myth II* aficionados use keyboard for moving about the map. The point is this. It matters not whether you click the mouse or tap your keyboard; what does matter is that you learn the hot keys, find a control method that is comfortable for you, and then stick with it. In the heat of battle controlling your troops should be an automatic reflex, not something you must think about.



### NOTE

Practice facing your troops with the mouse flick. It, like much else in this world, is a talent and takes practice to perfect. But once perfected, it will save you buckets of time.

## GROUP HUG PLEASE

If you don't form your units into groups you'll lose. In fact, you won't even get past the first mission on the weak setting. Form your groups in the beginning of each mission. Always put the same types of warriors in the same group. For example, always place your hero in group one, your melee units (Thrall, Soldiers, Berserkers) in group two, Archers and Demolitionists in group three, and so on. That way it becomes habit to select group three (for example) when you want your ranged weapon specialists.



## TIP

Units can be assigned to more than one group. For example, you may want all your units in a group, yet also want melee units to be in another group. That way a simple key press selects all your units, which is useful for traveling, and another selects the specific units that you need.

## FORMATIONS

Formations are essential to good play, but good play does not require the use of all formations. The following are the formations that I used, grouped together by purpose.



*This tidy group is ready to march.*

### SHORT LINE, LONG LINE

These formations are good for giving Archers/Soulless good fields of fire into the enemy. They are also great for defending gaps between two impassible objects, such as rock hillocks, or the floor of a canyon.



*A long line formation stands ready for battle.*



## TIP

Watch carefully where the computer places your units when slapping several different unit types in a formation. It doesn't make the best choices. Sometimes the ranged weapon specialists will be in the fore and the melee troopers in the rear.

## LOOSE LINE, STAGGERED LINE

These formations serve a similar purpose as the long and short line formations, but spread the individual warriors out. This can be a good thing if you have a wider area to cover or if you are attempting to mitigate the effect of an enemy's area effect weapon, such as a Dwarven satchel charge. They also provide better fire lanes for Archers when firing over melee troops to their front. Conversely, the loose formation isn't quite as strong on the defense.



*Some troops hang loose.*

## BOX FORMATION

This is one of the most widely used single player formation. It's a lousy formation from which to fight, but a great formation from which to move. Use this as your default formation when marching across the map. Keep an eye on your units, however; the faster ones will still get ahead of the pack. If your forces are ambushed while spread out, they will suffer.



*Box it up.*

## RABBLE FORMATION

A surprisingly good formation. I primarily use the rabble formation for melee. It's good because it puts the most amount of melee units in contact with the enemy. However, the drawback is that because your units are spread in a haphazard manner it takes longer to get into contact with the bad guys (and girls).



*A rabble rousing group.*

## SHALLOW AND DEEP ENCIRCLEMENT

These are solid formations. They provide all the benefits of the long and short line. Additionally, the curve of this line puts more of your melee units in contact with the enemy. The deep encirclement is THE formation I use when entering melee combat.



*Warriors in a deep encirclement formation advance.*

## CIRCLE FORMATION

This is a good default formation when being attacked from all sides. You'll also see this used in many types of multiplayer games. Although it doesn't provide great fire-power in any one direction, it does give good overall protection.



*Circle the wagons.*

## TERRAIN AND WEATHER

As in most real-time strategy games, terrain plays an important part in *Myth III*. Knowing where to pick a fight and how the terrain will affect that battle are key elements to a winning strategy. Also important is the weather. Let's take a look at what's important.

### THE WEATHER

There are two major forms of weather that affect *Myth III* play: Precipitation and wind. Rain, snow, standing water, or any other form of wetness reduces the effectiveness of the Demolitionists. It seems that the water puts out the fuses of their bombs. Hence, under wet conditions you might want to heft two or three bombs at the same target in hopes that one will explode.



*Water and satchel charges don't mix.*

### THE TERRAIN

There are several other terrain features and tricks of note. As mentioned before, high terrain is a good thing. A ranged weapon specialist on high ground has a longer range than one at a lower altitude.



## TIP

High ground can also help melee units... at least indirectly. If the enemy has to climb a hill to fight they will move more slowly, and they can be attacked by your ranged units for a longer period of time. So, when they finally do come in contact with your melee units the enemy will be heavily whittled down.

When defending, always look for terrain features, such as canyons, that can channel your opponent's attack. Channeling an attack allows you to focus the majority of your troops on the minority of the enemy's, and that's a good thing.

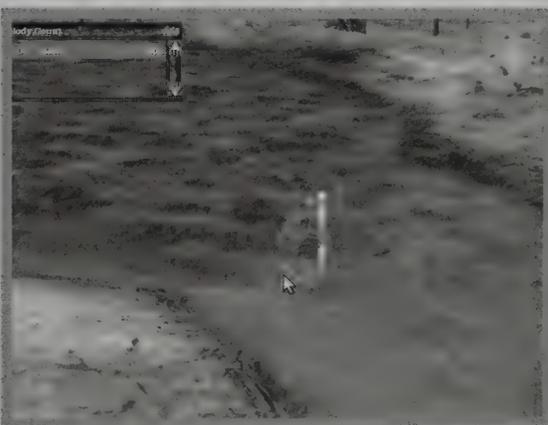
Finally, when playing the undead, make good use of the ponds and lakes that dot the landscape. These hide many of your units, which can subsequently spring an ambush when an unsuspecting opponent happens by.

## THE FINAL TIP

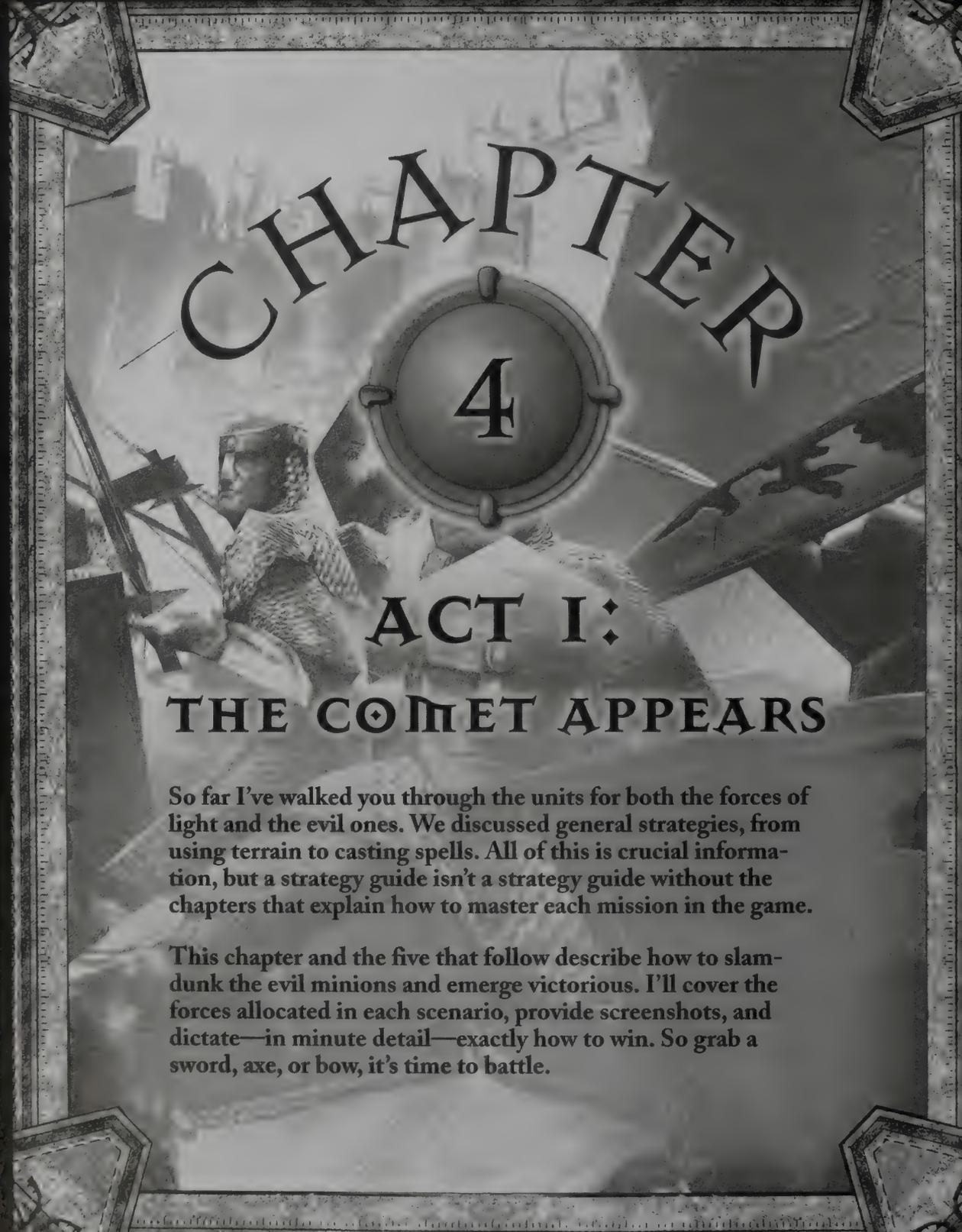
Okay, now you know enough to go out and kick some Cultist can, but to really get good you have to practice. And what better way to do that than by playing through the campaign? Turn the page and let's get started.



*This hill will help these Archers.*



*Who knows what lies beneath?*



# CHAPTER

## 4

### ACT I:

### THE COMET APPEARS

So far I've walked you through the units for both the forces of light and the evil ones. We discussed general strategies, from using terrain to casting spells. All of this is crucial information, but a strategy guide isn't a strategy guide without the chapters that explain how to master each mission in the game.

This chapter and the five that follow describe how to slam-dunk the evil minions and emerge victorious. I'll cover the forces allocated in each scenario, provide screenshots, and dictate—in minute detail—exactly how to win. So grab a sword, axe, or bow, it's time to battle.

# DEFENSE OF YÜRUGRAD

## MISSION I

### FORCES OF LIGHT

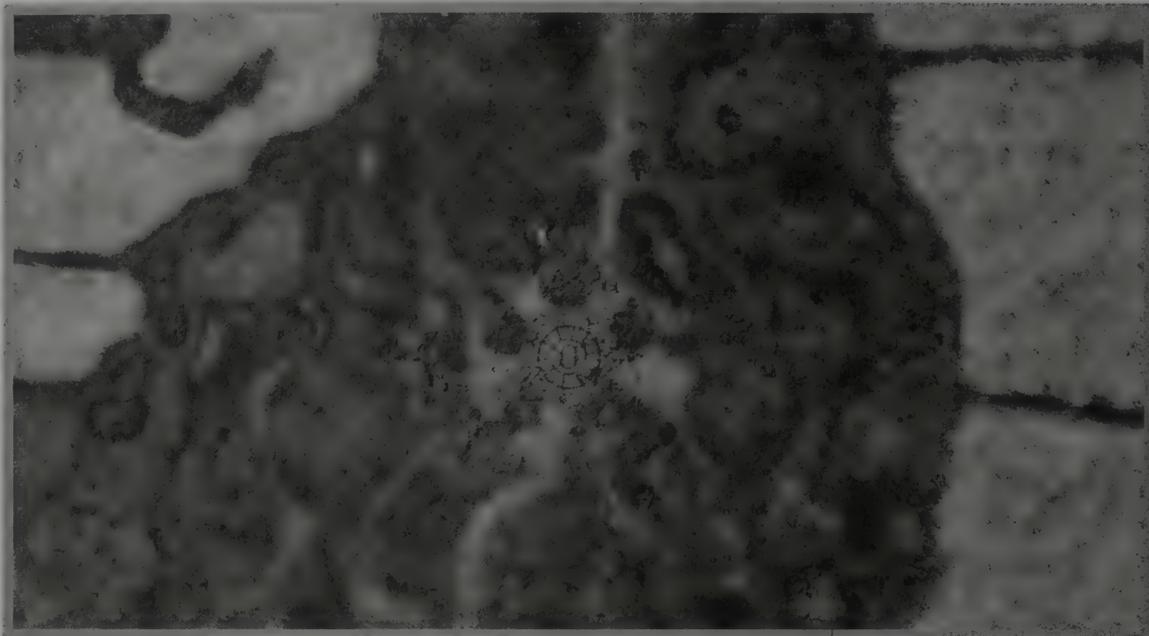
- ◆ Connacht
- ◆ Gower Berserks
- ◆ Gower Peasants
- ◆ Gower Spearmen
- ◆ Fighting Peasants

### FORCES OF DARK

- ◆ Myrkridian Hunters
- ◆ Myrkridian Warriors

### OBJECTIVES

- ◆ At least 10 peasants (villagers) must survive the Myrkridian onslaught.
- ◆ Connacht must live to fight another day.



This mission isn't difficult, but it can prove challenging for the unwary. Fortunately, you're not among the unwary, because you hold the tome of *Myth III* strategy.

The mission opens with a short in-game cut scene. Connacht sounds the alarm and summons his warriors. All the peasants and warriors muster at the shrine in the center of town. Do not make a stand at the shrine; you'll lose the mission.



*Rallying the troops at the shrine.*

Select all the villagers/peasants at the shrine, press the Alt key, and hold down 4. This assigns the villagers to group number 4. Direct the villagers to the hill just north of the shrine (1). Quickly assemble three other groups. The first group consists of Connacht, the second consists of the Gower Spearmen and Fighting Peasants, and the third group consists of Gower Berserks.



## NOTE

It's a good idea to put the same type of units in the same number group from mission to mission. In other words, if you build a group of melee units in mission one, assign your melee units in mission two the same group number. Hence, whenever you want your sword swingers (or axe handlers for that matter) you know that pressing Alt+2 (or whatever number you have assigned) will select them. This saves time, and saving time wins missions.

Order your three groups of fighters to the hill now occupied by your villagers. Give your Spearmen guard orders. This ensures that they won't go chasing stray Myrkridian.

Soon the Myrkridian will attack. It's difficult to see them; the night cloaks their advance until they're close. Track them in the mini-map, where the Myrkridian are shown as red dots, until you spot them on the main screen. The first group usually comes from the north. When the Myrkridian approach the hill, attack them with your Berserks. Ensure Connacht is near your Berserks. His leadership enhances their ability, giving them a faster attack speed.

Try to fight the Myrkridian near the foot of the hill. Not only does this put the beasts within range of your Spearmen, but it gives the Spearmen a height advantage which makes them more effective.



*Engaging the Myrkridian.*

The Myrkridian will continue to assault your hill. If some break through to the villagers, select the peasants and press the B key. This will scatter the peasants, limiting the damage that they receive. Remember, however, to recall the villagers once the danger is past.



#### NOTE

Note that you have several peasants trapped in outlying buildings. Select them and order them to come to your hill. Some will make it, and some won't, but if you leave them in the distant buildings the Myrkridian will certainly slaughter them. Any that make it count toward the ten villagers that need to survive the mission.

Don't let your forces pursue stragglers. Doing so leaves your peasants unprotected. If you either kill all the Myrkridian or survive until their attacks subside, you win the mission.

# THE NEST

## MISSION II



Avernus

Gol River

Gower

### FORCES OF LIGHT

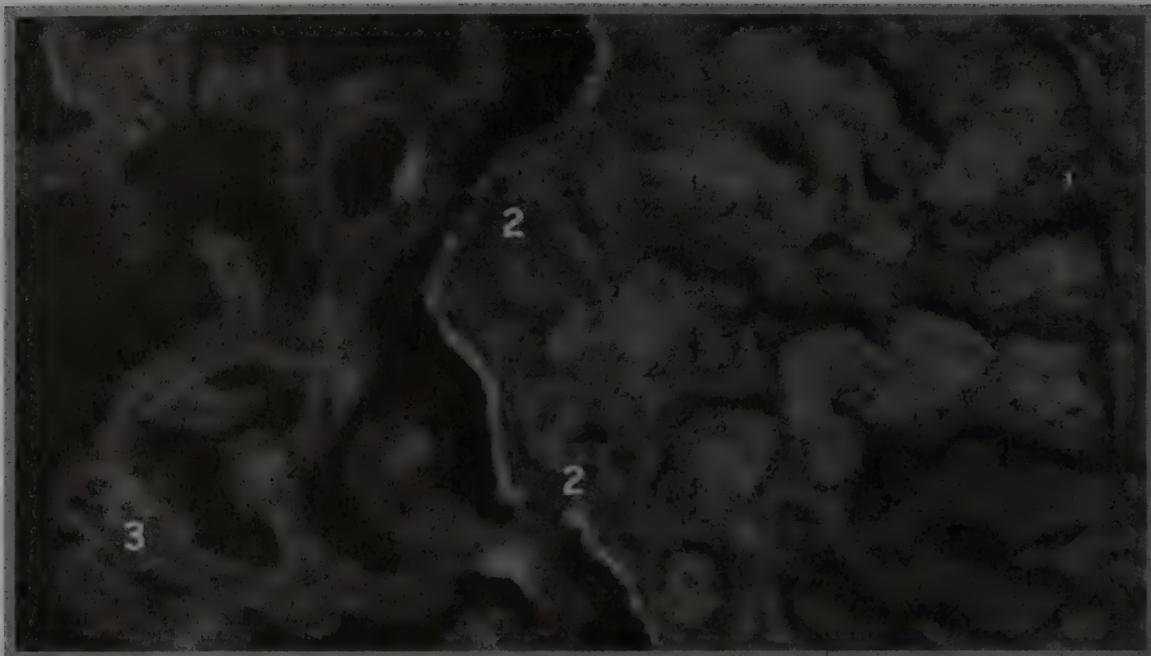
- ◆ Connacht
- ◆ Gower Berserks
- ◆ Gower Peasants
- ◆ Gower Spearmen

### FORCES OF DARK

- ◆ Myrkridian Hunters
- ◆ Myrkridian Warriors
- ◆ Myrkridian Giant

### OBJECTIVES

- ◆ Locate the Myrkridian Nest.
- ◆ Kill all the Myrkridians



The task at hand is straightforward: find the Myrkridian nest and eliminate the Myrkridians who inhabit it. Ah, but often the telling is easier than the doing. The key to this mission is attacking the disparate groups of Myrkridians—one group at a time—with your entire force.

The Dire Swamp is composed of swampy areas (makes sense, doesn't it?) bordered by hillocks of dry land. As you make your way to the lair, you'll want to battle the Myrkridians from the hillocks. This will not only channel their attacks, but give you a height advantage to boot.

Open the mission by forming five groups consisting of the following units:

- 
- ◆ **Group One: Connacht**

---

  - ◆ **Group Two: Gower Berzerks**

---

  - ◆ **Group Three: Gower Spearmen**

---

  - ◆ **Group Four: Gower Villagers**

---

  - ◆ **Group Five: Everyone**

That's right, everyone is in the fifth group. This will be your default group for movement.

Select everyone and head west across the thin isthmus of dry land. You'll often meet a group of Myrkridian Hunters and Warriors at the end of this isthmus (1). Battle them where the isthmus is narrow. This prevents the Myrkridians from flanking your Berserks and falling on the villagers and Spearman that are in the rear of your formation.



*You'll usually want to move the entire group at once. Just like this.*



*Fight the first group of Myrkridians here.*



#### NOTE

Although the villagers are poor fighters, they are valuable members of your party. The torches that they carry light the way for your troops, increasing the range at which they can spot and engage the enemy.

Continue to march west, tracing the path-like rises in the land. Keep your eye on the overhead map. There are several roaming Myrkridian war parties. Choose your battles wisely. Don't simultaneously confront two war parties, and when fighting ensure your troops are on dry land and the Myrkridians are not.

More often than not, you'll pass a large grove of trees on the western part of the map. The Myrkridian often launch a major assault here. Don't get drawn into the trees. Station your Spearman on the top of the hill and order your Berserkers to engage the Myrkridians when they reach the bottom of the rise.

Continue west. Soon your men will spot the entrance into the Myrkridian nest (2), and tell you of their discovery. Proceed through the arch with caution; there are more Myrkridian about.

Enter the nest and head west along the corridor. You'll find more war parties to fight. Slay them and continue west. Soon you'll find the heart of the nest (3), which is marked by crucified villagers and defended by a swarm of Myrkridian Warriors. Destroy the Warriors and then fight their boss, a Myrkridian Giant. No special strategy is needed here. Send all your melee troops to hack at the Giant's knees while your Spearmen pin cushion his torso. Soon the Giant will fall and the mission will end.



*Fight the Myrkridians at the edge of the forest.*



*The entrance to the Myrkridian nest.*



*Battling the Giant.*

# THE JOURNEY TO LLANCFARFAN

## MISSION 3



### FORCES OF LIGHT

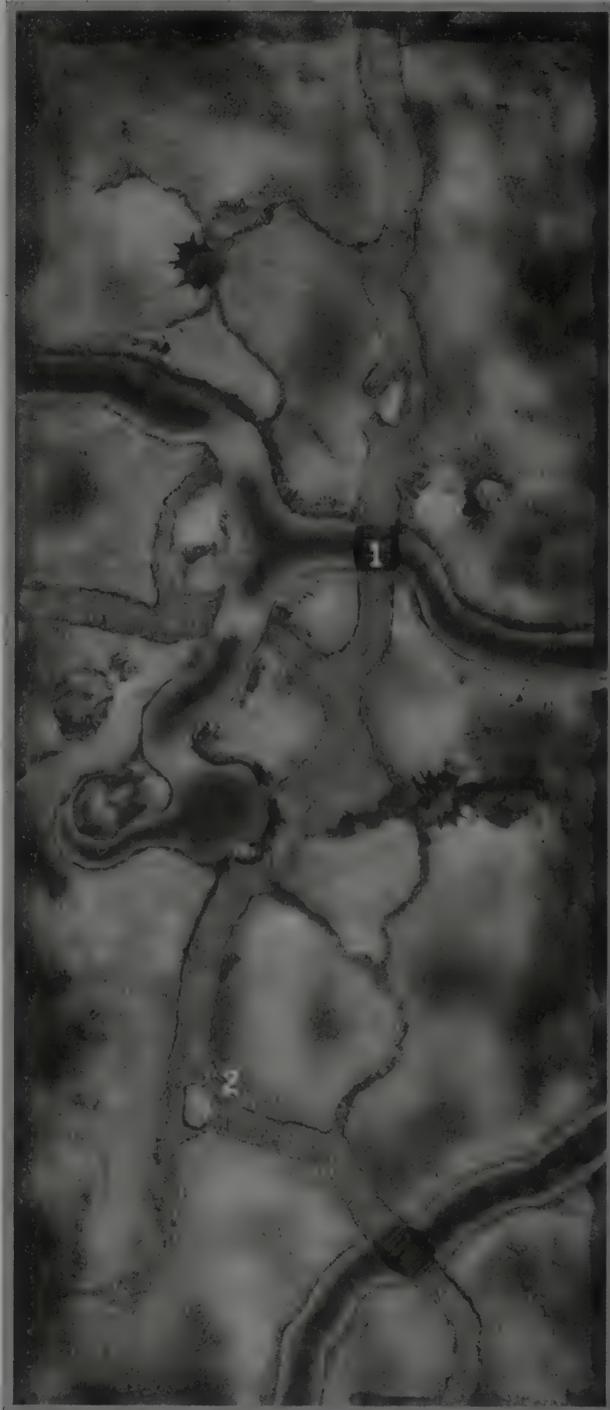
- ◆ Connacht
- ◆ Damas
- ◆ Heron Guard
- ◆ Llancarfan Archers
- ◆ Warlock of Scholomance

### FORCES OF DARK

- ◆ Myrkridian Hunters
- ◆ Myrkridian Warriors
- ◆ Soulless
- ◆ Thrall

### OBJECTIVES

- ◆ Lead the group to the Southern road.
- OR
- ◆ Kill all the Myrkridians
  - ◆ Damas and Connacht must survive



This mission is similar to mission two, but much larger. This map has more usable terrain, but you'll almost always keep to the road. This is the first time you'll command the units of Llancarfan. They are tough, and the Heron Guard's healing ability comes in mighty handy.

