

HEROES V

OF MIGHT AND MAGIC



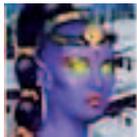
Celestial Heavens' Unofficial Guide

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Foreword

Heroes of Might and Magic V is like a fine wine. It takes a moment to get used to, if you take the time to explore its subtleties, you will definitely be rewarded. For that early exploration of Heroes V, you are unfortunately on your own. While the new edition of the game keeps the simplicity and the charm of the previous chapters, it remains a deep strategy game with countless possibilities with hero development, combats tactics and resource management. And very little of this is covered in the game's manual, a 48-page booklet with a nice design that barely goes over the game's interface.

Fortunately, by the time the game came out, fans came to the rescue of Ubisoft and Nival Interactive and put various game references online. One of those resources is the unofficial Celestial Heavens Game Guide, a series of printable grids that provide the information you need while you play the game. Designed by a graphic artist, the guide includes icons and pictures from the game as visual aid. You will be able to print it whether you own a color or a black and white printer. The guide covers the various skills, heroes, creatures, spells and buildings you will find during a game.

As a player, I would like to thank Robenhagen, Pitsu and Gaidal Cain for their hard work. They just made the game easier to understand and more rewarding. The guide will keep expanding in the future, so keep an eye on Celestial Heavens for any update.



Angelspit
Site Admin

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Artifacts

Weapons

Shields

ARTIFACTS



Axe of the Mountain Lords

Adds +4 to hero's attack.
Major.
Worth 16 000 Gold.



Staff of Ensnarement

Decreases initiative of enemy creatures by 20%.
Relic.
Worth 20 000 Gold.
Will not be sold from Artifact Merchants.



Unicorn Horn Bow

Negates range penalties for all shooting units in hero's army.
Major.
Worth 15 000 Gold.
Will not be sold from Artifact Merchants.



Dragon Flame Tongue

Adds +2 to hero's attack and defense. Grants a 50% protection from cold-based spells.
Major.
Worth 21 000 Gold.



Staff of Sar-Issus

Negates enemy magic resistance. Magic immunities, if any, are not affected and still remain.
Relic.
Worth 25 000 Gold.



Wand of X

Allows casting of magic spell x from this wand. The wand has a limited number of uses and can be recharged at a Magic Guild. (uses n/n).
Major.
Worth 7 000 Gold.



Sword of Might

Adds +2 to hero's attack.
Minor.
Worth 4 000 Gold.



Trident of the Titans

Enhances your lightning-based spells by 50%.
Minor.
Worth 5 000 Gold.

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Dragon Scale Shield

Adds +3 to hero's defense and increases initiative of all small creatures in hero's army by 5%.
Major.
Worth 14 000 Gold.



Moonblade

Increases hero's attack by +3.
Major.
Worth 9 000 Gold.



Shield of Crystal Ice

Adds +2 to hero's defense and grants 50% protection from fire-based spells while equipped.
Minor.
Worth 9 000 Gold.



Four Leaf Clover

Increases luck by +1.
Minor.
Worth 1 500 Gold.



Sextant of the Sea Elves

Allows hero to travel faster over sea.
Minor.
Worth 2 500 Gold.



Shield of the Dwarven Kings

Adds +4 to hero's defense and renders all creatures in hero's army immune to Frenzy spell.
Relic.
Worth 25 000 Gold.



Magic Scroll of X

Allows casting of magic spell x from this scroll.
Major.
Worth 3 000 Gold.



Shackles of the Last Man

Prevents you and all your foes from retreating from combat.
Relic.
Worth 40 000 Gold.

Head



All-Seeing Crown
Allows hero to see farther over terrain.
Major.
Worth 3 000 Gold.



Helm of Chaos
Increases hero's knowledge by +3, but decreases his defense by -1.
Minor.
Worth 8 000 Gold.



Necromancer's Helm
Increases hero's knowledge by +2.
Minor.
Worth 4 000 Gold.



Crown of Sar-Issus
Adds +6 to hero's knowledge.
Relic.
Worth 36 000 Gold.



Helm of the Dwarven Kings
Adds +4 to hero's knowledge and renders all creatures in hero's army immune to Blind spell.
Relic.
Worth 25 000 Gold.



Turban of Enlightenment
All experience gained by hero is increased by 10%.
Major.
Worth 5 000 Gold.



Dragon Talon Crown
Adds +3 to hero's knowledge and increases initiative of all war machines in hero's army by 10%.
Major.
Worth 14 000 Gold.



Lion Crown
Increases hero's morale and luck by +2.
Relic.
Worth 24 000 Gold.

Chest



Armor of the Forgotten Hero
Adds +2 to hero's primary stats and grants 20% magic resistance to hero's army.
Relic.
Worth 36 000 Gold.



Cuirass of the Dwarven Kings
Adds +4 to hero's defense and renders all creatures in hero's army immune to Implosion spell.
Relic.
Worth 30 000 Gold.



Scale Mail of Enlightenment
All experience gained by hero is increased by 20%.
Major.
Worth 10 000 Gold.



Armor of Valor
Adds +1 to hero's Morale and Defense.
Minor.
Worth 3 000 Gold.



Dragon Scale Armor
Adds +3 to hero's attack and increases initiative of all large creatures in hero's army by 5%.
Major.
Worth 14 000 Gold.



Tunic of the Carved Flesh
Increases hero's Spellpower by +3, but decreases his morale by -1.
Minor.
Worth 7 500 Gold.



Breastplate of Eldritch Might
Adds +2 to hero's Spellpower.
Minor.
Worth 4 000 Gold.



Robe of Sar-Issus
Adds +6 to hero's Spellpower.
Relic.
Worth 36 000 Gold.

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Bag of Endless Gold

Provides +1 000 Gold per day to your cause.
Major.
Worth 10 000 Gold.



Cloak of Sylanna

Decreases damage from enemy earth spells by 50%.
Minor.
Worth 5 000 Gold.



Sandro's Cloak

Negates enemy Mind Affect immunity.
Relic.
Worth 25 000 Gold



Cape of the Lion's Mane

Increases morale by +2.
Major.
Worth 6 000 Gold.



Dragon Wing Mantle

Adds +3 to hero's knowledge and increases initiative of all flying units in hero's army by 10%.
Major.
Worth 14 000 Gold.



Phoenix Feather Cape

Enhances your fire-based spells by 50%.
Minor.
Worth 5 000 Gold.



Cloak of Death's Shadow

Decreases morale and luck of enemy creatures by -2.
Relic.
Worth 14 000 Gold.
Will not be sold from Artifact Merchants.



Sack of Endless Gold

Provides your kingdom with 250 Gold every day.
Minor.
Worth 5 000 Gold.



Wings of the Angel

Grants hero the ability to fly over terrain.
Relic.
Worth 40 000 Gold.
Will not be sold from Artifact Merchants.



Dragon Teeth Necklace

Adds +3 to hero's Spellpower and increases initiative of all casters in hero's army by 10%.
Major.
Worth 14 000 Gold.



Necklace of the Lion

Increases morale by +1.
Minor.
Worth 1 500 Gold.



Pendant of Mastery

Grants hero a free level of his or her primary skill. This level is gained even if the hero's skill is on Expert level.
Relic.
Worth 40 000 Gold



Evercold Icicle

Enhances your cold-based spells by 50%.
Minor.
Worth 5 000 Gold.



Necklace of Victory

Adds +2 to hero's attack and Spellpower.
Major.
Worth 16 000 Gold.



Necklace of the Bloody Claw

Adds +1 damage to all creatures in hero's army.
Minor.
Worth 3 000 Gold.



Pendant of Conflux

Hero gains 1 mana point for every 2 mana points spent by enemy hero.
Relic.
Worth 15 000 Gold.

Rings

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Cursed Ring

Decreases enemy luck by Worth 2.
Major.
Worth 6 000 Gold.



Ring of Celerity

+10% to all units' initiative during combat.
Major.
Worth 10 000 Gold.



Ring of Speed

Increases initiative of all your creatures by 20%.
Relic.
Worth 20 000 Gold.



Dragon Eye Ring

Adds +1 to all hero's attributes and increases initiative of all shooters in hero's army by 10%.
Major.
Worth 25 000 Gold.



Ring of Lightning Protection

Grants a 50% protection from lightning-based spells.
Minor.
Worth 5 000 Gold.



Ring of the Broken Will

Decreases morale of enemy creatures by -2.
Major.
Worth 6 000 Gold.



Elemental Waistband

Allows Summon Elemental spell to be equipped. Increases spellpower by +4 when Summon Elemental spell is cast.
Minor.
Worth 5 000 Gold.



Ring of Sar-Issus

Reduces the mana cost of all hero's spells by half.
Relic.
Worth 40 000 Gold



Ring of the Unrepentant

Immunity to Word of Light spell.
Major.
Worth nothing.
Will not be sold from Artifact Merchants.



Ring of Caution

Increases hero attack and defense by +2, but decreases all creature's speed in hero army by -1.
Minor.
Worth 10 000 Gold



Ring of the Shadowbrand

The Ring of the Clanlord is a quest artifact in one of the campaigns, and doesn't have any effect.
Relic.
Worth nothing.
Will not be sold from Artifact Merchants.



Ring of Vitality

Increases maximum hit points of all creatures in hero's army by +2.
Minor.
Worth 4 000 Gold.
Will not be sold from Artifact Merchants.

Feet

ARTIFACTS



Boots of Levitation
Hero can move over the sea.
Relic.
Worth 30 000 Gold.
Will not be sold from Artifact Merchants.



Sandals of the Blessed
Increases all hero stats by +1.
Relic.
Worth 30 000 Gold.

CREATURES



Dragon Bone Greaves
Adds +3 to hero's Spellpower and increases initiative of all melee units in hero's army by 10%.
Major.
Worth 14 000 Gold.



Boots of the Open Road
Allows hero to traverse rough terrain without any penalties.
Major.
Worth 10 000 Gold.



Greaves of the Dwarven Kings
Adds +4 to hero's attack and renders all creatures in hero's army immune to Slow spell.
Relic.
Worth 25 000 Gold.



Golden Horseshoe
Increases luck by +2.
Major.
Worth 6 000 Gold.

HEROES



Boots of Magical Defense
Grant hero a 10% magic resistance.
Minor.
Worth 5 000 Gold.



Windstrider Boots
Increases all units speed by +1.
Minor.
Worth 6 000 Gold.

SKILLS



Emerald Slippers
+50% damage to earth spells.
Minor.
Worth 5 000 Gold.



Boots of the Swift Journey
Increase hero's movement over land.
Major.
Worth 25 000 Gold.

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Tear of Asha
Carry the Tear of Asha back to the city of your choice and the populace will glorify it with a fantastic structure that will provide numerous bonuses. To find the Tear of Asha you must visit the Obelisks placed on the map. Each Obelisk visited makes it easier for you to find the Tear of Asha.
Worth 1 000 000 Gold.

Creatures



Gremlin

2 2 3 7 6
 5 5 1-2 0

Creatures born as result of magical experiments on captured goblins, Gremlins are more clever and tractable than their progenitors. The most common creature in the Wizard's army, they prefer to fight from a distance using primitive projectile weapons fuelled by explosive spells. Their clumsy hand-held mortars are sturdy, and during melee Gremlins use them as metal clubs.

Abilities: Shooter.

Spells: -

Weekly Growth: 20 Cost: 22



Master Gremlin

3 2 5 11 12
 6 7 1-2 0

Gremlins that have distinguished themselves on the battlefield may be awarded the rank of Master Gremlin. They are taught how to repair various mechanisms (ballista, golems, etc).

Abilities: Shooter. Repair.

Spells: Repair.

Weekly Growth: 20 Cost: 35



Stone Gargoyle

3 4 6 9 10
 15 0 1-1 0

Gargoyles are statues of flying creatures animated by magic. Wizards treat these creatures with care, due to their ability to fly and their power to smash their foes with massive stone slabs. Stone gargoyles are immune to lightning spells.

Abilities: Flyer. Elemental. Immunity to Lightning. Enraged.

Spells: -

Weekly Growth: 14 Cost: 45



Obsidian Gargoyle

3 5 7 10 18
 20 0 1-2 0

The very substance of the more rare and expensive Obsidian Gargoyles is far more durable. It also makes them impervious to fire and cold effects as well as to lightning spells.

Abilities: Flyer. Elemental. Immunity to Lightning. Immunity to Fire. Immunity to Cold. Enraged.

Spells: -

Weekly Growth: 14 Cost: 70



Iron Golem

5 5 4 7 21
 18 0 3-5 0

Golems are ancient magical constructs that are used as primary battle units by the Silver Cities. Golems are armed with two long curved swords, and their substance is their armour. Iron golems are impervious to slowing effects - they really can't get much slower - and are well protected against magic (all damage from such attacks is halved).

Abilities: Mechanical. Immunity to Slow. Magic-proof.

Spells: -

Weekly Growth: 9 Cost: 90



Steel Golem

6 6 4 7 34
 24 0 5-7 0

Steel golems are carefully enchanted by their creators. They are almost impervious to magic (receiving only quarter of damage from magical attacks) and far more deadly than the lesser iron golems in combat, as they retaliate immediately any time they are attacked.

Abilities: Mechanical. Immunity to Slow. Unlimited Retaliation. Magic-proof.

Spells: -

Weekly Growth: 9 **Cost:** 130



Mage

10 10 4 10 36
 18 3 7-7 10

Some of the Wizards of the Silver Cities serve in the army. They are weak in close combat, being armed only with a dagger and unskilled at melee fighting. This weakness, however, is more than compensated for by the power of their spells. They can fire blasts of pure magical energy that damage any creature in their way - including friendly ones. They also carry scrolls with additional spells on them.

Abilities: Shooter. No Range Penalty. Magic Attack. Caster.

Spells: First of Wrath, Cleansing.

Weekly Growth: 5 **Cost:** 250



Archmage

10 10 4 10 55
 30 4 7-7 17

The most powerful of the Battle Mages may be promoted to Archmages, giving them access to even more spells. Their mere presence on a battlefield increases the mana of the hero that leads them.

Abilities: Shooter. No Range Penalty. Magic Attack. Caster. Energy Channel.

Spells: Fist of Wrath, Fireball, Righteous Might, Cleansing.

Weekly Growth: 5 **Cost:** 340



Djinn

13 12 7 12 55
 33 0 12-16 0

Djinn are ancient elemental spirits whom the Wizards can summon and magically bind to their person. Once a Djinn is thus bound, he cannot retreat, and will protect his master until all his vital energy is consumed. Djinn are very useful on the battlefield, but their magical essence makes them chaotic and unpredictable. It is impossible to predict which spell a Djinn will use against the enemy, but it is sure, at least, that they won't turn against their friends. Spellcasting is not Djinn's sole task on the battlefield, as they can also engage in melee with their heavy scimitars.

Abilities: Large creature. Flyer. Random Caster.

Spells: Random Dark Magic.

Weekly Growth: 3 **Cost:** 480



Djinn Sultan

15 13 8 12 80
 40 0 16-22 0

Djinn Sultans not only use harmful spells against enemies, but also cast beneficial spells on their friends. However, as with the normal Djinn, the spells themselves are unpredictable.

Abilities: Large creature. Flyer. Random Caster.

Spells: Random Dark & Light Magic.

Weekly Growth: 3 **Cost:** 700



Rakshasa Rani

25 20 5 9 120
 120 0 15-23 0

Vengeful spirits from a forgotten age, the Rakshasas have lingered on the fringes of Ashan for millennia. Thirsty for revenge, these creatures have been rediscovered by Wizard travellers who - after many unsuccessful attempts - managed to summon and control them efficiently. The Rakshasa Rani are an imposing force on the battlefield, intimidating the enemy with their multi-armed, lion-headed bodies and wickedly sharpened blades. So fearful are their attacks that the enemy is unable to retaliate against them.

Abilities: Large creature. No Enemy Retaliation.

Spells: -

Weekly Growth: 2 **Cost:** 1400



Rakshasa Raja

25 20 6 8 160
 140 0 23-30 0

The Rakshasa Raja is as daunting a foe as the Rakshasa Rani, but in addition has the ability to move with sudden speed when he must.

Abilities: Large creature. No Enemy Retaliation. Dash.

Spells: Dash.

Weekly Growth: 2 **Cost:** 1770



Colossus

27 27 6 10 242
 175 0 40-70 0

Colossi are the most powerful creatures that can be built or summoned by the Wizards. They are created using the same basic method as golems, but on a much larger scale. Each Colossus also hosts a figment of the soul of his creator. This unwavering will makes them immune to mind-controlling magic, assuring the Wizards of their unquestionable loyalty. Not fond of weapons, Colossi deal heavy blows to their opponents using their massive hands and close combat feats.

Abilities: Large creature. Immunity to Mind Control.

Spells: -

Weekly Growth: 1 **Cost:** 3500, 1



Titan

30 30 6 10 290
 190 5 40-70 0

Titans are the greatest accomplishment a Wizard can dream to achieve. Like the Colossi, Titans are extremely lethal with their bare hands and immune to mind-controlling magic, but are also capable of hurling bolts of lightning over great distances.

Abilities: Large creature. Immunity to Mind Control. Shooter. No Melee Penalty. Call Lightning.

Spells: Call Lightning.

Weekly Growth: 1 **Cost:** 4700, 2



Scout

3 3 5 10 12
 10 5 2-4 0

The main role for scouts on the battlefield is to make ranged attacks with their crossbows. They are also trained in close combat, however, and can defend themselves in melee.

Abilities: Shooter. No Melee Penalty. Range Penalty.

Spells: -

Weekly Growth: 7 Cost: 60



Assassin

4 3 5 12 23
 14 5 2-4 0

The main role for the assassins on the battlefield is to make ranged attacks with their deadly crossbows. Using enchanted bolts they inflict grievous, poisoned wounds on their enemies.

Abilities: Shooter. No Melee Penalty. Poisonous Attack. Range Penalty.

Spells: -

Weekly Growth: 7 Cost: 100



Blood Maiden

4 2 7 14 21
 16 0 5-7 0

Blood Maidens are lightning-fast female warriors who practice a deviant form of the Elven Battle Dance. They move quickly to reach their opponent, strike, and return to their starting place, all in one blur of motion.

Abilities: Strike and Return.

Spells: -

Weekly Growth: 5 Cost: 125



Blood Fury

5 3 8 16 35
 16 0 5-7 0

Blood Furies are the elite warriors of the Dark Elf armies. So well trained are they in their own form of Battle Dance that they can charge and evade in the same strike, preventing their foes from reacting and retaliating before they are gone.

Abilities: Strike and Return. No Enemy Retaliation.

Spells: -

Weekly Growth: 5 Cost: 175



Minotaur

5 2 5 8 25
 31 0 4-7 0

Along with the other Beastmen, the Minotaurs, half-man and half-bull, were created by the Wizards of the Seven Cities as replacement for the Orcs. They fled east, and underground, to earn their freedom, but they were later conquered by the Dark Elfs and once again bound in chains and muzzled. In the Dark Elf society, the Minotaurs are used as menial labour to perform the most degrading and tedious tasks. Despite this treatment, the Minotaurs are known for their bravery and dignity. They will perform any task to the utmost of their ability, including fighting for those who treat them as slaves. They hope some day to earn their freedom; the Dark Elves fear that some day, they will seize it instead.

Abilities: Bravery.

Spells: -

Weekly Growth: 6 Cost: 140



Minotaur Guard

5 2 5 8 38
 35 0 4-7 0

The greatest of the Minotaur fighters receive additional gladiator training, and are rewarded by being promoted to Guards. They are tattooed with their badges of office and use deadly double-bladed axes with great skill, dealing two heavy blows in sequence.

Abilities: Bravery. Double Attack.

Spells: -

Weekly Growth: 6 Cost: 200



Dark Raider

9 7 6 11 40
 40 0 7-12 0

Dark Raiders are the backbone of the armies of Ygg-Chall. They are well-trained, armoured warriors, mounted on great lizards, who ride into battle with a heavy lances and shields. Speed is their main weapon, and the damage they wreak with their lances depends on the distance over which they accelerate.

Abilities: Large creature. Rider Charge.

Spells: -

Weekly Growth: 4 Cost: 300



Grim Raider

10 9 8 11 59
 60 0 7-14 0

Grim Raiders are similar to their less-powerful brethren. They are far more skilled, however, and their lizards are trained to bite their enemies.

Abilities: Large creature. Rider Charge. Lizard Bite.

Spells: -

Weekly Growth: 4 Cost: 450



Hydra

15 12 5 7 57
 80 0 7-14 0

Hydras are another race of underground creatures tamed and enslaved by the Dark Elves. Their origins are unknown, although they seem to be related to the Dragons in spite of their very limited intelligence and lack of magic power. However, Hydras are incredibly strong, and their multiple heads can strike simultaneously at different opponents.

Abilities: Large creature. Three-headed Attack. No Enemy Retaliation. Enraged.

Spells: -

Weekly Growth: 3 Cost: 700



Deep Hydra

15 15 5 7 85
 125 0 9-14 0

Deep Hydras are older than other Hydras and have six heads instead of three. This permits them to both deal more damage and strike more enemies.

Abilities: Large creature. Six-headed Attack. No Enemy Retaliation. Regeneration. Enraged.

Spells: -

Weekly Growth: 3 Cost: 900



Shadow Witch

18 18 4 10 136
 80 4 17-24 11

The Shadow Witches are priestesses of Malassa. They use their whips in close combat, but are far deadlier with their spells of dark magic.

Abilities: Shooter. Caster.

Spells: Slow, Vulnerability, Righteous Might.

Weekly Growth: 2 **Cost:** 1400



Shadow Matriarch

20 20 4 10 155
 90 4 17-27 14

The Shadow Matriarchs are the ruling elite of the Dark Elf armies. If pressed into close combat they use whips as weapons, but prefer to rely on their much more potent magics. The Matriarchs have more spells at their disposal than the Witches.

Abilities: Shooter. Caster. Whip Strike.

Spells: Slow, Vulnerability, Confusion, Righteous Might.

Weekly Growth: 2 **Cost:** 1700



Shadow Dragon

25 24 9 10 269
 200 0 45-70 0

Shadow Dragons live deep in the massive caverns of the far underground. Worshipped by Dark Elf society as avatars of their Great Mother, they tolerate their worshippers and occasionally ally with them. Even a single dragon is a terrifying opponent, its breath a burst of negative energy that can lay waste to even the toughest enemies.

Abilities: Large creature. Flyer. Fire Breath.

Spells: -

Weekly Growth: 1 **Cost:** 3700, 1



Black Dragon

30 30 9 10 353
 240 0 45-70 0

Black Dragons are the older, more powerful siblings of the Shadow Dragons. In addition to the skills their lesser brethren possess, Black Dragons are stronger and completely immune to magic.

Abilities: Large creature. Flyer. Immunity to Magic. Fire Breath.

Spells: -

Weekly Growth: 1 **Cost:** 4500, 2



Peasant

1 1 4 8 4
 3 0 1-1 0

The Peasants are the basic infantry of the Holy Griffin Empire. Though weak and poorly trained, they are numerous. Peasants are an important source of revenue for their masters.

Abilities: Taxpayers.

Spells: -

Weekly Growth: 22 Cost: 20



Conscript

1 1 4 8 8
 6 0 1-2 0

The Conscripts are the basic infantry of the Holy Griffin Empire. They are relatively weak and partially trained, but they are numerous. The Conscripts are expert in the art of stunning their enemy in melee.

Abilities: Shield Bash.

