

# MANAGORE

Since times immemorial a rumor has been spreading, about a group of extraordinary creatures. The rumor has gone so far as to becoming a myth. The myth of the Orcs is present in a wide range of fictitious works of art, but they come to life only here – in the Realm of Managore.



The Orcs are one of three races fighting the battle for the dragon's head. They are also the race that put a start to the other 2. They know their enemies well and are not afraid to face a strong front line or a massive archers array.

Well known for their skill in hand-to-hand combat, the Orcs are now facing their largest challenge yet – the fight with their evolved descendants – the Undead.

For that purpose the Thronar has been selected to lead the fight that must assert the Orcs' honor and dominance. The

Thronar's leadership skills, the long range and special skills, that nobody even suspected of, proved to be of great help to Hoebor and all other melee units that the Thronar led on the front lines.

Their long existence in the Realm of Managore made them extremely experienced fighters. They always anticipated the enemy's moves. They had suffered many attacks on their flanks and that is why they were forced to train the best resistance to such attacks – the Arvelaf – leader of all ranged Orc units.

These three leaders were the representatives, of the traditional Orc heroes, in the realm.





The **AXE WARRIOR** and the **AXE MISTRESS** – melee heroes, best suited for hand-to-hand combat.

The **CROSSBOW ARCHER** and the **DESERT SPRITE** – the best archers that the Orcs know.

The **ORC SHAMAN** and THE **VOODOO PRIESTESS** – heroes with magical powers of great mystery.

A great battle expects these 3 great leaders. And it is bound to be a tough one with a lot of casualties. But what will its outcome be? Register to Managore now to find out and even change the course of history. Everything is in your hands.