Additionally, you have a Warlock and two champions—Damas and Connacht—at your disposal. A powerful little army to be sure, but make no mistake, you'll have to use all that power to survive this mission. The forces of darkness not only throw the usual Myrkridian hordes, but Soulless and Thralls to boot.

Gather your forces and march south along the road. Move quickly and you can avoid a Myrkridian war party that roams the plain east of the road. Remember you don't need to kill each evil beast to win, just reach the southern road.

Soon your lead units will discover a stone bridge (1). Hold up here. There is a large contingent of bad guys on the far side of the riverbank; you don't want to provoke them yet. Place the Archers and Warlock on the large hill just east of the road. Put the Heron Guards in a Deep Encirclement formation and pull them pack a bit from the bridge. Use Damas and Connacht as bait to lure the dark forces across the bridge. Attack the bad guys with the Archers and Warlock from afar while the Heron Guards, Damas, and Connacht slash them at close quarters.



*The starting lineup.*

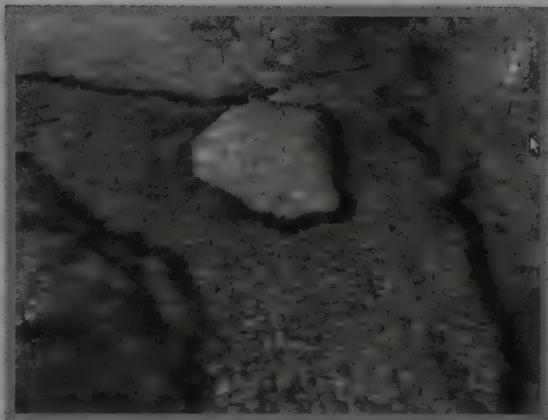


*Position your forces like this for the battle of the bridge.*

Resume your southern march, and keep a sharp eye on your overhead map. You'll meet several enemy formations. Attack each by moving your archers to supporting positions on the hills lining the road, and then assaulting the dark minions with your Heron Guards, Damas, and Connacht.

Eventually the road forks (2). Take the left branch; fight one more battle against a medium sized contingent of Myrkridian Warriors, Myrkridian Hunters, and Soulless.

Defeat the enemy, continue south, and your troops will find the southern road, ending the mission.



*The fork in the road.*

# THE PACK-MAGE

## MISSION



Avernus

Great River

Gower

### FORCES OF LIGHT

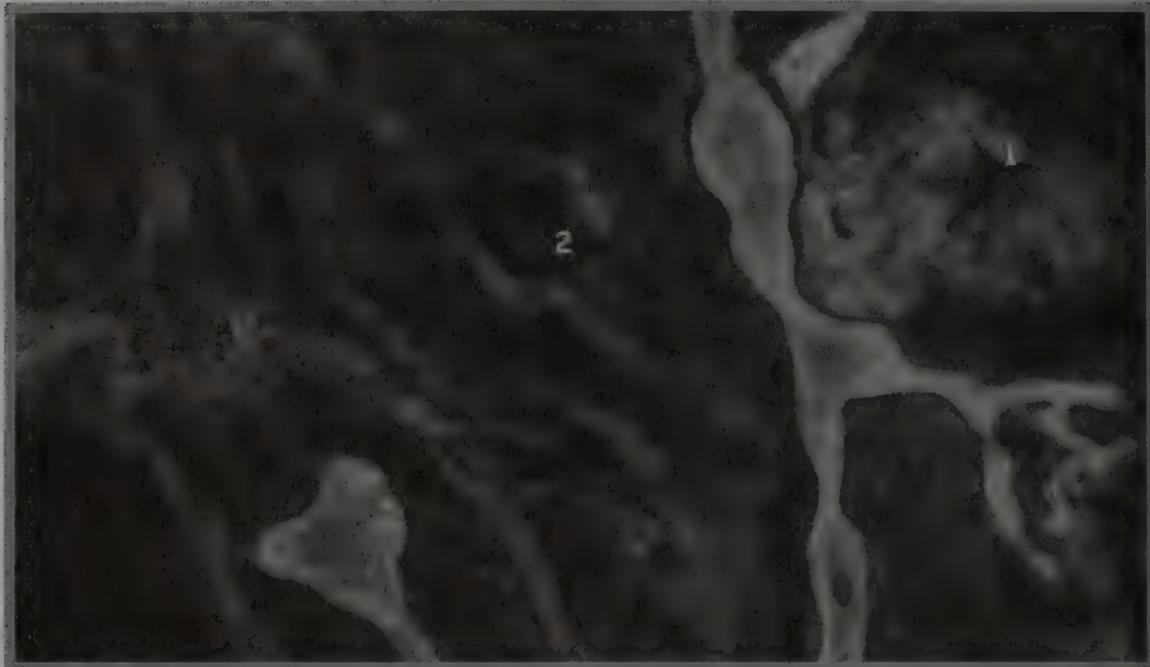
- ◆ Llancarfan Soldiers
- ◆ Llancarfan Archers
- ◆ Heron Guard
- ◆ Warlocks of Scholomance

### FORCES OF DARK

- ◆ Myrkridian Hunters
- ◆ Myrkridian Pack-Mage
- ◆ Soulless
- ◆ Thrall
- ◆ Wights

### OBJECTIVES

- ◆ Kill the Myrkridian Pack-Mage



This mission provides a unique challenge. Not only must you fight through a horde of bad guys, but you must kill the Pack-Mage to boot. To make the challenge even more difficult, once he's discovered the Pack-Mage will try to exit the map before you can slay him. Doesn't seem fair does it?

The Pack-Mage is located across the river in the northeast section of the map (1). You can approach him in one of two ways.

1. Move to the map's west edge and traipse north. Once you reach the top, march east to the river and follow it south. You'll avoid many of the bad guys.
2. This way is more direct—head directly northeast to the river from your starting position. I prefer this direct approach over method 1.



*The ideal marching formation.*

Set your formations before striking out for the river. Place the Soldiers in front, the Archers behind, and the Warlocks and Heron Guards behind the Archers.



#### NOTE

Although the Heron Guards are tough units, they are best protected until they have drained their special ability to heal other units. You'll want them to replenish both the Archers and Warlock's health, for those are your most vulnerable units.

Move northeast once the army is assembled. Soon you'll discover a group or two of Soulless stationed on one of the many hills that rise from the plain. Move your Archers and Warlocks forward. Order them to attack. Once the Soulless are destroyed, heal your units with the Heron Guard.



*Attacking the Soulless.*



### TIP

Try to attack the bands of Soulless from the flank, which usually enables all your Archers to focus on one or two Soulless at a time. This maximizes the damage that your troops inflict and minimizes the punishment they receive.

Exactly where and when you meet the Soulless depends on your path through the wilderness, so pay attention to the overhead map. Approximately three-quarters of the way to the river (2) you meet a large contingent from the Forces of Dark. Once the red spots pop onto your overhead map it's the better part of valor to retreat to a convenient hill. Place your Soldiers at the bottom and the Archers on top. Put the Warlocks off to a side.

Have the Archers and Warlocks attrite the enemy as they approach. Once the enemy's ranks have been thinned, wade into them with the Heron Guards and Soldiers. Rinse and repeat with any additional enemy formations that attack.

Continue to the river. Search for the light water that marks a ford. Array your army on the south side of the ford. Place your Archers and Warlocks so that they have a clean shot across the water. Send the Heron Guard across the water to bait the Dark army on the other side. Destroy the bad guys as they attempt to cross to your side of the river.



*The river crossing.*



### TIP

Keep an eye on the overhead map for slow moving red dots that approach your forces from behind. These are usually Wights. Make sure you identify and kill (with arrows) these monsters before they can close with your troops. If allowed too close they will explode, spewing pus on your troops. The pus kills many nearby troopers and paralyzes those it doesn't. It looks gross too.

Cross the river. A barren hill lies on the other side. This is the Pack-Mage's nest. Soulless, Myrkridian Hunters, Thralls, and Wights defend the nest. Don't attack it directly. Position your army on a hill facing the nest. Bait the armies below, pound them with arrows and fireballs, and then wade into the remnants with your soldier's swords.



*The Pack-Mage dies.*

Quickly push on past the nest. You'll discover the Pack-Mage attempting to flee the map. Focus a portion of your troops on the Thralls that protect him, and the rest on the Pack-Mage himself. When the Pack-Mage dies, you win.

# FLIGHT FROM THE DARK

## MISSION



Avernus

Opel River

Gower

### FORCES OF LIGHT

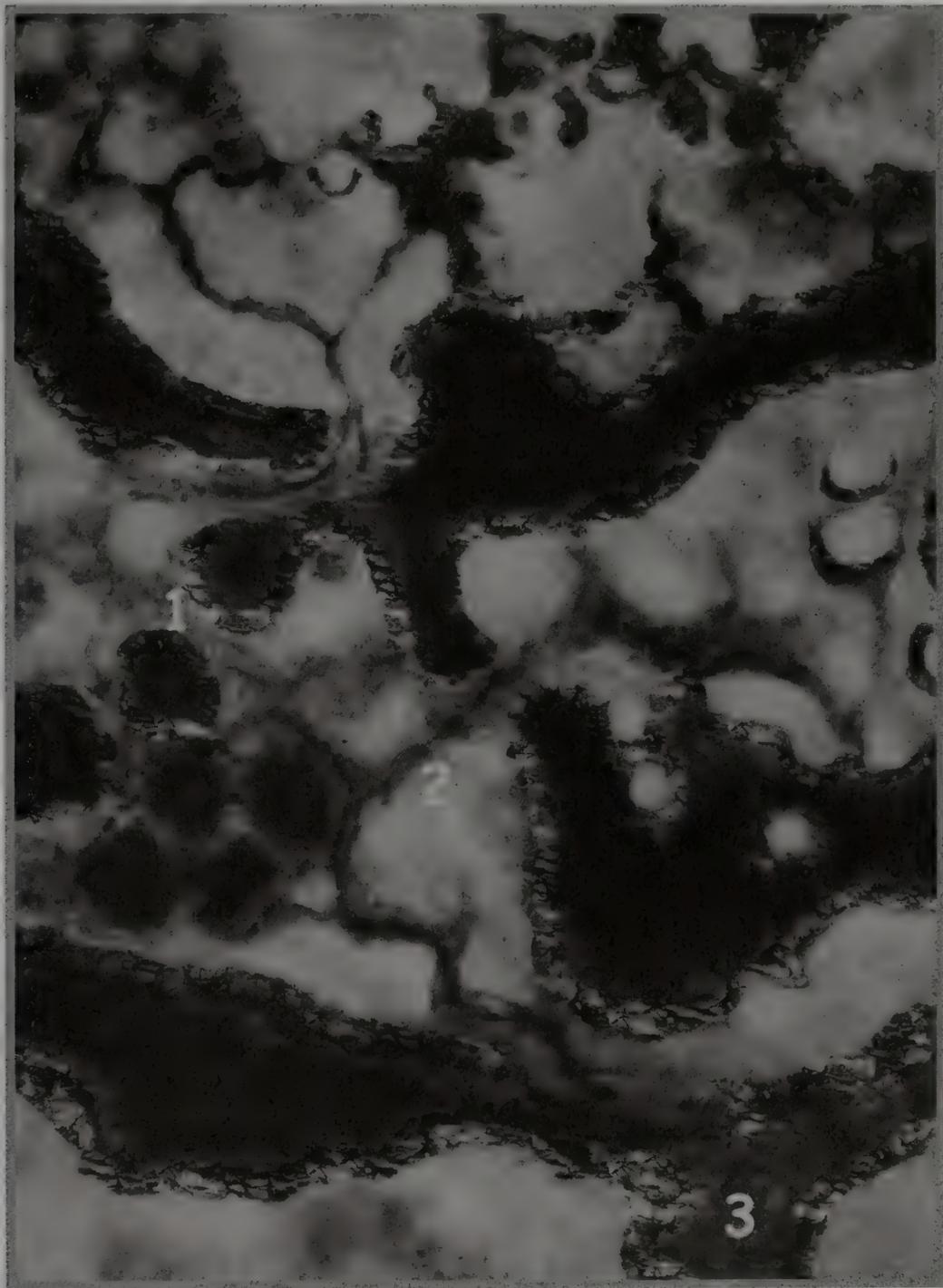
- ◆ Llancarfan Soldiers
- ◆ Llancarfan Archers
- ◆ Heron Guard
- ◆ Warlocks of Scholomance

### FORCES OF DARK

- ◆ Myrkridian Hunters
- ◆ Soulless
- ◆ Thrall
- ◆ Trow Iron Warriors
- ◆ Oghre Slave

### OBJECTIVES

- ◆ Connacht and Damas must reach the southernmost corner of the map.



Although you begin this mission with a powerful army, it is not enough to defeat the forces that you must face. Instead, you must conduct a fighting withdrawal to the canyon, and then destroy the entrance. Begin by assembling your units and marching them due south. Make sure the Llancarfan Soldiers are at the fore.



## NOTE

At the beginning of the mission your forces are advancing. Trust me, though—you'll be running for your gaming life in a few minutes.

You soon reach a natural red stone bridge that crosses some green muck (1). Move your Archers and Warlocks to the fore. Ease the arrow slingers forward until they are within range of either the Thrall or the Soulless that are waiting on the other side of the arch that crosses the bridge. Engage the enemy.



*The battle at the bridge.*

If the Thrall attack your Archers order your Soldiers and Heron Guard to intervene. Keep whacking away at the dark forces until they have succumbed. These are veteran Warlocks you command; don't hesitate to use their Sakrati Sun to take out a swath of Thrall.

Cross the bridge and proceed south. You'll come to another natural bridge that spans tow pools of green water (2). When your troops approach this bridge, they will activate the remnants of the Llancarfan soldiers who were trapped in the mission's opening cut scene. That's the good news. The bad news is that this also triggers the release of hordes of enemy troops.



*The bad guys attack in force.*

Select the just-released reinforcements and order them to your current position. All of these men will probably die, but in doing so they will hopefully delay the onslaught of the forces of darkness.

Order your initial forces to continue south across the second natural bridge. Ensure that the Heron Guards and Llancarfan Soldier lead the way. It's their job to chop through the masses of Thralls and Soulless.



### TIP

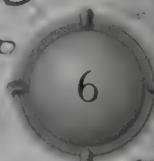
Try to keep one Heron Guard out of harm's way. This man will be your medic. Use him to heal the Warlocks if they are injured.

Keep pushing. There's no time to fight, because by now there is a pack of Oghres and Trow on your tail. Head south by southeast. The Warlocks are slow—if the dark forces start catching your Warlocks, peel off the Llancarfan Soldiers and order them to attack the forces nipping at the Warlock's heels.

The canyon that you seek lies in the southeast corner of the map (3). Your Warlocks will comment when they see it, and you'll find a small contingent of Llancarfan Soldiers awaiting your arrival. Destroy the legs of the arch—which usually takes a few Warlock Fireballs—covering the canyon's entrance, and the mission will end.

# THE FORGOTTON LANDS

## MISSION



Avernus

Opel River

Gower

### FORCES OF LIGHT

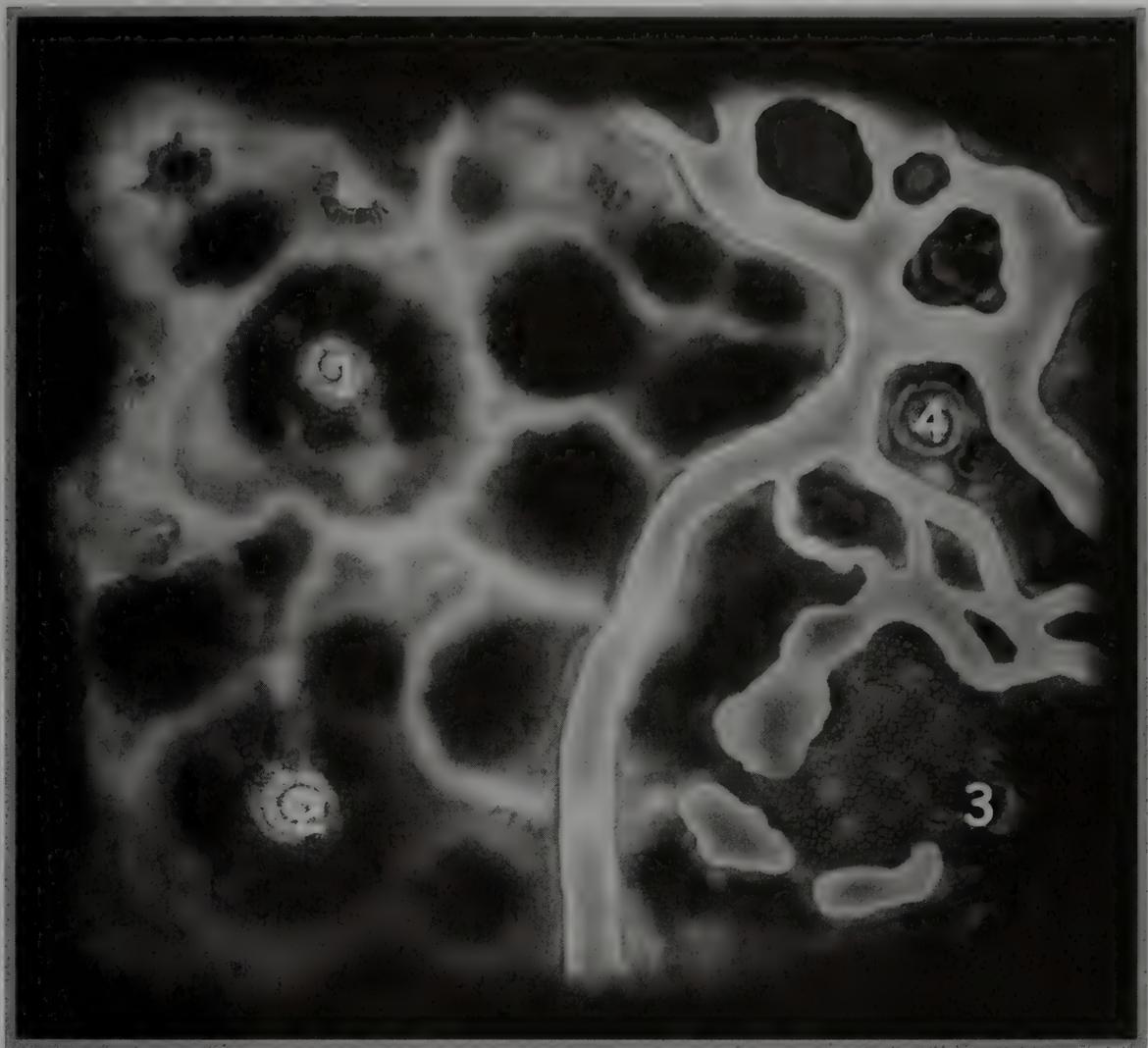
- ◆ Connacht
- ◆ Damas
- ◆ Myrdred
- ◆ Ravanna

### FORCES OF DARK

- ◆ Forgotton
- ◆ Lyche
- ◆ Stygian Knights

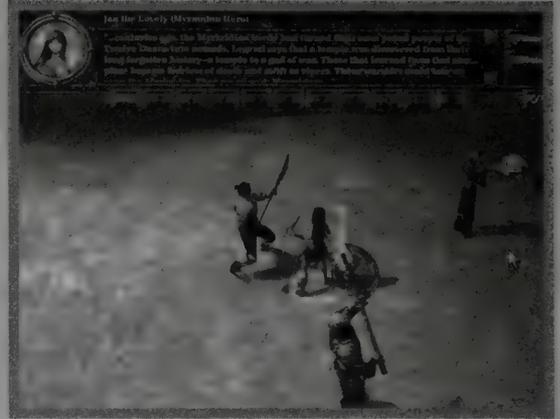
### OBJECTIVES

- ◆ Find the entrance to Mazzarin's Crypt



Finding the entrance to Mazzarin's lair, in fact killing all the enemies you'll find, isn't that hard. Unlocking the lair is the tough trick. Without this strategy guide it might take quite a while to figure out the key.

Assemble your heroes and head southwest. You'll soon discover a mystical circle (1) that emits a strange, green light. Protecting the circle are four Stygian Knights. Kill the four knights and leave Ravanna in the circle.



*Our adventures begin.*



## TIP

Two of your adventurers have critical special powers. Damas may heal, and Myrdred may cast the deadly Dispersal Dream. Use both powers sparingly, and only when you are in desperate need of them.

Move due south with your remaining three characters. You'll battle Lyche and Forgotten along the way. The Lyche are particularly elusive. The best way to corner these ethereal creatures is to attack simultaneously from opposite directions.

Again you will find a glowing circle (2). This one is red. Slay the Stygian Knights that guard it and leave another adventurer to stand watch over the circle.



*The green circle.*



## NOTE

You must leave one of your party in these first two circles until you have activated the third circle or the first two circles will “power down.”

Strike out to the east. You'll cross a river and then find Mazzarin's Crypt (3). Six Stygian Knights stand guard over the entrance. You can kill them, but they magically reappear. You need to first gain control over the final circle.

Move north from the crypt's entrance, where you'll find the third circle (4). It is blue. Kill its Stygian Guardians. Once you activate it, you may muster your entire party at Mezzarin's Crypt's entrance, and eliminate the Stygian Knights that guard it, and the mission will end.



*The entrance to Mazzarin's Crypt.*

# MEZZARIN'S CRYPT

## MISSION



Avernus

Old River

Gower

Dirc Quash

### FORCES OF LIGHT

- ◆ Connacht
- ◆ Ravanna
- ◆ Myrdred
- ◆ Damas

### FORCES OF DARK

- ◆ Stygian Warriors
- ◆ Stygian Guardians
- ◆ Lyche
- ◆ Mahir

### OBJECTIVES

- ◆ The four heroes must survive to reach Mazzarin in his mausoleum at the end of the crypt.



Although the player only controls four characters, he or she must crawl through a good-sized dungeon, kill a horde of undead, and finally talk with Mazzarin. Here's one way to do it.

You must trip a series of balls to make your way through the dungeon. Somehow these balls control the various doors and passages through which you need to pass. Move north and then west, and once again north from the original starting position. You'll encounter four Stygian

Warriors along the way. The warriors pose no great threat, but need to be dealt with efficiently. Damas can only heal so much damage to his fellow adventurers, so it's a good idea to limit how much damage they take. You can limit the damage received by ensuring all four party members engage the enemy simultaneously.



*The Stygian Warriors.*

Take a right into the northeastern room (1). Light the lamps and you'll see a ball in the corner. Step on the platform that holds the ball, and the ball will activate, flying into the air. A Lyche will appear in the southwest corner of the room. Slay her. That's one ball down, and five balls to go.



*The ball in the northwestern room.*

Leave the room and head west down the hall. Again, you may meet a handful of Stygian Warriors. Handle them as you did before, and watch out for the Lyches in the area. The best way to deal with these ethereal beings is to charge them with all four party members. Whatever you do, don't use one of Myrdred's Dispersal Dreams. You are going to need those later in the mission.



*Battling the Lyche.*

At the end of the hall turn south and take the first right (2). Light the flame pots. Doing so reveals two more balls. Activate them and fight the Lyche who appears.

Move north. In the northwest room (3) are a pair of flame pots. Light them and activate the ball. Frequently this draws a pair of Lyches into the room. Rush them, hack them, slay them.