Spells: -

Weekly Growth: 22 Cost: 30



Archer

4 3 4 9 12
 7 10 2-4 0

Archers are useful in battle to weaken the enemy ranks before melee combat. The archers of the Griffin Empire excel in the art of overwhelming the enemy with barrages of arrows.

Abilities: Shooter. Scatter shot.

Spells: Scatter Shot.

Weekly Growth: 12 Cost: 50



Marksman

4 4 4 8 19
 10 12 2-8 0

Marksman are key in battle, able to weaken the enemy ranks before melee combat. Their powerful crossbows loaded with heavy bolts are especially deadly at close range.

Abilities: Shooter. Precise shot.

Spells: -

Weekly Growth: 12 Cost: 80



Footman

4 8 4 8 17
 16 0 2-4 0

The Footmen are a defensive backbone of the Griffin Empire forces. They can sustain attacks while other Griffin units manoeuvre to destroy the enemy.

Abilities: Large shield. Shield bash. Enraged.

Spells: -

Weekly Growth: 10 Cost: 90



Squire

5 9 4 8 28
 26 0 2-5 0

Squires are the backbone of the armies of the Griffin Empire, sustaining enemy charges while other troops manoeuvre to destroy the opponent. They are difficult to defeat, given their mastery of the art of melee combat. They are also skilled at defense, using their shields to protect nearby units.

Abilities: Large shield. Shield bash. Shield allies. Enraged.

Spells: -

Weekly Growth: 10 **Cost:** 130



Griffin

7 5 7 15 38
 30 0 5-10 0

Griffins are the fastest troops of the Empire that bears their name. They excel in skirmish attacks, flying into enemy ranks. Though weak when forced into melee, they will always defend themselves to their last breath.

Abilities: Flyer. Large creatures. Unlimited retaliation. Immunity to Blind.

Spells: -

Weekly Growth: 5 **Cost:** 260



Imperial Griffin

9 8 7 15 58
 35 0 5-15 0

Imperial Griffins are the fastest troops of their Empire. They excel in skirmish attacks, flying into enemy ranks or diving from the sky above the battle.

Abilities: Flyer. Large creatures. Unlimited retaliation. Immunity to Blind. Battle Dive.

Spells: Battle Dive.

Weekly Growth: 5 **Cost:** 360



Priest

12 12 5 10 70
 54 7 9-12 0

The priests are the keepers of the faith in the Griffin Empire. They fight fiercely against non-believers and any who threaten the Church of Elrath. As priests they do not engage in melee on the battlefield, but instead summon the wrath of their deity on enemy troops.

Abilities: Shooter. No melee penalty.

Spells: -

Weekly Growth: 3 **Cost:** 650



Inquisitor

16 16 5 10 100
 80 7 9-12 12

The Inquisitors are the keepers of the true faith of Elrath, the Holy Dragon of Light. As such they fight fiercely against non-believers and enemies of the Church. On the battlefield Inquisitors do not enter the melee, but rather summon the wrath of Elrath on enemy troops while protecting their own with support spells.

Abilities: Shooter. No melee penalty. Caster.

Spells: Haste, Divine Strength, Endurance.

Weekly Growth: 3 **Cost:** 900



Cavalier

23 21 7 11 115
 90 0 20-30 0

The Cavaliers are the shock troops of the Holy Griffin Empire. Mounted on powerful horses and heavily armoured, they are at their best when they charge the enemy from afar.

Abilities: Jousting. Large creatures.

Spells: -

Weekly Growth: 2 **Cost:** 1250



Paladin

24 24 8 12 160
 100 0 20-30 0

The Paladins are the ultimate guardians and elite troops of the Holy Griffin Empire. Mounted on powerful horses and heavily armoured, they are at their best when they charge enemy troops from afar. Even better, Paladins have the ability to dispel enemy curses cast on their ranks.

Abilities: Jousting. Large creatures. Lay hands.

Spells: Lay Hands.

Weekly Growth: 2 **Cost:** 1550



Angel

27 27 6 11 212
 180 0 45-45 0

The Angels are the incarnation of Elrath on Ashan, and as such they are the ultimate representation of his power. These creatures of Light are fierce in combat and their attacks are always deadly. An angel cannot be killed, if its body is endangered it will return to its spirit form and rejoin its master.

Abilities: Flyer. Large creatures.

Spells: -

Weekly Growth: 1 **Cost:** 3200, 1



Archangel

31 31 8 11 332
 220 0 50-50 0

Greater even than the Angels are the Archangels. As lieutenants of Elrath, they are blessed with the supreme power of resurrecting champions who have died in combat and giving them another chance to serve their Lord.

Abilities: Flyer. Large creatures. Resurrect allies.

Spells: Resurrect.

Weekly Growth: 1 **Cost:** 4200, 2



Imp

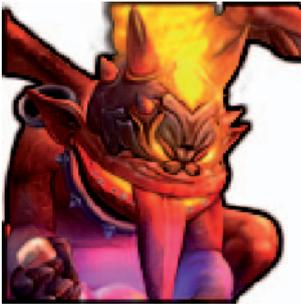
2 1 5 13 7
 4 0 1-2 0

Imps are small, cunning creatures who are rather weak in close combat -- their strength lies in numbers. Imps possess a Mana Destroyer skill, which allows them to destroy the magical energy of an enemy hero.

Abilities: Mana Destroyer.

Spells: -

Weekly Growth: 16 Cost: 25



Familiar

3 2 5 13 13
 6 0 2-3 0

Familiars are small, cunning creatures who are rather weak in close combat. Their strength is in their numbers. Familiars possess a Mana Stealer skill, which allows them to steal magical energy from enemies and deliver it to the hero of their army.

Abilities: Mana Stealer.

Spells: -

Weekly Growth: 16 Cost: 45



Horned Demon

1 3 5 7 10
 13 0 1-2 0

Horned Demons are slow and sturdy creatures who serve as the basic infantry of the infernal armies. They are built to withstand great amounts of damage, as their thick hide is hard to penetrate.

Abilities: Enraged.

Spells: -

Weekly Growth: 15 Cost: 40



Horned Overseer

3 4 5 8 16
 13 0 1-4 0

Horned Overseers are slow and sturdy creatures who can withstand great amounts of damage. These beasts can explode in a surge of primal chaos energy, doing great harm to all creatures around them.

Abilities: Explosion. Enraged.

Spells: Explosion.

Weekly Growth: 15 Cost: 60



Hell Hound

4 2 7 13 20
 15 0 3-5 0

Fury drives the Hell Hound to move quickly around the battlefield, striking with great strength and anger. Its rage when fighting is also a weakness, however. Hell Hounds care little for their own safety and leave themselves vulnerable in order to focus all their energy on the attack.

Abilities: No abilities.

Spells: -

Weekly Growth: 8 Cost: 110



Cerberus

4 2 8 13 33
 15 0 4-6 0

Fury drives the Cerberus to move quickly around the battlefield and strike with great strength and anger, but in its rage it often pays too little heed to its own defense. Cerberus attacks are impossible to defend against, and its three-headed strike can hit multiple enemies.

Abilities: Three-headed attack. No enemy retaliation.

Spells: -

Weekly Growth: 8 **Cost:** 160



Succubus

6 6 4 10 37
 20 6 6-13 0

A Succubus will create spheres of fire and throw them at her enemies. Any attacking troops must be prepared for a rain of flames if they are going to face a Succubus in battle.

Abilities: Shooter. Ranged retaliation.

Spells: -

Weekly Growth: 5 **Cost:** 240



Succubus Mistress

6 6 4 10 55
 30 6 6-13 0

Succubus Mistresses summon spheres of fire and hurl them at their enemies. Their accursed flame does not stop when it hits an enemy, instead it spreads and soon other creatures will find themselves burning.

Abilities: Shooter. Ranged retaliation. Chain shot.

Spells: -

Weekly Growth: 5 **Cost:** 350



Hell Charger

13 13 7 16 77
 50 0 8-16 0

The Hell Charger is a cruel beast summoned from the depths of Sheogh. Horror surrounds this creature, and even the bravest warrior can have difficulty finding strength to raise his weapon when a Charger attacks.

Abilities: Large creature. Fear attack.

Spells: -

Weekly Growth: 3 **Cost:** 480



Nightmare

18 18 8 16 100
 66 0 8-16 0

Nightmares are spun from the most twisted visions of the denizens of Ashan. Horror surrounds this creature and even the bravest warriors have difficulty finding the strength to raise their swords when a Nightmare attacks. The Fright Aura around this creature is such that its foes lose morale bonuses when it is nearby.

Abilities: Large creature. Fear attack. Fright aura.

Spells: -

Weekly Growth: 3 **Cost:** 666



Pit Fiend

21 21 4 8 129
 110 0 13-26 11

These mighty fiends come from the darkest pits of the underworld to do the bidding of their masters. They are skilled both in close combat and offensive magic.

Abilities: Large creature. Caster.

Spells: Fireball, Vulnerability.

Weekly Growth: 2 **Cost:** 1550



Pit Lord

22 21 4 8 150
 120 0 13-31 13

These mighty fiends are summoned from the darkest depths of the demonic realms. They are skilled both in close combat and offensive magic. Pit Lords carry a Vorpall Sword, its dark power instantly killing any creature.

Abilities: Large creature. Vorpall sword. Caster.

Spells: Fireball, Meteor Shower, Vulnerability.

Weekly Growth: 2 **Cost:** 1850



Devil

27 25 7 11 245
 166 0 36-66 0

Devils are summoned from their fiery realm to lead the battle under the command of heroes from Sheogh. They have the ability to teleport on the field of battle, which means that no enemy can escape their savagery.

Abilities: Large creature. Teleportation.

Spells: -

Weekly Growth: 1 **Cost:** 3666, 1



Arch Devil

31 29 7 11 307
 199 0 36-66 0

The great Arch Devils rise from their fiery realm to lead the infernal armies. They have the ability to teleport on the field of battle, so no enemy can escape their savagery. Arch Devils can summon Pit Lords to fight for their cause, but they need a completely killed stack to raise the Pit Lords from.

Abilities: Large creature. Teleportation. Summon Pit Lords.

Spells: Summon Pit Lords.

Weekly Growth: 1 **Cost:** 4666, 2

Necropolis

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Skeleton

🗡️ 1 🛡️ 2 🧟 5 ⏳ 10 🏠 5
❤️ 4 🗑️ 0 🌸 1-1 🟦 0

Armed with axe and shield, the Skeleton raises his bony arms to bring death to the living. High initiative allows Skeletons to strike first, but their rather fragile bodies cannot withstand much damage.

Abilities: Undead.

Spells: -

Weekly Growth: 20 Cost: 🏠 17



Skeleton Archer

🗡️ 1 🛡️ 2 🧟 4 ⏳ 10 🏠 10
❤️ 5 🗑️ 8 🌸 1-2 🟦 0

Armed with bows and arrows, Skeleton Archers strike from afar. High initiative allows Skeletons to strike first, but their weak frames can only withstand a little damage before collapsing.

Abilities: Undead. Shooter.

Spells: -

Weekly Growth: 20 Cost: 🏠 30



Zombie

🗡️ 1 🛡️ 2 🧟 4 ⏳ 6 🏠 10
❤️ 17 🗑️ 0 🌸 1-2 🟦 0

These rotten corpses are raised by the Necromancers in order to bring death to their enemies. Although they are slow and clumsy, Zombies do not feel pain or fear. This makes them frightening foes, and ideal cannon fodder.

Abilities: Undead. Enraged.

Spells: -

Weekly Growth: 15 Cost: 🏠 45



Plague Zombies

🗡️ 2 🛡️ 2 🧟 4 ⏳ 7 🏠 15
❤️ 17 🗑️ 0 🌸 2-3 🟦 0

These rotten corpses are raised by the Necromancers in order to bring death upon their enemies. Plague Zombies do not feel pain and can withstand a great deal of damage. In addition, their festering weapons can infect all living creatures with a wasting disease.

Abilities: Undead. Weakening Strike. Enraged.

Spells: -

Weekly Growth: 15 Cost: 🏠 65



Ghost

🗡️ 4 🛡️ 4 🧟 5 ⏳ 7 🏠 20
❤️ 8 🗑️ 0 🌸 3-7 🟦 0

Ghosts are restless spirits of the dead, forever bound to the Necromancer who has enslaved them. Their bodies are incorporeal, which makes them difficult to hit.

Abilities: Flyer. Undead. Incorporeal.

Spells: -

Weekly Growth: 9 Cost: 🏠 100



Spectre

4 4 5 10 29
 12 0 5-7 0

Spectres are restless spirits bound to the service of the Necromancer who has enslaved them. Their bodies are incorporeal, which makes them harder to hit. The chilling touch of these spirits can drain the mana of enemy creatures, restoring the Spectre with stolen magic.

Abilities: Flyer. Undead. Incorporeal. Mana Drain.

Spells: -

Weekly Growth: 9 Cost: 140



Vampire

6 6 6 11 38
 30 0 6-8 0

Necromancers who wish to cheat death become Vampires with ever-youthful -- but empty -- bodies. Any damage that Vampires inflict upon the living heals their own immortal forms. Gifted with hundreds of years of combat experience, they are so swift with their swords than none can retaliate against their strikes.

Abilities: Undead. No Enemy Retaliation. Life Drain.

Spells: -

Weekly Growth: 5 Cost: 240



Vampire Lord

9 9 7 11 60
 35 0 7-11 0

Some Necromancers, seeking powers beyond death, become Vampire Lords. Any damage that Vampire Lords inflict upon the living heals their own immortal, eternally youthful bodies. None can retaliate against their strikes, and with their ability to teleport, none can foresee from where they may attack.

Abilities: Undead. No Enemy Retaliation. Life Drain. Teleport.

Spells: -

Weekly Growth: 5 Cost: 350



Lich

15 15 3 10 70
 50 5 12-17 0

Liches are powerful undead mages, seething with hatred for all forms of life. They bring plague to the lands they tread upon, creating dreadful Death Clouds to strike their enemies from afar.

Abilities: Large creature. Undead. Shooter. Death Cloud.

Spells: -

Weekly Growth: 3 Cost: 700



Archlich

19 19 3 10 100
 55 6 16-20 16

Archliches are potent undead mages with an eternal hatred for all life. They can summon dreadful Death Clouds or cast curses and weakening spells upon entire enemy armies.

Abilities: Large creature. Undead. Shooter. Death Cloud. Caster.

Spells: Weakness, Decay, Suffering.

Weekly Growth: 3 Cost: 900

Necropolis

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Wight

24 22 6 11 120
 95 0 20-25 0

Wights are tormented souls thirsty for revenge on all living creatures.

Abilities: Large creature. Undead.

Spells: -

Weekly Growth: 2 Cost: 1400



Wraith

26 24 6 11 155
 100 0 25-30 0

Wraiths are Death itself, nothing can endure their chilling touch and survive. Any enemy creature that fights them is drained of its soul-substance.

Abilities: Large Creature. Undead. Harm Touch.

Spells: Harm Touch.

Weekly Growth: 2 Cost: 1800



Bone Dragon

27 28 6 11 166
 150 0 15-30 0

Stolen from their graves and compelled to serve the Necromancers, Bone Dragons are formed from the skeletons of dead dragons of other breeds. The Necromancer lands have no native dragons, and so they are compelled to steal and create their own.

Abilities: Large creature. Undead. Flyer.

Spells: -

Weekly Growth: 1 Cost: 2400, 1



Spectral Dragon

30 28 7 11 220
 160 0 25-35 0

No single type of dragon gives up its bones to form a Spectral Dragon. Instead, these fell beasts are composed of the bones of every breed of dragon, cunningly arranged into a single skeleton and infused with unlife by the sacrifice of a high-ranking Necromancer's soul.

Abilities: Large creature. Undead. Flyer. Cursing Attack.

Spells: -

Weekly Growth: 1 Cost: 2900, 2



Pixie

1 1 7 12 8
 5 0 1-1 0

The Pixies are the guardian spirits of the Kersyls, the giants trees that host the Sylvan cities. They live in the trees' branches, tending them in exchange for shelter and sustenance. These creatures are not dedicated to war, but they will defend their home fiercely. Their swift attacks can hit more than one creature, and their small size and speed make retaliation impossible.

Abilities: Flyer. No Enemy Retaliation. Spray Attack.

Spells: -

Weekly Growth: 10 **Cost:** 35



Sprite

2 1 7 14 15
 6 0 2-2 10

Sprites are close relatives of the Pixies who live in the higher branches of the Kersyl trees. Their small size and speed allow them to attack more than one creature and to retreat before retaliation is possible. Also, the Sprites' affinity with the woods is such that they can call upon Nature's powers to cast spells in combat.

Abilities: Flyer. No Enemy Retaliation. Spray Attack. Caster.

Spells: Wasp Swarm, Cleansing.

Weekly Growth: 10 **Cost:** 55



Blade Dancer

3 2 6 11 15
 12 0 2-5 0

Elite among sylvan warriors, certain Elves dedicate their lives to the intricate Elven martial art known as the Battle Dance. Relying on evasion and quick action rather than resistance or brute force, Blade Dancers wear no armor, and are therefore exposed to enemy strikes.

Abilities: No special ability.

Spells: -

Weekly Growth: 9 **Cost:** 65



War Dancer

4 3 6 15 29
 12 0 3-5 0

Beyond the rigorous training of the Battle Dance, the best Elven warriors improve their fighting style to extend from their immediate targets and attack all adjacent foes at once.

Abilities: War Dance Combo.

Spells: -

Weekly Growth: 9 **Cost:** 90



Hunter

4 1 5 10 24
 10 12 4-7 0

In times of peace, the Hunters supply the Sylvan communities with food, and they are respected for their skills and prowess. Wandering Irollan, they live in harmony with Nature and its unwritten laws. They will never kill a living being without purpose. In times of war, however, they have no compunction about using their talents to strike down enemies from afar. Their uncanny affinity with their enchanted Elf bows allows them to fire two shots before an enemy can even blink.

Abilities: Shooter. Doubleshot.

Spells: -

Weekly Growth: 7 **Cost:** 125



Master Hunter

5 4 5 10 37
 14 16 5-8 0

Master Hunters are dedicated to the defense of the woodland realms and rise to protect them from any invader. Special enchantments in their bows and arrows allow them to shoot twice before the enemy even knows they're there, and to ensure that their targets recover slowly from their strike.

Abilities: Shooter. Doubleshot. Warding Arrows.

Spells: -

Weekly Growth: 7 **Cost:** 190



Druid

7 7 5 10 43
 34 5 7-9 12

The druids are the priests of Sylanna, Elemental Dragon of Earth and living embodiment of Nature. As such they are granted control over the magic of the elements, which they call upon in times of peril.

Abilities: Shooter. Caster.

Spells: Lightning Bolt, Endurance.

Weekly Growth: 4 **Cost:** 310



Druid Elder

12 9 4 10 62
 33 7 9-14 15

Druid Elders have mastered the magic of the elements and have access to the secret knowledge kept within their caste. Linking to their allies as they do to all living things, they are capable of channelling their own mana to a friendly hero.

Abilities: Shooter. Caster. Mana Feed.

Spells: Stone Spikes, Lightning Bolt, Endurance, Mana Feed.

Weekly Growth: 4 **Cost:** 425



Unicorn

12 12 7 12 70
 57 0 10-20 0

The Unicorns are spirits of nature, and as such they are sacred to the Elves. They are considered as a totem animal for the whole of Irollan, and it is said that when the last Unicorn will dies so will the Elven kingdom and all its people. While the truth of this legend is not known, the Unicorns' shimmering auras do have the ability to shield their allies from hostile spells.

Abilities: Large creature. Aura of Magic Resistance.

Spells: -

Weekly Growth: 3 **Cost:** 700



Silver Unicorn

17 17 7 12 95
 77 0 10-20 0

Powerful allies of the Elves, the Silver Unicorns appear from the heart of the woods to drive away any invaders. Their silvery aura protect friendly troops from enemy magic and their gleaming horns can emit bright flashes of light that can temporarily blind the enemy.

Abilities: Large creature. Aura of Magic Resistance. Blinding Attack.

Spells: -

Weekly Growth: 3 **Cost:** 900



Treant

19 27 6 7 100
 175 0 7-17 0

Living embodiments of the forest itself, Treants have left the deep woods at the bidding of the most powerful druids. It is said that when the first Elves ventured into the heart of the primordial forest, they found the Treants there, waiting for them and ready to vow their undying loyalty. Do not be fooled by their awkward gait - their solid bodies can not be harmed easily, and any enemy creature fighting Treants will be entangled by their vines, roots, and creepers.

Abilities: Large creature. Entangling Roots. Enraged.

Spells: -

Weekly Growth: 2 **Cost:** 1200



Ancient Treant

19 29 6 7 135
 181 0 10-20 0

The woods themselves have risen to aid the Elves at war. Slow, but sturdy, the oldest Treants can entangle their enemies with their vines, roots, and creepers, and they have the additional ability to dig deep and root themselves, making them ever harder to defeat.

Abilities: Large creature. Entangling Roots. Take Roots. Enraged.

Spells: -

Weekly Growth: 2 **Cost:** 1500



Green Dragon

27 25 8 12 212
 200 0 30-50 0

The Green Dragons are the offspring and servants of Sylanna, Elemental Dragon of Earth. They have made their home in the forest cliffs and sacred caves of Irollan. Mighty allies of the Elves, they spit an acid cloud that is capable of harming many creatures with a single strike.

Abilities: Large creature. Flyer. Acid Breath.

Spells: -

Weekly Growth: 1 **Cost:** 3500, 1



Emerald Dragon

31 27 9 14 300
 200 0 33-57 0

Emerald Dragons are the favoured children of Sylanna and, as such, they cannot be harmed by Earth Magic. As with their younger siblings, they can breathe a lethal acid cloud to dissolve their enemies back to the ever-hungry soil.

Abilities: Large creature. Flyer. Acid Breath. Immunity to Earth.

Spells: -

Weekly Growth: 1 **Cost:** 4700, 2

Neutral

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Air Elemental

8 6 8 17 59
30 0 5-7 0

Sentient beings formed of nothing more substantial than wind and light, Air Elementals are nevertheless dangerous foes. Their familiarity with storms makes them immune to lightning, and their insubstantial form makes it impossible to retaliate against their attacks.

Abilities: Elemental. Immunity to Lightning. Flyer. No Enemy Retaliation.

Spells: -

Weekly Growth: 4 **Cost:** 400



Earth Elemental

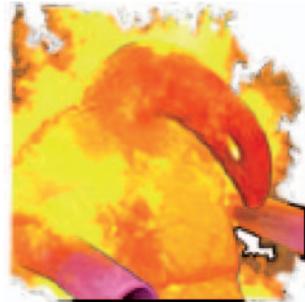
8 11 5 5 63
75 0 10-14 0

Solid and unyielding as the rock and soil from which they come, Earth Elementals are immune to all forms of magic.

Abilities: Elemental. Immunity to Earth. Magic-proof. Unlimited Retaliation.

Spells: -

Weekly Growth: 4 **Cost:** 400



Fire Elemental

10 5 6 8 60
43 50 11-20 0

Brazen spirits of the great molten core and elementals of all that burns, these entities are protected by a potent Fire Shield. The Fire Elemental also has a ranged attack, which makes it dangerous at any distance.

Abilities: Elemental. Immunity to Fire. Fire Shield. Shooter.

Spells: -

Weekly Growth: 4 **Cost:** 400



Water Elemental

8 8 5 10 57
43 0 8-12 12

Like their brethren, these elementals are spirits formed of the primary matter of Ashan. The Water Elemental is doubly dangerous, being immune to all cold spells while casting Ice Bolt and Circle of Winter upon its foes.

