

Faction Skill Cards

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www.heroesofmightandmagic.com/heroes5/

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 modify the skill system

Demon Lord Skills and Abilities

Gating

Consume Corpse

Hellfire

Mark of the Damned

| ---[+ Teleport Assault (Logistics) + Dead Man's Curse (Luck) + Power of Speed (Attack)]---> Urgash's Call

Attack

Archery

Battle Frenzy ---[+ Mark of the Damned (Gating)]---> Excruiciating Strike -----> Power of Speed

Tactics

Dark Magic

Master of Curses

Master of Mind ---[+ Weakening Strike (Dark Magic)]---> Dark Renewal

Master of Pain

| ---[+ Mark of the Damned (Gating)]---> Weakening Strike

Defense

Evasion ---[+ Hellfire (Gating)]---> Hellwrath -----> Stand Your Ground

Protection

Vitality

Destructive Magic

Master of Fire ---[+ Hellfire (Gating)]---> Searing Fires

Master of Ice

Master of Storms

| ---[+ Arcane Brilliance (Sorcery) + Hellfire (Gating)]---> Mana Burst

Enlightenment

Arcane Intuition

Intelligence

Scholar -----> Arcane Exaltation -----> Dark Revelation

Leadership

Diplomacy

Estates

Recruitment -----> Gate Master

Light Magic

Master of Abjuration ---[+ Hellfire (Gating)]---> Fire Resistance

Master of Blessings

Master of Wrath

Logistics

Navigation

Pathfinding -----> Swift Gating ---[+ Consume Corpse (Gating)]---> Teleport Assault

Scouting

Luck

Magic Resistance

Resourcefulness

Soldier's Luck -----> Swarming Gate ---[+ Dark Renewal (Dark Magic)]---> Dead Man's Curse

Sorcery

Arcane Training

Magic Insight

Mana Regeneration

| ---[+ Consume Corpse (Gating)]---> Soulfire ---[+ Elemental Balance (Summoning Magic)]---> Arcane Brilliance

Summoning Magic

Master of Conjuraton -----> Fire Warriors ---[+ Tremors (War Machines)]---> Elemental Balance

Master of Earthblood

Master of Life

War Machines

Ballista

Catapult -----> Brimstone Rain ---[+ Mark of the Damned (Gating)]---> Tremors

First Aid

How to read the Card:

- » Arrows (--->) indicate a requirement inside a skill, while [+...] indicate a prerequisite from another skill,
- » Underlined abilities are those required to achieve the faction ultimate ability (also underlined).

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Knight Skills and Abilities

Training

Benediction

Expert Trainer

Retaliation Strike ---[+ Spoils of War (Luck) + Death March (Logistics) + Refined Mana (Light Magic)]---> Unstoppable Charge

Attack

Archery

Battle Frenzy

Tactics

| ---[+ Expert Trainer (Training)]---> Retribution ---[+ Weakening Strike (Dark Magic) + Last Stand (Defense)]---> Power of Speed

Dark Magic

Master of Curses -----> Fallen Knight ---[+ Aura of Swiftess (Leadership)]---> Weakening Strike

Master of Mind

Master of Pain

Defense

Evasion

Protection

Vitality -----> Stand Your Ground ---[+ Aura of Swiftess (Leadership)]---> Last Stand

Destructive Magic

Master of Fire ---[+ Expert Trainer (Training)]---> Fiery Wrath

Master of Ice

Master of Storms

Enlightenment

Arcane Intuition

Intelligence

Scholar -----> Graduate -----> Wizard's Reward

Leadership

Diplomacy

Estates

Recruitment

| ---[+ Retaliation Strike (Training)]---> Divine Guidance ---[+ Benediction (Training)]---> Aura of Swiftess

Light Magic

Master of Abjuration

Master of Blessings -----> Guardian Angel ---[+ Benediction (Training)]---> Refined Mana

Master of Wrath

Logistics

Navigation

Pathfinding -----> Familiar Ground ---[+ Expert Trainer (Training)]---> Death March

Scouting

Luck

Magic Resistance

Resourcefulness -----> Tear of Asha Vision ---[+ Wizard's Reward (Enlightenment)]---> Spoils of War