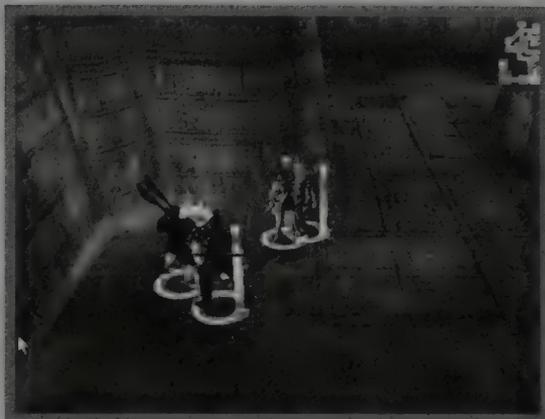
Trod south, then turn east. Follow this hall until it intersects another passage that leads south. Head south and then east, and once again south and then east. The fifth ball waits at the end of this long room (4). Activate it and leave the room.

Head north to the main east-west passage. Head east. At the end of this passage the hall is very dark. Search for the flame pot and light it to reveal the sixth ball in the southeast corner of the room (5).

Activating this ball opens the wall at (6).

Proceed to the recently opened wall (6), pass through the opening, and head south. This is the most combat intensive part of your quest. In addition to the Stygian Warriors and Lyches, you'll face Mahir.

These folks are best handled quickly with the sharp side of a sword. Remember to concentrate all four of your heroes against one enemy. You can use one Dispersal Dream if you absolutely must.



*Lighting Flame Pots provides more light.*



*Light this pot to reveal the ball.*

Follow this hall south until you can go no further. Head west. You soon reach a room with a black ball, and a bucketful of Stygian Guardians and Warriors. Immediately send your melee units (Connacht, Ravanna, and Damas) to the ball's pedestal. Kill the Stygians that approach it. Try not to let the ball get activated—the purple sphere it emits can cause significant damage.

Now all the Stygians from the room west of the ball will charge. Have everyone but Myrdred back off. Have him cast a Dispersal Dream, and watch the horde explode. Continue west through the Stygian's corpses. Two Lyches will appear behind you. Deal with them and move on.

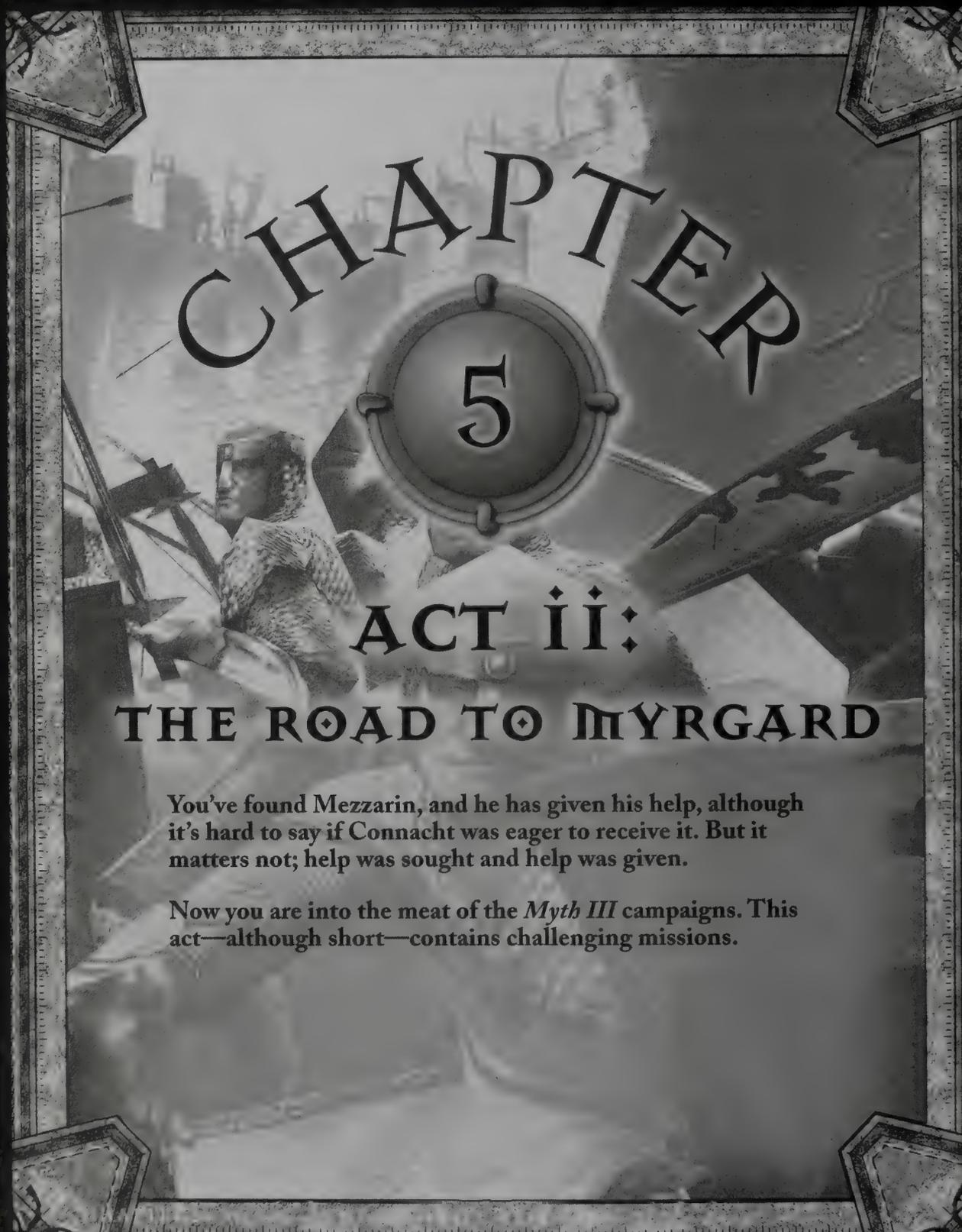
Follow the hall to the glowing transport circle. Step onto the circle. This transports you to Mazzarin. Deal with him and the mission ends.



*The Dispersal Dream Works its magic.*

## THE END OF THE BEGINNING

And so the first act ends. The game, however, is just beginning. Connacht and friends are just starting to uncover the evil that waits in the Age of Wolf.



# CHAPTER

5

## ACT II:

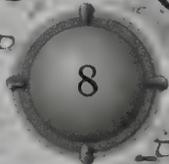
### THE ROAD TO MYRGARD

You've found Mezzarin, and he has given his help, although it's hard to say if Connacht was eager to receive it. But it matters not; help was sought and help was given.

Now you are into the meat of the *Myth III* campaigns. This act—although short—contains challenging missions.

# BATTLE OF MYRGARD

## MISSION 8



Avernus

Cjot River

Gower

### FORCES OF LIGHT

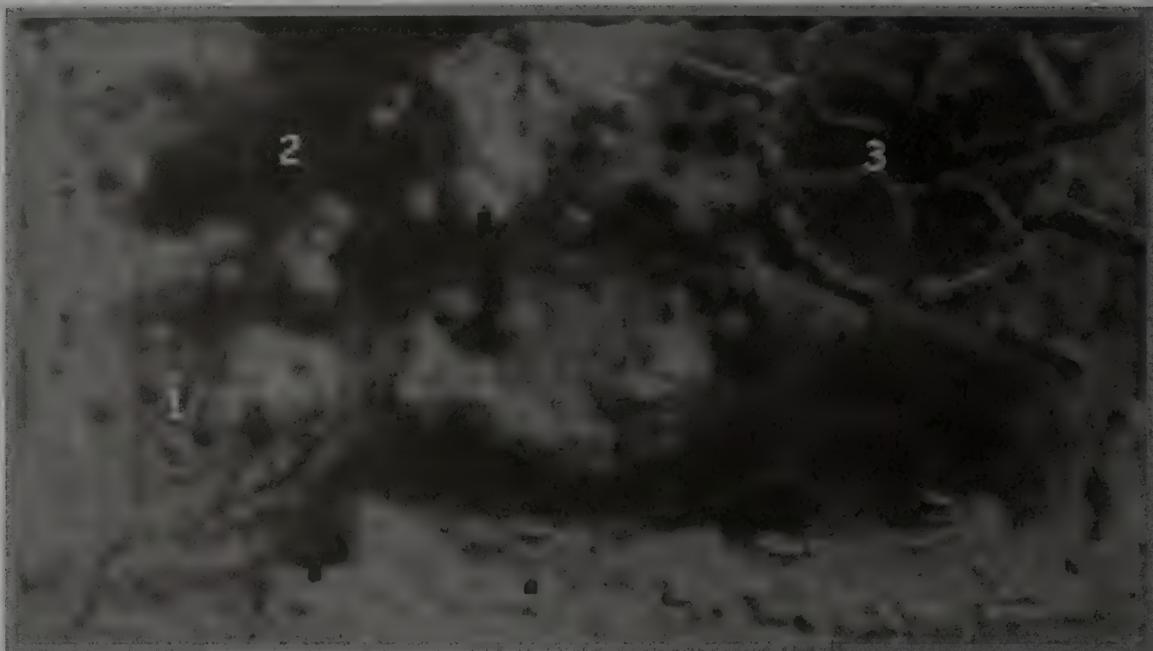
- ◆ Heron Guards
- ◆ Dwarven Demolitionist
- ◆ Llancarfan Archers
- ◆ Llancarfan Soldiers
- ◆ Warlocks of Scholomance

### FORCES OF DARK

- ◆ Ghol
- ◆ Ghol Brutes
- ◆ Ghol Priests
- ◆ Wights

### OBJECTIVES

- ◆ All the Ghol must be driven from the map.



This is a search and destroy mission, pure and simple. Your job is to find all your enemies and destroy them. To do so, you'll fight several skirmishes with a couple of different tactics.

As the scenario opens you're given command of four Heron Guard and a Dwarven Demolitionist. A short time into the scenario, however, you'll receive substantial reinforcements. That's a good thing; you're going to need them

Send your Heron and their Dwarf compatriot north. Soon you'll find a bone arch that spans the shallow canyon in which you walk (1). Standby for your first Ghol encounter. A band of Ghol will approach from the south. Form a line with your Heron Guard, and place the Dwarf to the side. Order the Dwarf to bomb the approaching Ghol. This will thin their ranks. Now wade in with the Guards and finish them off. Use the Heron Guards to heal whomever is hurting.



*The battle at the arch.*

Move west by northwest. A Ghol lair is in this area (2). They have penned a handful of Wights and release the pus-filled creatures as you approach. Order the Dwarf to throw a cocktail in the middle of the Wights. If he is successful, all of them will explode in a cloud of puss. Yuck. Now have your Heron Guards eliminate the Ghols.

This battle triggers your reinforcements. They appear in the northwest corner of the map and include Llancarfan Soldiers, Llancarfan Archers, and Warlocks of Scholomance. As a matter of fact, you can even lasso these units and direct them to assist in your battle against the Wights.

After eliminating the Wights and their Ghol guardians, move southeast. In the southeast portion of the map you'll find the lair of a Ghol Priest (3). The beast is protected by Ghols, Ghol Brutes, and Wights. This is a big battle. Place your Archers and Warlocks to the side of and at a right angle to your line of Llancarfan Soldiers. Use your Heron Guards and the Dwarf as both reserves and hunter-killer packs. Eliminate the Priest first; his Savage Wind Dream spell can devastate your troops.

Once the Priest falls pepper the Wights with arrows and fireballs while your Soldiers meet the onrushing Ghols. After you destroy the bad guys, move north.

Approximately a third of the way up the map you'll find an east-west path through the rock. Quickly bring your Soldiers and Heron Guard to face the pass. Place your Archers and Warlocks a bit behind and to the left of the Soldiers. Ghols, Ghol Brutes, and Priests will rush out of the pass. Use the Dwarf, Warlocks and Archers to thin their ranks, then lay into them with your Soldiers and Heron Guard. Once you slay them all the mission ends.



*The big battle in the southeast corner. Notice the placement of the Archers and Warlocks.*



*The final battle.*

# THE GATES OF MYRGARD

## MISSION II



Avernus

Ghol River

Gower

### FORCES OF LIGHT

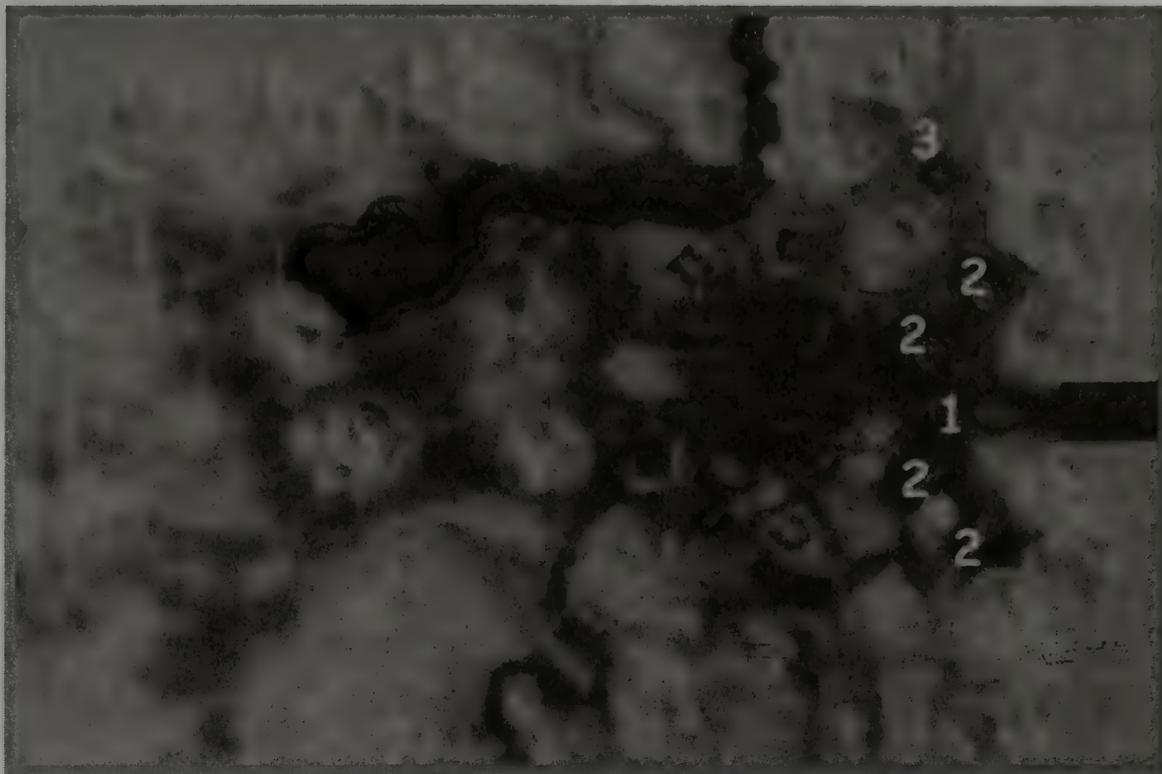
- ◆ Heron Guards
- ◆ Dwarven Demolitionist
- ◆ Dwarven Axe-Warriors
- ◆ Llancarfan Archers
- ◆ Llancarfan Soldiers

### FORCES OF DARK

- ◆ Ghol
- ◆ Ghol Brutes
- ◆ Ghol Priests
- ◆ Wights

### OBJECTIVES

- ◆ Defend the gates of Myrgard, and all the Ghol must be driven from the map.



To win this mission you must first fight a delaying battle, then attack the Ghol with the combined might of the human and Dwarven armies. You begin in a nearly untenable position. Very few troops are available to you, but the Ghol have a seemingly limitless horde. Despair not; you can fight and win this battle

Fall back to the castle wall. Place nine Dwarven Axe-Warriors at the entrance to the inner wall. Put five more in a reserve behind them. Place two Demolitionists on each of the four castle-wall ramps that jut out from the side of the castle walls.

The job of the Dwarven Axe Warriors is to stem the tide of Ghols and Ghol Brutes that rush the inner wall. To do so they must strike a delicate balance. On one hand, you must have enough force at the pass in the wall to repel the Ghol hordes. On the other you need to scatter your Warriors so that the Ghol Priest cannot slaughter them with one Savage Wind Dream. Ideally you should place the Dwarven Axe Warriors in a loose formation, and whenever Priests appear chase the Priests with one or two of your Warriors. This keeps the Priests busy, and mitigates the damage that they inflict. After all, you can't cast spells if you are running for your life.



*Here are the Demolitionists.*

The Demolitionist's job is to bomb any Ghol units attempting to breach the inner walls. It's especially important to detonate the Wights. They are the folks that have the ability to punch gaping holes in the walls.

You won't have long to wait after positioning your forces. The enemy normally accosts the north wall and west gate. At first, your defenses should prove sufficient. Beat off the first attack. Regroup and wait for the next onslaught.



### TIP

It's not a bad idea to slow the game to one-half speed (press F1 once). If you have a bit of time between breaks select the Dwarf Axe-Warriors who have accumulated the most experience and place them in reserve. These men will become your fire brigade. Whenever the Ghols break through your defenses these veteran Axe-Warriors will rush to the scene and behead the Ghol intruders.

Keep a wary eye on the overhead map. If the Ghols swarm one side of the castle it will require your micro-management to beat them back. Also watch for Ghol Brutes who have snuck by your defenses. These beasts can chase your Demolitionists away from their perches, clearing the way for a Wight to blow a hole in the wall. If you spot a breakthrough Brute put an Axe-Warrior on him and the problem will go away. You can also order another Demolitionist to pick off the Brute, but the explosion might do more damage to the harried Demolitionist than the Brute could do.



*The Brut is running down a dream.*

A few moments into the mission a group of Llancarfan Soldiers and Llancarfan Archers enter the south edge of the map. As soon as you see them, order them to the pass in the inner castle wall where you initially placed the Dwarven Axe-Warriors. Ghol units will harass them for the Llancarfan troops' entire journey, but will do little damage. Once the Llancarfan forces arrive at the castle the tide will begin to turn.

Another Llancarfan contingent soon enters the north edge of the map. This little army contains Heron Guards, Llancarfan Soldiers, and Archers. Again, order them to the castle. When these units arrive mop up the remaining Ghol units.



*Heron Guards heal a brother Soldier.*

Keep the Heron Guard in reserve. I like to divide them into two-man packets. They are good for hunting down Ghol Priests and healing injured units.

Once the mop-up operation commences, you must move into the desert to find the remaining Myrkridian. Again, choose wisely where you make your stand. Attempt to wear down the Myrkridian with Demolition cocktails and Arrows before wading in with your sword slashers.



*Mopping up the Myrkridian.*

When the last one falls, the battle will end.

# IMPRISONMENT

## MISSION



### FORCES OF LIGHT

- ◆ Connacht
- ◆ Llancarfan Soldiers
- ◆ Llancarfan Archers
- ◆ Dwarven Demolitionist

### FORCES OF DARK

- ◆ Myrkridian Hunters
- ◆ Myrkridian Warriors
- ◆ Myrkridian Giants
- ◆ Soulless
- ◆ Wights

### OBJECTIVES

- ◆ Breach the walls of Thalar's fortress and enter the black spire.
- ◆ Connacht must live to fight another day.



This is a tough mission for sure. You'll cross terrain rife with Myrkridian Warriors and pass hills lined with Soulless and ponds that hide explosive Wights. After that, you'll reach Thalor's fortress and the REAL fighting begins.

Begin your quest by moving southeast. The dark path feeds into an east-west running path (1). Align your Archers and Demolitionists to fire/throw down the west path. Hold your soldiers in reserve. Send Connacht down the west path. He'll discover some Myrkridian Warriors. Lead them back to your troops. Once they are within range of the Archers and Dwarves, open up. Cast cocktails, fire Arrows, and direct Connacht to use the Tain. This eliminates most of the bad guys. When the Myrkridian get too close to your arrow slingers, have your Soldiers weigh in and slay them.



*Battle at the fork in the road.*

Head down the east path. Have Connacht take the northeast fork. He'll find four Soulless in the pond east of the path. Tain them, and continue along the path. Connacht will find more Warriors. Again, imprison them.

Meanwhile, move the army down the east path where they will find yet more Myrkridian Warriors. This group is located east of your main army and south of Connacht. Simultaneously Tain them with Connacht while bombing them with the Dwarves. The Myrkridian will die.



## TIP

Advance east warily. Frequently Wights will emerge from the ponds that lie on either side of the path. Pincushion them with arrows from your Archers before the Pus-filled Wights can close and detonate. They are so yucky.

Just past the two ponds, the path enters a dark forest (2). You have two guesses as to what's in here. Yes, there are more Myrkridian Warriors. It's best to handle these Myrkridians with Connacht and your Llancarfan Soldiers. There is no good line of fire for your Archers, and they'll only injure your soldiers if they try to engage the Myrkridian Warriors.

Once these Myrkridian Warriors are slaughtered it's time to continue southeast through the dark forest. You'll soon come to a clearing (3). Due east of the clearing are 12 Myrkridian Warriors and two Myrkridian Giants. Sneak up on them with Connacht and Tain them. Assemble your entire party and continue east.

You soon find the wooden stakes that mark the outer wall of Thalor's fortress. Walk west along the edge of these stakes, using Connacht and your Archers to kill any Soulless positioned on the rocks above your forces. Eventually you'll come to a pass between two huge boulders. The pass leads into the fortress area (4).

By now, Thalor's magic will have neutralized the Tain. You have to do in the rest of Thalor's minions the old fashioned way—slay them. Slowly work your way to the southeast corner of the map. Use the Dwarven Demolitionists against the Myrkridian Giants, your Archers against the Soulless, and Connacht and your soldiers against the Myrkridian Warriors. Once you reach the southeast corner, you find the black spire and the mission will end.



*Skirmish at the forest's entrance.*



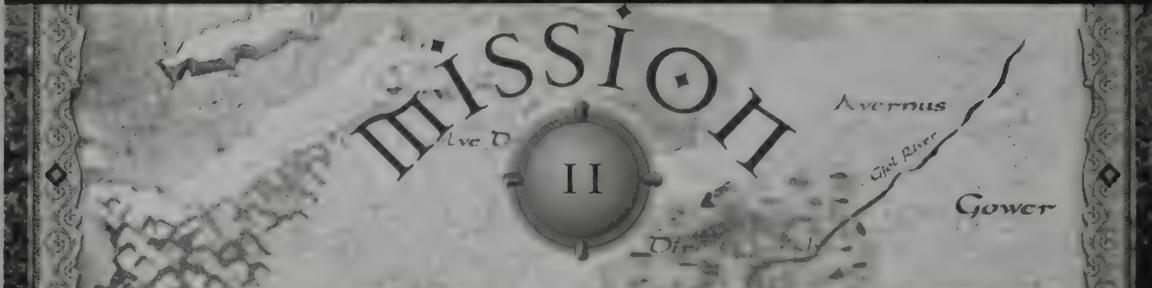
*Imprisoning the Giants.*



*The pass through the rocks.*

# THE EYE OF THALOR

## MISSION II



### FORCES OF LIGHT

- ◆ Connacht
- ◆ Llancarfan Soldiers
- ◆ Llancarfan Archers
- ◆ Dwarven Demolitionist

### FORCES OF DARK

- ◆ Myrkridian Hunters
- ◆ Myrkridian Warriors
- ◆ Myrkridian Giants
- ◆ Soulless
- ◆ Thrall
- ◆ Thalor

### OBJECTIVES

- ◆ Thalor must die.
- ◆ Connacht must live to fight another day.



Thalor is loose in these murky caves and you must not let him escape. There is, however, a trick to not letting him get away. You'll run into quite a few folks with murder in their eyes. You must kill them, but waste no time doing so.

If you are fast, you'll meet Thalor in a central cavern, where you may destroy him. If you are slow, he'll try to take one of the several dungeon exits. Once he decides that discretion is the better part of valor, it will be near impossible—without a huge stroke of luck—to stop him.

You begin on the map's southern edge, facing a Pack-Mage. Too bad that it's not Thalor. Select all your troops by tapping enter, and tell them to eliminate the Pack-Mage. Once the Pack-Mage is dead place your troops in the following groups:

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◆ **Llancarfan Soldiers**

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◆ **Llancarfan Archers**

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◆ **Dwarven Demolitionists**

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◆ **Connacht**

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Also make a fifth group that includes everybody. Put the Soldiers in the front of that group. Use this group to travel. Muster your men and move due north.