Abilities: Elemental. Immunity to Cold. Caster.

Spells: Ice Bolt, Circle of Winter.

Weekly Growth: 4 **Cost:** 400



Death Knight

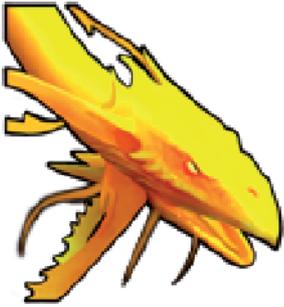
23 23 7 10 270
 90 0 25-35 0

A terrible curse awaits those who are foolish enough to combat these Vampire lords, outcasts from the dark realm of the Necromancers. Death Knights are able to slay numerous enemies with a single strike.

Abilities: Large creature. Undead. Cursing Attack. Deadly Strike.

Spells: -

Weekly Growth: 2 **Cost:** 1200



Phoenix

33 33 10 19 700
 150 0 30-50 0

These birds of pure fire roam freely in the skies. They are powerful allies for any hero lucky enough to find their hidden lairs and enlist their support. The essence of fire makes Phoenixes very hard to hit - any attacking creature will burn in their flames. But the most amazing Phoenix ability is to rise anew from the ashes they burn down to after they die.

Abilities: Large creature. Flyer. Fire Shield. Immunity to Fire. Rebirth.

Spells: -

Weekly Growth: 1 **Cost:** 10000

War Machines

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Ammo Cart

- 5 10 150 0 Cost: 750

The Ammo Cart, bulging with missiles of all shapes and sizes, is found in the supply train of any well-equipped army.

Abilities: Mechanical. War Machine. Supplies shooters with unlimited ammo.

CREATURES



Ballista

5 5 10 250 50 Cost: 1500

A natural evolution of the crossbow, the powerful Ballista deals a heavy ranged attack.

Abilities: Mechanical. War Machine. Shooter.

HEROES



Catapult

- 10 10 1000 50 Cost: 1000

Flinging heavy stones or shot a great distance, Catapults are the scourge of castle defenders and troops alike.

Abilities: Mechanical. War Machine. Destroys castle walls.

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First Aid Tent

- 5 10 100 3(!) Cost: 500

A First Aid Tent is of great use for any army - a soldier or creature that is wounded can be brought here for treatment.

Abilities: Mechanical. War Machine. Heals non-mechanical units.

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Acid Breath

During attack creature damages not only the target but any other unit positioned directly behind it.

Aura of Magic Resistance

For all friendly units located on tiles adjacent to the creature, magic resistance increases by 30%.

Battle Dive

Creature performs delayed air attack on selected tile on the field, causing double damage to any creatures, including friendly ones, which happen to be on the tile at that moment. Following the attack, the creature returns to a randomly selected location on the field (activated ability).

Blinding Attack

When this creature attacks the enemy, there is a chance that it will blind it in addition to inflicting regular damage. Blinded creatures cannot move or attack, but regain sight if attacked.

Bravery

Creature always has positive morale (no less than +1).

Call Lightning

Creature fires a lightning bolt causing magical damage to selected target. Can be used for ranged attack when regular shooting attack is impossible or will only cause reduced damage (activated ability).

Caster

This creature can use a set of magical spells similar to those cast by heroes. Mana reserve is limited but always set to maximum at the beginning of combat. Spellpower depends on the number of creatures (activated ability).

Chain Shot

Creature inflicts damage to selected target and the three other targets nearest to it. Each successive enemy struck receives half the damage of the previous one.

Cursing Attack

During attack a curse is put on the target, reducing the damage it can inflict. With each following attack the curse is renewed.

Dash

After using this ability creature misses one turn but is able to make turns more often (activated ability).

Deadly Strike

There's a 25% chance that this creature's attack will kill half the units in the enemy detachment.

Death Cloud

Ranged attack damages not just the target but all non-undead creatures covered by the Death Cloud (3 by 3 tiles) appearing at the hit point.

Demonic

This creature belongs to inferno. The Chain shot does not affect it but it is vulnerable to Holy Word spell.

Double Attack

Creature strikes two blows at the target in a single attack.

Double Shot

Creature fires two full shots at the enemy instead of just one.

Elemental

This creature is not alive and cannot be affected by Poison-, Blind- or Mind-related magic. Nor can it be resurrected or healed with First Aid Tent.

Energy Channel

If there's a creature with this ability in the hero's army, the hero will need 25% less mana to cast spells.

Enraged

This creature's attack increases during combat when any friendly unit dies (except resurrected creatures or creatures summoned to battlefield by magic).

Entangling Roots

Creature's attack entangles enemy with its roots and immobilises it. Creature can immobilise several enemies simultaneously, but the effect only lasts while the creature remains in direct contact with its victims.

Explosion

Creature damages all creatures around itself, but not itself (activated ability).

Fear

There's a chance the enemy attacked by this creature panics and tries to run to the edge of the arena to get as far away from the creature as possible, losing all initiative accumulated by this time. (Doesn't affect creatures immune to Mind-related spells).

Fire Breath

During attack, creature damages not only the target but any other unit positioned directly behind it.

Fireshield

When this creature is subjected to melee attack, its Fireshield inflicts a certain amount of damage to the attacker, regardless of whether it has counter-attack ability.

Flyer

This creature can move on to any free tile (within its movement range) on the game field during its turn, regardless of the obstacles in the way.

Fright Aura

All enemies positioned within 3 game tiles from this creature get their morale reduced by three units (doesn't affect creatures whose morale is always neutral).

Frightful Presence

There's a chance the enemy that attacks this creature panics and tries to run to the edge of the arena to get as far away from the creature as possible, losing all initiative accumulated by this time. (Doesn't affect creatures immune to Mind-related spells).

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Harm Touch

When this creature attacks, it always kills at least one unit in any enemy detachment. It also lifts all positive magical effects currently affecting the unit (activated ability).

Immune to Air

Air Magic spells cannot harm this creature.

Immune to Blind

This creature cannot be blinded.

Immune to Cold

Cold Magic spells cannot harm this creature.

Immune to Earth

Earth Magic spells cannot harm this creature.

Immune to Fire

Fire Magic spells cannot harm this creature.

Immune to Lightning

Lightning cannot harm this creature.

Immune to Magic

Creature is immune to all magical impact (including friendly spells).

Immune to Mind Control

This creature is immune to mind-affecting spells.

Immune to Slow

This creature cannot be slowed down.

Immune to Water

Water Magic spells cannot harm this creature.

Incorporeal

This creature is incorporeal so any non-magical attack against it has only 50% chance of inflicting damage.

Jousting

Creature gets a 10% bonus to damage it inflicts during attack for each tile it covered on the game field before the attack.

Large Shield

Creature receives only 50% of damage from all non-magical shooting attacks.

Lay Hands

Heals the topmost unit to full health (a single paladin can heal over a thousen HP of a wounded phoenix). Additionally removes all non-permanent curses.

Life Drain

When attacking enemy units, this creature can drain their health and use it to restore its own, or even to resurrect some killed creatures.

Living Creature

This creature is alive so it can be resurrected

Lizard Bite

Creature attacks the enemy who is attacking neighbouring creature (provided it's within range), and inflicts half the regular damage.

Magic Attack

Creature hits all creatures in the line of attack with its shot, including friendly ones.

Magic Proof 75%

Attacking spells inflict 75% less damage to this creature.

Magic-proof 50%

Attacking spells inflict 50% less damage to this creature.

Mana Destroyer

Creature destroys some of the enemy hero's mana at the beginning of combat. The amount of destroyed mana depends on the number of creatures.

Mana Drain

When attacking enemy units, this creature can drain their mana and use it to restore its own health, or even to resurrect some killed creatures.

Mana Feed

Creature can transfer its reserve of mana to own hero (activated ability).

Mana Stealer

Creature takes some of the enemy hero's mana at the beginning of combat and transfers it to own hero. The amount of stolen mana depends on the number of creatures.

Mechanical

This creature is not alive (like all Golems) and its morale is always neutral. It cannot be affected by Poison-, Blind- or Mind-related magic. These creatures cannot be resurrected or healed by First Aid Tent.

No Enemy Retaliation

Enemies never retaliate after melee attacks by creatures with this ability.

No Melee Penalty

Shooter has no penalty for damage inflicted during melee attack.

No Range Penalty

Shooter has no penalty for damage inflicted during ranged attack, provided the range is over half the arena.

Pit Lord Summoning

Once during the combat creature can summon Pit Lords to replace its killed friends. Number of Pit Lords summoned depends on the number of creatures who use this ability (activated ability).

Poisonous Attack

In addition to normal damage the enemy attacked will also be poisoned. Poisoning will cause 1 point of damage/assassin during the next three turns.

Precise Shot

When shooting at close range (less than 3 tiles from target), creatures inflict heavier damage because the target's defense is not effective.

Random Caster

Creature casts a random spell at the selected target. Spells can be cast at both friendly (positive effect spells) and enemy (negative effect spells) creatures (activated ability).

Range Penalty

Shooter always inflicts only half the normal damage to the target but doesn't incur any penalty on melee attack.

Ranged Retaliation

Creature retaliates after enemy ranged attack with its own ranged attack, provided it is not blocked by enemy and has not used up all its retaliation attacks.

Rebirth

Once during the combat this creature can rise from the dead if killed. The number of revived creatures equals the number of killed ones.

Regeneration

Creature restores its health by 30 - 50 HPs each turn.

Repair

This creature can repair friendly mechanical creatures (Golems) and war machines (activated ability). 2 points healed/gremlin, unlimited amount of times.

Resurrect Allies

Creature can resurrect killed allied detachment once during combat, provided the location where the detachment was killed is not occupied by other creatures (activated ability).

Rider Charge

For each game field tile covered by this creature during attack, the target's Defense is reduced by 20% (all the way down to zero).

Scatter Shot

Area-effect shooting: damage is inflicted to all targets (including friendly creatures) located within the selected area (3 by 3 tiles). The amount of damage inflicted to each creature is half the damage of a precise shot (activated ability).

Shield Bash

At every attack creature has a chance to stun the enemy so they won't be able to retaliate and lose initiative (mechanical creatures are not affected).

Shield Other

All friendly creatures located on neighbouring tiles get only 50% of damage from non-magical shooting attacks.

Shooter

This creature can inflict damage remotely. When distance to target is longer than half the arena, the target suffers only half the normal damage. Shooter cannot use ranged attack when blocked by enemy creature. If there's no Ammo Cart in the army, the number of shots is limited by available ammo.

Six-headed attack

Creature attacks six adjacent tiles simultaneously, causing damage to all enemy creatures positioned there.

Spray Attack

Creature simultaneously attacks three adjacent tiles occupied by the enemy.

Strike and Return

Creature attacks and returns to its previous position.

Take Roots

When the creature receives Wait/Defend command, it gets 50% bonus to Defense plus ability to retaliate after all enemy attacks until the next turn.

Taxpayer

Every day the hero gets as many units of gold as there are creatures with this ability in all their armies and castles.

Undead

This creature is not alive (like all other Necropolis creatures) and its morale is always neutral. It cannot be affected by Poison-, Blind- or Mind-related magic.

Unlimited Retaliation

Creature always retaliates after melee attacks by enemies except when attacked by creatures with No Enemy Retaliation ability.

Vorpal Sword

Each attack or counter-attack by this creature is guaranteed to kill at least one unit in the enemy army.

War Dance Combo

Creature simultaneously attacks enemies located on all eight adjacent tiles. The targeted enemy gets normal damage, all others affected get half the normal damage.

Warding Arrows

This creature shoots charmed arrows: in addition to normal damage, there's a chance they might stun the enemy and delay their turn.

Weakening Strike

With each successful attack, the attacked enemy's Attack and Defense properties are reduced by 2 units (cannot get below zero).

Whip Strike

There's a certain chance that during a melee attack this creature will use one of the following spells, in addition to inflicting regular damage: Slow, Weakness or Berserk.

Heroes

Demon Lord

ARTIFACTS

CREATURES

HEROES

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APPENDIX

Agrael



Aura of Swiftness

The initiative of all creatures in hero's army is increased by 1% per hero level.



16-23
Imps



Basic
Gating



9-11
Horned
Demons



Basic
Attack



0-3
Hell
Hounds



Battle
Frenzy

Alastor



Mindreaver

The Curse of Confusion spell has an additional effect of decreasing target's mana on one point per every hero level.



16-23
Imps



Basic
Gating



Confusion



9-11
Horned
Demons



Basic
Sorcery



0-3
Hell
Hounds



Battle
Frenzy

Deleb



Iron Maiden

Ballista's shots under hero's command achieve fireball effect. Spell power of this fireball increases by +1 for every four levels of the hero.



16-23
Imps



Basic
Gating



Ammo
Cart



9-11
Horned
Demons



Advanced
War
Machines



0-3
Hell
Hounds



Ballista

Grawl



Hound Master

All Hell Hounds and Cerberi in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



2-3
Hell
Hounds



Basic
Gating



2-3
Hell
Hounds



Advanced
Destructive
Magic



2-3
Hell
Hounds

Grok



Rusher

Hero's movement points are increased by 5% instantly and by +1% per every four levels. The cost of Teleport spell is reduced by half.



16-23
Imps



Basic
Gating



Teleport



9-11
Horned
Demons



Basic
Logistics



0-3
Hell
Hounds



Pathfinding

Jezebeth



Temptress

All Succubi and Succubus Mistresses in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



16-23
Imps



Basic
Gating



First Aid
Tent



9-11
Horned
Demons



Basic
Sorcery



1
Succubus



Magic
Insigt

Marbas



Spellbreaker

All creatures in hero's army gain 5% Magic Resistance and +1% per hero level.



16-23
Imps



Basic
Gating



9-11
Horned
Demons



Basic
Defense



0-3
Hell
Hounds



Protection

Nymus



Gate Keeper

The number of creatures called through the Gating increases by 1% per hero level.



16-23
Imps



Basic
Gating



9-11
Horned
Demons



Basic
Luck



0-3
Hell
Hounds



Magic
Resistance

Nebiros



Chosen of Chaos

Luck of all hero's troops is increased by 1. Also, enemy hero can not use Tactics ability in combat.



16-23
Imps



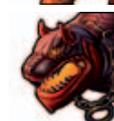
Basic
Gating



9-11
Horned
Demons



Basic
Attack



0-3
Hell
Hounds



Tactics

Knights

ARTIFACTS
CREATURES
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APPENDIX

Godric



Paragon Knight

The effect of Benediction increases 0.25 turns as the hero gains new levels. Mana used for casting Light Magic spells is reduced by 1.



22-32 Peasants



Basic Counter-strike



7-9 Archers



Basic Leadership



0-3 Footmen



Basic Light Magic

Divine Strength

Isabel



Suzerain

Hero contributes 250 gold pieces to kingdom treasury per day. Hero has a 2% per level discount for troop training in Haven towns.



22-32 Peasants



Basic Counter-strike



7-9 Archers



Advanced Leadership



0-3 Footmen

Dougal



Archer Commander

All Archers and Marksmen in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



7-9 Archers



Basic Gating



7-9 Archers



Basic Attack



7-9 Archers



Archery

Ellaine



Beloved of the People

All Peasants and Conscripts in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level. Also, all Peasants earn another +1 gold piece in kingdom treasury every day, in addition to their Tax Payer ability.



22-32 Peasants



Basic Gating



22-32 Peasants



Basic Leadership



22-32 Peasants



Recruitment

Irina



Griffin Trainer

All Griffins and Imperial Griffins in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level. Griffins get Battle Dive Ability.



22-32 Peasants



Basic Gating



7-9 Archers



Basic Luck



1 Griffin



Magic Resistance

Klaus



Cavalry Commander

Cavaliers and Paladins in hero's army get additional jousting bonus as hero gains new levels (+2%/level). Hero's "Retaliation Strike" ability is more powerful (+1% extra damage/level).



22-32 Peasants



Basic Counter-strike



7-9 Archers



Retaliation Strike



0-3 Footmen



Basic Attack

Lazlo



Infantry Commander

All Footmen and Squires in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



2-3 Footmen



Basic Counter-strike



2-3 Footmen



Basic Offense



2-3 Footmen



Vitality

Maeve



Windrider

The effect of Haste spell is increased by 1% for every hero level.



22-32 Peasants



Basic Counter-strike



7-9 Archers



Basic Attack



0-3 Footmen



Basic Leadership



Tactics



Haste

Rutger



Pathfinder

Hero's movement points are increased by 1% per every two levels of the hero.



22-32 Peasants



Basic Counter-strike



7-9 Archers



Basic Logistics



0-3 Footmen



Pathfinding



Vessel of Shalassa

Vittorio



Siege Engineer

Ballistae receive +1 to their attack for every level of hero. Catapult's chance to hit the wall is increased by 2% for every level of the hero.



22-32 Peasants



Basic Gating



7-9 Archers



Basic War Machines



0-3 Footmen



Ballista



Ballista War Machine

Necromancers

ARTIFACTS

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APPENDIX

Markal



Death Lord

All neutral undead creatures will join hero's army. The number joining army is 50% of initial number +2% per hero level.



20-29
Skeletons



Basic
Necromancy



9-11
Zombies



Basic
Leadership



0-3
Ghosts



Diplomacy

Deidre



Banshee

The effect of Banshee Howl ability increases 0.25 turn as hero gains new levels.



20-29
Skeletons



Basic
Necromancy



9-11
Zombies



Banshee
Howl



0-3
Ghosts



Basic
Dark
Magic

Kaspar



Embalmer

The First Aid Tent will heal 5 more hit points per hero level. The damage in case of Plague Tent ability is also increased.



20-29
Skeletons



Basic
Necromancy



9-11
Zombies



Basic
War
Machines



0-3
Ghosts



First Aid



First Aid
Tent

Lucretia



Vampire Princess

All Vampires and Vampire Lords in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



20-29
Skeletons



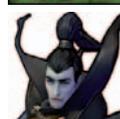
Basic
Necromancy



9-11
Zombies



Basic
Sorcery



1
Vampire



Mana
Regeneration

Naadir



Soulhunter

Every time the group of enemy creatures dies it is replaced by a group of friendly Ghosts on the time of combat. The number of the Ghosts equals 1 Ghost/level.



20-29
Skeletons



Basic
Necromancy



9-11
Zombies



Basic
Summoning
Magic



0-3
Ghosts



Basic
Dark
Magic

Orson



Zombie Lord

All Zombies and Plague Zombies in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



9-11
Zombies



Basic
Necromancy



9-11
Zombies



Basic
Defense



9-11
Zombies



Vitality

Raven



Soulrinker

The Curse of Weakness spell not only lowers creature's damage, but also reduces creature's defense by 1 for every three levels of hero, starting on first level.



20-29
Skeletons



Basic
Necromancy



Weakness



9-11
Zombies



Basic
Destructive
Magic



0-3
Ghosts



Basic
Dark
Magic

Vladimir



Reanimator

The Raise Dead spell has increased effect. The spellpower of this spell is increased by 1 for every three levels of hero, starting on first level.



20-29
Skeletons



Basic
Necromancy



Animate
Dead



9-11
Zombies



Basic
Summoning
Magic



0-3
Ghosts



Master
of Life

Zoltan



Spellwinger

If enemy hero casts any spell, it can be blocked in his or her spellbook making it impossible to cast that spell again in this combat. The probability of blocking increases as hero gains new levels. The higher the spell's circle, the harder it is to block it.



20-29
Skeletons



Basic
Necromancy



9-11
Zombies



Basic
Enlightenment



0-3
Ghosts



Arcane
Intuition

Rangers

ARTIFACTS
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APPENDIX

Findan



Storm of Arrows

Arrow barrage of the enemy ranks at the start of every battle, total damage depends on hero level.



10-14 Pixies



5-7 Blade Dancers



0-2 Hunter



Basic Avenger



Basic Attack



Tactics



Ammo Cart

Anwen



Sword of Sylvanna

All Sylvan creatures under hero's command inflict +2% more damage to favoured enemy for every hero's level



10-14 Pixies



5-7 Blade Dancers



0-2 Hunter



Basic Avenger



Basic Defense



Protection

Dirael



Swarm Queen

Wasp Swarm spell is more effective depending on hero level. Giving a damage bonus of 2%/level and a 1% bonus to initiative reduction/level.



10-14 Pixies



5-7 Blade Dancers



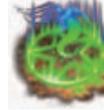
0-2 Hunter



Basic Avenger



Basic Summoning Magic



Master of Conjunction



Wasp Swarm



Favored enemy: Imps

Gilraen



Blade Master

All Blade Dancers and War Dancers in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



5-7 Blade Dancers



5-7 Blade Dancers



5-7 Blade Dancers



Basic Avenger



Basic Defense



Protection

Ossir



Master of the Hunt

All Hunters and Master Hunters in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



1-2 Hunter



1-2 Hunter



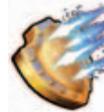
1-2 Hunter



Basic Avenger



Basic Luck



Magic Resistance

Talanar



Elven Fury

Blade Dancer, War Dancer, Hunter, Master Hunter, Druid, Druid Elder get Enraged ability.



10-14 Pixies



Basic Avenger



Ballista



5-7 Blade Dancers



Basic Leadership



0-2 Hunter



Recruitment

Vinrael



Battle-hardened

All experience that hero gains after battles is increased by 2% per hero level.



10-14 Pixies



Basic Avenger



5-7 Blade Dancers



Basic Enlightenment



0-2 Hunter



Intelligence

Wyngaal



Swift Striker

Creature's in hero's army have a 2% bonus to their initiative on the start of combat.



10-14 Pixies



Basic Avenger



5-7 Blade Dancers



Basic Attack



0-2 Hunter



Tactics

Ylthin



Unicorn Maiden

All Unicorns and Silver Unicorns in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



10-14 Pixies



Basic Avenger



First Aid Tent



5-7 Blade Dancers



Basic Light Magic



1 Unicorn



Master of Blessings

Warlock

ARTIFACTS

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APPENDIX

Raelag



Intimidate

Enemy units have a -1%/level penalty to initiative.



7-10 Scouts



Basic Irresistible Magic



Slow



3 Blood Maidens



Basic Defense



0-2 Minotaurs



Vitality

Shadya



Shadow Dancer

Less damage is suffered from distant attacks, reduction depends on hero level.



7-10 Scouts



Basic Irresistible Magic



First Aid Tent



3 Blood Maidens



Basic Defense



0-2 Minotaurs



Evasion

Eruina



Coven Mistress

Shadow Witches and Shadow Matriarchs have a chance to make a free additional shot at the hero's current target. Chance increases depending on hero level.



7-10 Scouts



Basic Irresistible Magic



Ammo Cart



3 Blood Maidens



Basic Destructive Magic



0-2 Minotaurs



Basic Attack

Kythra



Slave Driver

Specializes in Minotaurs. All Minotaurs and Minotaur Guards in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



1-2 Minotaurs



Basic Irresistible Magic



1-2 Minotaurs



Basic Leadership



1-2 Minotaurs



Estates

Lethos



Poison Master

Enemy units may enter the combat already poisoned, chance for stack to be poisoned is 10%+2%/level.



7-10 Scouts



Basic Irresistible Magic



Decay



3 Blood Maidens



Basic Dark Magic



0-2 Minotaurs

Sinitar



Catalyst

Empowered spells mana cost is reduced by 10%+2%/level.



