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**COMMON Skills**


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**Attack****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%.

**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.

**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: requires Battle Frenzy (Attack)
- » Wizard: requires Flaming Arrows (Attack), Mark of the Wizard (Artificer)

**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: requires Battle Frenzy (Attack), Mark of the Damned (Gating)

**Flaming Arrows**

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

- » Ranger: requires Deadeye Shot (Avenger), Nature's Wrath (Attack)
- » Wizard: requires Archery (Attack)

**Nature's Wrath**

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

- » Ranger: requires Battle Frenzy (Attack)

**Power of Speed**

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

- » Demon Lord: requires Excruciating Strike (Attack)
- » Knight: requires Retribution (Attack), Weakening Strike (Dark Magic), Last Stand (Defense)
- » Necromancer: requires Cold Steel (Attack), Eternal Servitude (Necromancy)
- » Warlock: requires Tactics (Attack)

**Retribution**

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

- » Knight: requires Expert Trainer (Training)
- » Warlock: requires Empowered spells (Elemental Chains), Power of Speed (Attack)

**Tactics**

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

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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

## Dark Magic

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### **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.

### **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 hero's level.

- » Necromancer: requires Spirit Link (Dark Magic), Dark Revelation (Enlightenment)
- » Ranger: requires Master of Pain (Dark Magic)

### **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: requires Weakening Strike (Dark Magic), Master of Mind (Dark Magic)
- » Warlock: requires Master of Mind (Dark Magic)
- » Wizard: requires Fiery Wrath (Destructive Magic), Seal of Darkness (Dark 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: requires Master of Curses (Dark Magic)

### **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.

### **Seal of Darkness**

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

- » Ranger: requires Imbue Arrow (Avenger), Corrupted Soil (Dark Magic)
- » Wizard: requires Master of Mind (Dark Magic)

### **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: requires Master of Curses (Dark Magic)

### **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: requires Mark of the Damned (Gating)
- » Knight: requires Fallen Knight (Dark Magic), Aura of Swiftiness (Leadership)

## Defense

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### **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%.

### **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: requires Protection (Defense)

### **Evasion**

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

### **Hellwrath**

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

- » Demon Lord: requires Hellfire (Gating), Evasion (Defense)

**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: requires Stand Your Ground (Defense), Aura of Swiftnes (Leadership)
- » Ranger: requires Vitality (Defense)

**Power of Endurance**

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

- » Warlock: requires Vitality (Defense)
- » Wizard: requires Resistance (Defense), Magic mirror (Artificer)

**Protection**

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

**Resistance**

Hero gains +2 defense permanently.

- » Necromancer: requires Skeleton Archers (Necromancy), Chilling Bones (Defense)
- » Warlock: requires Protection (Defense), Power of Endurance (Defense)
- » Wizard: requires Protection (Defense)

**Stand Your Ground**

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

- » Demon Lord: requires Hellwrath (Defense)
- » Knight: requires Vitality (Defense)
- » Ranger: requires Last Stand (Defense), Familiar Ground (Logistics)

**Vitality**

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

**Destructive Magic****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.

**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: requires Master of Ice (Destructive Magic)

**Fiery Wrath**

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

- » Knight: requires Master of Fire (Destructive Magic), Expert Trainer (Training)
- » Wizard: requires Sap Magic (Destructive Magic), Mark of the Wizard (Artificer)

**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 hero's level.

- » Demon Lord: requires Arcane Brilliance (Sorcery), Hellfire (Gating)
- » Ranger: requires Master of Fire (Destructive Magic)
- » Warlock: requires Secrets of destruction (Destructive Magic), Retribution (Attack)

**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.

**Master of Storms**

Grants stunning effect to Lightning Bolt and Chain Lightning (first target only) spells.

**Sap Magic**

Damage dealt by enemy spells is reduced by 20%.