*Your initial formation.*

The first room that you enter (1) holds a dark surprise. The Pack-Mage in the center of the room will summon a swarm of Thralls to attack your men. You can avoid a lot of unpleasantness by having your Dwarves place a handful of satchel charges in the room's doorway before you enter. Position your Archers to the left of the door and the Dwarves to the right. Place your Soldiers in the center of the first room.



*Position your men like this for the first battle.*

Run Connacht into the room with the dark surprise. Retreat as soon as the Pack-Mage summons the dead minions. Put Connacht behind the Dwarves. They can use his leadership. Your Archers will engage the Pack-Mage as he enters your room. Order the Dwarves to hold fire until the Thrall are streaming through the door, then toss your fiery cocktails. The thrown bombs will detonate the satchel charges, and put a serious hurting on the Thralls. Keep blasting them with the Dwarves and shooting them with the Archers. Frequently you can kill them all without any help from the Soldiers or Connacht.

Pass through the gate and continue north. You'll meet a pair of Myrkridian Warriors in the next room. Kill them and move on. This room opens into a large cavern (2). Again a Pack-Mage summons a horde of Thrall.

You know the routine. Form your Archers and Demolitionists. Place Connacht behind them. Blast and pincushion the Thrall as they approach. Just before they overwhelm your Archers retreat the Archers, and lay into the remaining Thralls with the Soldiers.

In the north end of the cavern is a weak wall. Have your Demolitionists destroy it to reveal a passage that leads east.



*Destroy this wall.*

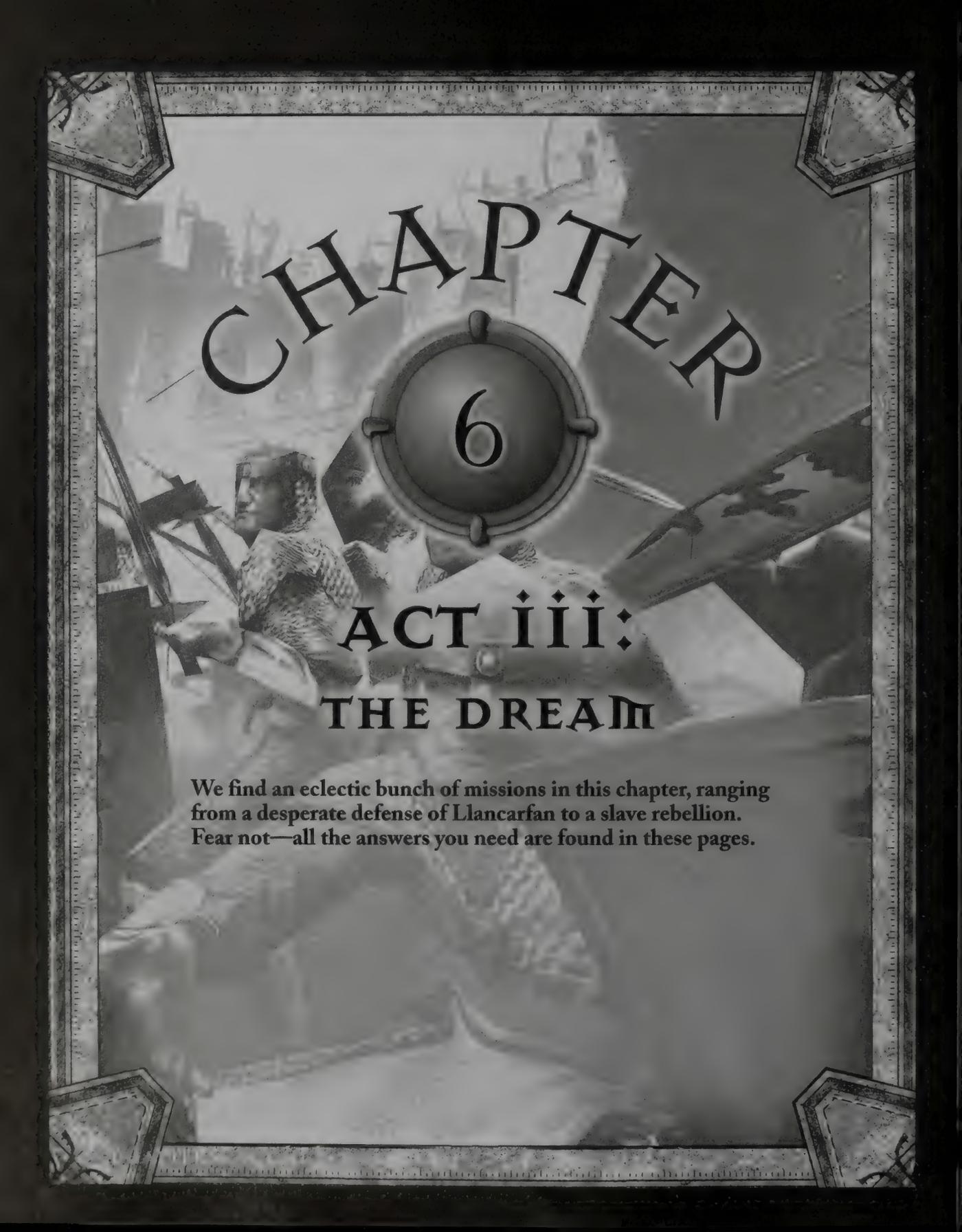
Follow the passage east and then north.

Again you will see a weakened section in the north cavern wall (3). Blow an opening in it. March north. In the northeast of this cavern is a pass. It leads to the cavern where Thalor awaits.

Move your entire army into the cavern. Direct all your Llancarfan Soldiers to attack Thalor while the Archers shoot whatever strikes your fancy. Order the Dwarves to destroy the Eye of Thalor. Thalor will easily kill two or three of the attacking Soldiers, but will be forced to run from the rest. The Thrall that pop up will also chase the Soldiers who are chasing Thalor, leaving the Eye of Thalor unguarded. Destroy the Eye with the Dwarves, then concentrate on destroying Thalor. Once Thalor AND the eye are destroyed the mission ends. If you destroy Thalor before you destroy the eye, he'll simply reappear beside it!



*Thalor's cave.*



# CHAPTER

6

## ACT III: THE DREAM

We find an eclectic bunch of missions in this chapter, ranging from a desperate defense of Llancarfan to a slave rebellion. Fear not—all the answers you need are found in these pages.

# THE SIEGE OF LLANCARFAN

## MISSION 12

### FORCES OF LIGHT

- ◆ Heron Guards
- ◆ Llancarfan Soldiers
- ◆ Llancarfan Archers
- ◆ Dwarven Demolitionist
- ◆ Warlocks of Scholomance

### FORCES OF DARK

- ◆ Ogre Slaves
- ◆ Soulless
- ◆ Thrall
- ◆ Wights
- ◆ Trow Iron Warriors

### OBJECTIVES

- ◆ The Llancarfan must hold off the waves of attackers, and kill any enemy that breaches the walls.



You'll face one heck of a lot of bad guys in this one, but that's okay, you're used to it by now. The terrain in this mission is as straightforward as the objectives. The wall of Llancarfan runs east to west across the map. In the wall are three gates. The center gate is open (go figure), the gates to the right and left are shut. Your job is to keep the forces of the dark army outside the walls. If any break through, they must be killed.

You begin with numerous Dwarves, Archers, and Heron Guards arrayed on Llancarfan's walls. For now, leave these troops where they are. Let's turn our attention to the Llancarfan troops in front of the main gate. Arrayed on your side of the main gate are Heron Guards, Llancarfan Soldiers, Dwarf Demolitionists, and Warlocks of Scholomance. Form the Soldiers and Heron Guards into a group and place them just south of the entrance. Let's call this Taskforce Alpha.



*Place the Llancarfan Soldiers and Heron Guards here.*

Order the two Dwarves to litter the area north of the gate with satchel charges, then direct the Dwarves and Warlocks onto Llancarfan's walls.

Thrall, lots of Thrall, comprise the first attack. The undead soldiers will storm the main gate. Deluge them with arrows and the Dwarven bombs. The bombs will detonate the previously placed satchels, which in turn will decimate the Thralls. If all goes well, you'll destroy this first attack without the aid of Taskforce Alpha.



### TIP

It's best to hold back Taskforce Alpha while the Archers and Dwarves are working. Otherwise the arrows and bombs will inflict more damage on the taskforce than the Thralls. Only commit the taskforce if a Thrall breakthrough appears imminent. Once the taskforce is committed, cease fire with the Dwarves and Archers.

Use the Heron Guards on the walls to heal the Archers, Dwarves, and Warlocks, and those in Taskforce Alpha to heal both themselves and injured soldiers.

In a couple of minutes the Forces of Dark will send in a group of Oghre Slaves and Trow Iron Warriors. Now is a great time to use the Warlocks' special abilities to inflict serious damage on these huge enemies. Concentrate on the Iron Warrior and then the Oghre Slaves. Use Taskforce Alpha as necessary.



*Attack of the Oghre Slaves.*



### TIP

As always, keep an eye on the overhead map. Slow moving Wights will use the cover of the Dark Force's attacks to approach the two smaller gates that lie on both sides of main gate. If the Wights reach the gates they'll blow gaping holes in them.

Now the bad guys will try the east gate. Frequently, Wights may have snuck in to blow the gate open. You lack the Archers and Dwarves to stop this attack from the walls. Rush Taskforce Alpha to the gap. Once they have defeated the attack return them to the main gate.

The rest of the mission is a bit hard to predict. Continue to watch your overhead map. Don't forget to employ the Archers, Dwarves, and Warlocks that guard the main gate. Taskforce Alpha may have to respond to an incursion at the east gate while another enemy war party attacks the west gate. Reinforce the west gate with your central gate Archers and company. It's not a bad idea to slow the game to half speed. This gives you a bit more time to react to the enemy's moves.

Keep the Dark Forces outside the walls, and destroy those that enter. Eventually the time limit will expire and you'll win.

# THE ROD OF THE CALLIEACH

## MISSION 13



### FORCES OF LIGHT

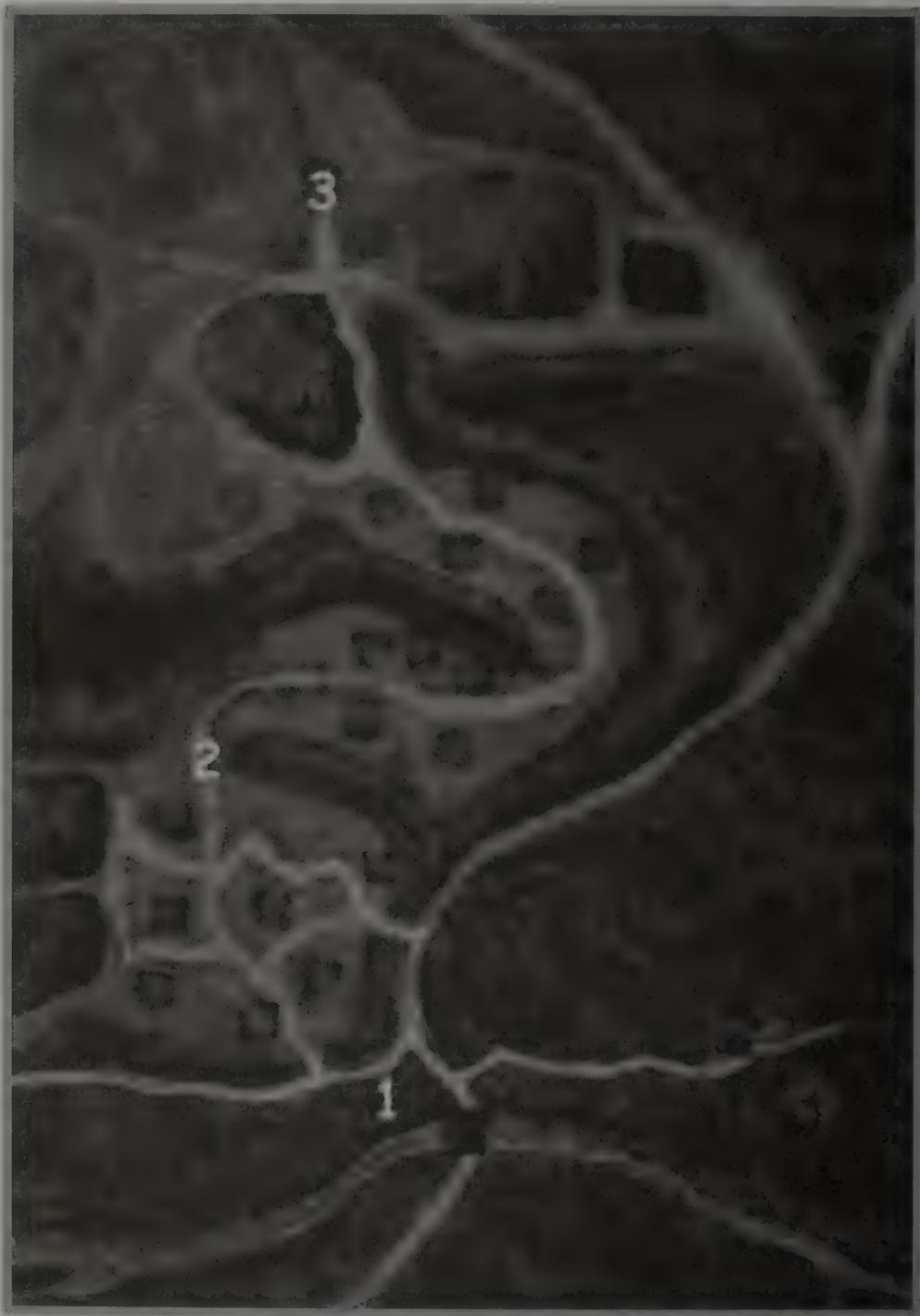
- ◆ Heron Guards
- ◆ Llancarfan Archers
- ◆ Dwarven Demolitionist
- ◆ Avatara

### FORCES OF DARK

- ◆ Moagim
- ◆ Ogre Slaves
- ◆ Soulless
- ◆ Thrall
- ◆ Trow Iron Warriors

### OBJECTIVES

- ◆ The Avatara must destroy the Rod of Callieach before he is killed by Moagim or his forces.



You have the best troops available to conquer a tough mission. In previous battles you have fought armies of Myrkridian Warriors, Thralls, and Soulless. You have even battled handfuls of Oghre Slaves and Trow Iron Warriors. Now you must not only face a seemingly endless stream of Thrall and Soulless, but entire armies of Trow Iron Warriors and Oghre Slaves. And make no mistake, when the last Trow falls your job is not yet over. Moagim awaits. Moagim can kill enemies with little more than a swipe of his Greatsword, and kills tens of men with his Vortex Dream. It's a tough battle, but you are not without your own weapons.

Each of your troops is a Hero. They attack faster than run-of-the-mill men, and have special abilities. Your Archers, for example, may fire flaming arrows—a missile that does much more damage than the regular quilled fare. And, of course, there is Honorius. He wields a strong sword and his Dispersal Dream can destroy an entire army. The might of your war party is aptly shown in the mission opening sequence where they kill a pair of Oghre Slaves. The trick is to use this might properly to find and defeat Moagim.



*The slaves go down.*

#### NOTE

Remember, you don't have to kill each and every enemy on the map. You only need to find and defeat Moagim.

For openers, organize your troops into groups as follows:

- ◆ **Honorius**
- ◆ **Heron Guards**
- ◆ **Llancarfan Archers**
- ◆ **Dwarven Demolitionists**

Select the entire army and move quickly west. Stay south of the road on the bank of the river. This helps to avoid the dark forces that roam the road's north edge. Nevertheless, it is not uncommon for a group of Thrall to latch on to the tail end of your army. Make a stand just west of the stone bridge.

Form your Archers and Demolitionists into a semi-circle facing east. Hold the Heron Guard and Honorius in reserve. Sit back and watch these Archer and Demolitionist heroes do their stuff. Usually, not a single Thrall will reach them.

You're not out of the woods yet. Just north of this battlefield wait more Thrall, Oghre Slaves, Soulless, and Trow Iron Warriors. This is a good time to invoke Honorius' Dispersal Dream. The spell will seriously weaken (if not eliminate) the enemy army.

Muster your forces and follow the light gray path north, east, north, and then west. Lead with your Archer and Dwarf formations. You'll find numerous Thrall and Oghre Slave armies. Yet in most cases you'll be able to eliminate them with Arrows and Explosives without suffering any casualties.



*Battle on the west side of the bridge.*



## TIP

Take the time to heal your forces between battles. You need all your might for the final encounter.

Finally you'll see Moagim's camp (3). Although it looks deserted, it isn't. Once Moagim senses your presence he'll summon a large army that includes just about everything but the kitchen sink. Hit this army with Honourous's last two Dispersal Dream spell. This should reduce them to manageable proportions. Send Honourous and a couple of Heron Guard against Moagim, while the rest of your army takes care of everybody else. Deal with Moagim and the Rod of Callieach and you win.



*Battle on the west side of the bridge.*

# THE BONDS OF THE OGHRE

## MISSION II

14

Avernus

Opal River

Gower

### FORCES OF LIGHT

- ◆ Myrdred
- ◆ Heron Guards
- ◆ Dwarven Demolitionist
- ◆ Oghre

### FORCES OF DARK

- ◆ Ogre Slaves
- ◆ Trow Iron Warriors

### OBJECTIVES

- ◆ The Trow must be defeated.
- ◆ Connacht, Damas, Myrdred must survive.



After battling the Oghre for several missions, you finally get to control them: great fun, and also a great mission. You must learn to balance a bit of stealth with might; if you get too aggressive before you have the Oghre power to back up your aggression, you will lose.

Select Myrdred and move through the gate in front of your starting position (1). Move your Heron Guard and Dwarves through the gate for backup.



#### TIP

Make sure to keep your Heron Guards and Dwarves close to the gate. You don't want to prematurely pick a fight with a pack of wandering Oghres.

A pack of Oghres soon wanders by. Approach them with Myrdred, press T to select the Release Dream spell, and target an Oghre in the middle of the pack. The spell strikes the intended Oghre, then infects the rest in an ever-widening circle. Your newly converted allies will kill any Oghre in the pack that wasn't converted.



#### TIP

You can let Myrdred help slay the enemy Oghres in the target pack. His Soul Grip melee attack is quite deadly against them

Continue north with Myrdred, keeping the Heron Guard, Dwarves, and converted Oghres not far behind. You'll meet more Orghes headed south (2). Convert these and move your entire army north. You'll encounter the Trow Iron Warriors and more Oghre. Send all your forces into melee with the Iron Warriors. Convert any unfriendly Oghre to your cause. This will be Myrdred's final conversion—he only gets three attempts.



*Converting the unbelievers.*



*Fighting the Trow Iron Warriors.*



## TIP

Sometimes it's hard to tell the friendly from the unfriendly Oghre. If you need to ID them, lasso a group. Those who display a health bar are friendly. Those who don't are not.

Continue to hack at the Iron Warriors. Keep your eye on the overhead map for additional Iron Warriors. Use your Dwarves to intercept, weaken, and even kill these. Keep at least one Heron Guard out of the fray to heal either Myrdred or the Dwarven Demolitionists. Remember, if Myrdred dies, you lose. Keep hacking at the Trow and they will eventually go down. When the last Trow dies, you win.



*The Oghre celebrate their victory.*

# REBELLION

## MISSION 15



### FORCES OF LIGHT

- ◆ Myrdred
- ◆ Heron Guards
- ◆ Dwarven Demolitionist
- ◆ Oghre

### FORCES OF DARK

- ◆ Ogre Slaves
- ◆ Trow Iron Warriors
- ◆ Trow Priests

### OBJECTIVES

- ◆ The Trow must be defeated.
- ◆ Connacht, Damas, Myrdred must survive.



Once again you will have to talk the Oghre into joining your side. When enough have been recruited you may take the war to the Trow.

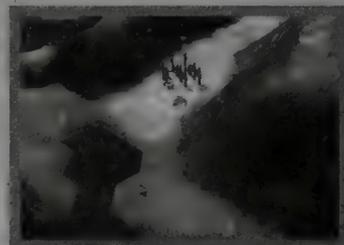
The map is large, and cut with rivers and steep ridges. Although this makes navigation challenging, your men can use the terrain to their advantage. The Dwarves can stand on rises when tossing their fiery cocktails—garnering an attack bonus—and Myrdred can use the broken terrain to sneak near the Oghre before casting his Release Dream.



*The broken terrain is a blessing and a beast.*

Your destination is in the northwest. March north to the frozen river. You'll notice a path that picks up on the far side of the river. Trace the river west. You'll find a slope that leads to the river. March down the slope, but not onto the river. Form your army in a tight box on the slope. Now click on the path that I pointed out earlier. You men will walk on the ice to the path.

It's important that the men be tightly bunched before stepping on the ice. The ice will only last a few seconds before cracking. A tightly bunched formation can make it safely to the path without drowning any of its members.



*The party arrives safely on the path.*

Continue to trace your way north by northeast. Keep your eye on the overhead map for another Oghre war party. When one appears, convert it and continue to follow the red path north.

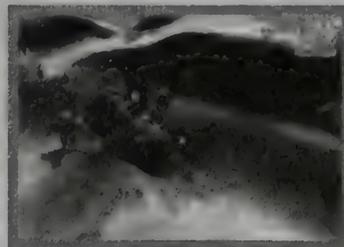


### TIP

Be wary of the Trow Priest. If you don't keep Myrdred close to the Oghres that he has converted, the Trow Priest may convert them back to the cause of evil. It must all be very confusing for the poor Oghre. Confusing or not, make killing the Trow Priests job one.

Just a little north of where you encounter the first Oghre unit, you'll see a pass that allows you to move east. Take the pass. Go a little way up the hill. Turn around and face your Archers and Dwarves west. This is where you will make your stand.

Bands of Oghres, accompanied by Trow and Trow Priests, will attempt to assault your position. Try to eliminate most of the oncoming Oghres with your Archers and Dwarves. Engage Trow Priests whenever they are within range. They are your worst enemy. Use your own Oghres against the Trow Iron Warriors. Save Damas to heal himself and Myrdred. If either of these two heroes is lost, the mission is over.



*Attacking a Trow Priest.*

## TIP

Don't forget that the Archers that you command are Archer Heroes. They can fire flaming arrows. Save this special ammunition for when they are engaging Trow Priests.

Use Myrdred to reconvert any Oghres that the Trow Priests convert. Kill all attackers. Once the Trow stop attacking you may have to search out the stragglers. Slay them all and you win.