7-10 Scouts



Basic Irresistible Magic



Eldritch Arrow



3 Blood Maidens



Empowered Spells



0-2 Minotaurs



Basic Destructive Magic

Sorgal



Lizard Breeder

Specializes in Raiders. Raiders's special attack Lizard Bite deals more damage, depending on hero level.



7-10 Scouts



Basic Irresistible Magic



3 Blood Maidens



Basic Attack



0-2 Minotaurs



Battle Frenzy

Vayshan



Black Hand

Specializes in Scouts. Scouts and Assassins in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



7-10 Scouts



Basic Irresistible Magic



7-10 Scouts



Basic Attack



7-10 Scouts



Battle Frenzy

Yrbeth



Dark Mystic

Dark Ritual ability is more powerful, enabling the hero to regenerate mana even beyond the normal max mana cap. Amount regenerated over the cap depends on hero level.



7-10 Scouts



Basic Irresistible Magic



3 Blood Maidens



Dark Ritual



0-2 Minotaurs



Basic Dark Magic

Yrwanna



Blood Mistress

Specializes in Blood Maidens. Blood Maidens and Blood Furies in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



3 Blood Maidens



Basic Irresistible Magic



3 Blood Maidens



Basic Enlightenment



3 Blood Maidens



Intelligence

Wizards

ARTIFACTS

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APPENDIX

Zehir



Master of Elements

Every time a friendly stack dies, a group of elementals enters combat at hero's side. Number of elementals increases depending on hero level. In addition, Summon Elementals and Summon Phoenix spells cast by the hero are more powerful.



20-29
Gremlins



Basic
Artificier



Summon
Elementals



8-11
Stone
Gargoyles



Basic
Summoning
Magic



0-3
Iron
Golems



Master of
Conjunction

Faiz



Disrupter

Specializes in Curse of Vulnerability so that the spell not only decreases the defense of the target, but also inflicts damage. Damage is 10+10/level.



20-29
Gremlins



Basic
Artificier



Vulnerability



8-11
Stone
Gargoyles



Basic
Dark
Magic



0-3
Iron
Golems



Master
of Pain

Galib



Spell Twister

The Spell Twister ability increases the chance that redirected enemy spells land on one of the enemy units instead of going in a random direction. Chance is 40%+2%/level.



20-29
Gremlins



Basic
Artificier



8-11
Stone
Gargoyles



Magic
Mirror



0-3
Iron
Golems



Basic
Luck

Havez



Gremlin Master

Specializes in Gremlins. Gremlins and Master Gremlins in the hero's army gain +1 to their attack and defense for every 2 levels of the hero, starting on first level.



20-29
Gremlins



Basic
Artificier



20-29
Gremlins



Basic
War
Machines



20-29
Gremlins



Jhora



Windspeaker

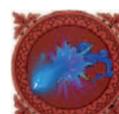
Hero receives a 0.5%/level bonus to initiative in combat.



20-29
Gremlins



Basic
Artificier



Eldritch
Arrow



8-11
Stone
Gargoyles



Basic
Sorcery



0-3
Iron
Golems



Arcane
Training

Narxes



Mentor

Specializes in Mages. Mage and Archmage are more efficient depending on hero level.



20-29
Gremlins



Basic
Artificier



8-11
Stone
Gargoyles



Basic
Enlightenment



0-3
Iron
Golems



Intelligence

Nathir



Flame Wielder

Effective Spellpower of the hero is increased when casting fire-based spells. Modifier depends on hero level.



20-29
Gremlins



Basic
Artificier



Fireball



8-11
Stone
Gargoyles



Basic
Destructive
Magic



0-3
Iron
Golems



Master
of Fire

Nur



Mystic

Hero is able to restore mana in combat gradually by herself. Restoration speed depends on hero level.



20-29
Gremlins



Basic
Artificier



8-11
Stone
Gargoyles



Basic
Sorcery



0-3
Iron
Golems



Mana
Regeneration

Razzak



Golem Crafter

Specializes in Golems. Iron Golems and Steel Golems in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



2-3
Iron
Golems



Basic
Artificier



2-3
Iron
Golems



Basic
Defense



2-3
Iron
Golems



Vitality

Temkhan



Master of the Sands

Caster transforms the local time continuum, changing the order of creatures' actions at the start of combat. The intensity of the transformation depends on the hero's level.



20-29
Gremlins



Basic
Artificier



Slow



8-11
Stone
Gargoyles



Basic
Sorcery



0-3
Iron
Golems



Magic
Insight

Campaign Heroes

ARTIFACTS



Biara is based on Nymus



Veyer is based on Marbas



Kha-Beleth is based on Agrael

CREATURES



Nikolai is based on Lazlo



Freyda

HEROES



Nikolai is based on Vladimir

SKILLS

SPELLS



Alaron is based on Talanar



Tieru

TOWN BUILDINGS



Maahir is based on Nur



Cyrus is based on Galib

APPENDIX

Skills

Prime Skill



Basic Attack

Increases damage dealt by your creatures in melee combat by 5%.



Advanced Attack

Increases damage dealt by your creatures in melee combat by 10%.



Expert Attack

Increases damage dealt by your creatures in melee combat by 15%.

Perks



Archery

Increases damage dealt by hero's creatures in ranged combat by 20%.



Battle Frenzy

Minimum and maximum damage inflicted by each creature under hero's control is increased by 1. Especially effective for armies of low level creatures.



Tactics

Increases the area in which the hero can rearrange creatures before combat.

Feats



Cold Steel

The hero enhances weapons of all troops in his or her army to strike with additional ice powers (Not only undead creatures receive these enchantments).

Necromancer: Battle Frenzy

Wizard: Flaming Arrows, Mark of the Wizard (Artificier)



Excruciating Strike

Excruciating Strike improves Mark of the Damned ability. There's a 40% chance that a Mark of the Damned performed by Demon Lord will deal double damage to a target.

Demon Lord: Battle Frenzy, Mark of the Damned (Gating)



Flaming Arrows

Ballista under hero's command negates enemy defense and deals additional elemental fire damage.

Ranger: Nature's Wrath, Deadeye Shot (Avenger)

Wizard: Archery



Nature's Wrath

All Sylvan creatures in Ranger's army gain +1 to maximum damage.

Ranger: Battle Frenzy



Power of Speed

Hero acquires Haste spell and the ability to cast it with no cost.

Demon Lord: Excruciating Strike

Knight: Retribution, Last Stand (Defense), Weakening Strike (Dark Magic)

Necromancer: Cold Steel, Eternal Servitude (Necromancy)

Warlock: Tactics



Retribution

Troops under hero's control deal increased amount of damage according to their morale state.

Knight: Expert Trainer

Warlock: Power of Speed, Empowered Spells (Irresistible Magic)

Prime Skill



Basic Dark Magic

Allows hero to learn Dark Magic spells of the third circle and makes Dark Magic more effective overall.



Advanced Dark Magic

Allows hero to learn Dark Magic spells of the fourth circle and makes Dark Magic even more effective.



Expert Dark Magic

Allows hero to learn Dark Magic spells of the fifth circle and gives maximum power to Dark Magic.

Perks



Master of Curses

Grants mass effects to Weakness and Suffering spells, but doubles the casting cost of these spells. Hero wastes only half of his current initiative to cast these spells.



Master of Mind

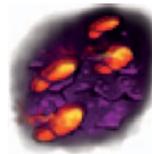
Grants mass effects to Slow and Confusion spells, but doubles the casting cost of these spells. Hero wastes only half of his current initiative to cast these spells.



Master of Pain

Grants area effects to Decay and Vulnerability spells, but doubles the casting cost of these spells. Hero wastes only half of his current initiative to cast these spells.

Feats



Corrupted Soil

The hero calls upon forces of nature to affect enemy melee-attacking creatures. Any time an enemy creature moves it will receive fire damage. Inflicted damage equals 3 points/hero level.

Necromancer: Spirit Link, Dark Revelation (Enlightenment)

Ranger: Master of Mind



Dark Renewal

Should it happen that any magic spell is resisted by target, the hero gains back all the mana spent to cast that spell.

Demon Lord: Master of Mind, Weakening Strike

Warlock: Master of Mind

Wizard: Seal of Darkness, Fiery Wrath (Destructive Magic)



Fallen Knight

Dedicated to learning all the secrets of Dark Magic, the Knight becomes a pariah among his or her own kind. Troops under knight's control suffer -1 penalty to morale, but all Dark Magic spells cast by the Knight are now more powerful (effective Spellpower is +5 for casting those spells).

Knight: Master of Curses



Seal of Darkness

Enemy hero is forced to spend twice more mana to cast Dark Magic spells in combat.

Ranger: Corrupted Soil, Imbue Arrow (Avenger)

Wizard: Master of Mind



Spirit Link

Grants a Necromancer the ability to tie his or her own spirit to the spirits of any creatures on the battlefield. If linked creatures receive any damage the Necromancer will gain some mana, feeding upon those creatures 'suffering'.

Necromancer: Master of Curses



Weakening Strike

Weakening Strike improves Mark of the Damned ability. Now Mark of the Damned not only damages the target, but also curses it with a Weakness spell.

Demon Lord: Mark of the Damned (Gating)

Knight: Fallen Knight, Aura of Swiftiness (Leadership)

Prime Skill



Basic Defense

Decreases damage dealt to your creatures in melee combat by 10%.



Advanced Defense

Decreases damage dealt to your creatures in melee combat by 20%.



Expert Defense

Decreases damage dealt to your creatures in melee combat by 30%.

Perks



Evasion

Decreases damage dealt to your creatures by ranged attacks by 20%.



Protection

Decreases damage dealt to your creatures by magic attacks by 15%.



Vitality

Increases hit points of all your creatures by 2 (Particularly effective for large armies).

Feats



Chilling Bones

Enhances all undead troops under Necromancer's control with powerful ice enchantments. Any enemy creature which engages in melee combat with those troops will receive ice damage.

Necromancer: Protection



Hellwrath

Hellwrath improves Hellfire ability. Additional fire damage to enemy creatures will be dealt on retaliation strikes as well.

Demon Lord: Evasion, Hellfire (Gating)



Last Stand

All troops under hero's control are blessed with amazing vitality. If enemy creatures attack the hero's troops and kill them all, the last of the troops will survive the attack with 1 hit point.

Knight: Stand Your Ground, Aura of Swiftess (Leadership)

Ranger: Vitality



Power of Endurance

Hero acquires Endurance spell and the ability to cast it with no cost.

Warlock: Vitality

Wizard: Resistance, Magic Mirror (Artificier)



Resistance

Hero gains +2 defense permanently.

Necromancer: Chilling Bones, Skeleton Archers (Necromancy)

Warlock: Protection, Power of Endurance¹

Wizard: Protection



Stand Your Ground

Troops under hero's control get +60% bonus to their defense carrying out the Defend command.

Demon Lord: Hellwrath

Knight: Vitality

Ranger: Last Stand, Familiar Ground (Logistics)

¹ Note that these requirements would make the skill unattainable for Warlocks!

Prime Skill



Basic Destructive Magic

Allows hero to learn Destructive Magic spells of the third circle and makes Destructive Magic more effective overall.



Advanced Destructive Magic

Allows hero to learn Destructive Magic spells of the fourth circle and makes Destructive Magic even more effective.



Expert Destructive Magic

Allows hero to learn Destructive Magic spells of the fifth circle and gives maximum power to Destructive Magic.

Perks



Master of Fire

Grants armor-damaging effect to Fireball and Armageddon spells. Creatures affected by these spells suffer additional -50% defense penalty.



Master of Ice

Grants freezing effect to Ice Bolt and Circle of Winter spells. The freezing lasts for 0.3 turns, during which the target doesn't move along the initiative bar.



Master of Storms

Grants stunning effect to Lightning Bolt and Chain Lightning (first target only) spells. The spell drains 30% of the target's initiative.

Feats



Cold Death

Makes Necromancer's spells Ice Bolt and Circle of Winter more powerful. Those spells will kill at least one creature, if that creature has no Immunity to Cold.

Necromancer: Master of Ice



Fiery Wrath

Additional elemental fire damage is dealt to enemy units on all melee and ranged attacks.

Knight: Master of Fire, Expert Trainer (Counterstrike)

Wizard: Sap Magic, Mark of the Wizard (Artificier)



Mana Burst

The hero calls upon the forces of nature to affect enemy casters. Any time an enemy creature casts a spell it will receive fire damage. Inflicted damage equals 10 points/hero level.

Demon Lord: Hellfire (Gating), Arcane Brilliance (Sorcery)

Ranger: Master of Fire

Warlock: Secrets of Destruction, Retribution (Attack)



Sap Magic

Damage dealt by enemy spells is reduced by 20%.

Wizard: Magic Mirror (Artificier)



Searing Fires

Searing Fires improves Hellfire ability. Fire damage dealt to enemy creatures by Hellfire ability is increased by 50%.

Demon Lord: Master of Fire, Hellfire (Gating)



Secrets of Destruction

Hero gains +2 Knowledge permanently and randomly acquires one damaging spell of 1st to 3rd circle that is not yet in hero's spellbook.

Necromancer: Cold Death, Arcane Excellence (Sorcery)

Ranger: Mana Burst, Imbue Arrow (Avenger)

Warlock: Dark Ritual (Irresistible Magic)

Enlightenment

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Prime Skill



Basic Enlightenment

Hero receives +1 to one of his primary stats for every four levels including the levels already aquired and +10% bonus to the experience gained from combat.²



Advanced Enlightenment

Hero receives +1 to one of his primary stats for every three levels including the levels already aquired and +20% bonus to the experience gained from combat.²



Expert Enlightenment

Hero receives +1 to one of his primary stats for every two levels including the levels already aquired and +30% bonus to the experience gained from combat.²

Perks



Arcane Intuition

Allows hero to learn an unknown spell used by an enemy hero or creature in combat (hero must be able to learn the spell with regards to school, level, etc.).



Intelligence

Increases normal maximum mana by 50%.



Scholar

Allows heroes to teach each other various spells, effectively trading spells between spell books.

Feats



Arcane Exaltation

Delving deep into the secrets of spellcraft, hero gains +2 Spellpower permanently.

Demon Lord: Scholar

Ranger: Know Your Enemy, Deadeye Shot (Avenger)



Dark Revelation

Hero qualifies for additional free level up.

Demon Lord: Arcane Exaltation

Necromancer: Lord of the Undead, Skeleton Archers (Necromancy)

Warlock: Arcane Intuition



Graduate

Being so keen to learn, the hero is granted +2 Knowledge and an additional bonus of +1000 experience.

Knight: Scholar

Wizard: Wizard's Reward



Know Your Enemy

The chance of inflicting a critical hit using "Avenger" skill is increased by +10%

Ranger: Arcane Intuition



Lord of the Undead

The Necromancer receives +1 to Knowledge due to his or her intimate understanding of Death. The Necromancy skill is also increased by 5%.

Necromancer: Scholar



Wizard's Reward

Hero gains +2 to Spellpower permanently, plus an extra 1000 gold as a one-time bonus.

Knight: Graduate

Warlock: Dark Revelation, Elemental Vision (Irresistible Magic)

Wizard: Scholar

² This seems to be bugged, so you only get half the amount of extra experience you should.

Prime Skill



Basic Leadership

Increases morale of all creatures in hero's army by 1.



Advanced Leadership

Increases morale of all creatures in hero's army by 2.



Expert Leadership

Increases morale of all creatures in hero's army by 3.

Perks



Diplomacy

Allows hero to effectively negotiate with hostile creatures. Increases chances and reduces costs of creatures that wish to join your army.



Estates

Hero contributes 250 gold pieces per day to your cause.



Recruitment

Increases weekly growth of 1st, 2nd and 3rd level creatures by +3, +2 and +1 respectively. Hero must be stationed within the friendly town on the last day of the week for effect to take place.

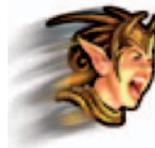
Feats



Artificial Glory

War Machines and Golems are now affected by positive morale effects (negative morale does not apply).

Wizard: Estates



Aura of Swiftness

Combat movement speed of all units in the hero's army is increased by +1.

Knight: Divine Guidance, Benediction (Counterstrike)

Warlock: Recruitment



Battle Commander

Adds +2 to Ranger's attack permanently. War Dancers join the Ranger's army to fight for his or her cause. The number of War Dancers depends upon the number of the week.

Ranger: Recruitment



Gate Master

Gating ability becomes more potent, bringing 20% more reinforcements than normal.

Demon Lord: Recruitment



Divine Guidance

The Knight receives the special combat ability to encourage his troops on a battlefield, making their turns come faster.

Knight: Retaliation Strike (Counterstrike)



Herald of Death

All neutral creatures which join the Necromancer's army will be automatically transformed into the undead creatures of their respective level.

Necromancer: Recruitment

Light Magic

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Prime Skill



Basic Light Magic

Allows hero to learn Light Magic spells of the third circle and makes Light Magic more effective overall.



Advanced Light Magic

Allows hero to learn Light Magic spells of the fourth circle and makes Light Magic even more effective.



Expert Light Magic

Allows hero to learn Light Magic spells of the fifth circle and gives maximum power to Light Magic.

Perks



Master of Abjuration

Grants mass effects to Deflect Missile and Endurance spells, but doubles the casting cost of these spells. Hero wastes only half of his current initiative to cast these spells.



Master of Blessings

Grants mass effects to Divine Strength and area effect to Cleansing spells, but doubles the casting cost of these spells. Hero wastes only half of his current initiative to cast these spells.



Master of Wrath

Grants mass effects to Righteous Might and Haste spells, but doubles the casting cost of these spells. Hero wastes only half of his current initiative to cast these spells.

Feats



Fire Resistance

Creatures under Hero's control receive only 50% damage from all fire-based attacks and are immune to armor damaging effects of Master of Fire ability.

Demon Lord: Master of Abjuration, Hellfire (Gating)

Ranger: Storm Wind, Imbue Arrow (Avenger)



Guardian Angel

When all the knight's troops fall dead in combat, an Angel, summoned on a field of battle, resurrects the most powerful group of dead creatures and disappears.

Knight: Master of Blessings



Refined Mana

Casters in the hero's army will spend only half the required mana cost to cast spells.

Knight: Guardian Angel, Benediction (Counterstrike)

Warlock: Master of Wrath

Wizard: Suppress Light, Tremors (War Machines), Dark Renewal (Dark Magic)



Storm Wind

The Ranger calls upon the forces of nature to affect enemy flying creatures. Initiative and Speed of all enemy flyers is decreased by 1.

Ranger: Master of Wrath



Suppress Light

Enemy hero is forced to spend twice more mana to cast Light Magic spells in combat.

Wizard: Master of Abjuration



Twilight

Increases Spellpower: +3 for all spells of dark and light magic schools

Necromancer: Master of Blessings

Warlock: Refined Mana, Dark Ritual (Irresistible Magic)

Prime Skill



Basic Logistics

Increases hero's movement speed over land by 10%.



Advanced Logistics

Increases hero's movement speed over land by 20%.



Expert Logistics

Increases hero's movement speed over land by 30%.

Perks



Navigation

Increases hero's movement speed at sea by 50%.



Pathfinding

Reduces penalty for moving through rough terrain by 50%.



Scouting

Hero receives +4 to his range of view and gets an ability to see precise number of creatures in neutral troops, in enemy armies, towns and garrisons within his range of view.

Feats



Death March

All hero's troops gain +4 speed during the siege of an enemy castle.

Knight: Familiar Ground, Expert Trainer (Counterstrike)

Necromancer: Pathfinding

Warlock: Teleport Assault, Dark Ritual (Irresistible Magic)



Familiar Ground

All creatures in the hero's (Knight or Ranger) army receive +1 for movement speed if the battle is taking place on grassy terrain.

Knight: Pathfinding

Ranger: Silent Stalker



March of the Golems

All golems under hero's command have their speed and initiative increased by +2.

Wizard: Pathfinding



Silent Stalker

The enemy will see only the strongest creature in hero's army with no number at all. Also this ability allows to see courage of neutral monsters and enlarges hero's field of view by 12 tiles.

Necromancer: Death March

Ranger: Scouting



Swift Gating

The Demon Lord masters the ways of transferring creatures from the infernal plane and back. Gating becomes 50% quicker than normal.³

Demon Lord: Pathfinding



Teleport Assault

Hero acquires Teleportation spell and the ability to cast it with assault effect, increasing the initiative of creature being teleported.

Demon Lord: Swift Gating, Consume Corps (Gating)

Warlock: Scouting

Wizard: March of the Golems, Mark of the Wizard (Artificier)

³ Only makes the creatures gating in reinforcements get their next turn 50% sooner. Doesn't affect creatures gated in.

Prime Skill



Basic Luck

Increases luck of all creatures in hero's army by 1.



Advanced Luck

Increases luck of all creatures in hero's army by 2.



Expert Luck

Increases luck of all creatures in hero's army by 3.

Perks



Magic Resistance

Increases magic resistance of all creatures in hero's army by 15%. Creatures are more likely to avoid enemy magic.



Resourcefulness

In the course of adventures the hero tends to find more gold and resources and be more lucky overall.



Soldier's Luck

Guarantees that useful combat abilities of creatures in hero's army (like Squires' Shield Bash, for example) will trigger more often.

Feats



Dead Man's Curse

The hero has gained an ability to affect the Luck of enemy creatures. The Luck of all enemy troops is decreased by 1.

Demon Lord: Swarming Gate, Dark Renewal (Dark Magic)

Necromancer: Banshee Howl (Necromancy)

Ranger: Elven Luck, Rain of Arrows (Avenger)



Elven Luck

The Luck bonus to damage is increased by 25%.

Ranger: Soldier's Luck



Spoils of War

From each victorious battle, the hero will salvage some gold and resources as spoils of war.

Knight: Tear of Asha Vision, Wizard's Reward (Enlightenment)

Wizard: Resourcefulness



Swarming Gate

There's a 10%+5%/‘luck point’ chance that the gated stack will summon twice as many reinforcements as normal.

Demon Lord: Soldier's Luck



Tear of Asha Vision

The hero now ‘feels’ the location of the Tear of Asha in his or her very heart. Digging for a Tear of Asha somewhere around its actual location is much more likely to be a success.

Knight: Resourcefulness

Warlock: Warlock's Luck, Death March (Logistics)

Wizard: Tear of Asha Vision, Consume Artifact (Artificier)



Warlock's Luck

Luck rolls will now be applied to destructive spells cast by the hero, thus allowing a chance for double damage from spells.

Warlock: Soldier's Luck

Prime Skill



Basic Sorcery

Speeds up hero's casting in combat. Interval between two consecutive spell casts is reduced by 10%.



Advanced Sorcery

Speeds up hero's casting in combat. Interval between two consecutive spell casts is reduced by 20%.



Expert Sorcery

Speeds up hero's casting in combat. Interval between two consecutive spell casts is reduced by 30%.

Perks



Arcane Training

Reduces casting costs of all spells by 20%.



Magic Insight

Allows a hero to learn magic spells of the third circle regardless of actual skills in the respective schools of magic.



Mana Regeneration

Doubles mana regeneration.

Feats



Arcane Brilliance

Adds +2 to hero's Spellpower permanently. Hero also receives a new spell in his or her spell book.

Demon Lord: Soulfire, Elemental Balance (Summoning Magic)

Ranger: Mana Regeneration



Arcane Excellence

Showing excellent progress in the field of sorcery, the hero is granted +2 Spellpower permanently and +100 temporary mana.

Knight: Arcane Training, Benediction (Counterstrike)

Necromancer: Boneward, Eternal Servitude (Necromancy)



Boneward

Damage inflicted by any Destructive Magic spells to all undead troops under Necromancer's command is reduced by 20%.

