


HEROES V MANUAL



HAMMERS OF FATE



PRODUCED BY AGE OF HEROES AND
INTERNATIONAL HOMM V COMMUNITY



Life moves in seasons - spring to summer, to autumn and winter. Heroes are born, change the world with their courage, and sooner or later return to the void once again. Even mountains are born, and stand glorious, in the end to be washed away by the same just and unforgiving river of time.

But there is always new life. Through great volcanic cataclysms new mountains will rise. Through the most difficult times new heroes will be born. And so it shall forever be. The cycles of change are eternal.

There are always two and all that is in between. Night and day, weakness and strength, ignorance and wisdom, destruction and creation, evil and good. Each has the seed of its opposite.

Every day is followed by night. Every event of destruction opens the way for creation of what was not. Often intentions of good are fulfilled through acts of evil. And history so repeats.

Easy it is to overcome the anger of another by expressing your own. Difficult it is to overcome the anger within. Those who succeed no longer fight for peace - they become it.

FOREWORD

This document is the result of a coordinated effort by the international HOMM community, led by the Age of Heroes team, and supported by Ubisoft and Nival Interactive. We want to thank the contributors, translators and proofreaders involved in this production for their hard work. We also want to thank Nival for revealing some internal mechanics of the game.

We started working on this manual with much enthusiasm at the beginning of June 2006, and we kept on improving it since then through different releases. From the start, the objective was to release localized versions of the manual, so that everybody can enjoy all the game information, not only the English speaking players. We couldn't have done it without the concerted and dedicated effort of the international community.

This guide has been created for you, and we are listening to your feedback to make it better: <http://heroescommunity.com/viewthread.php3?TID=19045>
And now, let's delve into the rich and mysterious world of Heroes V!

Valera Koltsov, Stéphane Fidanza, Paolo Angelo Sossi.
The Age of Heroes Team.

Update: After the success of the first edition of this manual, we are proud to present its revised **Hammers of Fate** edition (version 2.1)! For the latest version, go to: http://www.heroesofmightandmagic.com/heroes5/game_manuals.shtml



Age of Heroes is the premium Heroes of Might and Magic web site where you can find the latest Heroes 5 news, complete up-to-date game information with interactive charts, player-made maps and mods, strategy guides, tournaments with prizes and much more. Age of Heroes is also home to the largest HOMM discussion forum — HeroesCommunity.com

WORD FROM UBISOFT

This manual is the result of the involvement of the Heroes of Might and Magic community as a whole. I started discussing with them the expected content for such a manual and came to realize they were willing, even eager to participate in creating it. So it was decided to test such a direct collaboration with the fans.

The result is beyond our expectations for the quality and level of detail: they have invested much energy in doing "their" manual, unravelling the game mechanics and exposing the complex structure built by Nival, with the help of the game developers.

Most communities have been involved in directing its content, adding tables, helping in the translation or simply giving feedback, and the Age of Heroes team did a great work in coordinating the whole effort.



UBISOFT

- Fabrice Cambounet
Heroes 5 Producer, Ubisoft



About the Seal of Approval

This Seal will distinguish the most qualitative works done by fans or communities and submitted to Ubisoft. We will consider such works as maps, mods, guides or any other element created by the fans for the game or its universe. Any of such selected element will be reproduced on the official Might and Magic webpage and be allowed to bear this Seal.



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Stéphane Fidanza — localization coordinator, architecture, pdf design, writing.
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Archangel Castle has taken care of the french localization, and supplied the Skills Trees (p.100) and some of the map locations screenshots.
Credits to Exeter, Dridri and Círdan.



Drachenwald: www.drachenwald.net

Drachenwald has taken care of the german localization, as well as ideas for layout and data, like the Duel Heroes pages (p.48) and the mini-artifact table (p.196).
Credits to Caleb, Coras Tar, Hans Maulwurf, Moeffz, SolmyrBln, Andrean, Booky, Koni, Lord, Gunnar, MysticPhoenix and Tedil.



Heroes Centrum: www.heroes-centrum.com

Heroes Centrum has taken care of the czech localization.
Credits to Jata and pasa for translation, and Jetro for proofreading.



Heroic Corner: heroes.ag.ru

Heroic Corner has taken care of the russian localization, and provided very accurate technical details about the game, the kind of which you were longing to know (special credit to alexrom66 and evil_good for those).
Credits to LaBoule, Alexey Romanikhin aka alexrom66, Vladimir Pavlov.



Jaskinia Behemota: www.jaskiniabehemota.net

Jaskinia Behemota has taken care of the polish localization.
Credits to Morthi, Matiz123, Daimon_Frey, the Heroes V Unofficial Patch team and Ururam Tururam.



La Torre de Marfil: www.torredemarfil.org

La Torre de Marfil has taken care of the spanish localization, as well as many ideas and feedback.
Credits to Vitirr and Namerutan for translation, Rob_King for screenshots and Tulkas for proofreading.



Additional Credits to

Aurelain for the skill wheels (p.244).

Everybody who provided feedback, ideas or information, and in particular vyse (for gathering info for the town specializations bonuses), Pitsu and the Celestial Heavens team (www.celestialheavens.com), Eric Stickland (creatures tables design), Alcibiades and VokialBG (new necromancy tables design).

And of course, many thanks to Ubisoft and Nival Interactive for answering our questions and supplying technical data about the game. And for creating this wonderful game to start with!!





Heroes and Creatures Statistics

Throughout this manual, you'll see little icons representing the various heroes or creatures statistics:

Attack	Damage	Luck	Mana
Defense	Hit Points	Morale	# / Week
Spellpower	Speed	Shots	
Knowledge	Initiative	Range	

Mastery of Magic Skills

When a spell is cast, its effect often depend on the mastery of the corresponding magic school by the caster, hero or creature. This mastery is represented by the following icons:

None	Basic	Advanced	Expert
------	-------	----------	--------

For example, Righteous Might is a Light Magic spell that increases the Attack of the target. When the caster has no knowledge of the Light Magic skill, then the spell will increase Attack by 3. However, if the caster is Expert in Light Magic, the Attack of the target will be increased by 12.

In the Spells section (see p.120), the mastery bar on the right details the increase in the spell effect when mastering the corresponding magic skill (Dark, Destructive, Light or Summoning Magic).

Some creatures can cast spells, and each spell in their spell book has a specific mastery. These can be found in the Game Mechanics section (see p.221).



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Proper attribution should contain a link to the following web page:
http://www.heroesofmightandmagic.com/heroes5/game_manuals.shtml



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Academy Heroes

**Cyrus** (Campaign Hero) - *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.

**Biography**

Cyrus was destined for greatness, as from an early age he showed the combination of natural talent and intense competitive ambition that leaders often possess. Mercilessly fighting his way to the top, Cyrus became a young and dynamic First of the Circle. Though over time his brilliance faded under the weight of a huge ego and a tendency to avarice, Cyrus remained a Mage of impressive power.

0 2
0 3

Skills & Abilities**Basic Artificer**

Allows hero to create creature equipment of the first level.

**Basic Luck**

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

**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.

Army & Spells

20-29
Gremlins



8-11
Stone Gargoyles



0-3
Iron Golems



Cleansing

**Faiz** - *Disrupter*

Specializes in Curse of Vulnerability so that the spell not only decreases the defense of the target, but also inflicts damage. Damage inflicted depends on hero level.

**Biography**

Faiz is notorious in the Silver Cities for his gruesome countenance, which he usually covers with a scarf. His scars are the result of an encounter with Desert Orcs, and from that day the once light-hearted Mage turned himself to thoughts of devastation and ruin. Mastering these arts, Faiz has gained the ability to inflict intensive arcane destruction upon his enemies.

0 2
0 3

Skills & Abilities**Basic Artificer**

Allows hero to create creature equipment of the first level.

**Basic Dark Magic**

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

**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. Adds +4 to effective spellpower of Unholy Word spell.

Army & Spells

20-29
Gremlins



8-11
Stone Gargoyles



0-3
Iron Golems



Vulnerability



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.



Biography

Galib is a Djinn, a spiritual being, lord among the many elemental spirits that roam the plane of magic, invisible to the untrained eye. Galib is not a servant, but a friend and ally to the Mages of the Silver Cities, and he sits as one of the Circle in the Wizards' ruling council to defend the interests of his. Many of his human counterparts have learnt to randomly deflect enemy spells, but Galib's inherent magical nature permits him a measure of control over where the deflected spell goes. Enemies avoid using magic against him, knowing that Galib could cause their spells to bounce back and strike their own troops.

0 2
0 3

Skills & Abilities



Basic Artificer

Allows hero to create creature equipment of the first level.



Basic Luck

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



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.