*The final stand.*

## REFUGEES

# MISSION

16

Avernus

Great River

Gower

### FORCES OF LIGHT

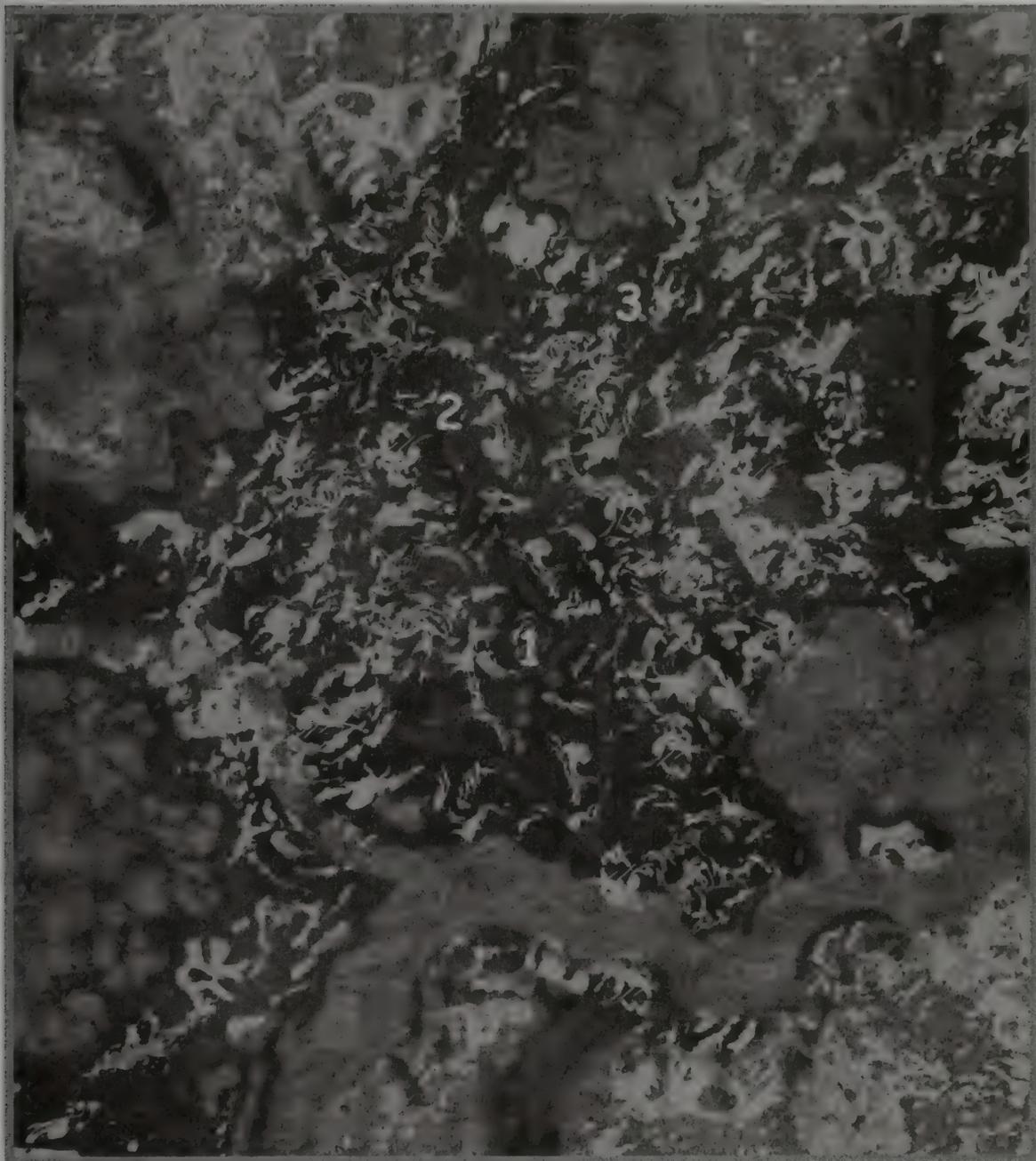
- ◆ Ravanna
- ◆ Llancarfan Soldiers
- ◆ Llancarfan Archers
- ◆ Dwarven Demolitionist
- ◆ Twelve Dun Berserks

### FORCES OF DARK

- ◆ Forgotten
- ◆ Soulless
- ◆ Thrall
- ◆ Wights

### OBJECTIVES

- ◆ All refugees must reach the southern map edge. At least ten must survive.



Not only must you fight a strong enemy army in this mission, you must do so while trying to rescue as many refugees as possible, which is no small feat.

There are three groups of refugees. Each is mustered inside their towns. The towns are located on the northwestern, western, and southwestern portions of the map. In addition to the refugees, each town has several Dun Berserks that will join your forces when you arrive in the town.



#### NOTE

It would be nice if you could just select the refugees and direct them to the southern map edge. But alas, such is not the scenario design. You must first move to the refugees' position.

To free the refugees you must move to their position. Even this only allows you to command the Dun Berserks. The refugees follow Ravanna, oblivious to all but the dark ones that try to lop their heads off. It's going to be a long day. To accomplish the task you have a handful of Warriors and Demolitionists led by Ravanna. Fortunately, you pick up some Dun Berserks along the way.



*The refugees are clustered in their towns.*



## TIP

Although the refugees only have eyes for Ravanna, they will stop following her and exit the map once you lead them to the southern bridge.

Head to the southern town first. Free the refugees. While Ravanna leads them to the bridge have your Archers and Demolitionists wipe out any enemies that follow. When the Forgotten are almost overwhelming your arrow slingers, send in the Berserks to finish off the bad guys.

Bring Ravanna back to the southern town. Form your troops into the following groups:

- ◆ Ravanna
- ◆ Berserks
- ◆ Archers
- ◆ Dwarves
- ◆ A travelling group with all personnel



*Rescuing the refugees in the southern town.*

Move north. Use the Archers/Dwarves to slay the Forgotten that you may meet. Rescue the refugees at the second town. Send Ravanna, four Berserks, and the refugees to the southern bridge while the rest of your army fights the bad guys that swarm the second town.



## TIP

Use the four Berserks to attack the Wights (one Berserk per Wight) that try to assault the flanks of the refugee horde. Yes, you'll lose the Berserks, but that's better than losing a few refugees. If you prefer, you may accompany these refugees with Archers or Dwarves. They have a better chance against the Wights, but your main body of troops, which is fighting a battle at the second town, will seriously miss them.

Reunite your troops with Ravanna in the second town. Move to the third town in the north of the map. Rescue the refugees and move them just south of the town. Fight the evil hordes that assault your forces in the town. Once the hordes are defeated, move all your forces and Ravanna to the southern bridge. If you have rescued enough refugees, the mission will end and you will win.



*Battling the Wights.*

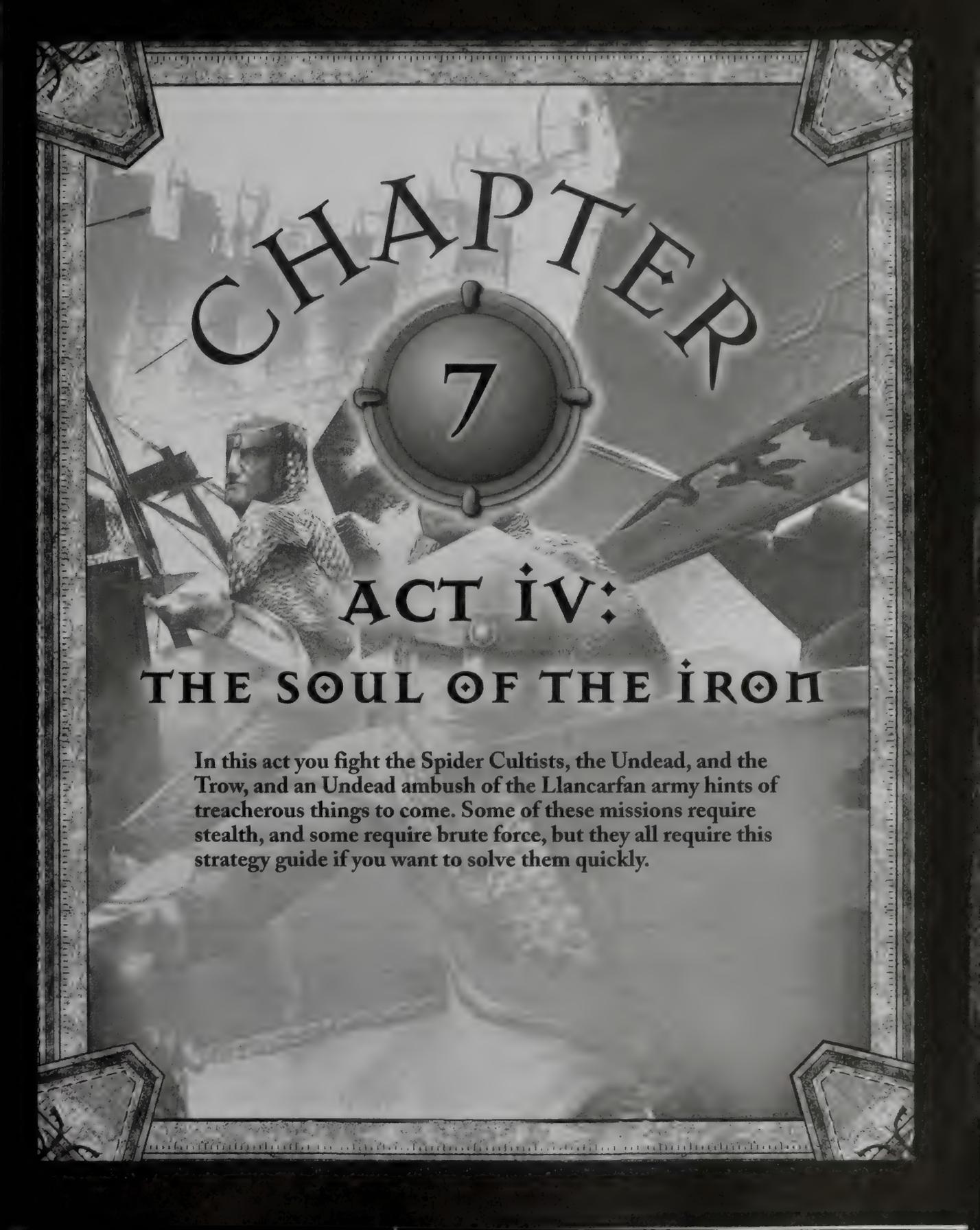


## TIP

Although Ravanna is a powerful combatant, you must use her sparingly. There are no Heron Guard to heal her. If she dies, you lose the mission.

## ONWARD

Ravanna has rescued her townpeople, and the Oghres have revolted. It's been an eventful act. You haven't, however, seen anything yet. The stories and the missions are just starting to heat up. And the hotter it gets, the more you are going to need the ink on these pages.



# CHAPTER

7

## ACT IV:

## THE SOUL OF THE IRON

In this act you fight the Spider Cultists, the Undead, and the Trow, and an Undead ambush of the Llancarfan army hints of treacherous things to come. Some of these missions require stealth, and some require brute force, but they all require this strategy guide if you want to solve them quickly.

# THE SMITH'S FORGE

## MISSION 17

### FORCES OF LIGHT

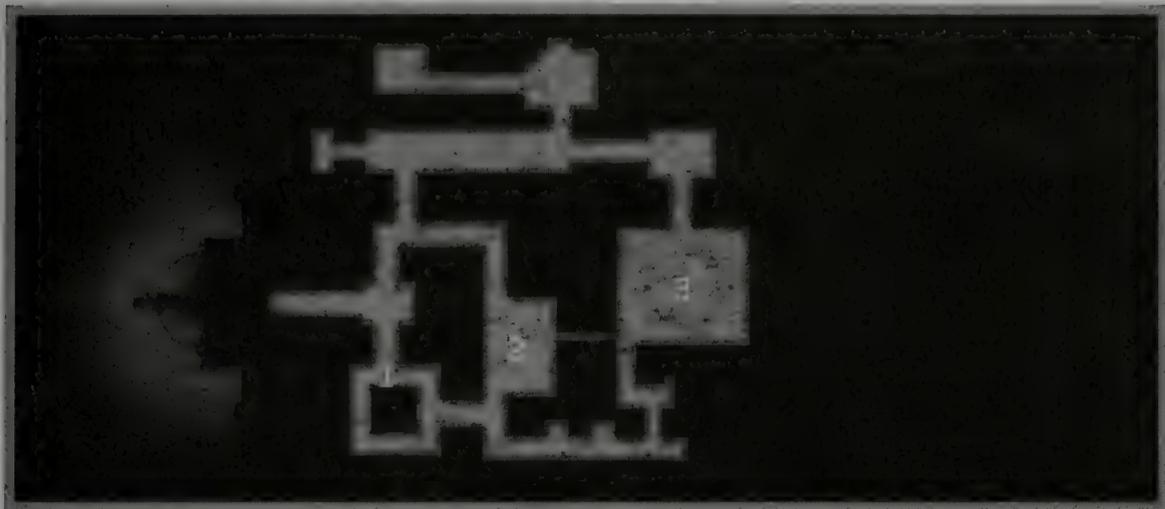
- ◆ Connacht
- ◆ Llancarfan Soldiers
- ◆ Llancarfan Archers
- ◆ Dwarven Smiths

### FORCES OF DARK

- ◆ Kill all the Cultists and Spiders
- ◆ Connacht must survive

### OBJECTIVES

- ◆ Kill all the Cultists and Spiders
- ◆ Connacht must survive



Ah, fresh meat. Finally, the forces of good square off against some new enemies. This is the first mission where you meet the Giant Spiders, Spider Cultists, and the Spider Priestesses. Make no mistake, these are tough enemies, but nothing you can't handle.

The Spiders are fast, but they are also weak. These guys—or should I say Arachnids—are susceptible to the Dwarven Smith's Flame Torches. The Cultists are a little stronger than the Spiders, but they are also a little slower. Connacht can frequently fell Cultists with one swing of his blade. The other Llancarfan Soldiers can dispatch them quickly too, especially once they get a bit of experience under their belt.



*The Cultists are no big deal.*

On the other hand, the Spider Priestesses are as deadly as they are beautiful. No, they aren't much in close combat, but their Venom of Syrkrosh potions are a pain in the neck. The Priestesses stand back and lob potions while the Cultists attack. Not only do the potions injure their targets, they also paralyze them for a brief period, allowing the Cultists to attack.



*The Priestesses are beautiful but deadly.*

As the mission opens your troops are assaulted by a handful of Cultists. It's no big deal; your troops can handle it. After the assault, organize your troops as follows:

---

◆Connacht

---

◆Llancarfan Soldiers

---

◆Dwarven Smiths

---

Move first to the large room in the southern section of the map (1). Expect to fight Cultists and Spiders on the way south. Move east and then north into another large room (2).



### TIP

Through these halls you'll find unconscious Dwarven Smiths. Have one of your men touch them to wake the little guys.

Continue to move north, clearing rooms as you go. You'll find several more Dwarven Smiths. Make sure that you wake them, because you'll need their help in a minute. You also encounter a few more Cultists and their Priestesses. Destroy them and move on.



*Waking a Dwarf.*



### TIP

Whenever battling the Cultists and their scantily clad Priestesses it's a good idea to order a couple of Soldiers to take out the Priestesses while the others fight the Cultists. If left alone, the Priestesses can easily turn the tide of battle. But if forced to run from, or fight, a lone soldier, they won't be able to aid the Cultists.

Once you have collected the Dwarven Smiths in the northern rooms, head to the large forge on the east side of the map (3). In this room are numerous Cultists and a few Spider Priestesses. Don't forget to target the Spider Priestess first. Kill these folks. On top of the forge waits the master forger Traval. Awaken him and the mission ends.

# THE SPIDER GOD

## MISSION 18



### FORCES OF LIGHT

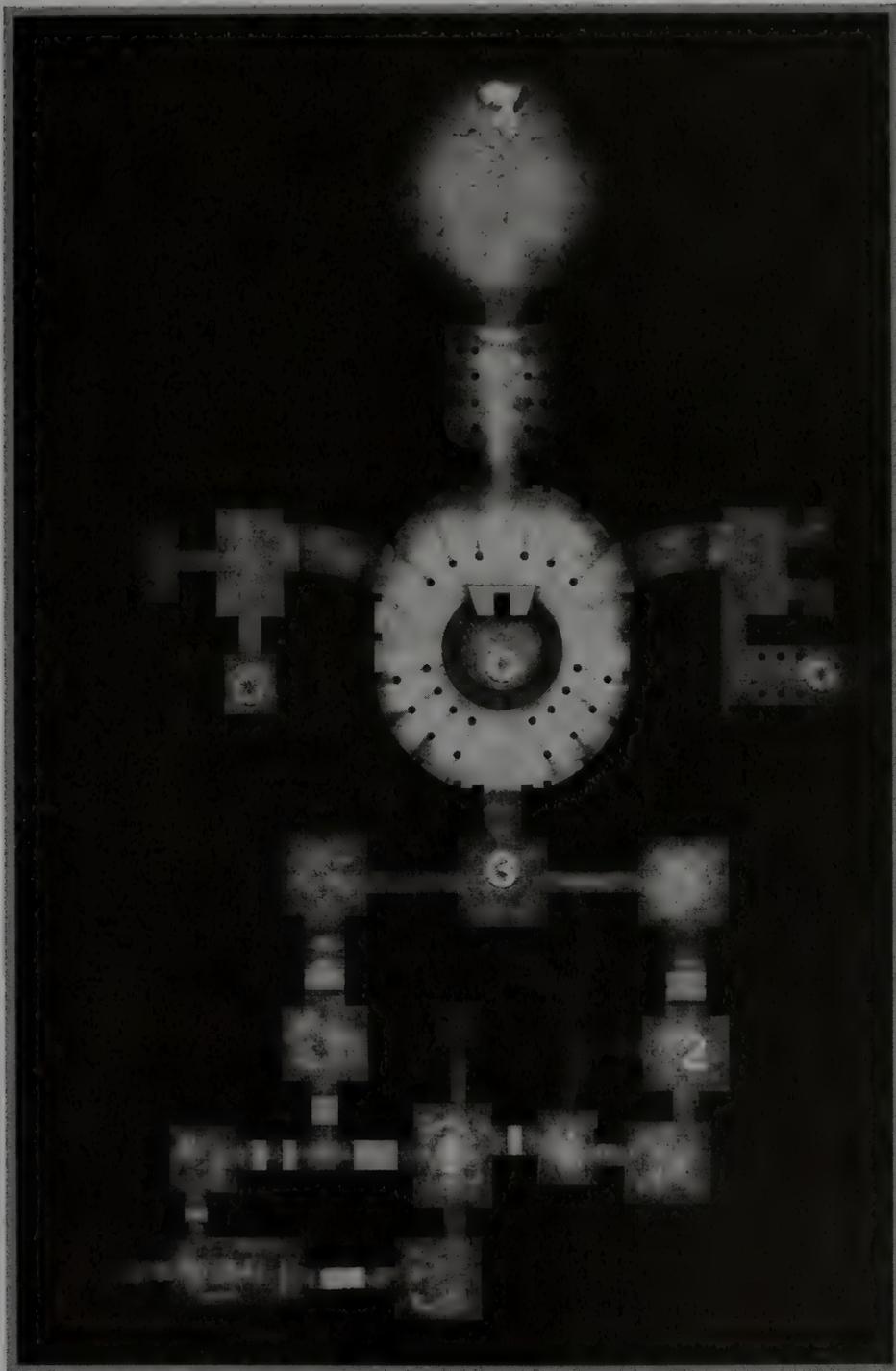
- ◆ Dwarven Axe-Warriors
- ◆ Dwarven Demolitionists
- ◆ Dwarven Smiths

### FORCES OF DARK

- ◆ Giant Spiders
- ◆ Spider Cultists
- ◆ Spider Priestesses
- ◆ The Spider God

### OBJECTIVES

- ◆ The Tain must be found, the Spider God destroyed, and the Tain used on her spirit to imprison her forever.



This is your basic dungeon crawl, but in a real-time strategy setting. Individually your opponents are not too tough, but when they come at you in waves—which they will often do—they can put a serious hurting on your guys.

We discussed the Spiders, their Cultists, and the Spider Priestesses in the last mission. Nothing has changed with them. What has changed are the people that you have to combat the arachnids. In this mission you'll have Dwarven Axe-Warriors, Smiths, and Demolitionists. The Axe-Warriors are good against anything, as are the Demolitionists. The Smiths can quickly destroy a bunch of Spiders with their Flame Torch.



*Your motley crew.*

Group your troops into the following bands:

---

◆ **Traval**

---

◆ **Axe-Warriors**

---

◆ **Demolitionists**

---

◆ **Smiths**

---

◆ **A traveling group with everyone**

---

Kill the Spiders in the immediate vicinity and move north. In the first room you'll run across several Giant Spiders. Engage them first with the Flame Torches then finish them off with the Demolitionists.



*The Flame Torches attack.*

Move east. The next room has a great sound system that repeats some spooky phrases. Place your Demolitionists and Smith in the front. Flame and bomb the Cultists, then order your Axe-Warriors to finish them off.



### TIP

These Cultists come with a Priestess. Direct a Demolitionist to concentrate on killing her.

Continue east. The next room (1) holds more Cultists, a Priestess, and the Tain and Sunhammer. Send Traval to pick them up. He can now use the Tain. Picking up these items also releases two Axe-Warriors, another Smith, and an additional Demolitionist.



### TIP

Use a Demolitionist to blow through the north wall in this room, and then the north wall in the next. It's good for a laugh. I'll say no more. You don't have to do this, it's just for fun.

Continue east until the hall dead ends. Turn left and head north. The first room (2) has another horde of Cultists and their attendant Priestess. Kill them and move on. Follow the hall north then west to the room with a huge circle on the floor (3). After you kill the Cultists, stand on the circle. A north-leading door will open.



*The huge door swings open.*

Move north into the room revealed by the swinging door. Kill the baby spiders on either side of the door. Move all your troops onto the pedestal. This opens more doors in the north wall of the room, and triggers a Giant Spider attack from the south. Set the Flame Torches on the Giant Spiders and mop up the survivors with the Axe-Warriors.

Head north through the hall. Kill the Cultists, Priestesses, and baby spiders that you find there. Continue north into the room of the Spider God. The head Spider waits at the north end of the room and will descend from her pedestal to attack your troops. Her Sticky Webs ranged attack both ensnares and poisons its target. She is, however, very susceptible to Flame Torch and Demolitionist attack. Attack her and don't let her return to her perch.



### TIP

The Spider God's perch is unassailable. If she returns to the perch, retreat to the back of the room. She'll descend to rejoin the battle.

Once you have killed her, Traval must imprison her with the Tain. Do so and victory is yours.



*Fighting the Spider God.*

# THE CHILDREN OF BAHL'AL

## MISSION

19

Avernus

Chol River

Gower

Dire Dars

### FORCES OF LIGHT

- ◆ Dwarven Demolitionists
- ◆ Llancarfan Soldiers
- ◆ Llancarfan Archers
- ◆ Twelve Dun Berserks

### FORCES OF DARK

- ◆ Forgotten
- ◆ Soulless
- ◆ Thrall
- ◆ Wights

### OBJECTIVES

- ◆ Eliminate the undead forces.



To win this mission you must keep your head, organize your forces, and slay the undead minions.

The undead have their typical mix of troops. Included are the Soulless, Wights, Thrall, and Forgotten. It's a good mix of speed, power, and ranged attack capabilities. Fortunately you also have some powerful troops. The Twelve Dun Berserks and Llancarfan Soldiers are more than a match for any undead melee unit, and your Archers and Demolitionists provide ranged fire.



## TIP

Unfortunately, the Demolitionists will not be quite as effective as they normally are. It's raining; as a result large number of the Demolitionists' cocktails will be duds.

Move north. Almost immediately you'll be assaulted by a mixed force of Soulless and Forgotten (1). Order your Archers to handle the Soulless while your Soldiers and Berserks take care of the Forgotten.

Continue north to the river and then follow it east to a small hillock. Destroy the Soulless that you find there, then face north. A company of Thrall will cross the isthmus (2) to attack your troops. Wear them down with bow and bomb, then wade into them with your melee troops. March north, killing the Soulless that you find on the other side of the river.



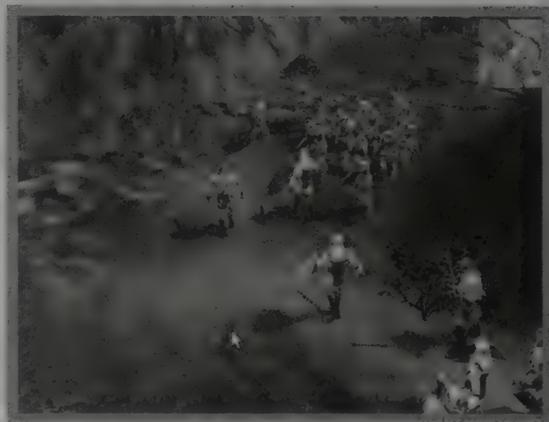
*The first battle.*

Trace the north bank of the river. You find another rocky hill with a small band of Soulless ensconced on it (3). They seem harmless enough, but on the other side of the hill waits a large contingent of Thrall and Forgotten. Place your Archers and Demolitionists in front of your army and engage the Soulless.