Soldier's Luck

Sorcery

Arcane Training ---[+ Benediction (Training)]---> Arcane Excellence

Magic Insight

Mana Regeneration

Summoning Magic

Master of Conjuraton ---[+ Expert Trainer (Training)]---> Elemental Balance

Master of Earthblood

Master of Life

War Machines

Ballista ---[+ Retaliation Strike (Training)]---> Triple Ballista

Catapult

First Aid

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Necromancer Skills and Abilities

Necromancy

Banshee Howl ---[+ Power of Speed (Attack) + Silent Stalker (Logistics) + Corrupted Soil (Dark Magic)]---> Howl of Terror
Eternal Servitude
Skeleton Archers

Attack

Archery

Battle Frenzy -----> Cold Steel ---[+ Eternal Servitude (Necromancy)]---> Power of Speed
 Tactics

Dark Magic

Master of Curses -----> Spirit Link ---[+ Dark Revelation (Enlightenment)]---> Corrupted Soil
 Master of Mind
 Master of Pain

Defense

Evasion

Protection -----> Chilling Bones ---[+ Skeleton Archers (Necromancy)]---> Resistance
 Vitality

Destructive Magic

Master of Fire

Master of Ice -----> Cold Death ---[+ Arcane Excellence (Sorcery)]---> Secrets of destruction
 Master of Storms

Enlightenment

Arcane Intuition

Intelligence

Scholar -----> Lord of the Undead ---[+ Skeleton Archers (Necromancy)]---> Dark Revelation

Leadership

Diplomacy

Estates

Recruitment -----> Herald Of Death

Light Magic

Master of Abjuration

Master of Blessings -----> Twilight

Master of Wrath

Logistics

Navigation

Pathfinding -----> Death March -----> Silent Stalker

Scouting

Luck

Magic Resistance

Resourcefulness

Soldier's Luck

| ---[+ Banshee Howl (Necromancy)]---> Dead Man's Curse

Sorcery

Arcane Training

Magic Insight -----> Boneward ---[+ Eternal Servitude (Necromancy)]---> Arcane Excellence

Mana Regeneration

Summoning Magic

Master of Conjuraton

Master of Earthblood

Master of Life -----> Haunted Mines

| ---[+ Secrets of destruction (Destructive Magic) + Banshee Howl (Necromancy)]---> Banish

War Machines

Ballista

Catapult

First Aid -----> Plague Tent

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Ranger Skills and Abilities

Avenger

Deadeye Shot

Imbue Arrow

Rain of Arrows

| ---[+ Flaming Arrows (Attack) + Dead Man's Curse (Luck) + Stand Your Ground (Defense)]---> Nature's Luck

Attack

Archery

Battle Frenzy -----> Nature's Wrath ---[+ Deadeye Shot (Avenger)]---> Flaming Arrows

Tactics

Dark Magic

Master of Curses

Master of Mind

Master of Pain -----> Corrupted Soil ---[+ Imbue Arrow (Avenger)]---> Seal of Darkness

Defense

Evasion

Protection

Vitality -----> Last Stand ---[+ Familiar Ground (Logistics)]---> Stand Your Ground

Destructive Magic

Master of Fire -----> Mana Burst ---[+ Imbue Arrow (Avenger)]---> Secrets of destruction

Master of Ice

Master of Storms

Enlightenment

Arcane Intuition -----> Know Your Enemy ---[+ Deadeye Shot (Avenger)]---> Arcane Exaltation

Intelligence

Scholar

Leadership

Diplomacy

Estates

Recruitment -----> Battle Commander

Light Magic

Master of Abjuration

Master of Blessings

Master of Wrath -----> Storm Wind ---[+ Imbue Arrow (Avenger)]---> Fire Resistance

Logistics

Navigation

Pathfinding

Scouting -----> Silent Stalker -----> Familiar Ground

Luck

Magic Resistance

Resourcefulness

Soldier's Luck -----> Elven Luck ---[+ Rain of Arrows (Avenger)]---> Dead Man's Curse

Sorcery

Arcane Training

Magic Insight

Mana Regeneration -----> Arcane Brilliance ---[+ Arcane Exaltation (Enlightenment) + Fire Warriors (Summoning Magic)]---> Counterspell

Summoning Magic

Master of Conjuration

Master of Earthblood -----> Wall of Fog ---[+ Fire Resistance (Light Magic)]---> Fire Warriors