Army & Spells



20-29
Gremlins



8-11
Stone Gargoyles



0-3
Iron Golems



Cleansing



Havez - Gremlin Master

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



Biography

Havez has an eye for anything that is quirky or odd. His personal effects are an unusual mix of items from all over Ashan - shadow silk cloths from Ygg-Chall, leatherwork from Irollan, jewels from the Dwarven mines, etc. His interest in the quaint and curious extends to his troops as well, he has for many decades studied the Gremlins and specializes in the upbringing and training of these lizard-like humanoids.

0 2
0 3

Skills & Abilities



Basic Artificer

Allows hero to create creature equipment of the first level.



Basic War Machines

Makes war machines more effective overall. Increases Attack, defense and Damage of Ballista. 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.

Army & Spells



20-29
Gremlins



20-29
Gremlins



20-29
Gremlins



Ammo Cart



Ballista

**Jhora - Windspeaker**

Hero's turns come faster in combat depending on hero level.

Biography

Jhora's Swift Mind gives her the ability to launch magical attacks at a pace unmatched by any of her fellow mages. The first beings to discover this were bandits, who made the mistake of attempting a surprise attack on a caravan in which Jhora, still a child at the time, was riding. The sudden flurry of Eldritch Arrows that fell upon the attackers sent them running for the hills.



0 2
0 3

Skills & Abilities

**Basic Artificer**

Allows hero to create creature equipment of the first level.

**Basic Sorcery**

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

**Arcane Training**

Reduces casting costs of all spells by 20%.

Army & Spells



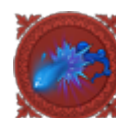
20-29
Gremlins



8-11
Stone Gargoyles



0-3
Iron Golems



Eldritch Arrow

**Maahir (Campaign Hero) - Mystic**

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

Biography

Maahir is not unique among Mages for the intensity with which he studies however he is quite unique in the way does it. A seasoned traveler by anyone's standards, Maahir forces his body through endless hardships in the belief that exceptional mental endurance goes hand in hand with exceptional physical endurance. As a result of his stamina and his mental focus, Maahir is capable of renewing mana at an unusually fast rate.



0 2
0 3

Skills & Abilities

**Basic Artificer**

Allows hero to create creature equipment of the first level.

**Basic Sorcery**

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

**Mana Regeneration**

Doubles mana regeneration

Army & Spells



20-29
Gremlins



8-11
Stone Gargoyles



0-3
Iron Golems



Eldritch Arrow

**Narxes - Mentor**

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

Biography

Narxes is a firm believer that the roots of success lie in precision, thoroughness, and attention to detail. A stern and pedantic taskmaster, he is the bane of acolytes studying to become Mages. They do not begrudge the hours spent under his unforgiving eye, however, as he shows them that the harder you train in peacetime, the less you suffer in wartime.



0 2
0 3

Skills & Abilities**Basic Artificer**

Allows hero to create creature equipment of the first level.

**Basic Enlightenment**

Hero receives +1 to one of his primary stats for every four levels including the levels already got and + 5% bonus to the experience gained.

**Intelligence**

Increases normal maximum mana by 50%.

Army & Spells

20-29
Gremlins



8-11
Stone Gargoyles



1
Mage



Fist of Wrath

**Nathir - Flame Wielder**

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

Biography

During the War of the Grey Alliance, Nathir was taken prisoner by the demons. Enslaved in their sulfur mines, he was one of only three survivors of a massive prison uprising and escape. Nathir made his way across the fiery wastes of Sheogh and finally back to the Silver Cities, vowing from that day on that fire would be his servant and never again his master.



0 2
0 3

Skills & Abilities**Basic Artificer**

Allows hero to create creature equipment of the first level.

**Basic Destructive Magic**

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

**Master of Fire**

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

Army & Spells

20-29
Gremlins



8-11
Stone Gargoyles



0-3
Iron Golems



Fireball

**Nur - Mystic**

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

Biography

Nur is one of those beings that not only wields magic, but is inherently magical. A Djinn master of meditation and mental focus, Nur's battles with Chaos magic across many worlds has led her to develop exceptional magic affinity. As a result of her study, practice, and preparation, Nur is capable of constantly replenishing her own mana.



0 2
0 3

Skills & Abilities**Basic Artificer**

Allows hero to create creature equipment of the first level.

**Basic Sorcery**

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

**Mana Regeneration**

Doubles mana regeneration

Army & Spells

20-29
Gremlins



8-11
Stone Gargoyles



0-3
Iron Golems



Eldritch Arrow

**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.

Biography

Wisdom does not always come with age. After decades of study, Razzak attempted an experiment that would have permitted him to tap permanently and effortlessly into Asha's magic. He was lucky to survive, and now is partially paralyzed and must be carried by slaves. The experiment did have positive effects as well, though, as Razzak devoted himself to the crafting of Golems to help him as semi-autonomous hands and legs.



0 2
0 3

Skills & Abilities**Basic Artificer**

Allows hero to create creature equipment of the first level.

**Basic Defense**

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

**Vitality**

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

Army & Spells

4-6
Iron Golems



4-6
Iron Golems



4-6
Iron Golems



Haste



Zehir (Campaign Hero) - Master of Elements

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



Biography

Excitable, headstrong, and energetic are the sorts of words the older Mages use to describe Zehir. He chose to master elemental magic, figuring (correctly) that if he could control beings as fickle and powerful as elementals he would be well prepared for any magical struggle. Though the title First of the Circle was granted to the young Mage in the hopes of staving off political infighting during a crisis, the other wizards of the Circle quickly realized that it was only a matter of time before Zehir's skills surpassed theirs - time that is more likely to be measured in months than in years.

0 2
0 3

Skills & Abilities



Basic Artificer

Allows hero to create creature equipment of the first level.



Basic Summoning Magic

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



Master of Conjunction

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

Army & Spells



20-29
Gremlins



8-11
Stone Gargoyles



0-3
Iron Golems



Summon
Elementals

Dungeon Heroes

**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.

Biography

Eruina is a true daughter of the legendary Queen Tuidhana. Though Eruina herself does not flaunt her prestigious bloodline, preferring to be judged on her impressive abilities, the Shadow Witches and Shadow Matriarchs of her army support her attacks with all the fury of true fanatics.



1 3
0 1

Skills & Abilities**Basic Irresistible Magic**

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

**Basic Destructive Magic**

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

**Basic Attack**

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

Army & Spells

7-10
Scouts



3
Blood Maidens



0-2
Minotaurs



Ammo Cart



Lightning Bolt

**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.

Biography

Kythra is one of the wealthiest leaders of Ygg-Chall. The source of her money is no secret, as she gets it from a business in minotaur slaves that has been in her family for generations. The slaves form the backbone of her formidable army as well, those chosen to become warriors must first pass through a bloody and often fatal school for gladiators.



1 3
0 1

Skills & Abilities**Basic Irresistible Magic**

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

**Basic Leadership**

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

**Estates**

Hero contributes 250 gold pieces per day to your cause.

Army & Spells

3-4
Minotaurs



3-4
Minotaurs



3-4
Minotaurs



Ice Bolt

**Lethos - Poison Master**

Enemy units may enter the combat already poisoned, chances depend on hero level.

Biography

Lethos is considered a very useful ally due to his ability to win a battle before it starts. Though he has served many decades, his intimate knowledge of the more exotic poisons and diseases remains undimmed. Enemy troops approaching the field may feel the effects of Lethos's spells and concoctions even before the fighting begins, wise enemies have been known to start their attack by retreating.



1 3
0 1

Skills & Abilities**Basic Irresistible Magic**

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

**Basic Dark Magic**

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

Army & Spells

7-10
Scouts



3
Blood Maidens



0-2
Minotaurs



Decay

**Raelag (Campaign Hero) - Master of Initiative**

All creatures in hero's army get +1% to their Initiative and enemy creatures get -1% for their Initiative for every level of the hero.

Biography

Nothing is known of Raelag's past, and though he is direct and ruthless in battle, his plans and tactics are kept as secret as his personal history. Because he often outthinks, outflanks, and outmanoeuvres his opponents, they move with a great deal of hesitation when facing him in battle. When up against this wily and intimidating warrior, his enemies often find themselves second-guessing their own plans.



1 3
0 1

Skills & Abilities**Basic Irresistible Magic**

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

Army & Spells

7-10
Scouts



3
Blood Maidens



0-2
Minotaurs

**Raelag** (Campaign Hero) - *Intimidate*

Enemy units have penalty to initiative, depending on hero level.

Biography

Nothing is known of Raelag's past, and though he is direct and ruthless in battle his plans and tactics are kept as secret as his personal history. Because he often out-thinks, outflanks, and outmaneuvers his opponents, they move with a great deal of hesitation when facing him in battle. When up against this wily and intimidating warrior, his enemies often find themselves second-guessing their own plans.