This triggers the Thrall's and Forgotten's release. Now focus your ranged weapons on the undead melee units. You want to thin their ranks as much as possible. Just before the Forgotten reach your Archers and Demolitionists, pull them back and send your melee units to engage the undead.

Once the undead melee units are really dead, mop up the Soulless, form your Archers near the hillock (3), and send a scout north. Another company of Thrall will rise from the ground. Worse yet, and unseen to your soldiers, is a large contingent of Thrall and Forgotten lead by a Lyche that are bearing down from the north.

Use your ranged weapons to thin the ranks of the Thrall, then finish them with your Berserks and Soldiers. Quickly reform and meet the assault from the north. Use your Archers to take out the Lyche and the Demolitionists to wear down the other forces. Send in your melee units at the last moment to slaughter the remaining undead troops. Slay this undead band, kill any remaining enemy, and you'll win.



*Engaging the Thrall and Forgotten.*



*More trouble from the north.*



### TIP

Keep an eye out for wandering Wights and order your Archers to pincushion any that appear.

# THE SUNHAMMER

## MISSION 20



### FORCES OF LIGHT

- ◆ Connacht
- ◆ Dwarven Demolitionists
- ◆ Heron Guards
- ◆ Twelve Dun Berserks
- ◆ Warlocks of Scholomance

### FORCES OF DARK

- ◆ Trow

### OBJECTIVES

- ◆ Eliminate the undead forces.



There's not a wide range of enemies in this mission. It's just the big bad Trow and you. Of course, you have several friends to help you out. Foremost are the Heron Guards. Connacht must survive this mission. He is the only one who can use the Sunhammer, and the Sunhammer is the only weapon that can destroy the Trow temples. Hence the Guards should be dedicated to keeping him healthy.

Begin by forming the following groups:

---

◆ **Berserkers**

---

◆ **Connacht**

---

◆ **Heron Guards**

---

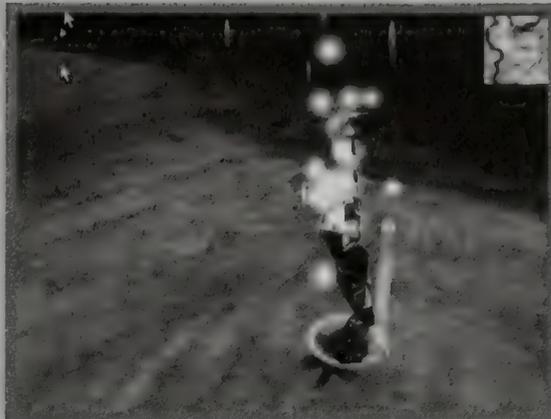
◆ **Dwarven Demolitionists**

---

◆ **A traveling group that includes everyone**

Head north. You'll soon see a Trow. While tough, these guys aren't as formidable as the Trow Iron Warriors. Have the Demolitionists hurl a charge and then hack him to death with the Berserkers. Order Connacht to continue a few feet further to the Trow temple. Place him beside the temple, press T, and watch the Sunhammer level it.

Now head north. Skirt the wall segment that you find, turn left, enter the gate, and destroy the temple (2). You may also have to fight a Trow here.



*Connacht and the Sunhammer are critical to the mission.*



*A temple destroyed.*

Heal your units and move east to the third temple (3). Fight the Trow, obliterate the temple. You know the routine.



*The second temple.*



### TIP

Be extra careful with your Demolitionists. The Trow may set off their demolition charges just by kicking a dwarf. This could kill the Demolitionist and everyone around him.

The fourth temple lies south by southwest (4). Again, you'll have to kill a Trow. Do so and obliterate the temple. The last temple lies due east of the fourth temple (5). It is surrounded by massive walls. Two Trow patrol the Temple. Wait until they are both on the same side, then send a sacrificial Demolitionist to draw them away. Run Connacht to the opposite side of the temple. Destroy it, and hightail it out of there with everyone. You win!



*Destroying the last temple.*

# THE HEARTSTONE OF PYX

## MISSION 21

### FORCES OF LIGHT

- ◆ Dwarven Demolitionists
- ◆ Heron Guards
- ◆ Twelve Dun Berserks
- ◆ Warlocks of Scholomance

### FORCES OF DARK

- ◆ Trow
- ◆ Trow Priests

### OBJECTIVES

- ◆ Eliminate the undead forces

Once you know where you are going, this is perhaps the most straightforward mission in the game. Without this guide, you might spend hours wandering the maze-like city, fighting off Trow attacks.

You only have two enemies in this mission: Trow and Trow Priests. Your band of brothers can easily handle a couple at a time, but if you stumble into four or five, they are going to inflict some serious hurting. Hence, the trick is to avoid the Trow when possible.



*The designated bad guys.*

Start by forming the following groups:

---

◆Dwarven Demolitionists

---

◆Heron Guard

---

◆Twelve Dun Berserks

---

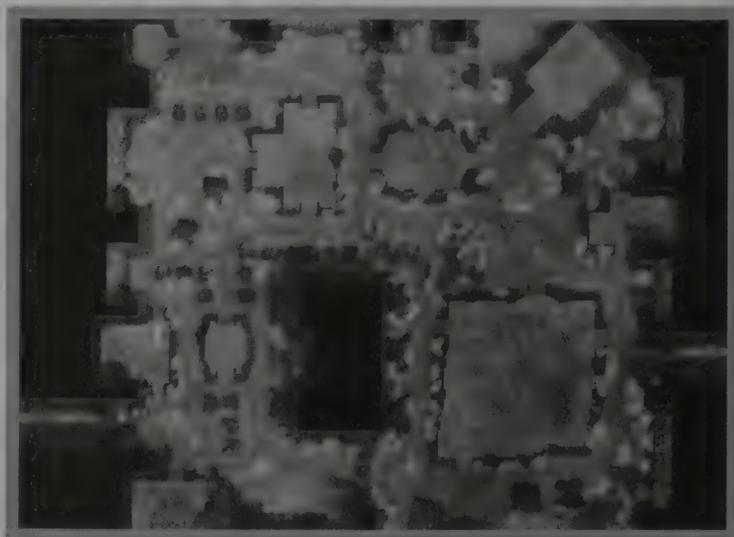
◆Warlocks of Scholomance

---

◆A traveling group of everyone

---

Head north, sticking to the extreme western side of the city (1). Battle any Trow you find with your melee troops. There is too much risk that the Dwarves and Warlocks will hurt not only other friendly forces, but themselves as well.



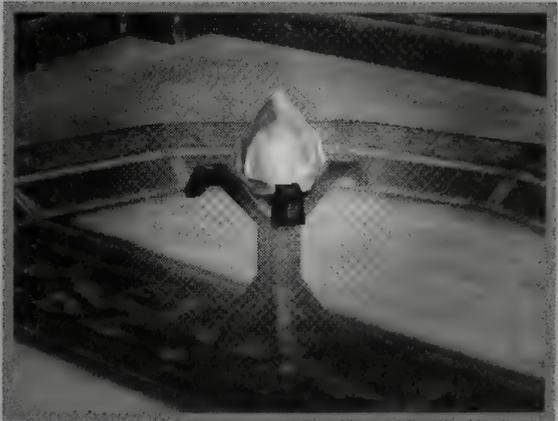
Turn east when you find the city's northern wall. Do not go up the passageway that leads north. As soon as you turn east you'll find a Trow and Trow Priest. Kill them and continue east until you come to a large statue (2). The room just west of here houses the Heartstone AND a couple of Trow. Draw these Trow out with your melee troops and then sneak into the room with your Dwarves and Warlocks while the battle rages outside. Destroy the Heartstone and victory is yours.



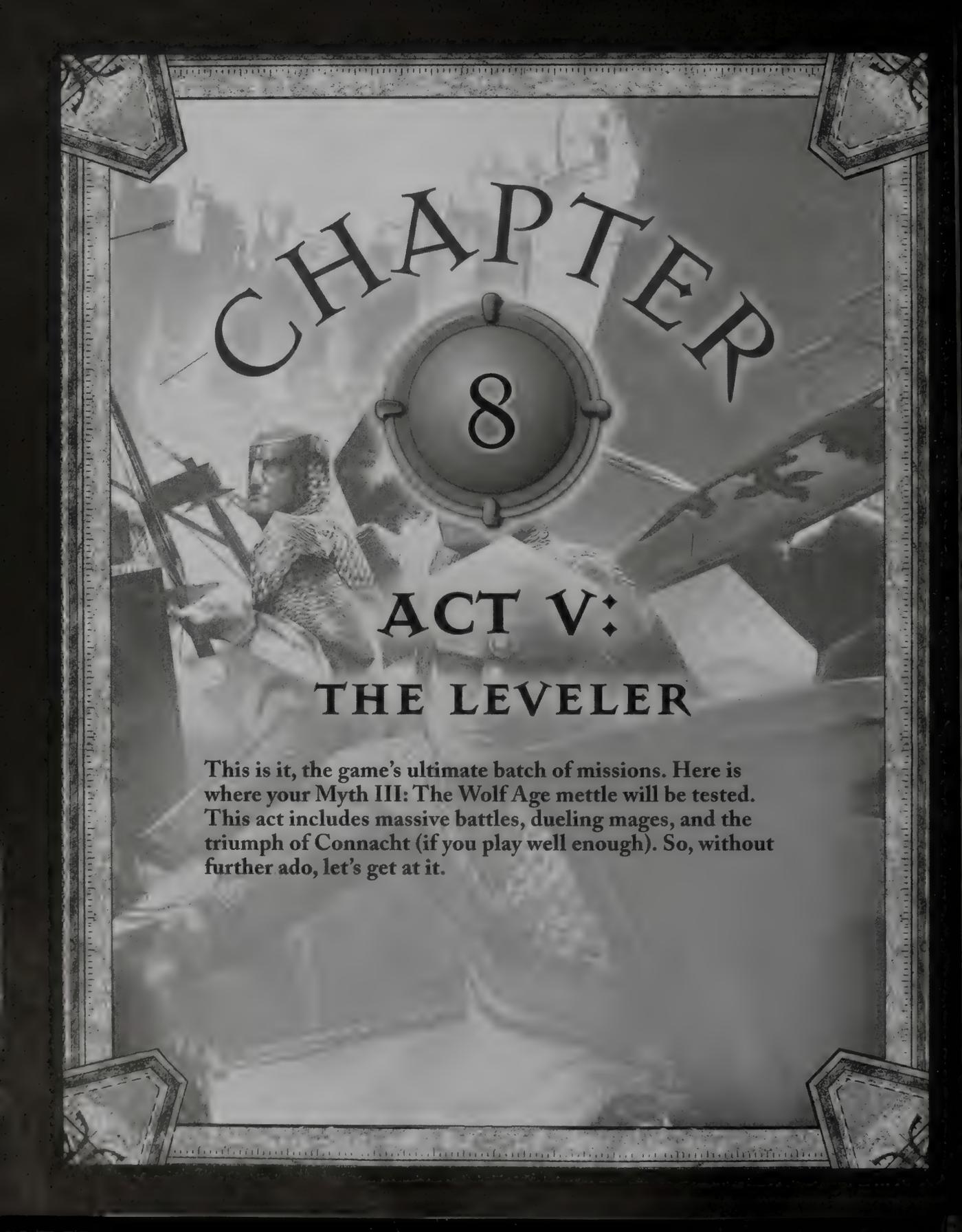
*On the advance.*



*The statue in front of the Heartstone's room.*



*The Heartstone.*



# CHAPTER

8

## ACT V: THE LEVELER

This is it, the game's ultimate batch of missions. Here is where your Myth III: The Wolf Age mettle will be tested. This act includes massive battles, dueling mages, and the triumph of Connacht (if you play well enough). So, without further ado, let's get at it.

# DREAM DUEL

## MISSION

22

Avernus

Old River

Gower

Dire Gorge

### FORCES OF LIGHT

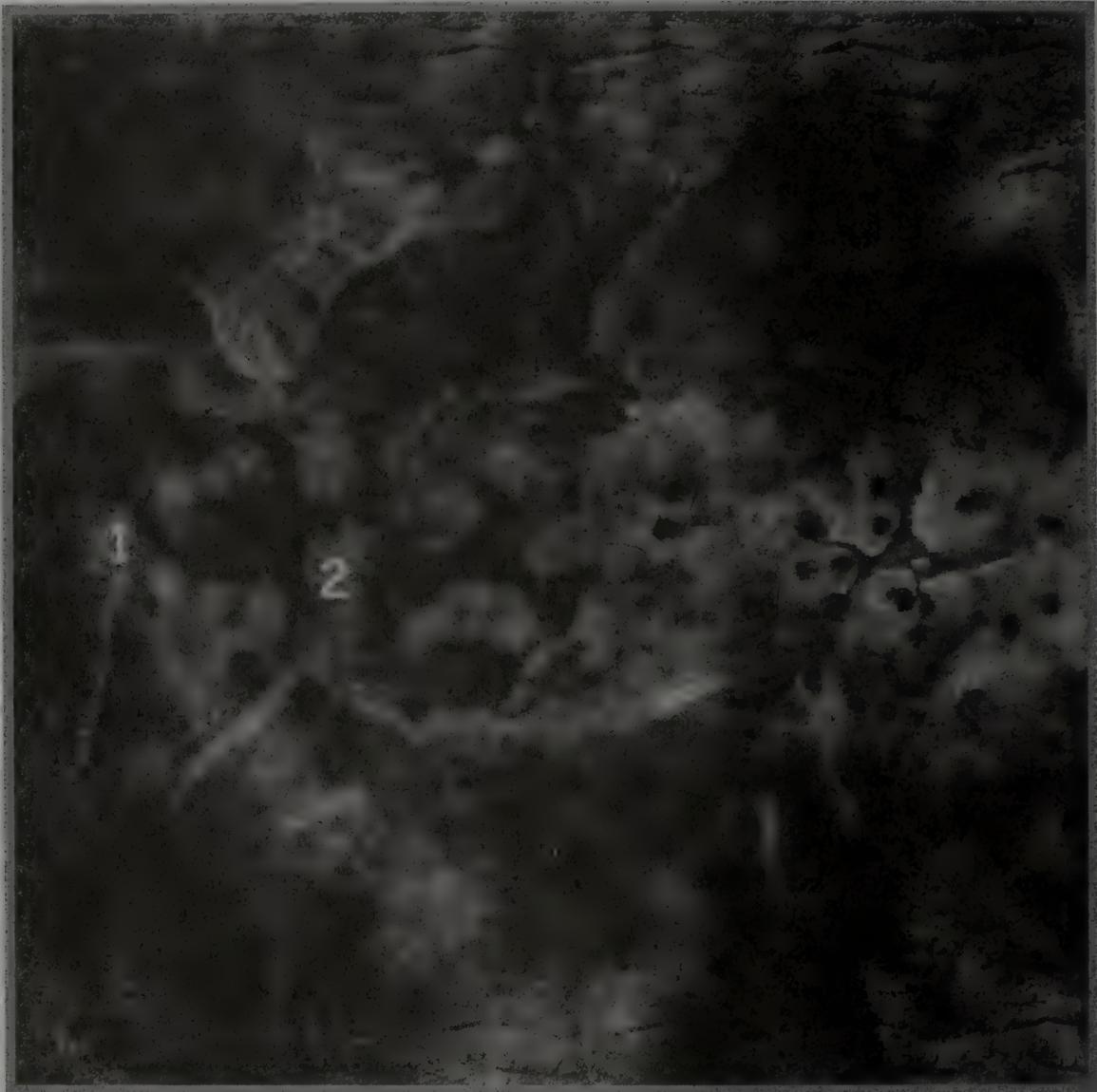
- ◆ Myrdred
- ◆ Llancarfan Soldiers
- ◆ Llancarfan Archers
- ◆ Dwarven Demolitionist
- ◆ Twelve Dun Berserks

### FORCES OF DARK

- ◆ Forgotten
- ◆ Soulless
- ◆ Thrall
- ◆ Wights
- ◆ The Watcher

### OBJECTIVES

- ◆ The army must battle through the undead, keeping Myrdred alive, and survive the subsequent duel between Myrdred and the Watcher.



As the mission begins, three separate bodies of Llancarfan troops are battling the undead. Unfortunately, the northern and southern armies will be slain. You cannot control them, and you cannot help them. However, the center army, which is yours to command, will soon triumph.

Once the initial battles end, form the following groups:

- 
- ◆ **Dun Berserks**

---

  - ◆ **Dwarven Demolitionists**

---

  - ◆ **Heron Guard**

---

  - ◆ **Llancarfan Archers**

---

  - ◆ **A group that includes everyone**

---

The terrain is hilly and dotted with trees. Remember to use the hills wisely when engaging the enemy. The height gives your Archers and Demolitionists an advantage. The map is thick with the armies of the undead, but you need not fight them all to win. You only need to reach the Watcher.

Pay attention to whom you are fighting to win this mission. Your Archers and Dwarves can take out throngs of Thralls before the shuffling warriors can close your forces. On the other hand, the Forgotten are fast. Have your Archers/ Demolitionists launch one volley and then retreat. The Dun Berserkers, Heron Guard, and later in the game, Llancarfan Soldiers, will have to handle these folks.



*Use Berserkers to take out the Forgotten.*



## TIP

Don't forget to keep an eye on your overhead map. Fighting a large battle is distracting. Wights can use that distraction to lumber up to your forces and detonate, killing quite a few troops.

The Watcher waits in the southwest corner of the map (1), but let him be for now. Move west—a party of four Berserkers and a Dwarven Demolitionist will join your party.



## TIP

This new band of adventurers come under immediate attack. But all is not lost. Notice the satchel charges in front of the onrushing enemy? Have the Dwarf throw a cocktail on them and they will explode in a big way, taking the Forgotten with them.

You'll encounter roaming undead armies. Handle them as discussed earlier in the walkthrough. Myrdred will soon appear and join your body. He also brings a handful of Llancarfan Soldiers with him. That's a good thing; you can use all the help that you can get. Make sure you keep Myrdred safe. He's the only one who can defeat the Watcher. Losing him loses the mission. Continue west and then north, hunting and destroying undead war bands. Remember to use your Archers and Dwarves against the slower Thrall. Deploy your melee troops, such as the Llancarfan Soldiers, Berserkers, and Heron Guards, against the faster Forgotten. Use the Heron Guards to heal up your troops between battles.



*Your latest additions under attack.*

It's time to head east for the final encounter. Move to the Watcher's position and form your army on the hill east of his position (2). Put the Archers and Dwarves on top of the hill with the Berserkers and Soldiers at the bottom of the east side of the hill. Put Myrdred behind the Soldiers with the Heron Guard in close attendance.

Bait the undead with a lone Soldier. When the undead charge, pepper them with Arrows and the Dwarves' explosive cocktails. You can often defeat the Thrall without suffering a single loss.

Quickly send Myrdred forward. Keep him moving and watch the Watcher waste his magic on him. Let the Watcher cast his Unlife Dream three times. Now bring the rest of your army forward. Again, the Watcher will summon an army of Thrall. Battle them with your army. While the battle rages, order Myrdred to target the Watcher with a Dispersal Dream. This kills the Watcher and ends the mission.



*Array your battle like this when fighting large undead armies.*



*The final battle.*

# FALL OF THE CROWN

## MISSION

23

Avernus

Old River

Gower

### FORCES OF LIGHT

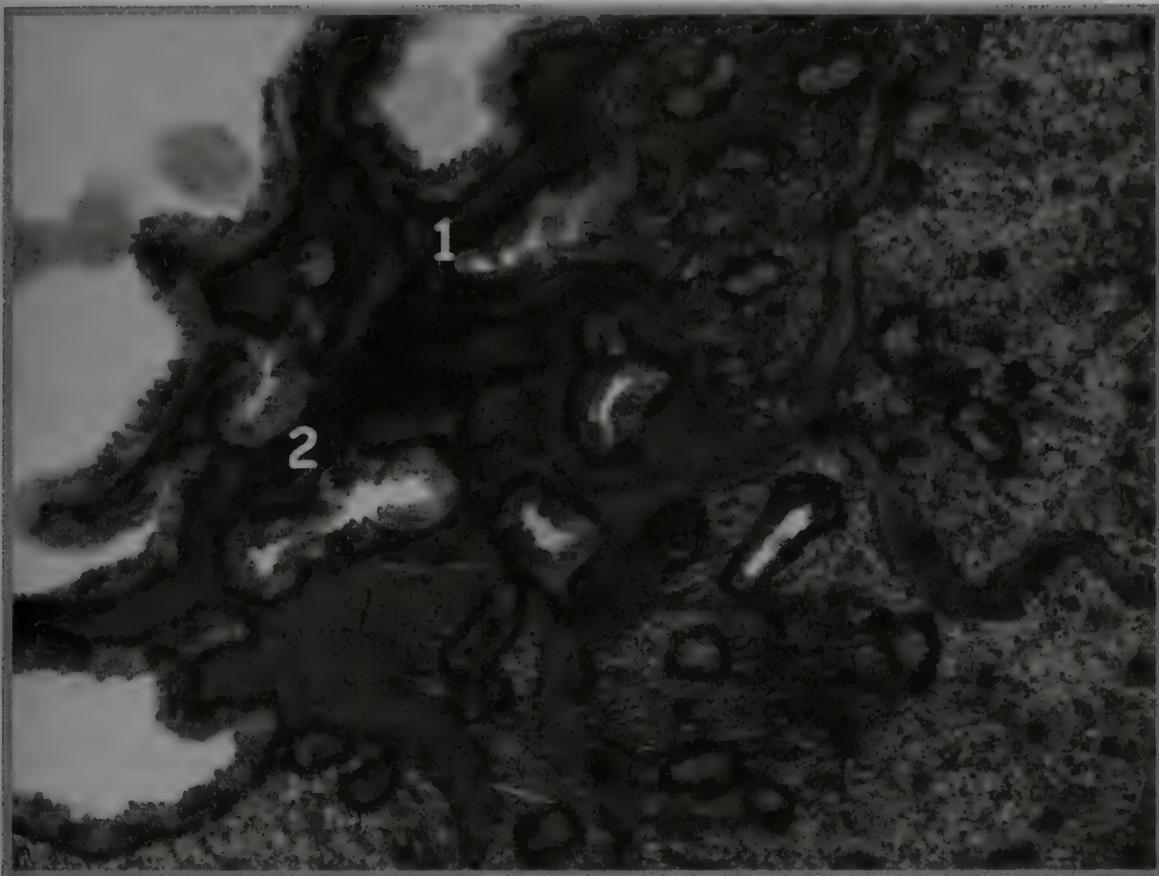
- ◆ Llancarfan Soldiers
- ◆ Llancarfan Archers
- ◆ Dwarven Demolitionist
- ◆ Heron Guards
- ◆ Twelve Dun Berserks

### FORCES OF DARK

- ◆ Forgotten
- ◆ Soulless
- ◆ Thrall
- ◆ Wights
- ◆ Ghols

### OBJECTIVES

- ◆ Survive the waves of Moagim's army.



This mission is as straightforward as they come. You must kill Moagim's minions, and after you have done that, you must kill them some more.

The mission opens with a cut scene depicting the slaying of Emperor Leitrim by Moagim. There's nothing that you can do to avoid it, so sit back and enjoy the show.

Once the Emperor is dead, the camera switches to your army. It's a disorganized lot, just awakened from a deep slumber. The dark forces fall upon your forces immediately. These chaotic first minutes can spell the difference between victory and defeat for your forces. Moagim's sycophants simultaneously attack from the east and west. Send your melee troops to meet the western hordes, while your Archers and Dwarven Demolitionists advance on the threat from the east.



