

# Faction Skill Cards

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[www.heroesofmightandmagic.com/heroes5/](http://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) ]---> Excruciating 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 Conjunction -----> 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,
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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 Swiftiness (Leadership) ]---> Weakening Strike

Master of Mind

Master of Pain

### **Defense**

Evasion

Protection

Vitality -----> Stand Your Ground ---[ + Aura of Swiftiness (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 Swiftiness

### **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 Conjuration ---[ + 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 Conjuration

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 Conjuraton

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 Conjuration -----> 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

First Aid

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