1
 3
 0
 1

Skills & Abilities**Basic Irresistible Magic**

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

**Basic Defense**

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

**Vitality**

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

Army & Spells

7-10
Scouts



3
Blood Maidens



0-2
Minotaurs



Slow

**Shadya** (Campaign Hero) - *Shadow Dancer*

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

Biography

Shadya's family was killed off early in the succession wars of the Soulscar clan. As the sole survivor, she has dedicated her entire life to revenge. Training herself in every art that could further her vendetta she disappears for months at a time, resurfacing only to cross another enemy off her list. One against hundreds, Shadya has mastered all there is to know about infiltration, evasion, assassination, and subtlety.



1
 3
 0
 1

Skills & Abilities**Basic Irresistible Magic**

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

**Basic Defense**

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

**Evasion**

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

Army & Spells

7-10
Scouts



3
Blood Maidens



0-2
Minotaurs



First Aid Tent

**Sinitar - Catalyst**

Empowered spells mana cost is reduced by 5% and + additional 1% per hero level.

Biography

The warlocks of Ygg-Chall are dark and shadowy wizards, and Sinitar is special even among this strange group. Not only can he empower spells, but his skill is such that he can do it while using less of his own mana. No one is sure how he came to have this ability, but the scars on his face tell of bargains with the dragons of shadow -- bargains that can take a heavy toll on both body and mind.



1 3
0 1

Skills & Abilities**Basic Irresistible Magic**

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

**Basic Destructive Magic**

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

**Empowered spells**

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

Army & Spells

7-10
Scouts



3
Blood Maidens



0-2
Minotaurs



Eldritch Arrow

**Sorgal - Lizard Breeder**

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

Biography

Sorgal's skill in raising the battle lizards of the Dark Elves comes not from gentleness or empathy, but from a merciless culling of the weak and a training regimen that even the strong can fail. When they go into battle his lizards are desperate and half-starving, in this way when Sorgal's troops attack their mounts bite their enemies ever more ferociously.



1 3
0 1

Skills & Abilities**Basic Irresistible Magic**

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

**Basic Attack**

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

**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.

Army & Spells

7-10
Scouts



3
Blood Maidens



0-2
Minotaurs



Haste


Thralsai (Campaign Hero) - *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.



1 3
0 1

Biography

Very little was left of the Soulscar clan once Raelag had finished with them. Among the few survivors was Thralsai. Keeping a low profile during Queen Isabel's war to ensure his own survival, once he returned home thoughts of family and vengeance began to gnaw at him. Slowly consolidating his power, Thralsai was waiting for a moment to break forth... and then Shadya came.

Skills & Abilities

Basic Irresistible Magic

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


Basic Dark Magic

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


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.

Army & Spells


7-10
Scouts



3
Blood Maidens



0-2
Minotaurs


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.



1 3
0 1

Biography

Vayshan is famous for daring sorties to Irollan, where he makes grim sport of hunting his Sylvan relatives. The reasons for his hatred are unknown, but his troops share in his obsession. Joining Vayshan for a hunt in the forest lands is an honor for his dark Scouts and Assassins who surpass themselves in the hopes of winning their commanders' approval.

Skills & Abilities

Basic Irresistible Magic

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


Basic Luck

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


Soldier's Luck

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

Army & Spells


7-10
Scouts



7-10
Scouts



7-10
Scouts



Fire Trap

**Ylaya** (Campaign Hero) - 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.

**Biography**

Ylaya is a Keeper of the Law for the Shadowbrand clan of Dark Elves. As such, her life has been described as levels of religious piousness, devotion, and training in the arts of Dragon Magic. A respected matriarch in a position of responsibility, she is devoted to her dragon-goddess Malassa. Ylaya lacks experience as a military commander, however, so she relies on the unfailing support of her sisters, the matrons and matriarchs of Ygg-Chall.

**Skills & Abilities****Basic Irresistible Magic**

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

**Basic Attack**

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

**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.

Army & Spells

7-10
Scouts



3
Blood Maidens



0-2
Minotaurs



Ammo Cart

**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.

**Biography**

Yrbeth was a child gifted with powers of focus and concentration beyond her years. Training in the eldritch arts like many of her kin, Yrbeth's ability to focus her powers - famously displayed during an earthquake - permits her to accumulate more magical energies than is normally possible. The night before an important battle Yrbeth often goes sleepless, spending hours in meditation to prepare herself.

**Skills & Abilities****Basic Irresistible Magic**

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

**Basic Dark Magic**

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

**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.

Army & Spells

7-10
Scouts



3
Blood Maidens



0-2
Minotaurs



Eldritch Arrow


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.


Biography

Wherever Yrwanna goes she is followed by a retinue of admirers who praise her beauty. But there is a keen intellect hidden behind the stunning appearance, and Yrwanna knows well how to using her looks to achieve her goals. Though Yrwanna has been known to sacrifice hundreds of her followers to achieve victory, it has not weakened the loyalty of her troops.

1
 3
 0
 1

Skills & Abilities

Basic Irresistible Magic

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


Basic Enlightenment

Hero receives +1 to one of his primary stats for every four levels including the levels already got and + 5% bonus to the experience gained.


Intelligence

Increases normal maximum mana by 50%.

Army & Spells


3

Blood Maidens



3

Blood Maidens



3

Blood Maidens



Slow

In the campaigns, you will also face:

» **Segref:** he has the face of Sinitar, and the special and skills of Yrbeth.

Fortress Heroes

**Brand - Rune Artist**

Chances of success with Fine Rune feat are increased by 20% from the start and by +1% for every level.

Biography

Arkath the Dragon of Fire favours Brand, a sombre and unsociable Warlord whose face is hidden by a red cloth. It is rumoured that, in his youth, Brand made a mistake when experimenting with the Runes and suffered terrible scorchs. This accident, however, did not deter him from continuing his studies. It is for his persistence and devotion that Arkath blesses him, rewarding him with supernatural ability in Rune Magic.



0 2
1 2

Skills & Abilities**Advanced Runelore**

Allows magical runes of 3-4 circles to be placed on own creatures in combat, temporarily giving them new battle abilities and characteristics.

**Fine Rune**

There is a 50% chance of not using up resources on rune activation.

Army & Spells

18-26
Defenders



8-11
Spearwielders



0-2
Bear Riders

**Ebba - Rider**

Specialises in Riders. Bear Riders and Blackbear Riders in hero's army gain +1 to their Offense and Defense for every two levels of the hero, starting on first level.

Biography

Among the Dwarves' most amazing heroines stands Ebba, small and ruthless, who was brought up by a family of bears. When she first appeared among them, few recognised that this nubbin of feral frenzy was in fact a Dwarf. But Ebba soon gained prestige and even the loyalty and adoration of those stern warriors of the North, the Bear Riders.



0 2
1 2

Skills & Abilities**Basic Runelore**

Allows magical runes of 1-2 circles to be placed on own creatures in combat, temporarily giving them new battle abilities and characteristics.

**Basic Attack**

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

**Tactics**

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

Army & Spells

3-4
Bear Riders



3-4
Bear Riders



3-4
Bear Riders



Erling - Keeper of the Flame

Specialises in Priests. Rune Priests and Patriarchs in hero's army gain +1 to their Offense and Defense for every two levels of the hero, starting on first level.



Biography

The tame white owl, Trolinga, who slumbers peacefully on Erling's shoulder, was with him when Erling returned from an extended winter trapping expedition. Questions about it meet only with a secretive smile. As well as the owl, Erling returned from that journey with a profound knowledge of Dwarven Rune Magic, and many Dwarves wonder just exactly where he went that winter, and who he met.



Skills & Abilities



Basic Runelore

Allows magical runes of 1-2 circles to be placed on own creatures in combat, temporarily giving them new battle abilities and characteristics.



Advanced Sorcery

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

Army & Spells



18-26
Defenders



8-11
Spearwielders



1
Rune Priest



Helmar - Sacred Hammer

Each time the hero casts a light magic spell on a friendly creature, there is a chance that the 'Righteous Might' spell will be cast freely upon the affected unit.



Biography

Helmar began his military career as a fighting Rune Priest and was prominent among his brother soldiers for his austerity, his asceticism and his fanatical hatred of his enemies. Helmar's superiors soon took note and began to entrust him with the command of small units. Helmar learned how to spread his rage to his warriors, and is now famed as a Warlord whose troops are fierce and merciless in battle.



Skills & Abilities



Basic Runelore

Allows magical runes of 1-2 circles to be placed on own creatures in combat, temporarily giving them new battle abilities and characteristics.



Advanced Light Magic

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

Army & Spells



18-26
Defenders



8-11
Spearwielders



0-2
Bear Riders



Righteous
Might

**Inga - Master of the Runes**

With each level-up, the hero can spontaneously learn one more Runic Spell.