- » Wizard: requires Magic mirror (Artificer)

**Searing Fires**

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

- » Demon Lord: requires Master of Fire (Destructive Magic), 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: requires Arcane Excellence (Sorcery), Cold Death (Destructive Magic)
- » Ranger: requires Imbue Arrow (Avenger), Mana Burst (Destructive Magic)
- » Warlock: requires Dark Ritual (Elemental Chains)

## Enlightenment

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### **Basic Enlightenment**

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

### **Advanced Enlightenment**

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

### **Expert Enlightenment**

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

### **Arcane Exaltation**

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

- » Demon Lord: requires Scholar (Enlightenment)
- » Ranger: requires Deadeye Shot (Avenger), Know Your Enemy (Enlightenment)

### **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.).

### **Dark Revelation**

Hero qualifies for additional free level up.

- » Demon Lord: requires Arcane Exaltation (Enlightenment)
- » Necromancer: requires Skeleton Archers (Necromancy), Lord of the Undead (Enlightenment)
- » Warlock: requires Arcane Intuition (Enlightenment)

### **Graduate**

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

- » Knight: requires Scholar (Enlightenment)
- » Wizard: requires Wizard's Reward (Enlightenment)

### **Intelligence**

Increases normal maximum mana by 50%.

### **Know Your Enemy**

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

- » Ranger: requires Arcane Intuition (Enlightenment)

### **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: requires Scholar (Enlightenment)

### **Scholar**

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

### **Wizard's Reward**

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

- » Knight: requires Graduate (Enlightenment)
- » Warlock: requires Dark Revelation (Enlightenment), Elemental Vision (Elemental Chains)
- » Wizard: requires Scholar (Enlightenment)

## Leadership

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### **Basic Leadership**

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

### **Advanced Leadership**

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

### **Expert Leadership**

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

### **Artificial Glory**

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

- » Wizard: requires Estates (Leadership)

### **Aura of Swiftess**

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

- » Knight: requires Benediction (Training), Divine Guidance (Leadership)
- » Warlock: requires Recruitment (Leadership)

### **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: requires Recruitment (Leadership)

### **Diplomacy**

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

**Divine Guidance**

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

» Knight: requires Retaliation Strike (Training)

**Estates**

Hero contributes 250 gold pieces per day to your cause.

**Gate Master**

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

» Demon Lord: requires Recruitment (Leadership)

**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: requires Recruitment (Leadership)

**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.

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**Light Magic****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.

**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: requires Master of Abjuration (Light Magic), Hellfire (Gating)

» Ranger: requires Imbue Arrow (Avenger), Storm Wind (Light Magic)

**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: requires Master of Blessings (Light Magic)

**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.

**Refined Mana**

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

» Knight: requires Benediction (Training), Guardian Angel (Light Magic)

» Warlock: requires Master of Wrath (Light Magic)

» Wizard: requires Tremors (War Machines), Suppress Light (Light Magic), 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: requires Master of Wrath (Light Magic)

**Suppress Light**

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

» Wizard: requires Master of Abjuration (Light Magic)

**Twilight**

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

» Necromancer: requires Master of Blessings (Light Magic)

» Warlock: requires Refined Mana (Light Magic), Dark Ritual (Elemental Chains)

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**Logistics****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%.

**Death March**

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

- » Knight: requires Familiar Ground (Logistics), Expert Trainer (Training)
- » Necromancer: requires Pathfinding (Logistics)
- » Warlock: requires Teleport Assault (Logistics), Dark Ritual (Elemental Chains)

**Familiar Ground**

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

- » Knight: requires Pathfinding (Logistics)
- » Ranger: requires Silent Stalker (Logistics)

**March of the Golems**

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

- » Wizard: requires Pathfinding (Logistics)

**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.

**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: requires Death March (Logistics)
- » Ranger: requires Scouting (Logistics)

**Swift Gating**

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

- » Demon Lord: requires Pathfinding (Logistics)

**Teleport Assault**

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

- » Demon Lord: requires Consume Corpse (Gating), Swift Gating (Logistics)
- » Warlock: requires Scouting (Logistics)
- » Wizard: requires March of the Golems (Logistics), Mark of the Wizard (Artificer)

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**Luck****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.