Necromancer: Magic Insight



Counterspell

Special combat ability. Negates all effects of the next spell cast by the enemy, but drains twice the mana cost of that spell.

Ranger: Arcane Brilliance, Arcane Exaltation (Enlightenment), Fire Warriors (Summoning Magic)

Warlock: Erratic Mana, Mana Burst (Destructive Magic), Resistance (Defense)

Wizard: Arcane Training



Erratic Mana

Mana cost of spells cast by the hero is randomly reduced by up to 50% (actual reduction is determined while casting is in progress).

Warlock: Mana Regeneration

Wizard: Counterspell, Magic Mirror (Artificier)



Soulfire

As a Demon Lord consumes corpses to restore mana, corpses may suddenly explode in a burst of fire, damaging all adjacent units including those under hero's control.

Demon Lord: Consume Corpse (Gating)

Summoning Magic

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Prime Skill



Basic Summoning Magic

Allows hero to learn Summoning Magic spells of the third circle and makes Summoning Magic more effective overall.



Advanced Summoning Magic

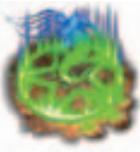
Allows hero to learn Summoning Magic spells of the fourth circle and makes Summoning Magic even more effective.



Expert Summoning Magic

Allows hero to learn Summoning Magic spells of the fifth circle and gives maximum power to Summoning Magic.

Perks



Master of Conjunction

Makes Conjure Phoenix and Summon Elementals spells more powerful (effective Spellpower increases by 4 for casting those spells).



Master of Earthblood

Makes Fire Trap and Earthquake spells more powerful (effective Spellpower increases by 4 for casting those spells).



Master of Life

Makes Fist of Wrath and Raise Dead spells more powerful (effective Spellpower increases by 4 for casting those spells).

Feats



Banish

Special combat ability. Unsummons 25% +3%/level of the summoned or gated stack.

Necromancer: Secrets of Destruction (Destructive Magic), Banshee Howl (Necromancy)

Wizard: Master of Conjunction



Elemental Balance

Superb knowledge of summoning magic allows the knight to counterbalance the combat situation when battling against skilled summoners. Each time the enemy uses the Summon Elementals spell, a small group of elementals of opposite alignment is automatically summoned to fight for the knight's cause.

Demon Lord: Fire Warriors, Tremors (War Machines)

Knight: Master of Conjunction, Expert Trainer (Counterstrike)



Exorcism

All Destructive Damage spells against summoned and gated targets deal double the normal damage.

Warlock: Master of Conjunction



Fire Warriors

Hero is granted the knowledge of Summon Elementals spell. Regardless of circumstances this spell will summon Fire Elementals from now on. The number of Elementals summoned is 40% greater than normal.

Demon Lord: Master of Conjunction

Ranger: Wall of Fog, Fire Resistance (Light Magic)



Haunted Mines

After capturing an enemy mine the Necromancer is able to haunt it. Some Ghosts will appear in mine's garrison, the number of summoned Ghosts depends upon the number of the week.

Necromancer: Master of Life



Wall of Fog

The Ranger calls upon the forces of nature to affect enemy ranged-attacking creatures. Initiative of all enemy shooters is decreased by 10% and their damage is decreased by 10%.

Ranger: Master of Earthblood

Wizard: Banish, Mark of the Wizard (Artificier)

Prime Skill



Basic War Machines

Makes war machines more effective overall. Increases Attack, Defense and Damage of Ballistae. Increases Catapult's Damage and grants it a 30% chance to hit. The First Aid Tent receives increased Healing Power. Ammo Cart gains an ability to increase Attack of ranged units in hero's army by 1.



Advanced War Machines

Makes war machines more effective overall. Increases Attack, Defense and Damage of Ballistae. Increases Catapult's Damage and grants it a 40% chance to hit. The First Aid Tent receives increased Healing Power. Ammo Cart gains an ability to increase Attack of ranged units in hero's army by 2.



Expert War Machines

Makes war machines more effective overall. Increases Attack, Defense and Damage of Ballistae. Increases Catapult's Damage and grants it a 50% chance to hit. The First Aid Tent receives increased Healing Power. Ammo Cart gains an ability to increase Attack of ranged units in hero's army by 3.

Perks



Ballista

Allows manual control of the Ballista. Ballista gains one extra shot. Restores the Ballista after the battle if it was destroyed.



Catapult

Allows manual control of the Catapult. Catapult gains one extra shot. Restores ammo cart after the battle if it was destroyed.



First Aid

Allows manual control of the First Aid Tent. Restores the First Aid Tent after the battle if it was destroyed.

Feats



Brimstone Rain

Catapult gains another extra shot (up to 3 consecutive shots in turn if hero is proficient with catapults).

Demon Lord: Catapult



Imbue Ballista

Imbue Arrow ability will now affect Ballistae as well. All Ballistae shots will carry Ranger's enchantments and therefore drain Ranger's mana.

Ranger: Ballista



Plague Tent

The hero's First Aid Tent receives an ability to damage enemy creatures.

Necromancer: First Aid
Warlock: Tremors



Tremors

Hero acquires Earthquake spell and the ability to cast it with shaking effect, damaging and stunning all creatures behind fortress wall. Earthquake does $10+5 \times \text{Spell power}$ damage and reduces initiative by 10%.

Demon Lord: Brimstone Rain, Mark of the Damned (Gating)

Warlock: Catapult

Wizard: Remote Control, Consume Artifact (Artificier)



Remote Control

At the beginning of the combat one of the enemy War Machines comes under your control.

Wizard: Catapult



Triple Ballista

Ballista gains another extra shot (up to 3 consecutive shots total if hero is proficient with ballistas).

Knight: Ballista, Retaliation Strike (Counterstrike)

Ranger: Imbue Ballista, Rain of Arrows (Avenger)

Artificier

Avenger

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Faction Skill



Basic Artificier

Unique Wizard's skill. Allows hero to create creature equipment of the first level.



Advanced Artificier

Unique Wizard's skill. Allows hero to create creature equipment of the second level.



Expert Artificier

Unique Wizard's skill. Allows hero to create creature equipment of the third level.



Ultimate Artificier

Unique Wizard's skill. Reduces the price of creating creature equipment by half.⁴

Specializations



Consume Artifact

Special combat ability. Allows hero to consume artifacts equipped on friendly creatures to regain mana in combat.



Mark of the Wizard

Special combat ability. Caster binds himself to the target with Mark of the Wizard so that each subsequent spell striking that target has its effect doubled. Moreover every spell striking another creature will affect this target as well.



Magic Mirror

Every damaging or cursing spell cast by the enemy has a chance to be randomly reflected to some other target, including enemy units.



Arcane Omniscience

All spells that are in existence will be written to the hero's spellbook and hero will be able to cast them on expert level.

Requirements: Cold Steel (Attack), Erratic Mana (Sorcery), Graduate (Enlightenment & Wall of Fog (Summoning Magic).

⁴ Reports indicate that there's a bug and that the ability doesn't do anything.

Faction Skill



Basic Avenger

Unique Ranger's skill. Allows Ranger to choose 1 favored enemy from the Avenger's Guild in any Sylvan town. All Ranger's troops will receive a 40% chance to inflict a critical hit upon that creature, giving double damage to it. Before choosing a creature as a favored enemy, the Ranger must kill two whole populations of those creatures.



Advanced Avenger

Unique Ranger's skill. Allows Ranger to choose 2 favored enemies from the Avenger's Guild in any Sylvan town.⁵



Expert Avenger

Unique Ranger's skill. Allows Ranger to choose 3 favored enemies from the Avenger's Guild in any Sylvan town.⁵



Ultimate Avenger

Unique Ranger's skill. Allows Ranger to choose 4 favored enemies from the Avenger's Guild in any Sylvan town.⁵

Specializations



Deadeye Shot

Grants Ranger an ability to attack any enemy creatures on battlefield. Ranger deals damage as if he was three levels higher than he really is. If that creature is present in Ranger's favoured enemy list then the critical strike is fulfilled, the damage is doubled and it always kills at least one creature.



Imbue Arrow

Allows Ranger to enhance his or her arrows with attacking or cursing spells. All Ranger's attacks will now not only inflict damage upon enemy creatures but also will immediately cast an imbued spell, draining Ranger's mana. Imbue Arrow lasts until the end of the fight or until all Ranger's mana is drained.



Rain of Arrows

Grants Ranger an ability to attack all enemy creatures which are present in his favoured enemy list. Ranger deals damage as if he was three levels higher than he really is.



Nature's Luck

Units in the hero's army always have luck rolled on attacks.

Requirements: Dead Man's Curse (Luck), Stand Your Ground (Defense) & Flaming Arrows (Attack).

⁵ Text has been shortened to fit in one page. Everything not specified here works as for Basic Avenger.

Faction Skill



Basic Counterstrike

Unique Knight's skill. Allows to upgrade human troops up the tier. Only works within Haven towns where Training Grounds facility has been built. Besides, damage dealt by Knight's troops on retaliation strikes is increased by 5%.



Advanced Counterstrike

Unique Knight's skill. Damage dealt by Knight's troops on retaliation strikes is increased by 10%.⁶



Expert Counterstrike

Unique Knight's skill. Damage dealt by Knight's troops on retaliation strikes is increased by 20%.⁶



Ultimate Counterstrike

Unique Knight's skill. Damage dealt by Knight's troops on retaliation strikes is increased by 25%.⁷

Specializations



Benediction

The Knight receives special combat ability to temporarily raise the morale, initiative, attack and defense of his troops.



Expert Trainer

Troop training in Haven towns costs 10% less than normal. Knight must be stationed within the town with Training Grounds built for this effect to take place.



Retaliation Strike

The Knight receives special combat ability to guard any selected creature in his army for one turn by inflicting direct damage to every enemy that is attacking this guarded creature.



Unstoppable Charge

Hero's Retaliation Strike ability inflicts triple damage.

Requirements: Retaliation Strike, Refined Mana (Light Magic), Death March (Logistics) & Spoils of War (Luck).

⁶ Text has been shortened to fit in one page. Everything not specified here works as for Counterstrike.

⁷ Ultimate Counterstrike doesn't seem to have an icon of its own.

Faction Skill



Basic Gating

Unique Demon Lord's skill. Imps and Demons (as well as their upgrades) are granted an ability to gate into the infernal plane to bring reinforcements back to the battlefield. Each unit can gate only once per combat. Newly arrived creatures constitute 1/4 of the gated ones and will disappear after the end of the combat.



Advanced Gating

Unique Demon Lord's skill. Imps, Demons, Hell Hounds and Succubi (with upgrades) are granted the ability to gate. Newly arrived creatures constitute 30% of the gated ones.⁸



Expert Gating

Unique Demon Lord's skill. All infernal troops except Devils and Arch Devils are granted the ability to gate. Newly arrived creatures constitute 35% of the gated ones.⁸



Ultimate Gating

Unique Demon Lord's skill. All infernal troops are granted the ability to gate. Newly arrived creatures constitute 40% of the gated ones.⁸

Specializations



Consume Corpse

Demon Lord receives special combat ability to consume corpses of fallen creatures to restore mana. Consumed corpses disappear from the battlefield. The ability restores 1 mana for every 30 health the dead stack had at start of combat.



Hellfire

Creatures under Demon Lord's control are granted a 30% chance to deal additional fire damage on attack. Hellfire does 50+5/level points of damage. Hellfire drains the Demon Lord's mana.



Mark of the Damned

Demon Lord receives special combat ability to punish the target enemy creature with a powerful Mark of the Damned if that creature is about to attack, retaliate or cast any spell. Once declared, Mark of the Damned is active until next hero's turn. Should target creature remain idle or move without attacking, the Mark will not be performed.



Urgash's Call

Gating becomes instant.

Requirements: Teleport Assault (Logistics), Dead Man's Curse (Luck) & Power of Speed (Attack).

⁸ Text has been shortened to fit in one page. Everything not specified here works as for Basic Gating.

Faction Skill



Basic Irresistible Magic

Unique Warlock's skill. Partially negates magic protection and allows hero to deal 20% of normal spell damage to otherwise resistant creatures. Damage from Elemental Chains increased by 5%.⁹



Advanced Irresistible Magic

Unique Warlock's skill. Significantly negates magic protection and allows hero to deal 40% of normal spell damage to otherwise resistant creatures. Damage from Elemental Chains increased by 10%.⁹



Expert Irresistible Magic

Unique Warlock's skill. Negates half of magic protection and allows hero to deal 50% of normal spell damage to otherwise resistant creatures. Damage from Elemental Chains increased by 15%.⁹



Ultimate Irresistible Magic

Unique Warlock's skill. Drastically negates magic protection and allows hero to deal 75% of normal spell damage to otherwise resistant creatures. Damage from Elemental Chains increased by 20%.⁹

Specializations



Dark Ritual

Special adventure ability. Hero spends entire day to perform the ritual and regain full mana. Can only be used at the beginning of the day.



Elemental Vision

Allows Warlock to see elements associated with each creature and deal additional elemental damage (see Appendix page 128).



Empowered spells

All damaging spells cast by hero deal 50% more damage, but the mana cost is doubled.



Rage of the Elements

Elemental chain effects inflict double damage.

Requirements: Plague Tent (War Machines), Tear of Asha Vision (Luck) & Wizard's Reward (Enlightenment).

Faction Skill



Basic Necromancy

Unique Necromancer's skill. Allows a Necromancer to raise 5% of fallen enemy living creatures as skeletons.



Advanced Necromancy

Unique Necromancer's skill. Allows a Necromancer to raise 10% of fallen enemy living creatures as skeletons.



Expert Necromancy

Unique Necromancer's skill. Allows a Necromancer to raise 15% of fallen enemy living creatures as skeletons.



Ultimate Necromancy

Unique Necromancer's skill. Allows a Necromancer to raise 20% of fallen enemy living creatures as skeletons.

Specializations



Banshee Howl

Grants a hero an ability to call upon death itself in combat. All enemy living creatures receive -1 to morale, luck and -10% on initiative.



Eternal Servitude

The Necromancer receives an ability to raise some of the fallen undead creatures in his or her army after combat.



Skeleton Archers

Allows a Necromancer to raise Skeleton Archers instead of Skeletons.



Howl of Terror

Banshee Howl special ability additionally dampens enemy morale by -6.

Requirements: Banshee Howl, Silent Stalker (Logistics), Power of Speed (Attack) & Corrupted Soil (Dark Magic).

⁹ Resistance of your own units decreased as well.

Spells

Dark Magic

ARTIFACTS



Weakness

Causes the selected enemy unit to inflict minimum damage in combat. Spellpower determines the duration of effect.

- No Dark Magic:** Gap between max and min damage reduced by 50%
- Basic Dark Magic:** Gap between max and min damage reduced by 65%
- Advanced Dark Magic:** Gap between max and min damage reduced by 80%
- Expert Dark Magic:** All creatures do minimum damage

- Mana Cost:** 4 Mana
- Duration:** 1 round/Spell Power
- Master of Curses:** Mass effect
- Souldrinker:** Weakness also lowers defense

CREATURES



Slow

Makes target enemy stack take fewer actions in combat.

- No Dark Magic:** Initiative decreased by 25%
- Basic Dark Magic:** Initiative decreased by 30%
- Advanced Dark Magic:** Initiative decreased by 35%
- Expert Dark Magic:** Initiative decreased by 40%

- Mana Cost:** 4 Mana
- Duration:** 1 round/Spell Power
- Master of Mind:** Mass effect

HEROES



Decay

Inflicts plague on target enemy stack, the stack receives earth damage each time it takes an action.

- No Dark Magic:** Duration is 2 rounds
- Basic Dark Magic:** Duration is 3 rounds
- Advanced Dark Magic:** Duration is 4 rounds
- Expert Dark Magic:** Duration is 5 rounds

- Mana Cost:** 6 Mana
- Damage:** 32 + 8*(Spell Power)
- Element:** Earth
- Master of Pain:** Area effect

SKILLS



Vulnerability

Destroys armor of target enemy stack, reducing its Defense. Can be cast several times on a single stack, but defense will not go lower than zero.

- No Dark Magic:** Defense reduced 3 points
- Basic Dark Magic:** Defense reduced 4 points
- Advanced Dark Magic:** Defense reduced 5 points
- Expert Dark Magic:** Defense reduced 6 points

- Mana Cost:** 5 Mana
- Duration:** Unlimited
- Master of Pain:** Area effect
- Disrupter:** Vulnerability also deals damage

SPELLS



Confusion

Makes creatures in target enemy stack forget what they are doing on a battlefield. Some of the affected creatures will forget to use shooting attacks and retaliation strikes.

- No Dark Magic:** Damage reduced by 50%
- Basic Dark Magic:** Damage reduced by 70%
- Advanced Dark Magic:** Damage reduced by 90%
- Expert Dark Magic:** Stack can neither shoot nor retaliate

- Mana Cost:** 7 Mana
- Duration:** 1 round/Spell Power
- Master of Mind:** Mass effect
- Mindreaver:** Confusion drains mana from target

TOWN BUILDINGS



Suffering

Weakens the target enemy unit to decrease its Attack.

- No Dark Magic:** Attack reduced 3 points
- Basic Dark Magic:** Attack reduced 6 points
- Advanced Dark Magic:** Attack reduced 9 points
- Expert Dark Magic:** Attack reduced 12 points

- Mana Cost:** 5 Mana
- Duration:** 1 round/Spell Power
- Master of Curses:** Mass effect

APPENDIX



Frenzy

Drives target stack of creatures to frenzy. Frenzied stack considers all other creatures and war machines its personal enemies and attacks the nearest one with redoubled rage.

- No Dark Magic:** Duration is 1 round
- Basic Dark Magic:** Duration is 1 round
- Advanced Dark Magic:** Duration is 1 round
- Expert Dark Magic:** Duration is 2 rounds

- Mana Cost:** 8 Mana



Blindness

Blinds the selected enemy creature so that it cannot move, attack or use any abilities. Blindness disappears if blinded creature is attacked. Spellpower determines the duration of effect.



Mana Cost:
9 Mana



Duration:
0.25 rounds/Spell Power



Puppet Master

Gives the hero temporary control over selected enemy unit. The spell does not work on undead, elemental and mechanical units.



Mana Cost:
12 Mana



Duration:
0.25 rounds/Spell Power



Curse of the Netherworld

Deals unholy damage to all the living non-infernal creatures on a battlefield.



No Dark Magic:
Damage is 16+4·(Spell Power)



Basic Dark Magic:
Damage is 16+4·(Spell Power)



Advanced Dark Magic:
Damage is 16+4·(Spell Power)



Expert Dark Magic:
Damage is 64+8·(Spell Power)



Mana Cost:
9 Mana

Destructive Magic

ARTIFACTS



Eldritch Arrow

Shoots several magic missiles to deal non-elemental damage to the selected enemy creature. Higher Spellpower increases damage. The number of missiles fired depends on hero level.

- No Destructive Magic:
Damage is $48+8 \cdot (\text{Spell Power})$
- Basic Destructive Magic:
Damage is $56+8 \cdot (\text{Spell Power})$
- Advanced Destructive Magic:
Damage is $64+8 \cdot (\text{Spell Power})$
- Expert Destructive Magic:
Damage is $72+8 \cdot (\text{Spell Power})$

- Mana Cost:
4 Mana
- Element:
Fire
- Flame Wielder:
Extra Spellpower

CREATURES



Stone Spikes

Deals earth damage to all creatures in target area (cross form).

- No Destructive Magic:
Damage is $24+8 \cdot (\text{Spell Power})$
- Basic Destructive Magic:
Damage is $32+8 \cdot (\text{Spell Power})$
- Advanced Destructive Magic:
Damage is $40+8 \cdot (\text{Spell Power})$
- Expert Destructive Magic:
Damage is $48+8 \cdot (\text{Spell Power})$

- Mana Cost:
5 Mana
- Element:
Earth

HEROES



Ice Bolt

Deals ice damage to selected enemy unit.

- No Destructive Magic:
Damage is $60+12 \cdot (\text{Spell Power})$
- Basic Destructive Magic:
Damage is $72+12 \cdot (\text{Spell Power})$
- Advanced Destructive Magic:
Damage is $84+12 \cdot (\text{Spell Power})$
- Expert Destructive Magic:
Damage is $96+12 \cdot (\text{Spell Power})$

- Mana Cost:
6 Mana
- Element:
Water
- Master of Ice:
Freezes target
- Cold Death:
Ice Bolt more effective

SKILLS



Lightning Bolt

Deals lightning damage to selected enemy unit.

- No Destructive Magic:
Damage is $11+11 \cdot (\text{Spell Power})$
- Basic Destructive Magic:
Damage is $14+14 \cdot (\text{Spell Power})$
- Advanced Destructive Magic:
Damage is $17+17 \cdot (\text{Spell Power})$
- Expert Destructive Magic:
Damage is $20+20 \cdot (\text{Spell Power})$

- Mana Cost:
5 Mana
- Element:
Air
- Master of Storms:
Stuns target

SPELLS



Fireball

Deals fire damage to all units in the target area.

- No Destructive Magic:
Damage is $11+11 \cdot (\text{Spell Power})$
- Basic Destructive Magic:
Damage is $14+14 \cdot (\text{Spell Power})$
- Advanced Destructive Magic:
Damage is $17+17 \cdot (\text{Spell Power})$
- Expert Destructive Magic:
Damage is $20+20 \cdot (\text{Spell Power})$

- Mana Cost:
6 Mana
- Element:
Fire
- Master of Fire:
Armor-damaging effect
- Flame Wielder:
Extra Spellpower

TOWN BUILDINGS



Circle of Winter

Deals ice damage to all units surrounding the target spot.

- No Destructive Magic:
Damage is $60+12 \cdot (\text{Spell Power})$
- Basic Destructive Magic:
Damage is $72+12 \cdot (\text{Spell Power})$
- Advanced Destructive Magic:
Damage is $84+12 \cdot (\text{Spell Power})$
- Expert Destructive Magic:
Damage is $96+12 \cdot (\text{Spell Power})$

- Mana Cost:
7 Mana
- Element:
Water
- Master of Ice:
Freezes target
- Cold Death:
Frost ring more effective

APPENDIX



Chain Lightning

Deals massive lightning damage to several adjacent creatures, starting with the selected one. Higher Spellpower increases damage. Jumps to four units, halving damage each jump.

- No Destructive Magic:
Base damage is $20+20 \cdot (\text{Spell Power})$
- Basic Destructive Magic:
Base damage is $20+20 \cdot (\text{Spell Power})$
- Advanced Destructive Magic:
Base damage is $20+20 \cdot (\text{Spell Power})$
- Expert Destructive Magic:
Base damage is $25+25 \cdot (\text{Spell Power})$

- Mana Cost:
8 Mana
- Element:
Air
- Master of Storms:
Stuns first target



Meteor Shower

Deals massive earth damage to all creatures in target area.

-  No Destructive Magic:
Damage is 15+15*(Spell Power)
-  Basic Destructive Magic:
Damage is 15+15*(Spell Power)
-  Advanced Destructive Magic:
Damage is 20+20*(Spell Power)
-  Expert Destructive Magic:
Damage is 25+25*(Spell Power)

-  Mana Cost:
5 Mana
-  Element:
Earth



Armageddon

Deals massive damage to all creatures and war machines on a battlefield.