Biography

This child of famous stonemasons did not turn out as expected. Instead of shaping the rock, Inga claimed to be able to "hear" it. Growing up, she spent so much of her time with the Rune Priests, studying the mysterious songs she heard in the bedrock, that she left her uncomprehending family to join them. Her attunement to the hidden whisperings of Arkath has helped her develop into an outstanding leader of the Rune Priests.



0 2
1 2

Skills & Abilities**Basic Runelore**

Allows magical runes of 1-2 circles to be placed on own creatures in combat, temporarily giving them new battle abilities and characteristics.

**Basic Enlightenment**

Hero receives +1 to one of his primary stats for every four levels including the levels already got and + 5% bonus to the experience gained.

**Scholar**

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

Army & Spells

18-26
Defenders



8-11
Spearwielders



0-2
Bear Riders

**Ingvar - Protector**

Specialises in Defenders. Defenders in hero's army gain +1 to their Offense and Defense for every two levels, and +1 to their Hit Points for every five levels of the hero.

Biography

During the War Under the Mountain, it fell to Ingvar to protect Frostclef Pass. Only a handful of the three hundred Defenders survived, most of those from Ingvar's unit. Since then, the Warlord has become known as one of the Stone Halls' greatest commanders, and simple warriors -- the Defenders -- are his steadfast supporters in all his battles.



0 2
1 2

Skills & Abilities**Basic Runelore**

Allows magical runes of 1-2 circles to be placed on own creatures in combat, temporarily giving them new battle abilities and characteristics.

**Basic Defense**

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

**Vitality**

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

Army & Spells

18-26
Defenders



18-26
Defenders



18-26
Defenders



Karli - Sharp Blade

Specialises in Spearwielders and Skirmishers. Spearwielders and Skirmishers in hero's army gain +1 to their Offense and Defense for every two levels of the hero, starting on first level.



Biography

Karli spent many a year in the underworld smithies, studying ancient formulae and experimenting with various alloys and components in order to create the finest weapons possible. The warriors led by Karli have the best-balanced arms, giving them noticeable advantages in the battlefield.

0 2
1 2

Skills & Abilities



Basic Runelore

Allows magical runes of 1-2 circles to be placed on own creatures in combat, temporarily giving them new battle abilities and characteristics.



Basic Luck

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



Soldier's Luck

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

Army & Spells



8-11
Spearwielders



8-11
Spearwielders



8-11
Spearwielders



Ammo Cart



King Tolghar (Campaign Hero) - King of the Stone Halls

All creatures in hero's army have "Rune of Thunderclap" effect permanently active (refreshes at the start of creature turn).



Biography

Though a good man, Tolghar lives in constant fear: fear that he is not good enough for his people; fear that he is not pure enough for his god; fear that he may be taking the wrong decisions; fear that the chaos surrounding his country will eventually affect him. He is easily manipulated by counsellors and kin who have learnt to play his fears like a "bhak-zad" -- the Dwarven pipe organ that uses the hot air from lava vents to send bass notes echoing across their great caverns.

0 2
1 2

Skills & Abilities



Advanced Runelore

Allows magical runes of 3-4 circles to be placed on own creatures in combat, temporarily giving them new battle abilities and characteristics.



Greater Rune

Allows the same rune to be activated for the second time for triple resource cost.

Army & Spells



18-26
Defenders



8-11
Spearwielders



0-2
Bear Riders

**Rolf** (Campaign Hero) - *Golden Tongue*

Neutral creatures are more likely to join this hero. Moreover victories provide this hero with gold and resources.

**Biography**

Rolf is as at ease in the court as he is in the saddle. He is an accomplished courtier and certainly an adequate, if not outstanding, fighter. He is an important member of the clan, but is too politically astute to let the concerns of the outside get in the way of his political career. To be blunt: Rolf wants to be king. To do this he must prove his worth to all of the six clans who will select Tolghar's heir. As such, he is entirely content that his dangerously competent half-brother Wulfstan is not around to mess up his plans.

**Skills & Abilities****Basic Runelore**

Allows magical runes of 1-2 circles to be placed on own creatures in combat, temporarily giving them new battle abilities and characteristics.

**Basic Leadership**

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

**Diplomacy**

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

Army & Spells

18-26
Defenders



8-11
Spearwielders



0-2
Bear Riders

**Svea** - *Stormcaller*

Lightning-based spells of this hero are irresistible for the enemies (immunities and magic-proof still apply).

**Biography**

Svea spent her youth in the towns of the Silver League as part of the Dwarves' small embassy in the land of the Wizards. But while other Dwarves, depressed by their stay in the foreign country, were giving way to homesickness, Svea spent her time studying all the mysteries of the League's magical art. The outcome of her studies was the mastery -- unusual for a Dwarf -- of Lightning Magic.

**Skills & Abilities****Basic Runelore**

Allows magical runes of 1-2 circles to be placed on own creatures in combat, temporarily giving them new battle abilities and characteristics.

**Basic Destructive Magic**

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

**Master of Storms**

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

Army & Spells

18-26
Defenders



8-11
Spearwielders



0-2
Bear Riders



Lightning Bolt



Wulfstan (Campaign Hero) - *Border Guard*

Hero has a bonus to his Defense (+1 Defense for each 2 hero levels) if fights are one day away from owned city.



0 2
1 2

Biography

Wulfstan is a member of the Winterwind clan of Dwarves; he is strong and inured to the extreme conditions of the Dwarven mountains (not many Dwarves venture outside their subterranean cities). His travels in the exterior have also made him friendly with other peoples, a fact that for some more conservative elements is equivalent to being tainted. Having embarrassed the king once too often with his plain language and undiplomatic opinions, he has been more or less banished to the frontier where he is the captain of an important garrison.

Skills & Abilities



Basic Runelore

Allows magical runes of 1-2 circles to be placed on own creatures in combat, temporarily giving them new battle abilities and characteristics.



Basic Logistics

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



Pathfinding

Reduces penalty for moving through rough terrain by 50%.

Army & Spells



18-26
Defenders



8-11
Spearwielders



0-2
Bear Riders

Haven Heroes

**Andreas** (Campaign Hero) - *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 hero level.

Biography



1 1
2 1

Skills & Abilities

**Basic Counterstrike**

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. 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%.

**Basic War Machines**

Makes war machines more effective overall. Increases Attack, defense and Damage of Ballista. 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.

**Ballista**

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

Army & Spells



22-32
Peasants



7-9
Archers



0-3
Footmen



Ballista

**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.

Biography



1 1
2 1

As dedicated as his comrades to the glory of the Griffin Empire, Dougal's loyalty is balanced with a strong dose of pragmatism. Believing that the best enemy is one that is dead before he can lay a hand on a Griffin soldier, Dougal has specialized for many years in the training and equipping of archers. The shooters return his faith, believing that little can endanger them while Dougal is in command.

Skills & Abilities

**Basic Counterstrike**

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. 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%.

**Basic Attack**

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

**Archery**

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

Army & Spells



7-9
Archers



7-9
Archers



7-9
Archers



Ammo Cart

**Duncan** (Campaign Hero) - *Pathfinder*

Hero's movement points are increased by 1% per every two hero level.

Biography

Though Duncan is from an ancient family whose lands (and blood) come from none other than the fabled Falcon dynasty, as a youth his heart longed not for the sumptuous halls of royal palaces but for expanses of sunlit fields, for dusty roads and for the adventures that lay in wait. Impatient with aristocracy and aristocrats, Duncan devoted his life to wandering, and there are few places left in the Kingdom which he hasn't visited yet.

**Skills & Abilities****Basic Counterstrike**

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. 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%.

**Basic Attack**

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

**Tactics**

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

Army & Spells

22-32
Peasants



7-9
Archers



0-3
Footmen



Haste

**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 in hero's army earn another +1 gold piece in kingdom treasury every day, in addition to their Tax Payer ability.

Biography

Ellaine served honorably in the Imperial army during the War of the Eclipse and then returned to manage her family's estates in a wise, compassionate, and just manner. Though it had been poorly kept her steady hand yielded fruit: the manor grew and prospered. Now that Ellaine is back at war, the peasants remember her good deeds and show miracles of bravery at the battlefields under her command.

**Skills & Abilities****Basic Counterstrike**

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. 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%.

**Basic Leadership**

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

**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.

Army & Spells

22-32
Peasants



22-32
Peasants



22-32
Peasants

**Freyda** (Campaign Hero) - *Windrider*

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

Biography

An aristocrat by birth and a warrior by upbringing (under the stern but caring hand of her father Godric), Freyda has been prepared since birth for a life of duty to the Griffin Empire. She fought in Queen Isabel's War, nobly acquitting herself on the field of battle. Her successes are often based on her ability to move rapidly and unexpectedly and her tactics are marked by the same quick cleverness as her occasionally sharp tongue.