**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: requires Dark Renewal (Dark Magic), Swarming Gate (Luck)
- » Necromancer: requires Banshee Howl (Necromancy)
- » Ranger: requires Rain of Arrows (Avenger), Elven Luck (Luck)

**Elven Luck**

The Luck bonus to damage is increased by 25%.

- » Ranger: requires Soldier's Luck (Luck)

**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.

**Spoils of War**

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

- » Knight: requires Tear of Asha Vision (Luck), Wizard's Reward (Enlightenment)
- » Wizard: requires Resourcefulness (Luck)

**Swarming Gate**

There's a 15-30% (depending on hero luck) chance that the gated stack will summon twice as many reinforcements as normal.

- » Demon Lord: requires Soldier's Luck (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: requires Resourcefulness (Luck)
- » Warlock: requires Warlock's Luck (Luck), Death March (Logistics)
- » Wizard: requires Spoils of War (Luck), Consume Artifact (Artificer)

**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: requires Soldier's Luck (Luck)

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**Sorcery**

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**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%.

**Arcane Brilliance**

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

- » Demon Lord: requires Elemental Balance (Summoning Magic), Soulfire (Sorcery)
- » Ranger: requires Mana Regeneration (Sorcery)

**Arcane Excellence**

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

- » Knight: requires Benediction (Training), Arcane Training (Sorcery)
- » Necromancer: requires Eternal Servitude (Necromancy), Boneward (Sorcery)

**Arcane Training**

Reduces casting costs of all spells by 20%.

**Boneward**

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

- » Necromancer: requires Magic Insight (Sorcery)

**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: requires Arcane Brilliance (Sorcery), Arcane Exaltation (Enlightenment), Fire Warriors (Summoning Magic)
- » Warlock: requires Mana Burst (Destructive Magic), Erratic Mana (Sorcery), Resistance (Defense)
- » Wizard: requires Arcane Training (Sorcery)

**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: requires Mana Regeneration (Sorcery)
- » Wizard: requires Counterspell (Sorcery), Magic mirror (Artificer)

**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

**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: requires Consume Corpse (Gating)

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**Summoning Magic**

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**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.

**Banish**

Special combat ability. Unsummons part of the summoned or gated stack.

- » Necromancer: requires Secrets of destruction (Destructive Magic), Banshee Howl (Necromancy)
- » Wizard: requires Master of Conjuration (Summoning Magic)

**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: requires Tremors (War Machines), Fire Warriors (Summoning Magic)
- » Knight: requires Expert Trainer (Training), Master of Conjuration (Summoning Magic)

**Exorcism**

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

- » Warlock: requires Master of Conjuration (Summoning Magic)

**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: requires Master of Conjuration (Summoning Magic)
- » Ranger: requires Fire Resistance (Light Magic), Wall of Fog (Summoning 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: requires Master of Life (Summoning Magic)

**Master of Conjuration**

Makes Conjure Phoenix and Summon Elementals spells more powerful (effective Spellpower increased 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).

**Wall of Fog**

The Hero 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: requires Master of Earthblood (Summoning Magic)
- » Wizard: requires Banish (Summoning Magic), Mark of the Wizard (Artificer)

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**War Machines**
**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.

**Ballista**

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

**Brimstone Rain**

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

- » Demon Lord: requires Catapult (War Machines)

**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

**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: requires Ballista (War Machines)

**Plague Tent**

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

- » Necromancer: requires First Aid (War Machines)
- » Warlock: requires Tremors (War Machines)

**Remote Control**

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

- » Wizard: requires Catapult (War Machines)

**Tremors**

Hero acquires Earthquake spell and the ability to cast it with shaking effect, damaging and stunning all creatures behind fortress wall

- » Demon Lord: requires Brimstone Rain (War Machines), Mark of the Damned (Gating)
- » Warlock: requires Catapult (War Machines)
- » Wizard: requires Consume Artifact (Artificer), Remote Control (War Machines)

**Triple Ballista**

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

- » Knight: requires Retaliation Strike (Training), Ballista (War Machines)
- » Ranger: requires Imbue Ballista (War Machines), Rain of Arrows (Avenger)

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**UNIQUE Skills**


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**Artificer (Wizard)**


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**Basic Artificer**

Allows hero to create creature equipment of the first level.