-  No Destructive Magic:
Damage is 15+15*(Spell Power)
-  Basic Destructive Magic:
Damage is 15+15*(Spell Power)
-  Advanced Destructive Magic:
Damage is 15+15*(Spell Power)
-  Expert Destructive Magic:
Damage is 30+30*(Spell Power)

-  Mana Cost:
12 Mana
-  Element:
Fire
-  Master of Fire:
Armor-damaging effect
-  Flame Wielder:
Extra Spellpower



Implosion

Deals earth damage to a single targeted enemy unit.

-  No Destructive Magic:
Damage is 20+20*(Spell Power)
-  Basic Destructive Magic:
Damage is 20+20*(Spell Power)
-  Advanced Destructive Magic:
Damage is 20+20*(Spell Power)
-  Expert Destructive Magic:
Damage is 40+40*(Spell Power)

-  Mana Cost:
5 Mana
-  Element:
Earth

Light Magic

ARTIFACTS



Divine Strength

Causes the selected friendly unit to inflict more damage in combat. Spellpower determines the duration of effect.

- No Light Magic:** Gap between max and min damage reduced by 50%
- Basic Light Magic:** Gap between max and min damage reduced by 65%
- Advanced Light Magic:** Gap between max and min damage reduced by 80%
- Expert Light Magic:** Creatures always do max damage

- Mana Cost:** 4 Mana
- Duration:** 1 round/Spell Power
- Master of Blessings:** Mass effect

CREATURES



Haste

Causes the selected friendly unit to act more frequently in combat.

- No Light Magic:** Initiative increased by 10%
- Basic Light Magic:** Initiative increased by 20%
- Advanced Light Magic:** Initiative increased by 30%
- Expert Light Magic:** Initiative increased by 40%

- Mana Cost:** 4 Mana
- Duration:** 1 round/Spell Power
- Master of Wrath:** Mass Effect
- Power of Speed:** Casting is free

HEROES



Cleansing

Dispels positive magic effects from enemy creatures and negative effects from friendly creatures. Checks against caster level to dispel effects, so low level caster would be unlikely to dispel magic cast by high level mage.

- No Light Magic:** Chance to succeed is 40%
- Basic Light Magic:** Chance to succeed is 60%
- Advanced Light Magic:** Chance to succeed is 80%
- Expert Light Magic:** Chance to succeed is 100%

- Mana Cost:** 5 Mana
- Master of Blessings:** Area Effect

SKILLS



Endurance

Increases the selected friendly unit's defense strength. Spellpower determines the duration of effect.

- No Light Magic:** Defense increased by 3 points
- Basic Light Magic:** Defense increased by 6 points
- Advanced Light Magic:** Defense increased by 9 points
- Expert Light Magic:** Defense increased by 12 points

- Mana Cost:** 6 Mana
- Duration:** 1 round/Spell Power
- Master of Abjuration:** Mass effect
- Power of Endurance:** Casting is free

SPELLS



Righteous Might

Affected creature is filled with rage and a lust for blood, it gains bonus to attack.

- No Light Magic:** Attack increased by 3 points
- Basic Light Magic:** Attack increased by 6 points
- Advanced Light Magic:** Attack increased by 9 points
- Expert Light Magic:** Attack increased by 12 points

- Mana Cost:** 6 Mana
- Duration:** 1 round/Spell Power
- Master of Wrath:** Mass effect

TOWN BUILDINGS



Deflect Missile

Makes the selected friendly unit receive less damage from ranged attacks.

- No Light Magic:** Damage from ranged attacks reduced by 25%
- Basic Light Magic:** Damage from ranged attacks reduced by 40%
- Advanced Light Magic:** Damage from ranged attacks reduced by 55%
- Expert Light Magic:** Damage from ranged attacks reduced by 70%

- Mana Cost:** 6 Mana
- Duration:** 1 round/Spell Power
- Master of Abjuration:** Mass effect

APPENDIX



Magical Immunity

Clears both positive and negative magic effects from the target stack and makes it immune to further magic spell effects. Can only be cast on friendly stack.

- No Light Magic:** Unit immune to spells up to 4th level
- Basic Light Magic:** Unit immune to spells up to 4th level
- Advanced Light Magic:** Unit immune to spells up to 4th level
- Expert Light Magic:** Unit immune to all spells

- Mana Cost:** 7 Mana
- Duration:** 1 round/Spell Power



Teleportation

Teleports targeted friendly creature to another location on a battlefield.



- Mana Cost:**
6 Mana
- Teleport assault:**
Increases initiative of target
- Rusher:**
Spell cost halved



Word of Light

Deals holy damage to all the undead and infernal creatures on a battlefield.



- No Light Magic:**
Damage is $16+4 \cdot (\text{Spell Power})$
- Basic Light Magic:**
Damage is $16+4 \cdot (\text{Spell Power})$
- Advanced Light Magic:**
Damage is $16+4 \cdot (\text{Spell Power})$
- Expert Light Magic:**
Damage is $64+8 \cdot (\text{Spell Power})$



Mana Cost:
11 Mana



Resurrection

Resurrects creatures in target friendly stack.



- No Light Magic:** Resurrects $60+15 \cdot (\text{Spell Power})$ Hit Points
- Basic Light Magic:** Resurrects $60+15 \cdot (\text{Spell Power})$ Hit Points
- Advanced Light Magic:** Resurrects $60+15 \cdot (\text{Spell Power})$ Hit Points
- Expert Light Magic:** Resurrects $240+30 \cdot (\text{Spell Power})$ Hit Points



Mana Cost:
9 Mana

Summoning Magic

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

APPENDIX



Fist of Wrath

Summons magical fist to deal non-elemental physical damage to target enemy creature. This spell ignores magic resistance and protection from magic.

- No Summoning Magic:** Damage is 20+4*(Spell Power)
- Basic Summoning Magic:** Damage is 30+6*(Spell Power)
- Advanced Summoning Magic:** Damage is 40+8*(Spell Power)
- Expert Summoning Magic:** Damage is 50+10*(Spell Power)

- Mana Cost:** 5 Mana
- Master of Life:** +4 Spell Power



Fire Trap

Puts several magical explosive mines on a battlefield. Mines are invisible to the enemy.

- No Summoning Magic:** 2 traps placed
- Basic Summoning Magic:** 4 traps placed
- Advanced Summoning Magic:** 6 traps placed
- Expert Summoning Magic:** 8 traps placed

- Mana Cost:** 6 Mana
- Damage:** 50+10*(Spell Power)
- Master of Earthblood:** +4 Spell Power



Wasp Swarm

Summons a swarm of insects to inflict damage on the selected enemy creature.

- No Summoning Magic:** Damage is 10+2*(Spell Power)
- Basic:** Damage is 20+4*(Spell Power). Initiative reduced 20%
- Advanced:** Damage is 30+6*(Spell Power). Initiative reduced 40%
- Expert:** Damage is 40+8*(Spell Power). Initiative reduced 60%

- Mana Cost:** 5 Mana
- Wasp Queen:** Wasp swarm is more effective



Raise Dead

Reanimates creatures in target friendly stack. Undead creatures are brought back to "life", all other creatures are reanimated for the duration of the battle only.

- No Summoning Magic:** Animates 120+15*(Spell Power) Hit Points
- Basic Summoning Magic:** Animates 160+20*(Spell Power) Hit Points
- Advanced Summoning:** Animates 200+25*(Spell Power) Hit Points
- Expert Summoning:** Animates 240+30*(Spell Power) Hit Points

- Mana Cost:** 6 Mana
- Master of Life:** +4 Spell Power
- Reanimator:** Increased Spell Power



Earthquake

Earthquake damages town walls during a siege.

- No Summoning Magic:** 100 Damage
- Basic Summoning Magic:** 200 Damage
- Advanced Summoning Magic:** 300 Damage
- Expert Summoning Magic:** 400 Damage

- Mana Cost:** 7 Mana
- Master of Earthblood:** +4 Spell Power
- Tremors:** Damages and stuns enemy creatures



Phantom Forces

Copies the selected friendly unit. The copy has the same characteristics as original unit except that it disappears as soon as it receives any damage (Incorporeal ability gives the copy 50% chance to avoid any damage).

- No Summoning Magic:** Works on creatures of levels 1-4
- Basic Summoning Magic:** Works on creatures of levels 1-5
- Advanced Summoning Magic:** Works on creatures of levels 1-6
- Expert Summoning Magic:** Works on creatures of all levels

- Mana Cost:** 6 Mana



Firewall

Creates a wall of fire in the selected area on battlefield. Deals fire damage to all creatures in this area during several turns. Length is up to three squares.

- No Summoning Magic:** Damage is 50+10*(Spell Power)
- Basic Summoning Magic:** Damage is 50+10*(Spell Power)
- Advanced Summoning Magic:** Damage is 50+10*(Spell Power)
- Expert Summoning Magic:** Damage is 75+15*(Spell Power)

- Mana Cost:** 8 Mana
- Duration:** 1 round/Spell Power



Summon Elementals

Summons fire, earth, water or air elementals (depending on the battlefield terrain) to fight for the hero's cause. **Grass:** Air - **Sand:** Fire - **Swamp:** Water - **Lava:** Fire - **Underground:** Earth:

-  **No Summoning Magic:** Summons 1 elemental/Spell Power
-  **Basic Summoning Magic:** Summons 1 elemental/Spell Power
-  **Advanced Summoning Magic:** Summons 1 elemental/Spell Power
-  **Expert Summoning Magic:** Summons 2 elementals/Spell Power

-  **Mana Cost:** 6 Mana
-  **Master of Conjunction:** +4 Spell Power
-  **Fire warriors:** Only Fire Elementals, but +40%
-  **Master of Elements:** Spell is more powerful



Arcane Armor

Encloses target stack with magical energy shield that partly drains all damage dealt to the stack.

-  **No Summoning:** Shield has 300 +30*(Spell Power) points. Soaks 25%
-  **Basic Summoning:** Shield has 300 +30*(Spell Power) points. Soaks 25%
-  **Advanced:** Shield has 300 +30*(Spell Power) points. Soaks 25%
-  **Expert Summoning:**Shield has 300 +30*(Spell Power) points. Soaks 50%

-  **Mana Cost:** 10 Mana



Conjure Phoenix

Summons on the battlefield a Phoenix fighting on the hero's side. Only one Phoenix can be on the battlefield in one moment.

-  **Attack:** 10+2*(Spell Power)
-  **Defense:** 10+2*(Spell Power)
-  **Damage:** (10-15)*(Spell Power)
-  **Mana Cost:** 20 Mana

-  **Healths:** 300+30*(Spell Power)
-  **Initiative:** 15
-  **Speed:** 7
-  **Master of Conjunction:** +4 Spell Power

Adventure Map Spells

ARTIFACTS



Vessel of Shalassa

Summons a sea ship. Hero must stand on a shore and there must be an unoccupied boat nearby for the spell to be successful.



Required Hero Level:

1



Mana Cost:

4

CREATURES



Summon Creatures

Summons creatures from nearest town.



Required Hero Level:

10



Mana Cost:

1 for every creature summoned

HEROES



Instant Travel

Teleports the hero and his entire army to another location on adventure map.



Required Hero Level:

15



Mana Cost:

15

SKILLS



Town Portal

Transports hero to the nearest friendly town (all movement points will be lost).



Required Hero Level:

20



Mana Cost:

20

SPELLS

TOWN BUILDINGS

APPENDIX

Town Buildings



Village Hall

The Village Hall earns your kingdom 500 gold per day.

Requirements: -

Free



Town Hall

The Town Hall earns your kingdom 1000 gold per day.

Requirements: Town level 6, Magic Guild level one

2000



City Hall

The City Hall earns your kingdom 2000 gold per day.

Requirements: Town level 9, Town Hall

5000



Capitol

The Capitol earns your kingdom 4000 gold per day. You can only have one Capitol at a time, so capturing another Capitol will degrade the captured one to a City Hall.

Requirements: Town level 15, City Hall

10000



Skyship

The Skyship increases weekly creature growth, provides your empire with additional gold each day and gives +10 Knowledge for defending heroes.

Requirements: Tear of Asha



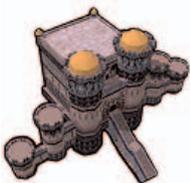
Fort

The Fort provides your town with defensive walls.

Requirements: Town level 6

5000

10



Citadel

The Citadel increases base creature growth by 50%, adds a keep and moat-like terrain obstacles to a town's defenses.

Requirements: Town level 9, Fort

5000

10



Castle

The Castle adds two arrow towers, fortifies your town's defenses, and doubles base creature growth.

Requirements: Town level 15, Citadel

5000

10

10





Blacksmith

The Blacksmith provides your armies with Ammo Cart. Other war machines can be bought at triple price.

Requirements: -



Marketplace

With the Marketplace you can buy and sell resources (exchange rates improve with each Marketplace you own).

Requirements: -



Resource Silo

The Resource Silo provides you with an additional +1 gem each day.

Requirements: Marketplace



Shipyards

The Shipyards allows you to purchase ships for 1000 gold and 10 wood.

Requirements: Town level 12



Tavern

The Tavern allows you to recruit heroes. Increases morale of troops defending the city by +1. Also has Thieves Guild.

Requirements: -



Magic Guild Level one

Allows a visiting hero to learn the spells kept within. Keeps 3 spells of the first circle.

Requirements: Town level 3, Village Hall



Magic Guild Level two

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the second circle.

Requirements: Town level 3, Village Hall, Magic Guild level one



Magic Guild Level three

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the third circle.

Requirements: Town level 3, Village Hall, Magic Guild level two





Magic Guild Level four

Allows a visiting hero to learn the spells kept within.
Adds 2 spells of the fourth circle.

Requirements: Town level 3, Village Hall, Magic Guild level three



Magic Guild Level five

Allows a visiting hero to learn the spells kept within.
Adds 2 spells of the fifth circle.

Requirements: Town level 3, Village Hall, Magic Guild level four



Library

Reveals 1 extra spell in each circle of Magic Guild.

Requirements: Town level 9, Mage Tower



Arcane Forge

Allows forging equipment for creatures (i.e. supports Artificier special ability).

Requirements: Town level 3



Artifact Merchant

Sells artifacts.

Requirements: Town level 6



Treasure Cave

Boosts Djinn/Master Djinn growth by +2 per week, provides additional 500 gold per day.

Requirements: Town level 12, Altar of Wishes



Gremlin Workshop

The Gremlin Workshop allows you to recruit Gremlins.

Requirements: -

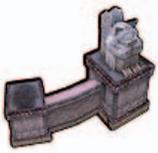


Gremlin Manufactory

The Gremlin Manufactory allows you to recruit Master Gremlins.

Requirements: Gremlin Workshop





Stone Parapet

The Stone Parapet allows you to recruit Stone Gargoyles.

Requirements: Town level 3

1200



10



Obsidian Parapet

The Obsidian Parapet allows you to recruit Obsidian Gargoyles.

Requirements: Town level 3, Stone Parapet

2700



10



Golem Forge

The Golem Forge allows you to recruit Iron Golems.

Requirements: Town level 3, Blacksmith

1500



5



2



Golem Foundry

The Golem Foundry allows you to recruit Steel Golems.

Requirements: Town level 3, Golem Forge

3000



5



5



Mage Tower

The Mage Tower allows you to recruit Mages.

Requirements: Town level 6

2500



10



5



Archmage Tower

The Archmage Tower allows you to recruit Archmages.

Requirements: Town level 6, Mage Tower

6000



10



5



Altar of Wishes

The Altar of Wishes allows you to recruit Djinns.

Requirements: Town level 9

3000



10



10



Pinnacle of Wishes

The Pinnacle of Wishes allows you to recruit Djinn Sultans.

Requirements: Town level 9, Altar of Wishes

8000



5



5



5



5





Silver Pavilion

The Silver Pavilion allows you to recruit Rakshasa Rani.

Requirements: Town level 12, Library



Golden Pavilion

The Golden Pavilion Chambers allows you to recruit Rakshasa Raja.

Requirements: Town level 12, Silver Pavilion



Cloud Coliseum

The Cloud Coliseum allows you to recruit Colossi.

Requirements: Town level 15

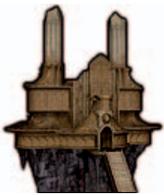


Thundercloud Coliseum

The Thundercloud Coliseum allows you to recruit Titans.

Requirements: Town level 15, Cloud Coliseum



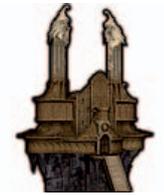


Village Hall

The Village Hall earns your kingdom 500 gold per day.

Requirements: -

Free



Town Hall

The Town Hall earns your kingdom 1000 gold per day.

Requirements: Town level 3

2000



City Hall

The City Hall earns your kingdom 2000 gold per day.

Requirements: Town level 6, Town Hall

5000



Capitol

The Capitol earns your kingdom 4000 gold per day. You can only have one Capitol at a time, so capturing another Capitol will degrade the captured one to a City Hall.

Requirements: Town level 15, City Hall

10000



Mother of Darkness

The Mother of Darkness increases weekly creature growth, provides your empire with additional gold each day and gives +10 Spell Power for defending heroes.

Requirements: Tear of Asha



Fort

The Fort provides your town with defensive walls.

Requirements: Town level 6

5000 10



Citadel

The Citadel increases base creature growth by 50%, adds a keep and moat-like terrain obstacles to a town's defenses.

Requirements: Town level 9, Fort

5000 10

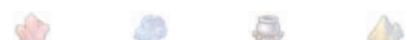


Castle

The Castle adds two arrow towers, fortifies your town's defenses, and doubles base creature growth.

Requirements: Town level 15, Citadel

5000 10 10





Blacksmith

The Blacksmith provides your armies with Ammo Cart. Other war machines can be bought at triple price.

Requirements: Town level 3



Marketplace

With the Marketplace you can buy and sell resources (exchange rates improve with each Marketplace you own).

Requirements: -



Resource Silo

The Resource Silo provides you with an additional +1 sulfur each day.

Requirements: Marketplace



Shipyard

The Shipyard allows you to purchase ships for 1000 gold and 10 wood.

Requirements: Town level 12



Tavern

The Tavern allows you to recruit heroes. Increases morale of troops defending the city by +1. Also has Thieves Guild.

Requirements: -



Magic Guild Level one

Allows a visiting hero to learn the spells kept within. Keeps 3 spells of the first circle.

Requirements: Town level 3



Magic Guild Level two

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the second circle.

Requirements: Town level 3, Magic Guild level one



Magic Guild Level three

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the third circle.

Requirements: Town level 3, Magic Guild level two





Magic Guild Level four

Allows a visiting hero to learn the spells kept within. Adds 2 spells of the fourth circle.

Requirements: Town level 3, Magic Guild level three



Magic Guild Level five

Allows a visiting hero to learn the spells kept within. Adds 2 spells of the fifth circle.

Requirements: Town level 3, Magic Guild level four



Altar of Elements

Supports Elemental Chains racial ability. Displays elements on own creatures which allows for planning attacks inflicting more damage. Creatures with opposite elements deal more damage to the enemy.

Requirements: Town level 3, Magic Guild level one



Altar of Primal Elements

Supports Elemental Chains racial ability. Increases damage of elemental chains by 10%. The more Altars you have, the higher the bonus.

Requirements: Town level 3, Altar of Elements



Ritual Pit

Can boost creature growth for both Blood Maidens, Blood Furies and Minotaurs, Minotaur Guards. Sacrificing of creatures here may result in additional growth rate increase at seemingly random tier.

Requirements: Town level 6, Blood Arena



Trade Guild

Sells Artifacts. At the beginning of each week gives some random resource.

Requirements: Town level 6, Marketplace



Hall Of Intrigue

Knowledge of all Warlocks is increased by 1 (cumulative with other castles).

Requirements: Town level 9



School of the Unseen Hand

The School of the Unseen Hand allows you to recruit Scouts.

Requirements: -



Dungeon

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School of the Black Heart

The School of the Black Heart allows you to recruit Assassins.

Requirements: School of the Unseen Hand

1200

5



Blood Arena

The Blood Arena allows you to recruit Blood Maidens.

Requirements: Town level 3

1000



5



Blood Memorial

The Blood Memorial allows you to recruit Blood Furies.

Requirements: Town level 3, Blood Arena

2500



5



Labyrinth

The Labyrinth allows you to recruit Minotaurs.

Requirements: Town level 6, Blacksmith

1200

5

10



Maze

The Maze allows you to recruit Minotaur Guards.

Requirements: Town level 6, Labyrinth

2500



10



5



Dark Enclosure

The Dark Enclosure allows you to recruit Dark Raiders.

Requirements: Town level 9

2000

10



5



Grim Enclosure

The Grim Enclosure allows you to recruit Grim Raiders.

Requirements: Town level 9, Dark Enclosure

5000



5



Hissing Cavern

The Hissing Cavern allows you to recruit Hydras.

Requirements: Town level 9

2500

5

5





Rattling Cavern

The Rattling Cavern allows you to recruit Deep Hydras.

Requirements: Town level 9, Hissing Cavern

7000	5	5
5	10	5



Hall of Shadows

The Hall of Shadows allows you to recruit Shadow Witches.

Requirements: Town level 12, Hall of Intrigue

5000	5	5
4	4	4



Palace of Shadows

The Palace of Shadows allows you to recruit Shadow Matriarchs.

Requirements: Town level 12, Hall of Shadows

9000	5	5
5	5	5



Dragon Spire

The Dragon Spire allows you to recruit Deep Dragons.

Requirements: Town level 15, Dark Enclosure

15000	10	10
10	10	10



Dragon Pinnacle

The Dragon Pinnacle allows you to recruit Black Dragons.

Requirements: Town level 15, Dragon Spire

25000	15	15
15	15	15

Haven



Village Hall

The Village Hall earns your kingdom 500 gold per day.

Requirements: -

Free



Town Hall

The Town Hall earns your kingdom 1000 gold per day.

Requirements: Town level 3

2000



City Hall

The City Hall earns your kingdom 2000 gold per day.

Requirements: Town level 9, Town Hall

5000



Capitol

The Capitol earns your kingdom 4000 gold per day. You can only have one Capitol at a time, so capturing another Capitol will degrade the captured one to a City Hall.

Requirements: Town level 15, City Hall

10000



Elrath's Sentinel

Elrath's Sentinel increases weekly creature growth by 50%, provides your empire with an additional 5000 gold each day and gives +2 luck to all your heroes.

Requirements: Tear of Asha



Fort

The Fort provides your town with defensive walls.

Requirements: Town level 6

5000

10



Citadel

The Citadel increases base creature growth by 50%, adds a keep and moat-like terrain obstacles to a town's defenses.

Requirements: Town level 9, Fort

5000

10



Castle

The Castle adds two arrow towers, fortifies your town's defenses, and doubles base creature growth.

Requirements: Town level 12, Citadel

5000

10

10





Blacksmith

The Blacksmith provides your armies with Ballista. Other war machines can be bought at triple price.

Requirements: -



Marketplace

With the Marketplace you can buy and sell resources (exchange rates improve with each Marketplace you own).

Requirements: -



Resource Silo

The Resource Silo provides you with an additional +1 crystal each day.

Requirements: Marketplace



Shipyard

The Shipyard allows you to purchase ships for 1000 gold and 10 wood.

Requirements: Town level 12



Tavern

The Tavern allows you to recruit heroes. Increases morale of troops defending the city by +1. Also has Thieves Guild.

Requirements: -



Magic Guild Level one

Allows a visiting hero to learn the spells kept within. Keeps 3 spells of the first circle.

Requirements: Town level 3



Magic Guild Level two

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the second circle.

Requirements: Town level 3 Magic Guild level one



Magic Guild Level three

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the third circle.