*Skills & Abilities***Basic Counterstrike**

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. 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%.

**Basic Light Magic**

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

**Basic Attack**

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

Army & Spells

22-32
Peasants



7-9
Archers



0-3
Footmen



Haste

**Godric** (Campaign Hero) - *Paragon Knight*

The effect of *Benediction* increases as hero gains new levels. Mana used for casting *Light Magic* spells are reduced by 1.

Biography

Godric is rightfully upheld as a model knight and sterling example of chivalric ideals. Demanding the highest standards of courage and integrity from both himself and his followers, Godric commands respect wherever he goes. Troops under his banner trust him without question, as his history of great deeds and his favor in Elrath's eye convince them that his mere presence upon the battlefield can guarantee victory.

*Skills & Abilities***Basic Counterstrike**

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. 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%.

**Basic Leadership**

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

**Basic Light Magic**

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

**Benediction**

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

Army & Spells

22-32
Peasants



7-9
Archers



0-3
Footmen



First Aid Tent



Divine
Strength


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.


Biography

Irina's earliest memories are of griffins, as she was born into a respected family of griffherders. She grew up knowing the ins and outs of those proud and dangerous beasts, and when called to war for the Empire she readily brought her gifts to bear where she could do the most good. Irina ensures that the griffins that fight by her side are exceptionally healthy and respond well to commands.


Skills & Abilities

Basic Counterstrike

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. 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%.


Basic Luck

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


Magic Resistance

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

Army & Spells


22-32
Peasants



7-9
Archers



1
Griffin


Isabel (Campaign Hero) - Suzerain

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


Biography

Only child of the ruling family of the Greyhound Duchy, Isabel was brought up in isolation surrounded by nannies and servants. Now that war has come, the young Queen feels driven to go to the aid of the Empire. Dedicated to her goals, Isabel exploits the few things she has - her wealth and nobility - without hesitation.


Skills & Abilities

Basic Counterstrike

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. 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 Leadership

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

Army & Spells


22-32
Peasants



7-9
Archers



0-3
Footmen

**Isabel** (Campaign Hero) - *Dragonblessed*

All creatures in hero's army get a Bless effect for the whole combat.

Biography

Queen of the Griffin Empire, Isabel was the unwitting victim of the centuries-old plans of the Demon Sovereign. Luckily, she was saved by troops of Rangers, Wizards, Warlocks and Knights from Sheogh itself in the final moments of the war that bears her name. Though she has literally been through hell, her faith has remained steady and her troops benefit from her holy blessings.

**Skills & Abilities****Basic Counterstrike**

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. 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%.

Army & Spells

22-32
Peasants



7-9
Archers



0-3
Footmen

**Klaus** - *Cavalry Commander*

Cavaliers and Paladins in hero's army get additional jousting bonus as hero gains new levels. Hero's "Retaliation Strike" ability is more powerful.

Biography

Rigorously trained but coming from a poor noble family in a backwater of the Griffin Empire, Klaus might have remained unknown if luck had not smiled upon him. Thrust into the most difficult level of a jousting tournament through a simple accident of misfiled parchment, he stunned the crowds by unseating some of the greatest names of the Empire. Since that day, his feats have earned him the devotion of all mounted warriors.

**Skills & Abilities****Basic Counterstrike**

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. 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%.

**Basic Attack**

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

**Retaliation Strike**

The knight receives special combat ability to guard any selected creature in his army until the end of combat by inflicting direct damage to every enemy that is attacking this guarded creature.

Army & Spells

22-32
Peasants



7-9
Archers



0-3
Footmen


Laszlo - 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.

Biography

Once a loyal captain of the Griffin Empire, Laszlo's desire for glory was twisted by Biara over a period of a few years. Warping his love for battle into a lust for blood and his search for adulation into a need to be recognised by her and her alone, Biara now has total control over Laszlo's motivations. He is no longer a tough but respected leader of soldiers, but a cruel and demanding officer who views even his own troops as fodder.



1 1
 2 1

Skills & Abilities

Basic Counterstrike

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. 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%.


Basic Attack

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


Tactics

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

Army & Spells


5-6
Footmen



5-6
Footmen



5-6
Footmen



Haste


Lorenzo (Campaign Hero) - 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.

Biography


1 1
 2 1

Skills & Abilities

Basic Counterstrike

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. 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%.


Basic Attack

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


Archery

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

Army & Spells


7-9
Archers



7-9
Archers



7-9
Archers



Ammo Cart

**Maeve - Windrider**

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

Biography

Brilliant but embattled, Maeve is a dedicated ruler working desperately to pull a doomed empire out of its downward spiral. Trying to salvage a future for the fragmenting Falcon Empire while fighting off a Demon invasion, Maeve has nothing to rely on but her own dedication to the ideals of chivalry and her unswerving faith in the worship of the Dragon of Light.



1 1
2 1

Skills & Abilities**Basic Counterstrike**

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. 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%.

**Basic Leadership**

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

**Basic Attack**

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

Army & Spells

22-32
Peasants



7-9
Archers



0-3
Footmen



Haste

**Nicolai (Campaign Hero) - 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.

Biography

Nicolai is the king of The Holy Griffin Empire.



1 1
2 1

Skills & Abilities**Expert Counterstrike**

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. Only works within Haven towns where Training Grounds facility has been built. Reduces training cost by 30%. Besides, damage dealt by knight's troops on retaliation strikes is increased by 20%.

**Advanced Leadership**

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

Army & Spells

5-6
Footmen



5-6
Footmen



5-6
Footmen

**Ornella** (Campaign Hero) - *Suzerain*

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

Biography

Lady Ornella is a high ranking member of the Bull Duchy, who controls the southeastern regions of the Griffin Empire. During Queen Isabel's War her proximity to Heresh and the Silver Cities brought her into frequent contact with leaders from those factions, particularly the Vampire Lord Giovanni. Allies and friends, she maintained contact with him even after the alliance between Isabel and Markal fell apart.

**Skills & Abilities****Basic Counterstrike**

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. 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%.

**Basic Leadership**

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

**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.

Army & Spells

22-32
Peasants



7-9
Archers



0-3
Footmen

**Rutger** - *Pathfinder*

Hero's movement points are increased by 1% per every two hero level.

Biography

Rutger was mostly known as a vagabond, free spirit, and traveler before the call to arms brought him into the ranks of the Griffin Empire's Wolf Duchy. Using the knowledge gained during his more carefree years, Rutger exploits every path, trail, and shortcut to speed his troops from battle to battle. The sooner he finishes the war, the sooner he can return to the roads that still seem to call his name.

**Skills & Abilities****Basic Counterstrike**

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. 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%.

**Basic Logistics**

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

**Pathfinding**

Reduces penalty for moving through rough terrain by 50%.

Army & Spells

22-32
Peasants



7-9
Archers



0-3
Footmen



Vessel of
Shalassa

**Valeria** (Campaign Hero) - *Cavalry Commander*

Cavaliers and Paladins in hero's army get additional jousting bonus as hero gains new levels. Hero's "Retaliation Strike" ability is more powerful.

Biography

1 1
 2 1

Skills & Abilities**Basic Counterstrike**

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. 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%.

**Basic Attack**

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

**Retaliation Strike**

The knight receives special combat ability to guard any selected creature in his army until the end of combat by inflicting direct damage to every enemy that is attacking this guarded creature.

Army & Spells

22-32
Peasants



7-9
Archers



0-3
Footmen

**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 hero level.

Biography

A veteran of many skirmishes with the tumultuous Free Cities along the Griffin Empire's southeastern border, Vittorio is an expert in the art of the siege. He has spent years perfecting both the design and use of siege engines, firmly believing that countless Griffin lives can be saved by improving their battlefield technologies. Though his radical designs sometimes create unexpected surprises for the teams that first test them, it is agreed that his equipment is second to none.



1 1
 2 1

Skills & Abilities**Basic Counterstrike**

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. 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%.

**Basic War Machines**

Makes war machines more effective overall. Increases Attack, defense and Damage of Ballista. 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.

**Ballista**

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

Army & Spells

22-32
Peasants



7-9
Archers



0-3
Footmen



Ballista

In the campaigns, you will also face:

- » **Giar:** he has the face of Dougal, and the special and skills of Klaus.
- » **Glen:** he has the face of Klaus, and the special and skills of Vittorio.

Inferno Heroes

**Agrael** (Campaign Hero) - *Aura of Swiftess*

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

Biography

Agrael rose rapidly through the ranks of Demon cultists to become a trusted right hand of the Demon Sovereign. His detractors call him reckless and over-ambitious, but Agrael's measured aggressiveness has made him a feared and respected leader in battle. He will attack when a good opportunity presents itself, and does not hesitate to take risks when the rewards are commensurate.