Master of Life

War Machines

Ballista -----> Imbue Ballista ---[+ Rain of Arrows (Avenger)]---> Triple Ballista

Catapult

First Aid

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Warlock Skills and Abilities

Elemental Chains

Dark Ritual

Elemental Vision

Empowered spells

| ---[+ Plague Tent (War Machines) + Tear of Asha Vision (Luck) + Wizard's Reward (Enlightenment)]---> Rage of the Elements

Attack

Archery

Battle Frenzy

Tactics -----> Power of Speed ---[+ Empowered spells (Elemental Chains)]---> Retribution

Dark Magic

Master of Curses

Master of Mind -----> Dark Renewal

Master of Pain

Defense

Evasion

Protection ---[+ Power of Endurance (Defense)]---> Resistance

Vitality -----> Power of Endurance

Destructive Magic

Master of Fire

Master of Ice

Master of Storms

| ---[+ Dark Ritual (Elemental Chains)]---> Secrets of destruction ---[+ Retribution (Attack)]---> Mana Burst

Enlightenment

Arcane Intuition -----> Dark Revelation ---[+ Elemental Vision (Elemental Chains)]---> Wizard's Reward

Intelligence

Scholar

Leadership

Diplomacy

Estates

Recruitment -----> Aura of Swiftiness

Light Magic

Master of Abjuration

Master of Blessings

Master of Wrath -----> Refined Mana ---[+ Dark Ritual (Elemental Chains)]---> Twilight

Logistics

Navigation

Pathfinding

Scouting -----> Teleport Assault ---[+ Dark Ritual (Elemental Chains)]---> Death March

Luck

Magic Resistance

Resourcefulness

Soldier's Luck -----> Warlock's Luck ---[+ Death March (Logistics)]---> Tear of Asha Vision

Sorcery

Arcane Training

Magic Insight

Mana Regeneration -----> Erratic Mana ---[+ Mana Burst (Destructive Magic) + Resistance (Defense)]---> Counterspell

Summoning Magic

Master of Conjuration -----> Exorcism

Master of Earthblood

Master of Life

War Machines

Ballista

Catapult -----> Tremors -----> Plague Tent

First Aid

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Wizard Skills and Abilities

Artificer

Consume Artifact

Magic mirror

Mark of the Wizard

| ---[+ Erratic Mana (Sorcery) + Wall of Fog (Summoning Magic) + Graduate (Enlightenment) + Cold Steel (Attack)]---> Arcane Omniscience

Attack

Archery -----> Flaming Arrows ---[+ Mark of the Wizard (Artificer)]---> Cold Steel

Battle Frenzy

Tactics

Dark Magic

Master of Curses

Master of Mind -----> Seal of Darkness ---[+ Fiery Wrath (Destructive Magic)]---> Dark Renewal

Master of Pain

Defense

Evasion

Protection -----> Resistance ---[+ Magic mirror (Artificer)]---> Power of Endurance

Vitality

Destructive Magic

Master of Fire

Master of Ice

Master of Storms

| ---[+ Magic mirror (Artificer)]---> Sap Magic ---[+ Mark of the Wizard (Artificer)]---> Fiery Wrath

Enlightenment

Arcane Intuition

Intelligence

Scholar -----> Wizard's Reward -----> Graduate

Leadership

Diplomacy

Estates -----> Artificial Glory

Recruitment

Light Magic

Master of Abjuration -----> Suppress Light ---[+ Tremors (War Machines) + Dark Renewal (Dark Magic)]---> Refined Mana

Master of Blessings

Master of Wrath

Logistics

Navigation

Pathfinding -----> March of the Golems ---[+ Mark of the Wizard (Artificer)]---> Teleport Assault

Scouting

Luck

Magic Resistance

Resourcefulness -----> Spoils of War ---[+ Consume Artifact (Artificer)]---> Tear of Asha Vision

Soldier's Luck

Sorcery

Arcane Training -----> Counterspell ---[+ Magic mirror (Artificer)]---> Erratic Mana

Magic Insight

Mana Regeneration

Summoning Magic

Master of Conjuraton -----> Banish ---[+ Mark of the Wizard (Artificer)]---> Wall of Fog

Master of Earthblood

Master of Life

War Machines

Ballista

Catapult -----> Remote Control ---[+ Consume Artifact (Artificer)]---> Tremors

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