*The Emperor dies.*

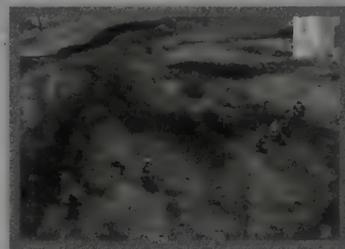


#### NOTE

The first few moments are crazy. You don't quite have your bearings, but the computer knows exactly what it wants to do. It's a good idea to slow the game to half speed.

Once the first attack is beaten back, take a minute to organize your troops. Form the following groups:

- ◆ Archers and Dwarven Demolitionists
- ◆ Soldiers and Berserks
- ◆ Heron Guard



*The first attack.*

Notice that the hills tend to channel the undead's attacks. Use this to your advantage. Meet the enemy in the valleys between these hills (1, 2) when possible. This prevents them from breaking through and surrounding your troops.

More attacks soon follow the first. As soon as you see the attacks developing on the overhead map, put an eye on the attackers. If they are Forgotten, fight them with the Soldiers and Berserkers. The Forgotten are just too fast for the Archers. No sooner will the Archers get off a volley than the Forgotten will be among the men with bows wrecking havoc.



*Fight these Forgotten with your melee troops.*

On the other hand, the Thrall are slow. Meet Thrall attacks with your Archers and Dwarven Demolitionists. These two form a deadly one-two combination that will soon have the Thrall down for the count.



## TIP

Have the Dwarves lay a couple of satchel charges in the gaps between the hills. When the enemy are over the satchel charges, detonate them with the Dwarves' flaming cocktails.

Keep the Heron Guard in reserve. Use these guys to reinforce whoever needs a helping hand. You may also use them to heal injured troopers between battles. Neither are the Heron Guard slouchy fighters. Use them occasionally to mop up Thrall stragglers. This gives them experience that will make them even more potent in the ensuing battles.

That's about it. Keep your eye on the overhead map. Meet the slow units such as Thrall with your ranged-weapon troopers and the fast enemies, such as Forgotten, with your melee troops and you will hold off the dark forces' army and win the scenario.

# VENGEANCE

## MISSION

24

Avernus

Cold River

Gower

### FORCES OF LIGHT

- ◆ Connacht
- ◆ Damas
- ◆ Heron Guard
- ◆ Llancarfan Archers
- ◆ Dwarven Demolitionist
- ◆ Twelve Dun Berserks

### FORCES OF DARK

- ◆ Moagim
- ◆ Forgotten
- ◆ Soulless
- ◆ Thrall
- ◆ Wights
- ◆ Ghol

### OBJECTIVES

- ◆ Kill Moagim and his army.
- ◆ Connacht and Damas must survive.



This is definitely one of the coolest settings in all of *Myth III*. Snow softly falls over icy mountains, and a frozen river lies waiting for spring. But you have no time to enjoy the scenery. Moagim has slain your Emperor, and now you must slay Moagim.

To get to the Faceless One you must tread that icy river, march through canyons, and run across rope bridges. Soulless will line the sides of canyon and river alike, so you'll need your Archers to clear the ridgeline. Thrall will swamp your party so you'll need your Demolitionists, and Connacht, Damas, and your melee troopers will serve you well too. Organize your forces as follows:

- 
- ◆ Connacht and Damas

---

  - ◆ Archers and Dwarven Demolitionists

---

  - ◆ Berserkers

---

  - ◆ Heron Guard

---

  - ◆ A traveling party that includes everyone

---

Move northwest into the valley (1). You'll find Soulless on the ridge, Thrall that attack from the southeast, and Forgotten that attempt to swamp your forces from the northwest. Kill them all and move on. Each enemy slain represents valuable experience.



*The cast of the Mission 24 play.*

Soon you'll reach the river (2). Follow the river, but follow it carefully. The dark forces have placed an excellent trap. Thrall and Wights will emerge from the holes in the ice. It's best to send a pair of scouts ahead of your main body. This will draw out the bad guys. Once the enemy's troops are in the open, you can destroy them with the main body of your army.

Exit the river at the eastern end (3). Move slightly north and then turn west. Now you are on the final stretch to Moagim.



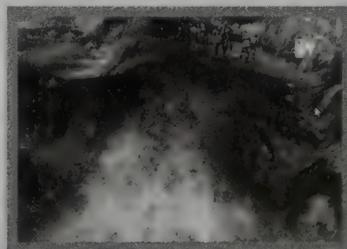
*The forces of darkness ambush the good guys on ice river.*



## TIP

There are Soulless lining the cliffs adjacent to the river's exit. Use your Archers to take them out. Make sure you lead with the Archers at this point, or the Soulless will cause needless casualties among your main body of men.

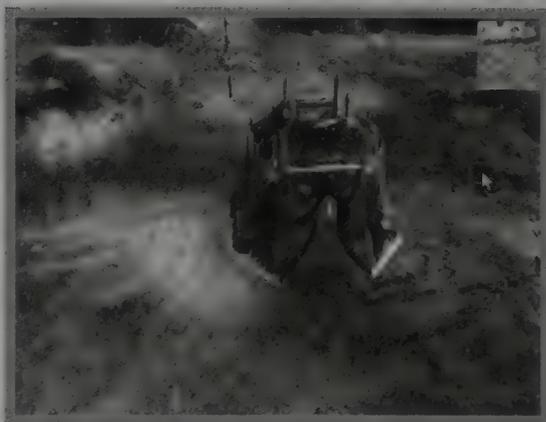
Move north on the ledge away from the frozen river. There are Soulless to the east and Thrall to the west. Several formations of Thrall and Forgotten wait at the ledge's end (4). If you have enough Archers and Demolitionists, they can take out most of the Thrall with nary a loss. Finish the rest off with your melee troopers. To the west, you'll see Moagim's tent. Unfortunately, he has fled north.



*Follow this ledge away from the river.*

Follow Moagim north. Battle the Thrall at the rope bridge (5) and then cross it. Continue north. You'll find Moagim on a small plateau along the north edge of the map. Several earthen ramps lead to the plateau. Divide what remains of your army and send them up the ramps on either side of Moagim. Attack him from both sides.

Moagim has powerful magic—he can even teleport across short distances. Nevertheless, if you continue to hack at him, he will succumb and you will win.



*Moagim's tent.*



## TIP

Make sure you keep Connacht and Damas in good health. If either dies, you lose the scenario.



*Moagim's final stand.*

# THE TRAITOR

## MISSION 25



### FORCES OF LIGHT

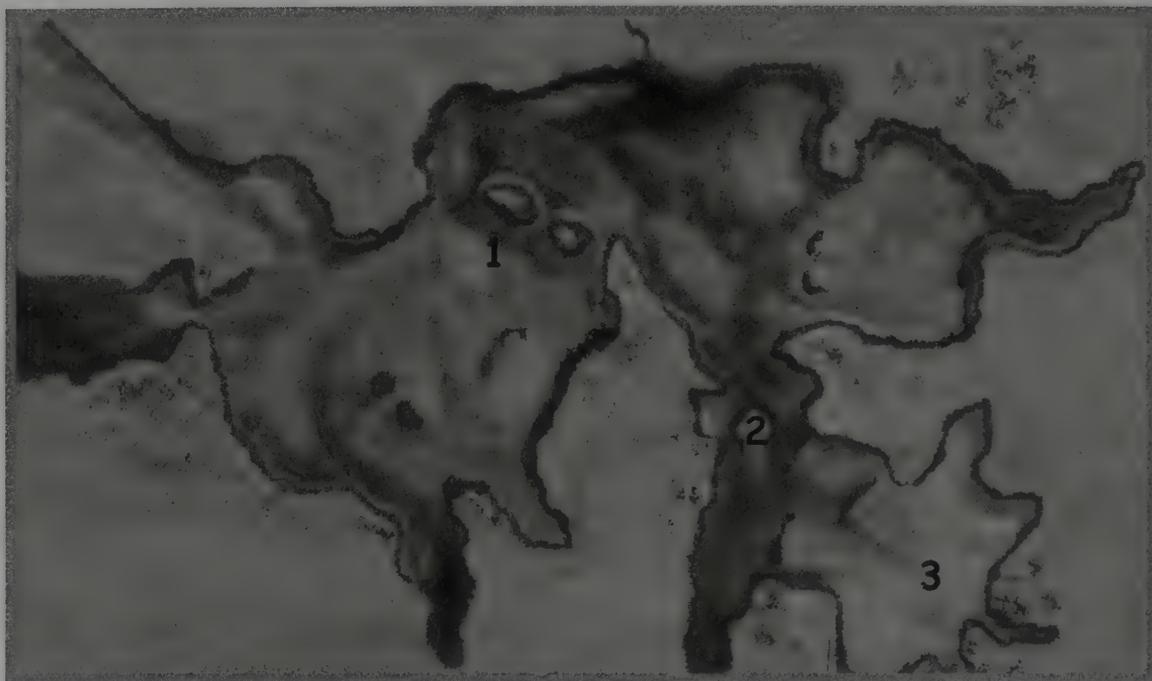
- ◆ Connacht
- ◆ Heron Guard
- ◆ Llancarfan Archers
- ◆ Dwarven Demolitionist
- ◆ Twelve Dun Berserks
- ◆ Dwarven Demolitionists

### FORCES OF DARK

- ◆ Llancarfan Soldiers
- ◆ Llancarfan Archers
- ◆ Warlocks Scholomance
- ◆ Mjarin

### OBJECTIVES

- ◆ Mjarin and his forces must be defeated.
- ◆ Connacht must survive.



Your men are returning to the Norn pass. The snow still falls over the white mountains. This isn't a particularly long mission, but make no mistake, taking down Mjarin will prove to be quite a challenge.

The map consists of a bowl-like valley that spills off the east edge of the map. On three sides high plateaus border the valley, with canyons cutting their way through the plateau. You have a strong force consisting of Heron Guards, Berserkers, Archers, and Demolitionists. Of course Connacht is their leader, and they will all receive an attack bonus when fighting in close proximity to the giant of a man.



## TIP

Don't be afraid to use Connacht in the front lines. Yes, he must survive the battle, but the Heron Guards can heal him between each encounter. In fact, healing Connacht should be Heron Guard job number one.

The battle opens with a brief skirmish with some Llancarfan Soldiers. The Archers can handle the Llancarfan troops on the right flank, but you'll probably need Connacht and the Berserkers to take out the Soldiers approaching on your left.

After the opening battle, organize your troops as follows, and move out.

- ◆ Connacht
- ◆ Berserkers
- ◆ Archers and Dwarven Demolitionists
- ◆ Heron Guards
- ◆ A traveling group that contains all troops



*Use Archers to take out the Llancarfan troops who attack on your left flank.*

Head northeast. You'll soon reach a pass broken by three hills (1). Guarding the pass are three small Llancarfan contingents made up of Warlocks, Soldiers, and Archers. Obviously, the Warlocks are the biggest threat. There are three passes that flow around the hills. Attack the eastern pass. Spread your Archers out and target Warlock. Once he dies, mop up the remaining units. The Llancarfan troops guarding the other two passes may counterattack. If they do, kill the Warlock first, wipe out the rest, and move on.

After passing by the hills, turn south. After a few minutes marching you reach another pass (2), guarded by more Llancarfan traitors (including the inevitable Warlock). Task your Archers with the Warlock's demise, and focus everyone else on slaying the traitorous Llancarfan Soldiers.



*Battle at the pass.*

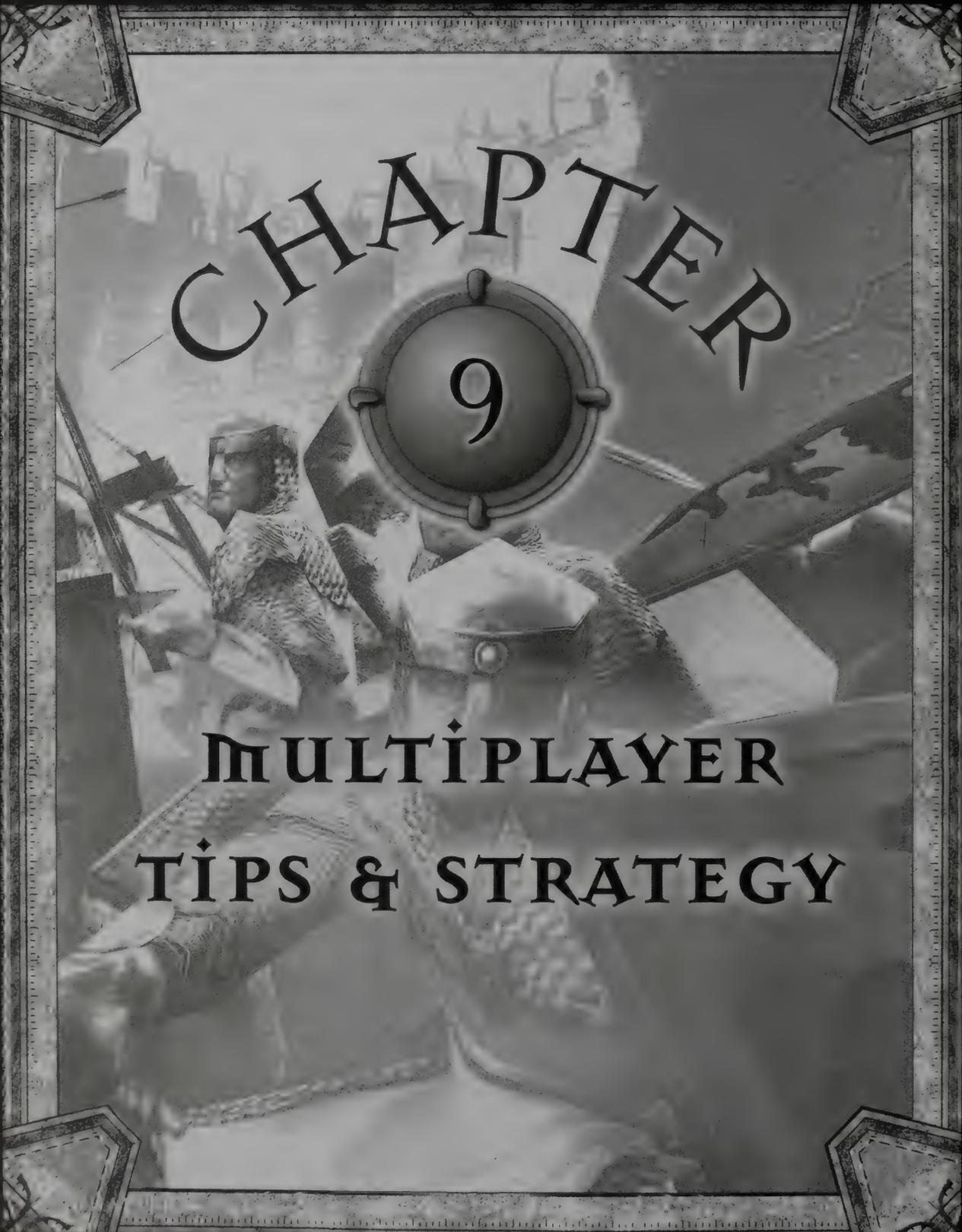


*Battle at the second pass.*

Now it's time for Mjarin. He waits on a plateau to the south of the last battles (3). Perhaps you've noticed the fire waves that he has been casting. Hold your troops in check until you've looked closely at the plateau. There are three entrances: A broad flat ramp in the center and two ravine-like entrances on either side of the ramp. To get to Mjarin, you'll have to attack him simultaneously from the three passes. With one exception, it matters not which troops go where. Do send Connacht and one Heron Guard (to heal Connacht if need be), up the right/southern entrance. Sneak all the troops close to the sheer cliffs near the passes because Mjarin's flames can't touch them there. Make sure all the troops can be selected in one group, then rush Mjarin from the three directions. Take personal control of Connacht. He must live. Mjarin will kill most, but not all, of the troops. Once Connacht reaches the sorcerer, it takes only a couple of swings from his mighty axe before victory is yours.



*All passes lead to Mjarin.*



# CHAPTER

9

## MULTIPLAYER TIPS & STRATEGY

Myth in one of the most popular multiplayer games on the Internet. This stems from the games' detailed tactics and the multiple modifications added to Myth's predecessors. Whatever the reason, multiplayer Myth is a popular pastime, one made more fun, naturally, when you're on the winning end of the equation.

This chapter examines the different multiplayer games offered by Myth, and presents tips that will make you a better multiplayer player.

## BASIC MULTIPLAYER STRATEGY

No doubt *Myth III* is a complex game—if you've played through the single player campaigns, you have probably learned that the hard way. There are buckets of units, and each offers its own unique characteristics. To play well, you must familiarize yourself with the capabilities of those units and learn how to use them together.

By the same token, *Myth III* is not rocket science. If you *have* played through the campaign, you probably know how to play well enough to hold your own in most multiplayer matches. Let's face it; playing against a human is not radically different from playing against the computer. Not radically different, but there is one major difference—humans, believe it or not, are smarter.

They will employ the same strategies as the computer, but they will employ them better, and react more intelligently to changes in the battlefield. Hence the same solid strategies that worked against the computer will work against humans, at least most of the time. You just have to execute them better.

Let's look at some some basic strategies before we move on to the specific multiplayer games.

## KNOW YOUR ENEMY

In this case, I'm *not* talking about understanding the enemy forces and what they can do. Yeah, that's important stuff to know. But in this instance I mean knowing where your enemy is, and what he or she is doing.

Job one in nearly every multiplayer game of *Myth III: The Wolf Age* is reconnaissance. In other words, finding your enemy and figuring out what he or she is up to.

The best units to do this are run-of-the-mill melee units. Be it Soldiers or Forgotten, these are the people that you want to locate the enemy. Start the game by sending them to the four corners of the map.



### TIP

When possible, send these troops in pairs. One may find the enemy, but he may also quickly die, leaving you in the dark. Sending two gives your recon a bit more life. Literally.



*A pair of Soldiers heads out on a recon mission.*

# GROUP YOUR UNITS

Once you find the enemy, you need to organize your forces for the attack (defense, or whatever). As we discussed in Chapter Three, there is no way to win until you have mastered the art of grouping units and using formations.

The majority of the time I limit my groups to four. These are the groups that I use:

- ◆ Melee Units
- ◆ Ranged Units
- ◆ Magical or special units
- ◆ Reconnaissance units



*Group your melee units together.*

Each group's uses are similar to what we discussed in Chapter Three. Your ranged units should be used to take out the ranged units or slow-moving melee forces of the opposing force. The melee group fights the enemy's melee troops and protects your own ranged units and special units. Of course, the recon units are for reconnaissance.



## TIP

Remember to keep your melee troops out of the way of your Archers. Those arrows hurt as much in multiplayer as they do in the single-player game.

Avoid moving throngs of melee units without some ranged unit support. If the melee units stumble across a Wight or pair of Dwarven Demolitionists, it could ruin their entire day.



*Avoid moving melee units without ranged unit support.*



### TIP

But all is not lost if a Wight does surprise your formation of Berserkers. Select one Berserker and order him to charge the Wight. Order the rest of the formation to Retreat (R). Sure, you'll lose that Berserker, but you'll save the rest of the formation.

## USE THE TERRAIN

Terrain is as important in multiplayer *Myth III* as it is in the single-player campaign. If truth be told, terrain is one of the coolest parts of *Myth III: The Wolf Age*. Grab the high ground in any battle. The increased range of your Archers or Soulless will make them that much more deadly.



### TIP

The advantage of high ground is not limited to Archers, Soulless, and Demolitionists. Myrkridian Giants and all Ghol units can toss stuff too. And this tossing gets a bonus when done from the top of a hill.

Water can also play a significant role in multiplayer games. The Dwarven Cocktails frequently fizzle when thrown in water. Hence shallow water is a good place to fight when combating Dwarven Demolitionists.

Additionally, Wights, Stygian Knights, and Thralls can submerge themselves. This is a great way to spring an ambush on unsuspecting passerbys. And of course those rocky peaks are excellent for the Soulless. No melee unit can touch them up there.

Finally, don't miss a chance to channel the opposing player's forces. Look for ways to funnel the bad guys into canyons or narrow ice floes—canyons whose walls are lined with your Archers or Soulless.

## DECEPTION

Although humans are smarter than computers, they are also more prone to make mistakes. Humans can be overly aggressive, or at times timid. They also react to feints and deceptions.

Use small bodies of troops to lure the opposition into the canyons discussed previously or to unbalance a defense. Feint on one side of an enemy's defense and then pour the large part of your army on to the other side of his forces. In short, deception works much better against a human player than it does against the computer.



*Hills are a good thing.*



*Soulless love high places.*

## THE GAMES

*Myth III* comes with a load of multiplayer games. The following sections describe them and provide a few tips as well.

### BODY COUNT

As the name implies, the object of the game is to inflict as much damage to as many enemies as possible while keeping your own casualties to a minimum. The winning player will have the best ratio of damage done to damage taken.



*A bloody game of Body Count.*



#### TIP

Find a good piece of defensible terrain and stand your ground. There will almost always be someone who is aggressive enough to attack. If you're on the high ground, you'll win the game.

### STEAL THE BACON

Somewhere on the battlefield is a ball that turns to the color of the last team that touched it. The point is to own the ball when time runs out.



#### TIP

The trick here is to use quick folks, such as Forgotten, to control the ball.



*The bacon is stolen.*

## LAST MAN ON THE HILL

The team who was last in control of the flag is the winner of this one. Notice the subtle difference from King of the Hill; it's not total time on the hill, but who is the last man on the hill.



*The last man on the hill.*



### TIP

In four-player contests don't be the first to rush the hill. Let the others beat their brains out. Remember you want to be the LAST man on the hill.

## SCAVENGER HUNT

A number of balls are scattered around the map, and the first player to own all five wins. This game is similar to Flag Rally, although the ability to move the balls around the map adds another level of challenge.



*I got this one.*



## TIP

Use a fast unit to capture the balls and then return them to a heavily guarded area. On the other hand, you can wait for someone else to capture the balls and then assault their position and capture them.

## FLAG RALLY

Run around the map and touch the flags. You don't need to control the flags, just touch them.



*Touching the flag.*



## TIP

Obviously a game for the fleet of foot. The Myrkridian or Forgotten are ideal for this job.

## CAPTURE THE FLAG

Is there anyone who doesn't know this one? Each player has a flag and the object is to protect your own while capturing the flag of the opposing team. If you lose your flag, you lose.



*That's my flag.*



### TIP

Leave your slow units at home to protect your flag. Move on the enemy's flag with those who are fleet of foot.

## CAPTURES

Each team starts with a ball. The objective is to capture as many of your opponents' balls as possible. When time runs out, the player with the biggest set of balls wins.



### TIP

Form your army into one unit. Keep the ball with you, and go after the enemy balls.



*That's my ball.*

## TERRITORIES

Several flags await your attention. You want to capture more of them than the other guy (or gal). Note that, unlike Flag Rally, you have to capture *and* keep possession of the flag.



*Capturing a flag.*

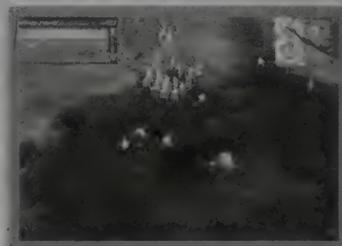


### TIP

Don't try to capture too many flags; it will spread your forces too thinly. Capture three and fight for dear life to hold them.

## BALLS ON PARADE

Each team has a ball. The object of the game is to be the first team to touch the enemy's ball. Simple, yet difficult.