2 1
0 2

*Skills & Abilities***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 spending 50% of it's current initiative. Newly arrived creatures constitute 30% of the gated ones and will disappear after the end of the combat.

**Basic Attack**

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

**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.

Army & Spells

16-23
Imps



9-11
Horned Demons



0-3
Hell Hounds



Righteous
Might

**Alastor** - *Mindreaver*

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

Biography

Alastor showed his skill at mind control at a tender age, as his childhood enemies took to wandering inexplicably into lava flows. Delighted by this precocious display of talent, the Sovereign permitted Alastor to study the arts of mental domination under the masters in Sheogh and later across all the lands of Ashan. Many a time have enemy troops, mesmerized by his gaze, come over to fight at the demons' side.



2 1
0 2

*Skills & Abilities***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 spending 50% of it's current initiative. Newly arrived creatures constitute 30% of the gated ones and will disappear after the end of the combat.

**Basic Sorcery**

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

**Mana Regeneration**

Doubles mana regeneration

Army & Spells

16-23
Imps



9-11
Horned Demons



0-3
Hell Hounds



Confusion

**Biara** (Campaign Hero) - Gate Keeper

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

Biography

Arguably the most dangerous weapon in the Demon Sovereign's arsenal, Biara is a succubus of legendary skills. With ample natural gifts enhanced by almost masochistic self-discipline, her talents for seduction, assassination, and infiltration are unequaled in all of Sheogh. When the going gets tough, Kha-Beleth gleefully turns to Biara.



2 1
0 2

*Skills & Abilities***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 spending 50% of it's current initiative. Newly arrived creatures constitute 30% of the gated ones and will disappear after the end of the combat.

Basic Luck

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

Magic Resistance

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

Army & Spells

16-23
Imps



9-11
Horned Demons



0-3
Hell Hounds

**Deleb** - Iron Maiden

Ballista's shots under hero's command achieves fireball effect. Spell power of this fireball increases by +1 for every five hero's level.

Biography

One of the generals charged to refit Kha-Beleth's prison to better suit his own needs, the demoness Deleb developed an intricate knowledge of machines. Nicknamed "Meat Grinder" by her detractors, Deleb puts unquestioning faith in her own engines of war rather than trusting to fickle Demon troops, whose loyalty is a constant balance between terror of their masters and terror for their lives.



2 1
0 2

*Skills & Abilities***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 spending 50% of it's current initiative. Newly arrived creatures constitute 30% of the gated ones and will disappear after the end of the combat.

Advanced War Machines

Makes war machines more effective overall. Increases Attack, defense and Damage of Ballista. 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.

Army & Spells

16-23
Imps



9-11
Horned Demons



0-3
Hell Hounds



Ammo Cart



Ballista



Grawl - Hound Master

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

Biography

Wherever Grawl goes he is always accompanied by a baying, slaving pack of Hellhounds or Cerberi. These creatures are the only things for which Grawl has any sympathy, and he protects them as if they were family. Some dare to snicker that they are indeed relatives, though anyone who dares to attack or even mock Grawl will find himself torn apart by the razor-sharp fangs of his devoted beasts.



2 1
0 2

Skills & Abilities

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 spending 50% of it's current initiative. Newly arrived creatures constitute 30% of the gated ones and will disappear after the end of the combat.

Advanced Destructive Magic



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

Army & Spells



4-5
Hell Hounds



4-5
Hell Hounds



4-5
Hell Hounds



Grok - Rusher

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

Biography

Grok's promotion as the Sovereign's "go-fer" was due to two things: his innate indefatigability and the Sovereign's love for massacre. He is his master's bloody entertainments manager, driving all manner of game and beings before Kha-Beleth to be slaughtered. The Sovereign knows that if there is a matter that must be handled quickly, there is no better fiend for it than the slavishly obedient and mindlessly brutal Grok.



2 1
0 2

Skills & Abilities

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 spending 50% of it's current initiative. Newly arrived creatures constitute 30% of the gated ones and will disappear after the end of the combat.

Basic Logistics



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

Pathfinding



Reduces penalty for moving through rough terrain by 50%.

Army & Spells



16-23
Imps



9-11
Horned Demons



0-3
Hell Hounds



Teleportation

**Guarg** (Campaign Hero) - *Mindreaver*

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

Biography

Some brave men, who are dead now, used to say that Guarg is "not entirely demon". Anyone who will make a look in his eyes with stretched out pupils can decide this. But it is better not to say it aloud - Guarg can cruelly punish the offender depriving him of his magical power.



⚔ 2 🔑 1
🛡 0 🏠 2

Skills & Abilities**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 spending 50% of it's current initiative. Newly arrived creatures constitute 30% of the gated ones and will disappear after the end of the combat.

**Basic Dark Magic**

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

**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.

Army & Spells

16-23
Imps



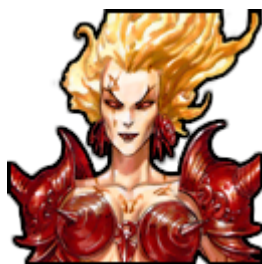
9-11
Horned Demons



0-3
Hell Hounds



Confusion

**Jezebeth** - *Temptress*

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

Biography

Jezebeth is rightfully proud that she has achieved her high standing in the Demon ranks thanks to her temptress' talents. Worshipping her as a shining example, Jezebeth's Succubus followers strive to equal her ability to seduce and murder for the glory of their Sovereign.



⚔ 2 🔑 1
🛡 0 🏠 2

Skills & Abilities**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 spending 50% of it's current initiative. Newly arrived creatures constitute 30% of the gated ones and will disappear after the end of the combat.

**Basic Sorcery**

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

**Magic Insight**

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

Army & Spells

16-23
Imps



9-11
Horned Demons



1
Succubus



First Aid Tent



Marbas - Spellbreaker

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



2 1
0 2

Biography

Marbas has been the iron-fisted leader of the demon cult in the Silver Cities for many years. Hated by the renegade Mages he dominates, Marbas studied deeply in their arts out of both curiosity and self-preservation - should his underlings turn against him, Marbas wanted to be able to defend himself. He is second only to the Demon Sovereign in his ability to withstand the use of magics.

Skills & Abilities



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 spending 50% of it's current initiative. Newly arrived creatures constitute 30% of the gated ones and will disappear after the end of the combat.



Basic Defense

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



Protection

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

Army & Spells



16-23
Imps



9-11
Horned Demons



0-3
Hell Hounds



Nebiros - Chosen of Chaos

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



2 1
0 2

Biography

Though Nebiros has seen more hours in battle than any other being from the depths of Sheogh, he owes his success more to his own luck and unpredictability. Ruined enemies complain that the powers of Chaos itself are on his side, bending fortune to fit his needs. Having killed his way up from a lowly slave to be one of the great powers in Sheogh, it is certain that Nebiros benefits from the cursed blessings of Urgash.

Skills & Abilities



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 spending 50% of it's current initiative. Newly arrived creatures constitute 30% of the gated ones and will disappear after the end of the combat.



Basic Attack

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



Tactics

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

Army & Spells



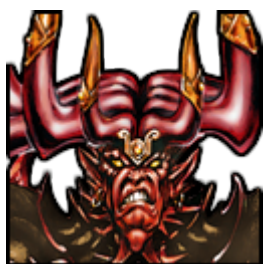
16-23
Imps



9-11
Horned Demons



0-3
Hell Hounds

**Nymus - Gate Keeper**

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

Biography

After witnessing the massacre of King Alexei and his knights first-hand during the War of the Eclipse, Nymus decided that overpowering tactics are the key to victory. As a result he has spent much of his existence researching the Infernal Gates and has achieved striking results: the troops he summons arrive much more quickly than they do for other Demonlords.



2 1
0 2

Skills & Abilities**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 spending 50% of it's current initiative. Newly arrived creatures constitute 30% of the gated ones and will disappear after the end of the combat.

**Basic Luck**

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

**Magic Resistance**

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

Army & Spells

16-23
Imps



9-11
Horned Demons



0-3
Hell Hounds

**Sovereign (Campaign Hero) - Aura of Swifttness**

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

Biography

2 1
0 2

Skills & Abilities**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 spending 50% of it's current initiative. Newly arrived creatures constitute 30% of the gated ones and will disappear after the end of the combat.

**Basic Attack**

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

**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.

Army & Spells

16-23
Imps



9-11
Horned Demons



0-3
Hell Hounds



Veyer (Campaign Hero) - *Spellbreaker*

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



Biography

After witnessing the massacre of King Alexei and his knights first-hand during the War of the Eclipse, Veyer decided that overpowering tactics are the key to victory. As a result he has spent much of his existence researching the Infernal Gates and has achieved striking results: the troops he summons arrive much more quickly than they do for other Demon Lords.