Requirements: Town level 3, Magic Guild level two





Magic Guild Level four

Allows a visiting hero to learn the spells kept within.
Adds 2 spells of the fourth circle.

Requirements: Town level 3, Magic Guild level three



Magic Guild Level five

Allows a visiting hero to learn the spells kept within.
Adds 2 spells of the fifth circle.

Requirements: Town level 3, Village Hall, Magic Guild level four



Training Grounds

The Training Grounds supports Training special ability, allows you to train lower tier troops into higher tier troops.

Requirements: Town level 6



Hall of Heroes

The Hall of Heroes supports Training special ability and reduces the cost of training by 40%.

Requirements: Town level 9, Training Grounds



Stables

The Stables grants any visiting hero a bonus to his or her movement points until the end of the week.

Requirements: Town level 9



Farms

The Farms boosts Peasant or Conscript growth by +5 per week.

Requirements: Town level 3, Peasant Huts



Peasant Huts

The Peasant Huts allows you to recruit Peasants.

Requirements: -



Peasant Cabins

The Peasant Cabins allows you to recruit Conscripts.

Requirements: Peasant Huts





Archer Tower

The Archer Tower allows you to recruit Archers.

Requirements: Town level 3



Marksman Tower

The Marksman Tower allows you to recruit Marksmen.

Requirements: Town level 3, Archer Tower



Barracks

The Barracks allows you to recruit Footmen.

Requirements: Town level 3, Blacksmith



Garrison

The Garrison allows you to recruit Squires.

Requirements: Town level 9, Barracks



Griffin Tower

The Griffin Tower allows you to recruit Griffins.

Requirements: Town level 6



Griffin Bastion

The Griffin Bastion allows you to recruit Imperial Griffins.

Requirements: Town level 6



Monastery

The Monastery allows you to recruit Priests.

Requirements: Town level 9, Magic Guild level one



Cathedral

The Cathedral allows you to recruit Inquisitors.

Requirements: Town level 9, Monastery





Jousting Arena

The Jousting Arena allows you to recruit Cavaliers.

Requirements: Town level 12, Stables

6000

10



10



Order of Paladins

The Order of Paladins allows you to recruit Paladins.

Requirements: Town level 12, Jousting Arena

10000

10



10



Altar of Light

The Altar of Light allows you to recruit Angels.

Requirements: Town level 15, Monastery

20000



15



Altar of Heaven

The Altar of Heaven allows you to recruit Archangels.

Requirements: Town level 15, Altar of Light

30000



20



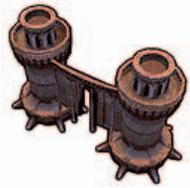


Village Hall

The Village Hall earns your kingdom 500 gold per day.

Requirements: -

Free



Town Hall

The Town Hall earns your kingdom 1000 gold per day.

Requirements: Town level 3

2000



City Hall

The City Hall earns your kingdom 2000 gold per day.

Requirements: Town level 9, Town Hall

5000



Capitol

The Capitol earns your kingdom 4000 gold per day. You can only have one Capitol at a time, so capturing another Capitol will degrade the captured one to a City Hall.

Requirements: Town level 15, City Hall

10000



Lord of Torments

The Lord of Torments increases weekly creature growth by 50%, provides your empire with an additional 5000 gold each day and also gives +10 Spell Power to defending heroes.

Requirements: Tear of Asha



Fort

The Fort provides your town with defensive walls.

Requirements: Town level 6

5000

10



Citadel

The Citadel increases base creature growth by 50%, adds a keep and moat-like terrain obstacles to a town's defenses.

Requirements: Town level 9, Fort

5000

10



Castle

The Castle adds two arrow towers, fortifies your town's defenses, and doubles base creature growth.

Requirements: Town level 15, Sacrificial Pit

5000

10

10





Blacksmith

The Blacksmith provides your armies with Ballista. Other war machines can be bought at triple price.

Requirements: -



Marketplace

With the Marketplace you can buy and sell resources (exchange rates improve with each Marketplace you own).

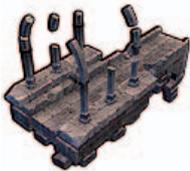
Requirements: -



Resource Silo

The Resource Silo provides you with an additional +1 sulfur each day.

Requirements: Marketplace



Shipyards

The Shipyards allows you to purchase ships for 1000 gold and 10 wood.

Requirements: Town level 12



Tavern

The Tavern allows you to recruit heroes. Increases morale of troops defending the city by +1. Also has Thieves Guild.

Requirements: -



Magic Guild Level one

Allows a visiting hero to learn the spells kept within. Keeps 3 spells of the first circle.

Requirements: Town level 3



Magic Guild Level two

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the second circle.

Requirements: Town level 3 Magic Guild level one



Magic Guild Level three

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the third circle.

Requirements: Town level 3, Magic Guild level two





Magic Guild Level four

Allows a visiting hero to learn the spells kept within.
Adds 2 spells of the fourth circle.

Requirements: Town level 3, Magic Guild level three

1000	5	5	5
5	5	5	5



Magic Guild Level five

Allows a visiting hero to learn the spells kept within.
Adds 2 spells of the fifth circle.

Requirements: Town level 3, Village Hall, Magic Guild level four

1000	10	10	10
10	10	10	10



Infernal Loom

The Infernal Loom increases number of gated creatures by 5%.
Enemy heroes sieging this town get -2 to luck.

Requirements: Town level 3

1000			2
		2	2



Spawn of Chaos

The Spawn of Chaos increase Horned Demon or Horned Overseer growth by +2 per week.

Requirements: Requires level 6, Demon Tower

1500			5



Halls of Horror

The Halls of Horror increase Hell Charger or Nightmare production by +1 per week.

Requirements: Town level 15, Burning Stables

1000			5
		5	5



Sacrificial Pit

Allows to sacrifice creatures at this building in exchange for extra experience.

Requirements: Town level 12, Citadel

2000	5	5	5
			5



Imp Crucible

The Imp Crucible allows you to recruit Imps.

Requirements: -

400			5



Familiar Crucible

The Familiar Crucible allows you to recruit Familiars.

Requirements: Imp Crucible

1200			5

Inferno

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Demon Tower

The Demon Tower allows you to recruit Horned Demons.
Requirements: Town level 3



Demon Bastion

The Demon Bastion allows you to recruit Horned Overseers.
Requirements: Town level 3, Demon Tower



Howling Kennels

The Howling Kennels allows you to recruit Hell Hounds.
Requirements: Town level 6, Tavern



Raging Kennels

The Raging Kennels allows you to recruit Cerberi.
Requirements: Town level 6, Howling Kennels



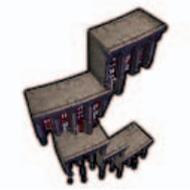
Hall of Temptations

The Hall of Temptations allows you to recruit Succubi.
Requirements: Town level 9, Magic Guild level one



Hall of Sins

The Hall of Sins allows you to recruit Succubus Mistresses.
Requirements: Town level 9, Hall of Temptations



Burning Stables

The Burning Stables allows you to recruit Hell Chargers.
Requirements: Town level 9



Blazing Stables

The Blazing Stables allows you to recruit Nightmares.
Requirements: Town level 9, Burning Stables

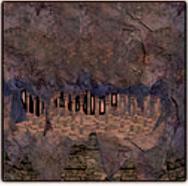




Heart of the Pit

The Heart of the Pit allows you to recruit Pit Fiends.

Requirements: Town level 12, Hall of Temptations



Heart of the Abyss

The Heart of the Abyss allows you to recruit Pit Lords.

Requirements: Town level 12, Heart of the Pit



Temple of the Fallen

The Temple of the Fallen allows you to recruit Devils.

Requirements: Town level 15



Temple of the Forsaken

The Temple of the Forsaken allows you to recruit Arch Devils.

Requirements: Town level 15, Temple of the Fallen



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Necropolis

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Village Hall

The Village Hall earns your kingdom 500 gold per day.

Requirements: -

Free



Town Hall

The Town Hall earns your kingdom 1000 gold per day.

Requirements: Town level 6, Crypt

2000



City Hall

The City Hall earns your kingdom 2000 gold per day.

Requirements: Town level 9, Town Hall

5000



Capitol

The Capitol earns your kingdom 4000 gold per day. You can only have one Capitol at a time, so capturing another Capitol will degrade the captured one to a City Hall.

Requirements: Town level 15, City Hall

10000



Tomb of the Lost

The Tomb of the Lost provides extra gold income, extra creature growth, and boosts the Necromancy skill of all the player's heroes by 50%.

Requirements: Tear of Asha



Fort

The Fort provides your town with defensive walls.

Requirements: Town level 3

5000 10



Citadel

The Citadel increases base creature growth by 50%, adds a keep and moat-like terrain obstacles to a town's defenses.

Requirements: Town level 9, Ruined Tower

5000 10 10



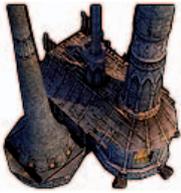
Castle

The Castle adds two arrow towers, fortifies your town's defenses, and doubles base creature growth.

Requirements: Town level 12, Citadel

5000 10 10





Blacksmith

The Blacksmith provides your armies with First Aid Tent. Other war machines can be bought at triple price.

Requirements:



Marketplace

With the Marketplace you can buy and sell resources (exchange rates improve with each Marketplace you own).

Requirements: -



Resource Silo

The Resource Silo provides you with an additional +1 mercury each day.

Requirements: Marketplace



Shipyard

The Shipyard allows you to purchase ships for 1000 gold and 10 wood.

Requirements: Town level 12



Tavern

The Tavern allows you to recruit heroes. Increases morale of troops defending the city by +1. Also has Thieves Guild.

Requirements: -



Magic Guild Level one

Allows a visiting hero to learn the spells kept within. Keeps 3 spells of the first circle.

Requirements: Town level 3



Magic Guild Level two

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the second circle.

Requirements: Town level 3 Magic Guild level one



Magic Guild Level three

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the third circle.

Requirements: Town level 3, Magic Guild level two



Necropolis

ARTIFACTS



Magic Guild Level four

Allows a visiting hero to learn the spells kept within.
Adds 2 spells of the fourth circle.

Requirements: Town level 3, Magic Guild level three



CREATURES



Magic Guild Level five

Allows a visiting hero to learn the spells kept within.
Adds 2 spells of the fifth circle.

Requirements: Town level 3, Village Hall, Magic Guild level four



HEROES



Pillar of Bones

Adds 10% to Necromancy skill of all Necromancers under player's control (cumulative by all cities), i.e. supports Necromancy special ability.

Requirements: Town level 6, Magic Guild level one



SKILLS



Shrine of the Netherworld

Provides -2 morale penalty for attacking enemy, allows transformation to undead troops (according to creature tier, if corresponding dwelling is built in this city).

Requirements: Town level 9



SPELLS



Unearthed Graves

Boosts skeleton/skeleton archers growth by +6 per week.

Requirements: Town level 6, Graveyard



TOWN BUILDINGS



Dragon Tombstone

Boosts Bone Dragon/Spectral Dragon growth by +1 per week.

Requirements: Town level 15



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Graveyard

The Graveyard allows you to recruit Skeletons.

Requirements: -



Boneyard

The Boneyard allows you to recruit Skeleton Archers.

Requirements: Graveyard





Crypt

The Crypt allows you to recruit Zombies.
Requirements: Town level 3, Village Hall



Festering Crypt

The Festering Crypt allows you to recruit Plague Zombies.
Requirements: Town level 3, Crypt



Ruined Tower

The Ruined Tower allows you to recruit Ghosts.
Requirements: Town level 6, Fort



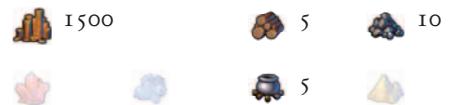
Haunted Tower

The Haunted Tower allows you to recruit Spectres.
Requirements: Town level 6, Ruined Tower



Vampire Mansion

The Vampire Mansion allows you to recruit Vampires.
Requirements: Town level 9, Tavern



Vampire Palace

The Vampire Palace allows you to recruit Vampire Lords.
Requirements: Town level 9, Vampire Mansion



Sepulcher

The Sepulcher allows you to recruit Liches.
Requirements: Town level 9, Pillar of Bones



Mausoleum

The Mausoleum allows you to recruit Archliches.
Requirements: Town level 9, Sepulcher



Necropolis

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Forlorn Hall

The Forlorn Hall allows you to recruit Wights.

Requirements: Town level 12, Shrine of the Netherworld

4000

5

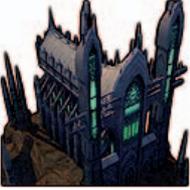
5



5



CREATURES



Forlorn Cathedral

The Forlorn Cathedral allows you to recruit Wraiths.

Requirements: Town level 12, Forlorn Hall

8000

10

10

5



5



HEROES



Dragon Graveyard

The Dragon Graveyard allows you to recruit Bone Dragons.

Requirements: Town level 15, Castle

15000

20

15

5

5

10



SKILLS



Dragon Vault

The Dragon Vault allows you to recruit Spectral Dragons.

Requirements: Town level 15, Dragon Graveyard

20000

20

15

5

5

15



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Village Hall

The Village Hall earns your kingdom 500 gold per day.

Requirements: -

Free



Town Hall

The Town Hall earns your kingdom 1000 gold per day.

Requirements: Town level 6, Crypt

2000



City Hall

The City Hall earns your kingdom 2000 gold per day.

Requirements: Town level 9, Town Hall

5000

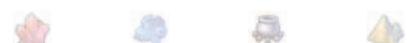


Capitol

The Capitol earns your kingdom 4000 gold per day. You can only have one Capitol at a time, so capturing another Capitol will degrade the captured one to a City Hall.

Requirements: Town level 15, City Hall

10000



Daughter of Sylanna

The Daughter of Sylanna provides extra gold income, extra creature growth and gives +2 luck for all player's heroes.

Requirements: Tear of Asha



Fort

The Fort provides your town with defensive walls.

Requirements: Town level 6

5000

10



Citadel

The Citadel increases base creature growth by 50%, adds a keep and moat-like terrain obstacles to a town's defenses.

Requirements: Town level 9, Fort

5000

10



Castle

The Castle adds two arrow towers, fortifies your town's defenses, and doubles base creature growth.

Requirements: Town level 15, Citadel

5000

10

10





Blacksmith

The Blacksmith provides your armies with First Aid Tent. Other war machines can be bought at triple price.

Requirements: -



Marketplace

With the Marketplace you can buy and sell resources (exchange rates improve with each Marketplace you own).

Requirements: -



Resource Silo

The Resource Silo provides you with an additional +1 gems each day.

Requirements: Marketplace



Shipyard

The Shipyard allows you to purchase ships for 1000 gold and 10 wood.

Requirements: Town level 12



Tavern

The Tavern allows you to recruit heroes. Increases morale of troops defending the city by +1. Also has Thieves Guild.

Requirements: -



Magic Guild Level one

Allows a visiting hero to learn the spells kept within. Keeps 3 spells of the first circle.

Requirements: Town level 3



Magic Guild Level two

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the second circle.

Requirements: Town level 3 Magic Guild level one



Magic Guild Level three

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the third circle.

Requirements: Town level 3, Magic Guild level two





Magic Guild Level four

Allows a visiting hero to learn the spells kept within. Adds 2 spells of the fourth circle.

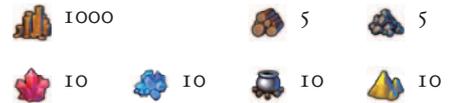
Requirements: Town level 3, Magic Guild level three



Magic Guild Level five

Allows a visiting hero to learn the spells kept within. Adds 2 spells of the fifth circle.

Requirements: Town level 3, Village Hall, Magic Guild level four



Avenger's Guild

Supports Mark of the Avenger special ability. Allows selecting favored enemy

Requirements: Town level 9, Hunters Lodge



Avenger's Brotherhood

Supports Mark of the Avenger special ability, increases chance to inflict critical hit to the favored enemy by +10%.

Requirements: Town level 9, Avenger's Guild



Mystic Pond

Provides several random resources at the beginning of each week.

Requirements: Town level 3, Marketplace



Sparkling Fountain

Provides +2 luck bonus for defending army.

Requirements: Town level 12, Mystic Pond



Blooming Grove

Boosts pixie and sprite growth by +4 per week

Requirements: Town level 3, Faerie Trees



Treant Saplings

Boosts treant growth by +1 per week

Requirements: Town level 15, Treant Arches





Faerie Trees

The Faerie Trees allows you to recruit Pixies.

Requirements: -

300

5



Faerie Wood

The Faerie Wood allows you to recruit Sprites.

Requirements: Faerie Trees

900

5



Battledance Terrace

The Battledance Terrace allows you to recruit Blade Dancers.

Requirements: -

800

5

5



Battledance Arena

The Battledance Arena allow you to recruit War Dancers.

Requirements: Town level 3, Battledance Terrace

2000

5

2



Hunters Cabins

The Hunters Cabins allow you to recruit Hunters.

Requirements: Town level 6

1000

5

5



Hunters Lodge

The Hunters Lodge allows you to recruit Master Hunters

Requirements: Town level 6, Hunters Cabins

2000

10

5



Stone Ring

The Stone Ring allows you to recruit Druids.

Requirements: Town level 9, Magic Guild level one

1500

15

3

3

3

3



Stone Circle

The Stone Circle allows you to recruit Druid Elders.

Requirements: Town level 9, Stone Ring

4000

15

5

5

5

5



Unicorn Glade

The Unicorn Glade allows you to recruit Unicorns.

Requirements: Town level 9

2000		
5	5	



Unicorn Garden

The Unicorn Garden allows you to recruit Silver Unicorns.

Requirements: Town level 9, Unicorn Glade

6000	5	5
5	5	



Treant Arches

The Treant Arches allows you to recruit Treants.

Requirements: Town level 12

4000	10	
		5



Treant Alcove

The Treant Alcove allows you to recruit Ancient Treants

Requirements: Town level 12, Treant Arches

8000	10	
		5



Dragon Altar

The Dragon Altar allows you to recruit Green Dragons.

Requirements: Town level 15

10000	5	5
10	10	10



Dragon Shrine

The Dragon Shrine allows you to recruit Emerald Dragons.

Requirements: Town level 15, Dragon Altar

20000	5	5
20	20	20

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Racial Special Skills and Buildings

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Warning

Information presented here is not official, but based on player experiences and results of specifically designed tests. Since the authors do not have access to the game code, complicated equations and probability values should be taken with caution. Although they give satisfactory results, they may not be identical to what is actually used in the game.

General

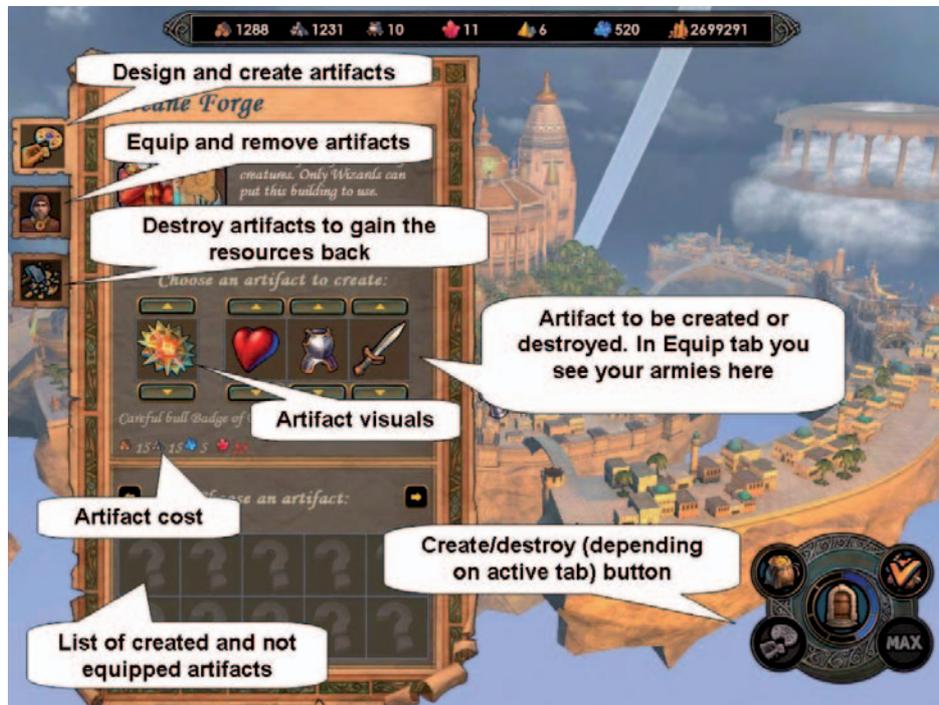
Heroes of each faction (or race) have a distinct skill. Necromancers have Necromancy, Warlocks have Irresistible Magic, et cetera. Each type of town has unique race-specific buildings. Sometimes the buildings and hero skills are tightly linked; sometimes they are independent.

The racial special associated with a town's unique building can be accessed from the central button of the left user interface circle.

Artificier

The Artificier skill allows Wizards to create artifacts for academy creatures (and no others). To do so, a Wizard with the Artificier skill must visit (and not be garrisoned) an Academy that has the Arcane Forge building.

When you enter the Arcane Forge, the user interface will show you a tabbed window:



A creature can only have one artifact equipped at a time. If you try to equip a creature who already has an artifact, the old one is removed from the creature and placed into Arcane Forge inventory. However, an artifact can have more than one effect. The number of possibilities equals the level of the Wizard's Artificier skill, a maximum of 3. You cannot have same two effects on the same artifact though. For example you cannot create a two times +2 to health artifact. Upgrading creatures, with an artifact already equipped, does not remove the artifact. Joining a stack with an artifact with an unmodified stack will result in a stack with an artifact. Joining two stacks, with an artifact equipped results in a stack with the artifact from the stack that was dragged and dropped. The other artifact is put into inventory and can be equipped again in Academy towns. When a stack with an artifact is split up, only one of the stacks keep the artifact.

To help you to distinguish the artifacts, there are four types: **amulet**, **orb**, **trinket**, and **badge**. Beside being visually different, they are the same.

Amulet



Orb



Trinket



Badge



The effects and required resources are as follows:

Effect	Resources	Effect	Resources
+ to hit points	Wood Gems 	+ to morale	Sulfur Ore
- to opponents defense per damage	Sulfur Ore 	+ to luck	Wood Crystals
+ to attack	Ore Crystals 	+ to magic resistance (percent)	Wood Gems
+ to initiative (percent)	Sulfur Mercury 	+ to defense	Wood Crystals
+ to speed	Ore Mercury 		



The cost is determined by the effect's position in the artifact display. There will be one position for a level one Artificier, two positions for a level two Artificier, and three positions for a level three Artificier.



By changing the order, you can have artifacts with identical effects, but different resource costs. For example:

$$(5 \text{ wood} + 5 \text{ gems}) + (10 \text{ wood} + 10 \text{ crystals}) + (15 \text{ ore} + 15 \text{ crystals}) = 15 \text{ wood} + 15 \text{ ore} + 5 \text{ gems} + 25 \text{ crystals}$$



$$(5 \text{ ore} + 5 \text{ crystals}) + (10 \text{ wood} + 10 \text{ crystals}) + (15 \text{ wood} + 15 \text{ gems}) = 25 \text{ wood} + 5 \text{ ore} + 15 \text{ gems} + 15 \text{ crystals}$$

The strength of the effect is determined by hero Knowledge, and is not affected by Artificier skill or hero level. Heroes that equip Knowledge-boosting artifacts during the crafting process will improve the strength of the artifacts they craft.