**Advanced Artificer**

Allows hero to create creature equipment of the second level.

**Expert Artificer**

Allows hero to create creature equipment of the third level.

**Ultimate Artificer**

Reduces the price of creating creature equipment by half.

**Consume Artifact**

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

**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.

**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.

**Arcane Omniscience**

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

- » Wizard: requires Erratic Mana (Sorcery), Wall of Fog (Summoning Magic), Graduate (Enlightenment), Cold Steel (Attack)

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**Avenger (Ranger)**


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**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 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.

**Expert Avenger**

Unique Ranger's skill. Allows Ranger to choose 3 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.

**Ultimate Avenger**

Unique Ranger's skill. Allows Ranger to choose 4 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.

**Deadeye Shot**

Grants Ranger an ability to attack any enemy creatures on battlefield. The inflicted damage is 3 times his or her level. If that creature is present in Ranger's favorite 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 (Multishot or Deadeye Shot) 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 favorite enemy list. The Ranger deals 3 times his or her level damage.

**Nature's Luck**

Units in hero army always have luck rolled on attacks.

- » Ranger: requires Flaming Arrows (Attack), Dead Man's Curse (Luck), Stand Your Ground (Defense)

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**Elemental Chains (Warlock)**


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**Basic Irresistible Magic**

Partially negates magic protection and allows hero to deal 20% of normal spell damage to otherwise resistant creatures.

**Advanced Irresistible Magic**

Significantly negates magic protection and allows hero to deal 40% of normal spell damage to otherwise resistant creatures.

**Expert Irresistible Magic**

Negates half of magic protection and allows hero to deal 50% of normal spell damage to otherwise resistant creatures.

**Ultimate Irresistible Magic**

Drastically negates magic protection and allows hero to deal 75% of normal spell damage to otherwise resistant creatures.

**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 on enemy creatures and Destructive Magic spells.

**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.

» Warlock: requires Plague Tent (War Machines), Tear of Asha Vision (Luck), Wizard's Reward (Enlightenment)

**Gating (Demon Lord)****Basic Gating**

Unique Demon Lord 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 skill. Imps, Demons, Hell Hounds and Succubi (as well as their upgrades) are granted an ability to gate into infernal plane to bring reinforcements back to the battlefield. Each unit can gate only once per combat. Newly arrived creatures constitute 30% of the gated ones and will disappear after the end of the combat.

**Expert Gating**

Unique Demon Lord skill. All infernal troops except Devils and Arch Devils are granted an ability to gate into infernal plane to bring reinforcements back to the battlefield. Each unit can gate only once per combat. Newly arrived creatures constitute 35% of the gated ones and will disappear after the end of the combat.

**Ultimate Gating**

Unique Demon Lord skill. All infernal troops are granted an ability to gate into infernal plane to bring reinforcements back to the battlefield. Each unit can gate only once per combat. Newly arrived creatures constitute 40% of the gated ones and disappear when combat ends.

**Consume Corpse**

Demon Lord receives special combat ability to consume corpses of fallen creatures to restore mana. Consumed corpses disappear from the battlefield.

**Hellfire**

Creatures under Demon Lord's control are granted a 30% chance to deal additional fire damage on attack. The damage is dependent upon the number of creatures in the stack and the hero's Spellpower. 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.

» Demon Lord: requires Teleport Assault (Logistics), Dead Man's Curse (Luck), Power of Speed (Attack)

**Necromancy (Necromancer)****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.

**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.

- » Necromancer: requires Power of Speed (Attack), Silent Stalker (Logistics), Corrupted Soil (Dark Magic), Banshee Howl (Necromancy)

## Training (Knight)

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**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. 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 10%.

**Expert 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 20%.

**Ultimate 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 25%.

**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.

- » Knight: requires Spoils of War (Luck), Retaliation Strike (Training), Death March (Logistics), Refined Mana (Light Magic)