Skills & Abilities



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 spending 50% of it's current initiative. Newly arrived creatures constitute 30% of the gated ones and will disappear after the end of the combat.



Basic Defense

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



Protection

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

Army & Spells



16-23
Imps



9-11
Horned Demons



0-3
Hell Hounds



First Aid Tent



Fist of Wrath

In the campaigns, you will also face:
» **Gamor:** he has the face of Alastor, and the special and skills of Grok.

Necropolis Heroes

**Deirdre - Banshee**

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

Biography

Deirdre was an overzealous Inquisitor for the Church of Light in the Holy Griffin Empire. She spent many years hunting Demon cultists in the Free Cities of the East on the fringe of the Empire's territory, "cleansing" innocents and culprits alike, worried that a lapse of her vigilance would allow the corruption to spread. In the end, when she was captured and tortured to death by her enemies, her restless soul was spirited away by Necromancers who coveted her knowledge. Now converted to the Necromancer's cause, it can be argued that no being, living or unliving, knows more about screams than Deirdre.



0 3
1 1

Skills & Abilities**Basic Necromancy**

Unique Necromancer's skill. Allows a Necromancer to raise 20% of fallen enemy living creatures as own soldiers (A limited number of creatures can be raised per week). Influences the number of dark energy points.

**Basic Dark Magic**

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

**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.

Army & Spells

20-29
Skeletons



9-11
Zombies



0-3
Ghosts



Raise Dead

**Giovanni (Campaign Hero) - Soulhunter**

Every time a group of enemy creatures dies it is replaced by a group of friendly Ghosts for the time of combat. The number of Ghosts depends on hero's level.

Biography

Giovanni was once a minor count of the Bull Duchy, but too far removed from the ruling line to hope for a position of importance. He ended up seeking power in a different way, following his sister Lucretia into the arts of the Necromancers. Now a powerful Vampire Lord, Giovanni controls an important region on the border with the Griffin Empire.



0 3
1 1

Skills & Abilities**Basic Necromancy**

Unique Necromancer's skill. Allows a Necromancer to raise 20% of fallen enemy living creatures as own soldiers (A limited number of creatures can be raised per week). Influences the number of dark energy points.

**Basic Summoning Magic**

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

**Basic Attack**

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

Army & Spells

20-29
Skeletons



9-11
Zombies



0-3
Ghosts



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.

Biography

Kaspar was a great doctor and healer who was able to cure even the most terrible wounds. Delving deeper and deeper into the secrets of life and death, Kaspar made a particularly risky experiment that went wrong... and brought him to the realm of the dead. Though he now leads an undead army, his knowledge of anatomy and the treating of wounds remains unparalleled.



0 3
1 1

Skills & Abilities



Basic Necromancy

Unique Necromancer's skill. Allows a Necromancer to raise 20% of fallen enemy living creatures as own soldiers (A limited number of creatures can be raised per week). Influences the number of dark energy points.



Basic War Machines

Makes war machines more effective overall. Increases Attack, defense and Damage of Ballista. 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.



First Aid

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

Army & Spells



20-29
Skeletons



9-11
Zombies



0-3
Ghosts



First Aid Tent



Raise Dead



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.

Biography

Seduced and turned to the Necromancer ideals by Sandro himself, this ex-Bull Duchy countess immediately showed thirsts for both blood and power. Already a talented courtesan when still alive, Lucretia's vampiric embrace granted her a couple of centuries to hone her natural gifts for seducing, backstabbing, and politicking. Promoted to the rank of Undead Princess, she is a spiritual and (im)moral leader to other vampires that dream of re-creating her escapades.



0 3
1 1

Skills & Abilities



Basic Necromancy

Unique Necromancer's skill. Allows a Necromancer to raise 20% of fallen enemy living creatures as own soldiers (A limited number of creatures can be raised per week). Influences the number of dark energy points.



Basic Sorcery

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



Mana Regeneration

Doubles mana regeneration

Army & Spells



20-29
Skeletons



9-11
Zombies



1
Vampire



Raise Dead

**Markal** (Campaign Hero) - *Death Lord*

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

Biography

A devoted student of all that Necromancy can offer, Markal has risen to the highest heights that one can achieve among the Necromancers -- while still being alive. Formerly the court astrologer and favorite counselor of the Griffin Queen Fiona, Markal established a strong (but secret) base of Death cultists within the Holy Empire. The religious leaders of the Church of the Light became suspicious of his nefarious activities, however, and when Fiona passed away her advisor was exiled. Realizing that he will no longer circulate freely among the other kingdoms of Ashan once he receives the Kiss of the Spider Goddess, Markal furthers the goals of Heresh through diplomacy and, of course, skullduggery.



0 3
1 1

Skills & Abilities**Basic Necromancy**

Unique Necromancer's skill. Allows a Necromancer to raise 20% of fallen enemy living creatures as own soldiers (A limited number of creatures can be raised per week). Influences the number of dark energy points.

**Basic Leadership**

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

**Diplomacy**

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

Army & Spells

20-29
Skeletons



9-11
Zombies



0-3
Ghosts

**Naadir** - *Soulhunter*

Every time a group of enemy creatures dies it is replaced by a group of friendly Ghosts for the time of combat. The number of Ghosts depends on hero's level.

Biography

Naadir despises the world of flesh, even more so than his fellow Necromancers. To him, perfection is only to be found in the naked spirit, cleansed from its material impurities. On the battlefield, his intimate knowledge of the spirit world allows him to "capture" the souls of his enemies and use them as reinforcements to his own forces.



0 3
1 1

Skills & Abilities**Basic Necromancy**

Unique Necromancer's skill. Allows a Necromancer to raise 20% of fallen enemy living creatures as own soldiers (A limited number of creatures can be raised per week). Influences the number of dark energy points.

**Basic Summoning Magic**

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

**Basic Dark Magic**

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

Army & Spells

20-29
Skeletons



9-11
Zombies



0-3
Ghosts



Raise Dead

**Nicolai** (Campaign Hero) - *Reanimator*

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

Biography

0 3
1 1

Skills & Abilities**Basic Necromancy**

Unique Necromancer's skill. Allows a Necromancer to raise 20% of fallen enemy living creatures as own soldiers (A limited number of creatures can be raised per week). Influences the number of dark energy points.

**Basic Summoning Magic**

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

**Master of Life**

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

Army & Spells

20-29
Skeletons



9-11
Zombies



0-3
Ghosts



Raise Dead

**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.

Biography

Somewhat lacking in charisma and natural authority, Orson realized that he was ill-equipped to lead troops that were capable of independent thought. In order to avoid having his orders questioned or ignored, he has spent years perfecting the creation of obedient Zombie troops. "Anything above the neck is useless" claims this Undead general.



0 3
1 1

Skills & Abilities**Basic Necromancy**

Unique Necromancer's skill. Allows a Necromancer to raise 20% of fallen enemy living creatures as own soldiers (A limited number of creatures can be raised per week). Influences the number of dark energy points.

**Basic Defense**

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

**Vitality**

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

Army & Spells

9-11
Zombies



9-11
Zombies



9-11
Zombies



Raise Dead

**Raven - Soul Drinker**

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.

**Biography**

Having lived through the wars that sundered the Necromancers from the Mages of the Silver Cities that were once their brethren, Raven has seen first-hand the devastating effects of magic upon Undead troops. She has since devoted herself to finding ways to weaken the powers of enemy spellcasters, rendering their attacks both weaker and of shorter duration.

0 3
1 1

Skills & Abilities**Basic Necromancy**

Unique Necromancer's skill. Allows a Necromancer to raise 20% of fallen enemy living creatures as own soldiers (A limited number of creatures can be raised per week). Influences the number of dark energy points.

**Basic Destructive Magic**

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

**Basic Dark Magic**

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

Army & Spells

20-29
Skeletons



9-11
Zombies



0-3
Ghosts



Raise Dead



Weakness

**Vladimir - Reanimator**

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

**Biography**

Vladimir reasons that with few exceptions, Undead troops will generally be out-thought and out-maneuvered by their living counterparts. As a result, he prefers to mass large forces instead of planning more precise attacks. His specialty, therefore, is in raising hordes of mindless Undead who can overwhelm their enemies through the sheer weight of numbers.

0 3
1 1

Skills & Abilities**Basic Necromancy**

Unique Necromancer's skill. Allows a Necromancer to raise 20% of fallen enemy living creatures as own soldiers (A limited number of creatures can be raised per week). Influences the number of dark energy points.

**Basic Summoning Magic**

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

**Master of Life**

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

Army & Spells

20-29
Skeletons



9-11
Zombies



0-3
Ghosts



Raise Dead



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.



Biography

Zoltan is one of the many Undead leaders who views mages as their true enemies. To better know them, Zoltan studied deeply in the arcane magics of the Silver Cities. As a result, he can combine his own Necromantic skills with arcane ones to a particular effect : once a spell is used by an enemy that knowledge "dies" as long as Zoltan is on the battlefield.

