

Creature Abilities

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.

The Blind spell is cast with spell power 8.

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).

*The Lightning Bolt deals Air damage equals to 30*number of creatures in the stack.*

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.

The Chain Shot does not trigger on Demonic creatures.

Crystal Scale

Crystal Dragon is immune to direct creature killing abilities such as Harm Touch, Vorpall Sword, Deadeye Shot, etc
Crystal Dragons are not available in the game.

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).

The unit initiative is doubled for its next 3 turns.

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.

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Important note:

- » This document targets the 1.1 release version of Heroes of Might and Magic V
- » We will update it as soon as balance patches are released

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 Attack

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.

Fire Shield

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 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).

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).

Immunity to Air

Air Magic spells cannot harm this creature.

Immunity to Blind

This creature cannot be blinded.

Immunity to Cold

Cold Magic spells cannot harm this creature.

Immunity to Earth

Earth Magic spells cannot harm this creature.

Immunity to Fire

Fire Magic spells cannot harm this creature.

Immunity to Lightning

Lightning cannot harm this creature.

Immunity to Magic

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

Immunity to Mind Control

This creature is immune to mind-affecting spells.

Immunity to Slow

This creature cannot be slowed down.

Immunity 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 Creature

This creature takes 2x2 squares on the battlefield.

Large Shield

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

Lay Hands

Using the force of Life, this creature can heal allies.

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.

Life drained is half the damage inflicted.

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-proof 50%

Attacking spells inflict 50% less damage to this creature.

Magic-proof 75%

Attacking spells inflict 75% less damage to this creature.

Magic Attack

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

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.

0.25 Mana are destroyed per creature in the stack (rounded).

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 drained is half (?) the damage inflicted.

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.

0.25 Mana are stolen per creature in the stack (rounded).

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.

Poisonous Attack

In addition to normal damage the enemy attacked will also be poisoned. Poisoning will cause a certain amount of damage during the next three turns.

Poison damage is equal to the hero spell power (?).

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).

Repaired hit points are equal to twice the number of creatures in the repairing stack.

Resurrect Allies

Creature can resurrect 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 battlefield 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 Allies

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

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).

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.
The three tiles are the row directly in front of the attacker.

Strike and Return

Creature attacks and returns to its previous position.

Summon Pit Lords

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).
Provided the dead stack had enough hit points (120 per summoned Pit Lord), up to 2 Pit Lords are summoned for each Archdevil.

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.

Teleport

This creature can teleport itself on the battlefield, thus avoiding any obstacles.

Three-headed attack

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

TurboBoost

Having successfully completed OCP (Overweight Creature Program), this creature is now able to move with lightning speed. Some say that this comes with a personality alteration and violent tendencies, but experts are already working on a cure.

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.

When stunned, enemies get their initiative reduced by 20%.

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.

The spell is cast with spell power 3.