*Get your hands off my ball.*

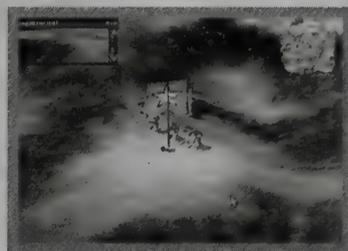


### TIP

At first glance it would seem like fast units are at a premium in this game, but such is not the case. Take all your forces to your opponent and defeat him, and then take his ball.

# KING OF THE HILL

One area of the map is designated as the hill and marked with a flag. The hill is captured when one or more of your units moves within a certain range of the flag and eliminates any enemy units in the same area. The winner is the player who controls the hill for the longest time.



*I'm the King of the Hill.*



## TIP

You can't afford to sit back in this game. You must take the hill and hold it. Archers and Soulless are valuable.

## STAMPEDE!

How do they think this stuff up? You start with a herd of animals (usually pigs) and a number of flags. The object of the game is to take your herd to the enemy flags. When they are within range of an enemy flag, they will be teleported to safety and your team will gain a point for each teleported animal. The team with the most points wins.



### TIP

Use a couple of people as shepards. Everyone else should kill the bad guys, clearing the way for the pigs.

## ASSASSIN

Each team has a target unit (or units) with a special border when they're selected. The point is to kill your opponent's target(s). Whoever loses his target is out of the game. The winner is the person who eliminates the most enemy targets. In case of a tie, the winner is whoever eliminated an enemy target earliest in the game.



### TIP

There are two ways to approach this: Hide your target and assault the enemy position with all of your units, or protect your target with melee units and attempt to assassinate the enemy target with your ranged weapon specialists.

# HUNTING

The object in this game is to kill wildlife. Every target animal has a certain point value. The most points accumulated in a set time limit wins. Beware: the server player can allow exploding deer, which tend to charge and detonate in the ranks of your army!



## TIP

A very cool game. Form your troops in loose formation, send out scouts to locate the quarry, and have at it.

# THE MULTIPLAYER MAPS

We have looked at the general strategies and the various multiplayer games. Now let's take a look at the multiplayer maps themselves. One of the things that makes multiplayer *Myth III* fascinating is the eclectic selection of playable games, which makes a tactical analysis of map terrain a bit difficult. Accordingly, we will limit our discussion to strategic features that are more or less applicable to all game types.

## TOUR DE FORTS (2-TEAM)

This is a beautiful map with some very rugged terrain. Each player begins in a corner of the map, ensconced in a fort. Each fort has multiple entry points, but each entry point is easily defended. Nevertheless, the defenders do not have the advantage. If a defender's forces are split equally among his fort's access points, then a concerted attack by an opponent can bring overwhelming odds against any one of those points.



### PLAYABLE GAMES

- ◆ Body Count

---

- ◆ Capture the Flag

---

- ◆ Captures

---

- ◆ Flag Rally

---

- ◆ King of the Hill

---

- ◆ Last Man on the Hill

---

- ◆ Steal the Bacon

---

- ◆ Territories

---

# TOUR DE FORTS (2-TEAM; DARK)

This is the same map as the daytime version. This time, however, your troops have a “darker” tinge. Included are Pack-Mages, Giant Spiders, Soulless, Trow, and others. Note that the addition of Soulless render the entire map accessible.

## PLAYABLE GAMES

- ◆ Body Count
- ◆ Capture the Flag
- ◆ Captures
- ◆ Flag Rally
- ◆ King of the Hill
- ◆ Last Man on the Hill
- ◆ Steal the Bacon
- ◆ Territories

# TOUR DE FORTS (4-TEAM)

As the name would imply, the Tour de Forts (4-team) map is similar to its two team counterpart. Walls, moats, and hills channel attacks. For King of the Hill, the flag is located in the center of the map on an island. Four bridges connect the island to the mainland. Of course a little bit of water doesn't slow down the Thrall or Wights. The bridges are indestructible.

## PLAYABLE GAMES

- ◆ Body Count

---

- ◆ Capture the Flag

---

- ◆ Captures

---

- ◆ Flag Rally

---

- ◆ King of the Hill

---

- ◆ Last Man on the Hill

---

- ◆ Steal the Bacon

---

- ◆ Territories

---

## TOUR DE FORTS (4-TEAM; DARK)

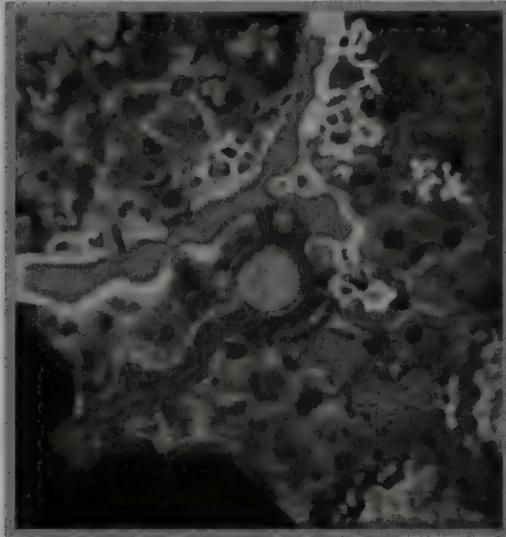
Once again, this is the same map as Tour de Forts (4-team). The difference is the forces. As with the Tour de Force 2-team (Dark), you get more of the forces of the dark.

### PLAYABLE GAMES

- ◆ Body Count
- ◆ Capture the Flag
- ◆ Captures
- ◆ Flag Rally
- ◆ King of the Hill
- ◆ Last Man on the Hill
- ◆ Steal the Bacon
- ◆ Territories

# SEASONS OF SLAUGHTER

This is a wide open map split by a shallow river. The water isn't deep enough to hide in, so it isn't useful ambush material. On the other hand, it will quench the Dwarven Demolitionist's cocktails. These battles will be flowing affairs centered around the river and the numerous hills, which make good locations for Archers.

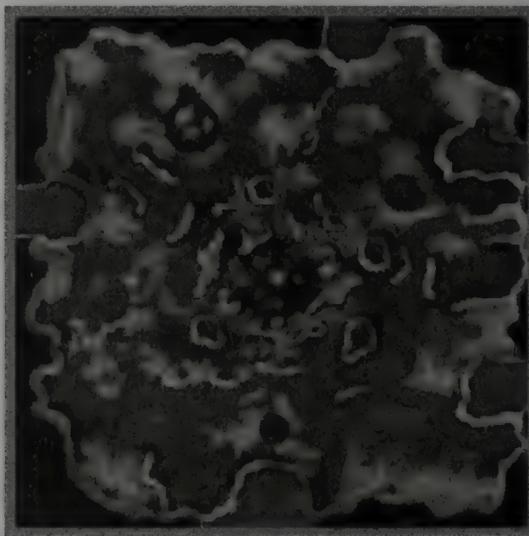


## PLAYABLE GAMES

- ◆ Balls on Parade
- ◆ Body Count
- ◆ Capture the Flag
- ◆ Captures
- ◆ Flag Rally
- ◆ King of the Hill
- ◆ Last Man on the Hill
- ◆ Scavenger Hunt
- ◆ Steal the Bacon
- ◆ Territories

# OVER MYRGARD

A barren land sliced with multiple rivers, Over Myrgard is a map of blues and tans. The center is a large semi-island, rippling with small hills. The island's limited access makes it defensible, but I wouldn't want to try it against five other opponents. Better to circle the map's periphery picking off opponents one at a time than facing them all in the center.



## PLAYABLE GAMES

- ◆ Body Count
- ◆ Captures
- ◆ Flag Rally
- ◆ King of the Hill
- ◆ Last Man on the Hill
- ◆ Steal the Bacon
- ◆ Territories

## RAMPARTS (4-TEAM)

As the name implies, this map is laced with walls. These channel attacks on and through the openings in the walls. Although Archers can't climb the Ramparts, they can mount the numerous hills behind the walls. Doing so gives them an excellent field of fire into the gates of the walls.



### PLAYABLE GAMES

- ◆ Body Count
- ◆ Capture the Flag
- ◆ Flag Rally
- ◆ King of the Hill
- ◆ Last Man on the Hill
- ◆ Steal the Bacon
- ◆ Territories

## RAMPARTS (4-TEAM; DARK)

This uses the same map as the other Ramparts, but you play with folks from the dark side. It's important to remember that the Soulless can perch themselves on steep slopes where no one can touch them. Use that to your advantage.

### PLAYABLE GAMES

- ◆ **Body Count**

---

- ◆ **Capture the Flag**

---

- ◆ **Flag Rally**

---

- ◆ **King of the Hill**

---

- ◆ **Last Man on the Hill**

---

- ◆ **Steal the Bacon**

---

- ◆ **Territories**

---

## RAMPARTS (2-TEAM)

This is the same map as the 4-team map of the same name. No doubt the key to these maps is putting your ranged weapons on the knolls, and your melee units in the gaps between the small hills. Whenever possible, attack hill-entrenched Demolitionists with Archers who are standing in water.

### PLAYABLE GAMES

- ◆ Body Count

---

- ◆ Capture the Flag

---

- ◆ Flag Rally

---

- ◆ King of the Hill

---

- ◆ Last Man on the Hill

---

- ◆ Steal the Bacon

---

- ◆ Territories

---

## RAMPARTS (2-TEAM; DARK)

The terrain is identical to the other Ramparts maps. Although the water is too shallow for ambushes, you can still hide troops behind your ramparts and jump on the enemy when they enter. Another good plan is to venture into the middle of the map and ambush your opponent as he or she approaches your ramparts.

### PLAYABLE GAMES

- ◆ **Body Count**

---

- ◆ **Capture the Flag**

---

- ◆ **Flag Rally**

---

- ◆ **King of the Hill**

---

- ◆ **Last Man on the Hill**

---

- ◆ **Steal the Bacon**

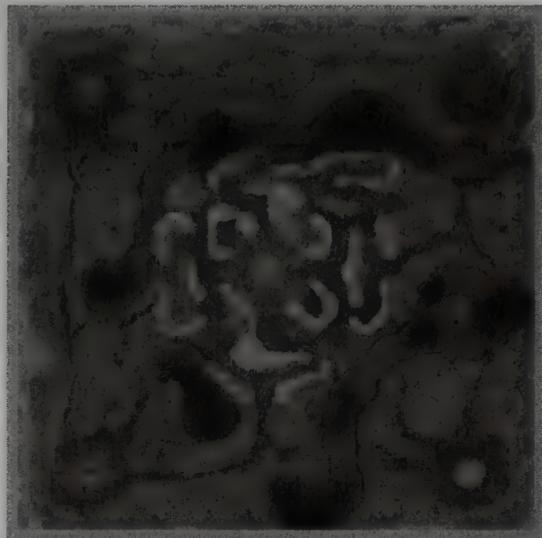
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- ◆ **Territories**

---

## FOR CARNAGE APPLY WITHIN

I love this map. The bucolic terrain is dotted with deep (and when I say deep, I mean that you can hide a company of Thrall) ponds and lakes. Better still, the center of the map, which will be hotly contested in just about any of the games, has limited access, and the entry points are controlled by Archer-mountable hills. Carnage indeed! The undead, with their water crossing ability, will have a big advantage here.



### PLAYABLE GAMES

- ◆ Body Count

---

- ◆ Flag Rally

---

- ◆ Last Man on the Hill

---

- ◆ Steal the Bacon

---

- ◆ Territories

---

## FOR CARNAGE APPLY WITHIN (DARK)

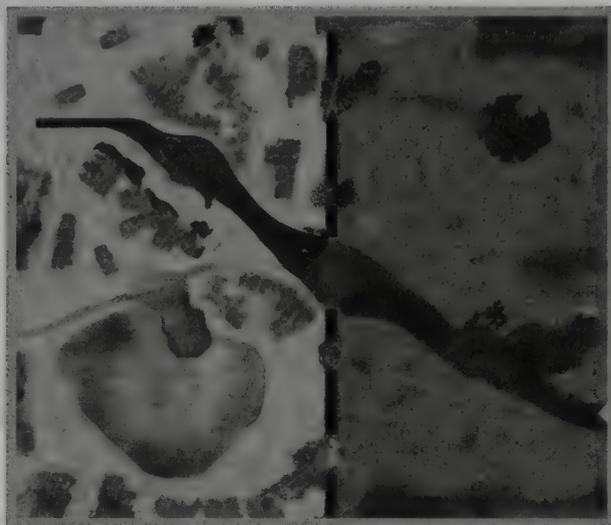
This is the same map as the previously same-named endeavor. This, however, adds a new mix of units. Oddly enough, few of these units are submergible. Nevertheless, you still have Soulless, and you gotta love the pair of Pack-mages. They have the best voice-overs in the game.

### PLAYABLE GAMES

- ◆ Body Count
- ◆ Capture the Flag
- ◆ Flag Rally
- ◆ King of the Hill
- ◆ Last Man on the Hill
- ◆ Steal the Bacon
- ◆ Territories

# CREEP ON THE BORDERLANDS

This is a very cool map. A north-south rampart divides the map in half. There are several breaks in the rampart, but each lies under the watchful eyes of a hill. The terrain on both sides of the rampart is rolling, with several small hills that will surely spawn battles. A slow-moving mud river cuts the map diagonally. It's fordable by all units, but any Dwarven cocktails that land in it will most likely fizzle.



## PLAYABLE GAMES

- ◆ Balls on Parade
- ◆ Body Count
- ◆ Capture the Flag
- ◆ Captures
- ◆ Flag Rally
- ◆ Last Man on the Hill
- ◆ Scavenger Hunt
- ◆ Steal the Bacon
- ◆ Territories

# CREEP ON THE BORDERLANDS (DARK)

This is the same as the other borderlands map, but different folks. The dark iteration provides Stygian Knights, Trow Iron Warriors, (Yes!), Thrall, Soulless, and Ghol Priests among others. There are no Demolitionists, so the mud river is a non-issue here.

## PLAYABLE GAMES

- ◆ Balls on Parade
- ◆ Body Count
- ◆ Capture the Flag
- ◆ Captures
- ◆ Flag Rally
- ◆ Last Man on the Hill
- ◆ Scavenger Hunt
- ◆ Steal the Bacon
- ◆ Territories

# APPENDIX A:

## SECRET STUFF

Any game as big as *Myth III* is bound to have its secret stuff, and we knew that you would want to know all about it. Below are the game's cool little secret things. No cheats, just secrets. So dive in. Special thanks to Mumbo Jumbo's Scott Campbell for supplying the information.

## THE MAKING OF...

Once you have seen the cut scene after Mission Seven, you can replay the film and see exactly how Mumbo Jumbo put it together. It's pretty funny.

## THE DUNGEON CRAWL...

Select all four heroes at the beginning of Crypt of Mezzarin and order them to taunt (press the U key). They'll turn into characters a little more suited to a Dungeon-Crawl, and ones with which it will be easier to beat the mission.



*Now these are some heroes!*



### TIP

Winning The Crypt of Mezzarin with hero Archer, Dwarf, Heron Guard, and Warlock is much easier. These fighters give you a stronger ranged weapon capability than you have with Ravanna, Connacht, Damas, and Myrdred.

## THE DEFENSE OF MUMBOLAND

Only the *Myth III* gaming gods will ever manage this. Play the Defense of Yursgrad on Legendary difficulty. If you win without a single casualty (including peasants) and kill the Pack-Mage hanging about in the southernmost portion of the map, you will see another level appear on the new game list titled "The Defense of Mumboland." In this version of the first mission, all your spearmen are replaced with Dr. Mumby, and all the Myrkridia are replaced with red-cheeked, yellow-squirrel things shooting lightning bolts. There's no way to win this map (that Mumbo Jumbo knows of) and it is merely there as a giggle.

## ELVIS GOES SPIDER CULTIST?

This is for those adventurers who broke through the walls and found the surprise I alluded to in Mission 18: The Spider God. Scott Campbell from Mumbo Jumbo says, "This is also a secret thing, really. The model shown there is a "first-attempt" at a spider cultist. We quickly abandoned the idea of making spider-human hybrids, but still had the model, so... we put it in a hidden spot. We were also introduced to the er... unusual music of Wesley Willis, thusly the portrait and the "Fun" music."



*Partay!*

## THE NEXT SECRET

Well, that's all we could find, and we had help from the game's developers. Let us know if you uncover anything else.

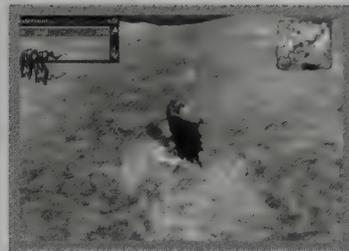
# APPENDIX B

## ABILITIES

Appendix B is all about the abilities you can use, or that you can have used against you.

## LIGHTNING

This skill is used almost exclusively by the Myrkridian Pack-Mages. A bolt of lightning splits the air, and its intended target. Victims defend with their Lightning Resistance.



*A Pack-Mage strikes.*

## SHADOWSLIP

Shadowslip is a special ability known only to the Lyches. By using this, the Lyches can leave this dimension and reappear in another part of the map. It's very useful for escaping pursuers, and for ambushing.



*Lyches can Shadowslip*

## SOUL GRIP

There is no defense against Soul Grip. Fortunately, only the rarely seen Mahir use it (and Myrdred—it's his standard attack). This spell holds the target immobile and slowly drains its life.



*Myrdred applies the Soul Grip.*

## BERSERK RAGE

This is not a skill that can be invoked, but rather one that occurs. When a Myrkridian loses 3/4 of their strength they go into a rage, attacking anything—friend or foe—within reach.



*When will this Mrykridian go berserk?*

## FIREBALL

Thrown by the Warlocks, these flaming balls explode on impact. A great ranged fire weapon, so to speak.



*The Warlock sends a Fireball.*

## FIRE RING

When cast by a Warlock, a ring of fire surrounds and protects him. The ring not only damages would-be assailants, it also absorbs part of their attack.



*A Warlock stands ready to cast Fire Ring.*

## CONFUSION

When cast, this spell confuses the enemy, who then attacks anything that it bumps into—hopefully (at least from the caster's viewpoint) his comrades.



*Are these folks confused?*

## SUSPENSION WEBS

Used by the Giant Spiders, these webs allow the Spiders to drop seemingly from nowhere to attack their unsuspecting victim—kind of like a paratrooper.



*After descending on their Suspension Webs, these Giant Spiders attack.*

## STICKY WEBS

Sticky Webs are cast from the Spider God, and slow down the enemy to half speed. That's bad news when you have a bunch of Spiders chasing you.



*The Spider God.*

# APPENDIX C

## DREAM SPELLS

Dream Spells are the most powerful of all spells. From binding targets to your will to detonating an entire army, these are the spells that can turn the tide of battle.

### BINDING DREAM AND RELEASE DREAM

These are the dreams used by both Myrdred and the Trow Priests. By evoking this dream Myrdred can free Oghre slaves from their lifelong bondage. Trow Priests have the power to reverse the effect of this dream.



*Myrdred frees the Oghres.*

### DISPERSAL DREAM

This is a real crowd pleaser. When cast, the dream detonates its target. It will also detonate any other being close to the target. Hence, a chain reaction may be started that wipes out an entire army. Of course the explosion is indiscriminate. If your troops are too close, they will be wiped out with the enemy.



*The Dispersal Dream at Work.*

## WHISPER DREAM

Used by Bahl'al the Watcher, the dream sends glowing balls toward The Watcher's intended targets. The balls look harmless but explode with deadly energy. They can be avoided by rapid movement.



*Whisper Dream.*

## VORTEX DREAM

This spell sends a ball streaking towards its target. When the ball hits, the ground erupts in a mini-volcano. Very Deadly. Moagim likes it.



*Moagim, the caster of the Whisper Dream.*

## UNLIFE DREAM

When cast, this dream reanimates dead bodies as Thrall. Note that the dream only works against freshly dead living beings, such as Soldiers.



*Cannon fodder for the Unlife Dream.*

## SAVAGE WIND DREAM

This is one of my favorites. Ghol Priests cast this, and their target becomes the focal point of bad spirits. This creates a mini-tornado which picks up everything in the vicinity, creating a whirlwind of trash, bodies, and body parts. It's very painful for anyone caught inside.



*A whirlwind of body parts.*

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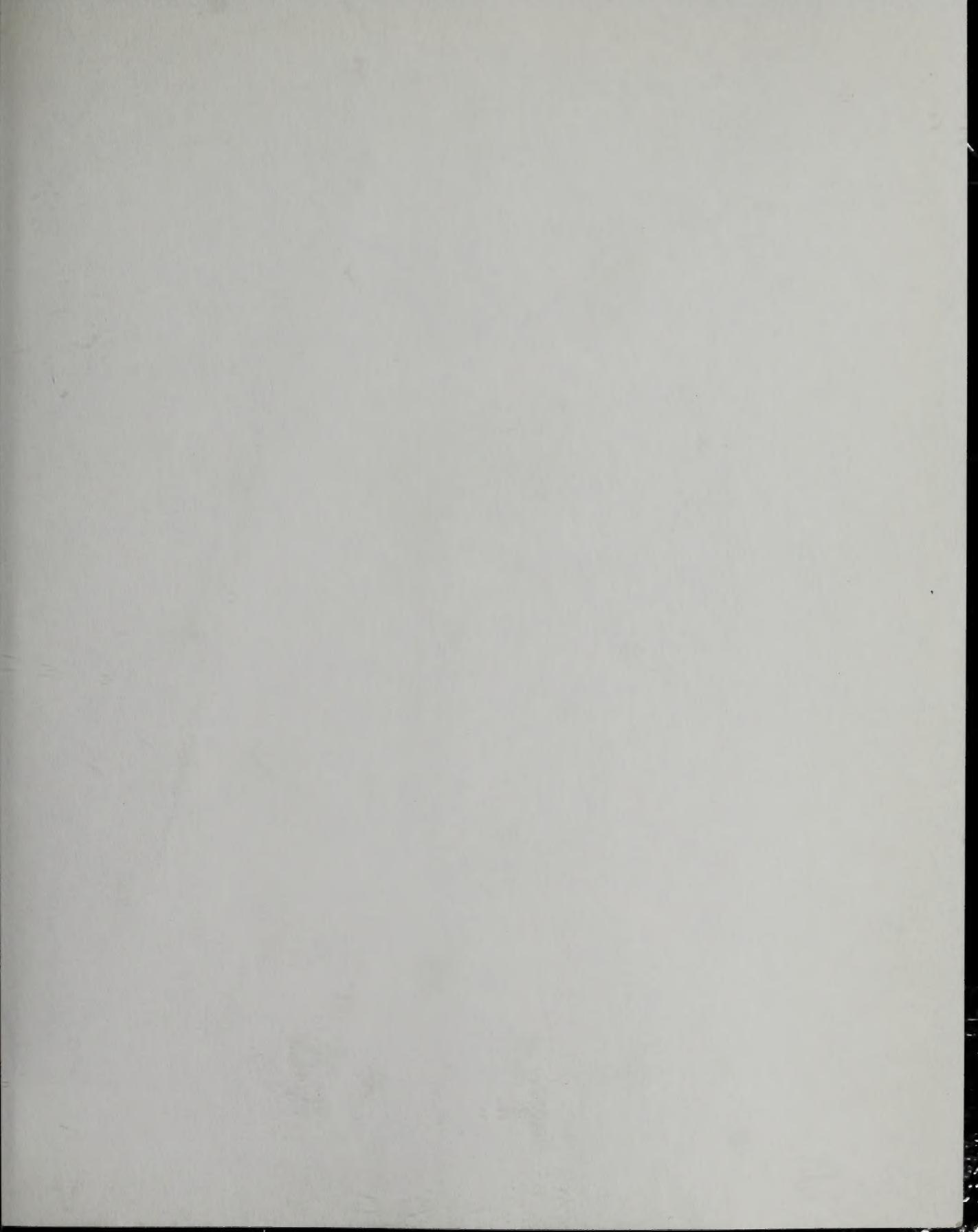
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