Hero Knowledge

	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5
	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-2	-2	-2	-2	-2	-2	-2
	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6
	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2
	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3
	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3
	19	25	29	34	37	41	44	47	49	52	54	56	58	60	61	63	64	66	67
	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6

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Dungeon

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Ritual Pit

Dungeon can sacrifice creatures in the Ritual Pit to boost minotaur and blood maiden growth. As the building description says, it is “seemingly random”. The random factor comes from the amount of hit points that you need to sacrifice prior getting a boost. Expect the first +1 to maiden growth after about 300 HP sacrifice. Later the demand grows. What is not random is the order in which the boosts come. You can expect them to come in the following order:

1. +1 maiden
2. +1 maiden
3. +1 maiden and +1 minotaur simultaneously
4. +1 maiden
5. +1 minotaur
6. +1 maiden
7. +1 maiden
8. +1 minotaur
9. +1 maiden
10. +1 minotaur
11. +1 maiden
12. +1 maiden

If you do not have the minotaur dwelling and sacrifice to the level where minotaur growth should be boosted, the bonus growth appears simultaneously with the building. For example, you have reached +4 maiden growth and then build the minotaur dwelling, you instantly get +1 to minotaur growth.

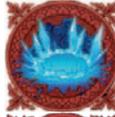


Elements

The opposing elements are water-fire and air-earth.



Some magic spells (mainly Destructive Magic) have an element associated with them:

Spell	Element	Spell	Element
 Eldritch Arrow	 Fire	 Circle of Winter	 Water
 Stone Spikes	 Earth	 Chain Lightning	 Air
 Ice Bolt	 Water	 Meteor Shower	 Earth
 Lightning	 Air	 Armageddon	 Fire
 Fireball	 Fire	 Implosion	 Earth
 Decay	 Earth		

All creatures have only one element and all creatures of the same type have the same element. The element of a creature can change during a battle and at the start of a week. On day 1 of each week the element may change randomly, but same type creature stacks always all have same element. *Not confirmed: each creature has different probabilities for elements. For example an assassin may have the water element most often and rarely fire or earth very rarely. A fire elemental does not necessarily have fire as its associated element.*

In battle, the opposite elements deal additional damage to each other. After this takes place, both units (or only the target unit in case of spell vs a creature) get new elements assigned to them. Once again, the new elements are selected randomly. Creatures with double strike (like minotaur guards) have the elements changed after the first hit. When a battle is over, the original elements are restored, no matter how many times and how they were changed during the battle.

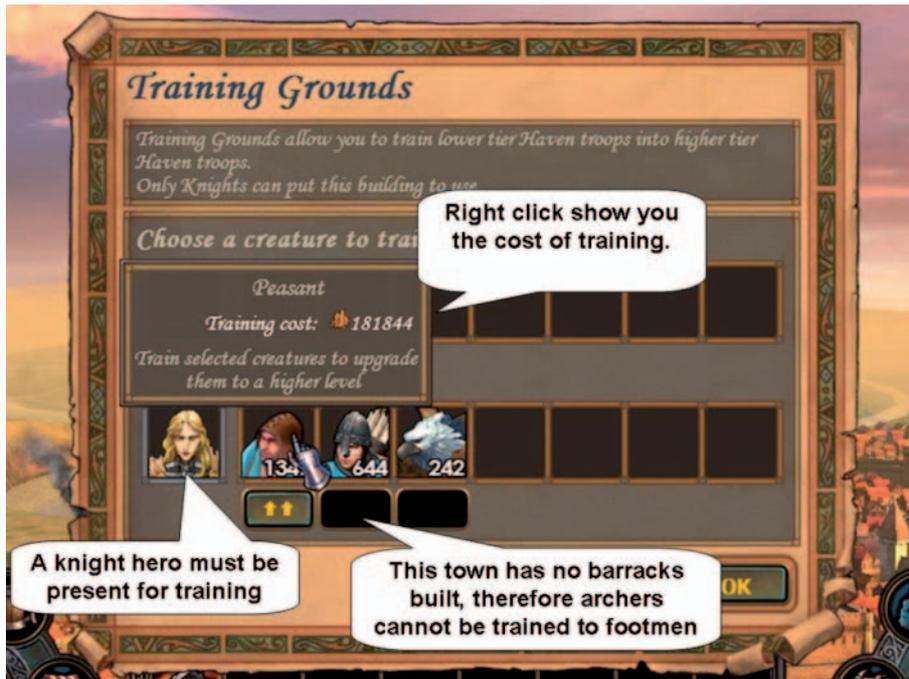
For calculations of the bonus damage, see the Damage Calculation Chapter (page 120).

Counterstrike

Counterstrike makes Haven troops deal more damage in retaliation. See the damage calculation equations, and when calculating retaliation damage, apply Counterstrike level as one of the “attack boosters”.

Training

Training allows you to upgrade lower tier units to a higher tier. For this, the Haven must have its special Training Grounds building.



It does not matter whether you train a basic or upgraded unit -- the cost is the same. You do not need to upgrade the dwelling to train units to higher tier. The trained unit always appears as unupgraded.

To calculate the cost of training, use the table below. The cost in gold is per unit. For a stack, multiply the gold value by the stack size. The Hall of Heroes gives a 40% discount, trainer ability gives 10%, and together they give 46%.

Units for Training	Result of Training	Base Cost	Hall of Heroes	Expert Trainer ability	Hall of Heroes + Expert Trainer ability
		150	90	135	81
		270	162	243	145
		1950	1170	1755	1053
		3750	2250	3375	2025

Sacrificial Pit

Sacrificial Pit allows you to trade creatures for experience. Unlike kills made in battle, experience gained is not calculated from a creature's experience value, but from its hit points. In the sacrificial pit 1 HP = 1 XP.



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Necropolis

Necromancy

Necromancy allows you to raise killed enemies as skeletons or skeleton archers. The latter is possible only when you possess the Skeleton Archers ability. Only living, non-elemental, and non-mechanical creatures can be necromanced, and only when killed in battle. You cannot get the skeletons from fleeing monsters.

The number of raised skeletons depends on your hero's Necromancy skill level and the number of Pillar of Bone buildings in towns you control.

$$\text{Skeletons} = \text{trunc} \frac{\text{hit points killed} \times (0,05 \times \text{necromancy level} + 0,1 \times \text{pillar of bones})}{\text{skeleton or skeleton archer hit points (4 or 5 respectively)}}$$

The number of raised skeletons cannot exceed the number of killed creatures. Since most creatures have more hit points than skeletons, you can expect usually to raise one skeleton per each enemy killed.

Hit point boosting artifacts and the Vitality ability affect the hit points of killed creatures. More skeletons are raised from 100 Vitality boosted peasants than 100 peasants with original hit points. Health boosts of skeletons or skeleton archers do not count. A Necromancer with Vitality raises the same number as a Necromancer with without the skill. However the skeletons raised by the Necromancer with Vitality will have additional hit points.

Shrine of the Netherworld

In addition to Necromancy there is another special for the Undeads. The Shrine of the Netherworld (also called the Unholy Temple) is a building in the Necropolis that allows you to convert living (not undead, mechanical, or elemental) units to undeads. The process does not require the presence of a hero and does not cost anything. During conversion, the level of the creature remains unchanged. This means that all tier 6 creatures come out as wights, all tier 4 creatures as vampires, et cetera. Upgraded creatures are turned into upgraded undead units.



Avenger

The Avenger skill allows a Ranger to do bonus damage to chosen 'favoured' creature types. More precisely, the skill gives 40% a chance to deal double damage to the Ranger's designated enemies. (The Avenger Brotherhood building increases it to 50%) The number of enemies a hero can have equals his or her Avenger skill level.

To add a creature to a Ranger's avenger list, the hero has to "kill two populations of it first". This means that the ranger must kill the equivalent of two basic weekly growths. For example: basic growth for all level 7 creatures is 1 and for level 6 monsters 2. To kill two "populations", the ranger would need to kill 2 level 7 creatures or 4 level 6 creatures, respectively. The creatures you let flee, do not count as killed. It does not matter whether the ranger kills 2 populations of the basic units, 2 populations of upgraded units, or a mixture of them. In any case, both units become available for the avenger list. However, if you pick one of them as the favoured enemy, you do not deal additional damage to the other.

For example, by killing 2 angels and no archangels you can choose archangel as a favoured enemy, but this will not give a bonus against angels.



Difficulty Levels

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Easy

In combat, the AI moves creatures as fast as it can toward its target, doesn't use spells higher than level 3 and centres the area of effect on its target. It doesn't check whether it can reach the other player's town before that player can react, doesn't buy heroes for garrison duty, builds only every second day, and has only half the normal income and creature growth. It hires at most 8 heroes, and goes as much for AI as human players.

Neutral creature stacks are half as big as normal, but still net as much experience.

Starting Resources

Human:

 50 Ore
 50 Wood
 20 Crystals
 20 Gems
 20 Mercury
 20 Sulfur
 40 000 Gold

AI:

 10 Ore
 10 Wood
 3 Crystals
 3 Gems
 3 Mercury
 3 Sulfur
 5 000 Gold

Normal

In combat, the AI moves creatures as fast as it can toward its target, doesn't use spells higher than level 3 and centres the area of effect on its target. It doesn't check whether it can reach the other player's town before that player can react, doesn't buy heroes for garrison duty, builds only every second day, and has normal income and creature growth. It hires at most 8 heroes, and goes as much for AI as human players.

Starting Resources

Human:

 30 Ore
 30 Wood
 15 Crystals
 15 Gems
 15 Mercury
 15 Sulfur
 30 000 Gold

AI:

 10 Ore
 10 Wood
 5 Crystals
 5 Gems
 5 Mercury
 5 Sulfur
 10 000 Gold

Hard

In combat, the AI moves its stacks considering whether enemy stacks can reach them or not, uses all spells, and doesn't necessarily centre the area of effect on its target. It checks whether it can reach the other player's town before that player can react, buys heroes for garrison duty, can build every day, and has only half normal income and creature growth. It hires at most 14 heroes, and tends to go more for the human player than other AI players.

Neutral creature stacks are 12% larger than on normal, and net extra experience accordingly.

Starting Resources

Human:

 20 Ore
 20 Wood
 10 Crystals
 10 Gems
 10 Mercury
 10 Sulfur
 20 000 Gold

AI:

 20 Ore
 20 Wood
 10 Crystals
 10 Gems
 10 Mercury
 10 Sulfur
 20 000 Gold

Heroic

In combat, the AI moves its stacks considering whether enemy stacks can reach them or not, uses all spells, and doesn't necessarily centre the area of effect on its target. It checks whether it can reach the other player's town before that player can react, buys heroes for garrison duty, can build every day, and has only half normal income and creature growth. It hires at most 17 heroes, and tends to go even more for human players than on hard.

Neutral creature stacks are 40% larger than on normal, and net extra experience accordingly.

Starting Resources

Human:

 10 Ore
 10 Wood
 5 Crystals
 5 Gems
 5 Mercury
 5 Sulfur
 10 000 Gold

AI:

 30 Ore
 30 Wood
 15 Crystals
 15 Gems
 15 Mercury
 5 Sulfur
 30 000 Gold

Experience Requirements for Levels

Experience needed for Individual Levels

1	0	21	97949
2	1000	22	117134
3	2000	23	140156
4	3200	24	167782
5	4600	25	200933
6	6200	26	244029
7	8000	27	304363
8	10000	28	394864
9	12200	29	539665
10	14700	30	785826
11	17500	31	1228915
12	20600	32	2070784
13	24320	33	3754522
14	28784	34	7290371
15	34140	35	15069240
16	40567	36	32960630
17	48279	37	75899970
18	57533	38	183248314
19	68637	39	462353978
20	81961	40	1215939194

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Damage Calculations

Damage done by Creatures

Damage done by creatures is a function of their base damage range, attack and defence difference between attacker and defender, and hero skills that boost/reduce damage dealt/taken.

There are two equations, one for damage increase when the attacker's attack level is greater or equal to the defender's defence level, and another for cases when the defender's defence level is higher than attacker's attack level.

For actual damage, the lower and upper damage limits are first calculated based on the attacking creature's basic damage range. A random number in this calculated range is then taken as the damage.

A. In case the attacker's attack skill level is greater than (or equal to) defender's defense skill level:

$$\text{Damage} = \text{trunc} [\text{creature damage value} \times \text{stack size} \times [1 + 0,05 \times (\text{attack-defense})] \times (1 + \text{attack boosters}) \times (1 - \text{defense boosters})]$$

$$\text{In short: damage} = \text{trunc} [\text{base damage} \times N \times (1 + \Delta \times 0,05) \times \text{modifiers}]$$

Command "trunc" means that the decimal places are ignored. 15,999 is truncated to integer 15.

This means, each additional point in attack vs defence difference increases the damage by 5% (linear regression). The equation holds true at least to attack-defence difference 45. The game code hints that maximal increase is 3 fold (unfortunately, there is no conformation from the game that the capping is triggered).

B. In case attacker's attack skill level is less than defender's defense skill level

$$\text{Damage} = \text{trunc} \frac{[\text{creature damage value} \times \text{stack size} \times [1 - (\text{defense-attack})]}{(20+\text{defense-attack})} \times (1 + \text{attack boosters}) * (1 - \text{defense boosters})]$$

$$\text{In short: damage} = \text{trunc} [\text{base damage} \times N \times [1 - \Delta / (\Delta + 20)] \times \text{modifiers}]$$

This means that the first point of difference (Δ) gives 5% damage reduction. Each following point gives less (nonlinear regression type $1-x/(A+x)$). This equation seems to give correct values up to a defence-attack difference of 50. From the game code, it appears that the maximum reduction is down to 10% of the original unmodified damage left.

Example 1

59 pixies (with attack 1 and damage 1-2 attack) treants with defense 51 (hero and defend command bonus included).

$$\text{Damage min} = 59 \times 1 \times (1 - 50 / (20 + 50)) = 16.85. \text{ i.e } 16$$

$$\text{Damage max} = 59 \times 2 \times (1 - 50 / (20 + 50)) = 33.71. \text{ i.e } 33 \text{ (note, 33 is not twice the minimum damage 16)}$$

Example 2

25 unicorns (with damage range 10-20) fight against wights under a hero with Advanced Defense skill. Wight defense is 11 points higher than unicorns attack.

$$\text{Damage min} = 25 \times 10 \times (1 - 11 / 31) * (1 - 0.2 (\text{adv. def gives 20\% bonus})) = 129.03 \text{ i.e. } 129$$

$$\text{Damage max} = 25 \times 20 \times (1 - 11 / 31) * (1 - 0.2) = 258.06 \text{ i.e. } 258$$

Damage Calculations

An illustrative table showing the damage increase or decrease percentage for different gaps in attack and defense values.

Attack and Defense difference	Attack > Defense % damage increase	Defense > Attack % damage decrease	Attack and Defense difference	Attack > Defense % damage increase	Defense > Attack % damage decrease
1	5	4,8	31	155	60,8
2	10	9,1	32	160	61,5
3	15	13,0	33	165	62,3
4	20	16,7	34	170	63,0
5	25	20,0	35	175	63,6
6	30	23,1	36	180	64,3
7	35	25,9	37	185	64,9
8	40	28,6	38	190	65,5
9	45	31,0	39	195	66,1
10	50	33,3	40	200	66,7
11	55	35,5	41	205	67,2
12	60	37,5	42	210	67,7
13	65	39,4	43	215	68,3
14	70	41,2	44	220	68,8
15	75	42,9	45	225	69,2
16	80	44,4	46	230	69,7
17	85	45,9	47	235	70,1
18	90	47,4	48	240	70,6
19	95	48,7	49	245	71,0
20	100	50,0	50	250	71,4
21	105	51,2	51	355	71,8
22	110	52,4	52	360	72,2
23	115	53,5	53	365	72,6
24	120	54,5	54	370	73,0
25	125	55,6	55	375	73,3
26	130	56,5	56	380	73,7
27	135	57,4	57	385	74,0
28	140	58,3	58	390	74,4
29	145	59,2	59	395	74,7
30	150	60,0	60	400	75,0

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Damage Calculations

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Elemental Bonus Damage

Damage bonus depends on the level of Irresistible Magic skill and presence of Primal Altar buildings in your towns.

$$\text{Bonus damage} = \text{trunc} [\text{base damage} \times (0,05 \times \text{IM skill level} + 0,1 \times \text{number of altars})]$$

Note: for spells, this equation occasionally gives 1 point more bonus damage than the real bonus in game.

Elemental damage is not affected by resistances and immunities, but the base damage is. For example when hitting golems and gremlins with circle of winter, golems take less elemental damage, due to resisting the original spell.

In the combat log, the bonus damage is listed first and then the total (base+bonus) is given.

Example

Good luck shines to black dragons and they deal 14429 damage. The hero is expert in Irresistible Magic and there are 3 towns with the Primal Altar built.

$$\text{Bonus elemental damage} = 14429 \times (0,05 \times 3 + 0,1 \times 3) = 6493$$



Hero Damage

Hero default damage depends on the hero's level, the target creature's level, and some hero skills abilities.

Creature level	A level 1 hero kills (K_1)	A level 31 hero kills (K_{31})
1	2	12
2	1	9
3	0,8	6,5
4	0,5	4,5
5	0,3	3
6	0,2	2
7	0,1	1,5

The damage depends linearly on hero level and can be calculated:

$$\text{Damage} = \text{trunc} [\text{hit points} \times [K_1 + (K_{31}-K_1)/30 \times (\text{hero level} - 1)] - 0,01]$$

As for elemental damage calculation, there is occasionally a 1 point difference from the damage shown in game.

The ranger's "Deadeye Shot" ability adds 3 virtual levels to the hero. Thus a ranger can deal more damage than other heroes at identical levels. Additionally, campaign maps may contain scripts that boost certain heroes or hero classes.



Damage Calculations

Damage of Caster Creatures

Spell Power of caster creatures grows logarithmically as the stack size increases. A small stack has relatively higher Spell Power than a huge stack. The Spell Power growth applies to direct damage spells as well as other spell types. If a curse or blessing has lasting effect and it is cast several times, it does not stack. A single archlich casting Weakness on a creature after the same spell has been cast by more archliches, dispels the previous casting and the final duration of the spell is only 1 turn.

For stacks larger than 5 units the following equation should give correct values:

$$\text{Spell power} = \text{trunc} [9,12 \times \ln (1+\text{size}/\text{growth})] - 1$$

The other creature abilities (assassin's Poison, archangel's Resurrect, archdevil's Summon Pit Lord, unicorn's Blind et cetera) grow linearly with the stack size and a "spell power" is not applicable.

Note:

In cases where damage = a + a × SP,

you can use the equation damage = a × trunc[9,12 × ln(1 + size/growth)]

Please note that Spell Power can not be lower than 1.



Damage Calculations

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Creature	Spell	Spell level	Spell damage or duration*	Growth
Level 1				
	Wasp Swarm	None	$10 + 2 \times SP$	#10
	Cleansing	Advanced		
Level 2				
	Explosion	N/A	$9 + 9 \times SP$	#15
Level 4				
	Fist of Wrath	Basic	$30 + 6 \times SP$	#5
	Cleansing	Advanced		
	Fist of Wrath	Advanced	$40 + 8 \times SP$	#5
	Fireball	Basic	$14 + 14 \times SP$	
	Righteous Might Cleansing	Advanced Expert	Dur. = $1 \times SP$	
	Lightning Endurance	Basic Advanced	$14 + 14 \times SP$ Dur. = $1 \times SP$	#4
		Lightning	Advanced	$17 + 17 \times SP$
Stone Spikes		None	$24 + 8 \times SP$	
Endurance		Expert	Dur. = $1 \times SP$	
	Ice Bolt	Basic	$72 + 12 \times SP$	#4
	Circle of Winter	Basic	$72 + 12 \times SP$	
Level 5				
	Vulnerability	Advanced	$32 + 8 \times SP$	#3
	Decay	Advanced	Dur. = $1 \times SP$	
	Others	Advanced		
	Haste	Advanced	Dur. = $1 \times SP$	#3
	Divine Strength	Advanced	Dur. = $1 \times SP$	
	Endurance	Advanced	Dur. = $1 \times SP$	
	Weakness	Advanced	Dur. = $1 \times SP$	#3
	Suffering	Expert	Dur. = $1 \times SP$	
	Decay	Advanced	$32 + 8 \times SP$	
Level 6				
	Slow	Advanced	Dur. = $1 \times SP$	#2
	Righteous Might	Advanced	Dur. = $1 \times SP$	
	Vulnerability	Advanced		
	Confusion *	None	Dur. = $1 \times SP$	
	Fireball	Basic	$14 + 14 \times SP$	#2
	Meteor Shower *	Basic	$15 + 15 \times SP$	
	Vulnerability	Advanced		
Level 7				
	Weakness	Basic	Dur. = $1 \times SP$	#1

* The spells are only available to the upgraded creature.

Damage Calculations

Caster Creatures Spell Power Table

Stack size	Sprite	Horned overseer	Mage Archmage	Druid Druid Elder Water elemental	Archlich Djiin Djiin Sultan Inquisitor	Shadow Witch Shadow matriarch Pit fiend Pit lord	Spectral dragon
1	1	1	1	1	1	2	5
2	1	1	2	2	3	5	9
3	1	1	3	3	5	7	11
4	2	1	4	5	6	9	13
5	2	1	5	6	7	10	15
6	3	2	6	7	9	11	16
7	3	2	6	8	9	12	17
8	4	2	7	9	10	13	19
9	4	3	8	9	11	14	20
10	5	3	9	10	12	15	20
11	5	4	9	11	13	16	21
12	6	4	10	11	13	16	22
13	6	4	10	12	14	17	23
14	6	5	11	12	14	17	23
15	7	5	11	13	15	18	24
16	7	5	12	13	15	19	24
17	8	5	12	14	16	19	25
18	8	6	12	14	16	19	25
19	8	6	13	14	17	20	26
20	9	6	13	15	17	20	26
25	10	7	15	17	19	22	28
50	15	12	20	22	25	28	34
75	18	15	24	26	28	32	38
100	20	17	26	28	31	34	41
125	22	19	28	30	33	36	43
150	24	20	30	32	34	38	44
175	25	22	31	33	36	39	46
200	26	23	32	34	37	41	47
500	34	31	41	43	45	49	55

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APPENDIX

Moat and Towers in Siege

A moat is added to the town's defensive structures when a Citadel is built (town level 10 earliest). The central tower is added at the same time. Two more towers are added with the Castle building (town level 13 or 16 at the earliest). The damage done by all these structures is a linear function of town level. Upgrading Citadel to Castle does not improve the moat or central tower damage (besides the +1 to town level). Different towns, however, have different damages and different effects. Common rules are that the moat damage is dealt in the end of a creature's turn (a creature in moat takes damage only if it does not leave the moat) and moat/towers damage is not a subject for damage reduction or increase by hero skills and abilities.

$$\text{Damage} = K \times \text{town level}$$

K values are listed below.

	Moat	Main tower	Side towers	Moat effect
Academy	9.448	1.95	1.39	Damage per each land mine, mines disappear after activation, casts Blind for 1,2,5 turns
Inferno	5.66	1.95	1.39	
Haven	4.723	1.95	1.39	
Necropolis	4.723	1.95	1.39	Casts advanced Weakness for 5 turns and Vulnerability.
Dungeon	4.59	1.89	1.35	28 Poison damage for three actions.
Sylvan	4.475	1.84	1.315	A chance to Entangle for 5 turns. May renew during these 5 turns.



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