0 3
1 1

Skills & Abilities



Basic Necromancy

Unique Necromancer's skill. Allows a Necromancer to raise 20% of fallen enemy living creatures as own soldiers (A limited number of creatures can be raised per week). Influences the number of dark energy points.



Basic Enlightenment

Hero receives +1 to one of his primary stats for every four levels including the levels already got and + 5% bonus to the experience gained.



Arcane Intuition

Allows hero to learn an unknown spell used by an enemy hero or by any creature in combat (hero must be able to learn the spell with regards to his level in this school of magic).

Army & Spells



20-29
Skeletons



9-11
Zombies



0-3
Ghosts



Raise Dead

Sylvan Heroes

**Alaron** (Campaign Hero) - *Elven Fury*

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

**Biography**

All Elves worship the ideal of Harmony, Alaron did so to the point that he even viewed his enemies as necessary and worthy. While this could be a good philosophy on a cosmic scale, it causes great difficulty when a leader of troops has a tendency to forgive and let live attacking troops. Understanding the political necessity of destroying others for the preservation of his realm, Alaron nevertheless avoids those moments whenever possible.

0 1
2 2

Skills & Abilities**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.

**Basic Leadership**

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

**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.

Army & Spells

10-14
Pixies



5-7
Blade Dancers



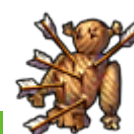
0-2
Hunters



Ballista

**Anwen** - *Sword of Sylanna*

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

**Biography**

Anwen defends the woods and their flora and fauna with a zeal remarkable even by Elven standards. Self-exiled in the trackless forests of Irollan, she cares deeply for them and has become their recognized protector. Woe be to the foe who would damage the forest or those who protect it -- when Anwen is summoned to war the Goddess Sylanna fights by her side, and her wrath falls like a storm upon those who would injure that which she loves.

0 1
2 2

Skills & Abilities**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.

**Basic Defense**

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

**Protection**

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

Army & Spells

10-14
Pixies



5-7
Blade Dancers



0-2
Hunters

**Dirael - Swarm Queen**

Wasp Swarm spell is more effective depending on hero level.

Biography

Hovering wasps, circling hornets, busy honeybees -- from childhood Dirael found these tiny flying creatures beautiful and fascinating, like precious buzzing jewels. She was so enamored that she became a Druid, to better delve into their lore and understand their mysteries. Eventually she responded to the call of the Harmony and went to war, and now she serves Sylanna by summoning hordes of her favorite creatures to sting and harass the enemy.

**Skills & Abilities****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.

**Basic Summoning Magic**

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

**Master of Conjuraction**

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

Army & Spells

10-14
Pixies



5-7
Blade Dancers



0-2
Hunters



Wasp Swarm

**Findan (Campaign Hero) - Storm of Arrows**

Arrow barrage of the enemy ranks at the start of every battle, total damage depends on hero level. (Applies to Sylvan ranged units only).

Biography

More a poet and diplomat by taste and training than a warrior, Findan is less comfortable than many of his brethren in fighting at close quarters with a sword. He vastly prefers to strike quickly, and strike hard, but from a distance. His favorite tactic is to first weaken the enemy with a rain of well-aimed arrows.

**Skills & Abilities****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.

**Basic Attack**

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

**Tactics**

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

Army & Spells

10-14
Pixies



5-7
Blade Dancers



0-2
Hunters



Ammo Cart

**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.

Biography

Grim and highly sensitive to questions of honor, Gilraen has studied long and hard in the styles of Elven fencing. He has become a renowned master of blades, and is an exacting teacher of the Battledance art. His precision, discipline, and intensity are shared by his troops as well, when he leads an army into battle the fighters owe much to the hours of training that they receive.



0 1
2 2

Skills & Abilities**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.

**Basic Defense**

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

**Protection**

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

Army & Spells

5-7
Blade Dancers



5-7
Blade Dancers



5-7
Blade Dancers

**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.

Biography

Ossir is an experienced tracker and a prodigy with the bow, arguably the best shot in a nation famed for its talents in archery. The respect he commands made him a natural choice when King Alaron was looking for officers, though Ossir would have preferred to remain in his beloved forests. All doubts were dispelled after his first battle, however, as his troops clearly benefited from his leadership.



0 1
2 2

Skills & Abilities**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.

**Basic Luck**

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

**Magic Resistance**

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

Army & Spells

3-4
Hunters



3-4
Hunters



3-4
Hunters


Talanar - Elven Fury

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



0 1
 2 2

Biography

Talanar was the only survivor of one of the brutal attacks on The Day of the Tears of Fire. Seeing hundreds of his kinsmen die staggered the young warrior and filled him with an insatiable rage that returns whenever he sees his brethren fall in battle. His zeal for revenge is so great that it passes to those who are near him, the greater the losses suffered by his troops, the fiercer they become.

Skills & Abilities

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.


Basic Leadership

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


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.

Army & Spells


10-14
Pixies



5-7
Blade Dancers



0-2
Hunters



Ballista


Vinrael - Battle-Hardened

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



0 1
 2 2

Biography

Vinrael has two attributes that make him valuable to the Elves - he is unusually observant, and he has seen more hours of battle than any other Sylvan warrior. His keen eyes, and those of his falcons, rove constantly before, during, and after a battle, studying all the elements of troops, tactics, and terrain. Analyzing both his own and the enemy's actions, he learns enormously from both sides' successes and errors.

Skills & Abilities

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.


Basic Enlightenment

Hero receives +1 to one of his primary stats for every four levels including the levels already got and + 5% bonus to the experience gained.


Intelligence

Increases normal maximum mana by 50%.

Army & Spells


10-14
Pixies



5-7
Blade Dancers



0-2
Hunters

**Wyngaal - Swift Striker**

Creature's in hero's army have a +0.5% +2% per hero level bonus to their initiative at the start of combat.



0 1
2 2

Biography

Wyngaal started his life as a scout and hunter, but anger against those who would upset the Sylvan Harmony turned him into a warrior. He relies heavily on the knowledge of his early years, however, and is ever pondering pitfalls, traps, and surprises. Any enemy troops that face Wyngaal and his forces are unlikely to get the upper hand, as Wyngaal's alertness and experience give him a definitive edge.

Skills & Abilities**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.

**Basic Attack**

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

**Tactics**

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

Army & Spells

10-14
Pixies



5-7
Blade Dancers



0-2
Hunters

**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.



0 1
2 2

Biography

Hunted by a party of Dark Elf slavers at a tender age, Ylthin was saved from that gruesome fate by an avenging unicorn. Since that day she has worshipped those mysterious dwellers of the wood, and has dedicated her life to working with them. No one understands them better than Ylthin, and her knowledge enables her to use the unicorns' swiftness and might in the most efficient way in battle.

Skills & Abilities**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.

**Basic Light Magic**

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

**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.

Army & Spells

10-14
Pixies



5-7
Blade Dancers



1
Unicorn



First Aid Tent

DUEL HEROES



Galib (Academy) Level 15



2
 7
 8
 9
 0
 1
 90

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.



Army



30
Archmages



30
Archmages



18 Rakshasa
Rajas



10 Titans



Skills & Abilities



Advanced Artificer



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.



Basic Luck



Magic Resistance

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



Basic Attack



Archery

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



Expert 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.



Basic Enlightenment



Expert Summoning Magic



Master of Conjunction

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

Artifacts



Dragon Teeth Necklace

Adds +3 to hero's Spellpower and increases initiative of all casters in hero's army by 10%



Cuirass of the Dwarven Kings

Adds +4 to hero's defense and renders all creatures in hero's army immune to Implosion spell.



Ring of Speed

Increases initiative of all your creatures by 20%.

Spells



Cleansing

10



Fire Trap

8



Raise Dead

9



Earthquake

7



Firewall

16



Arcane Armor

20



Fist of Wrath

5



Wasp Swarm

5



Phantom Forces

18



Summon Elementals

17



Conjure Phoenix

35

Jhora (Academy)

Level 15



3
 4
 16
 9
 0
 0
 135

Windspeaker

Hero's turns come faster in combat depending on hero level.



Army



300 Master
Gremlins



120 Obsidian
Gargoyles



120 Steel
Golems



60
Archmages



20 Djinn
Sultans



10 Rakshasa
Rajas



Skills & Abilities



**Advanced
Artificer**

**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 until the end of combat so that each subsequent spell striking that target has its effect doubled and costs as much mana as needed for this double effect. Moreover every spell striking another creature will affect this target as well. If there is not enough mana, the effect is not doubled.



**Expert
Sorcery**

**Arcane Training**

Reduces casting costs of all spells by 20%.



**Expert
Destructive
Magic**

**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.



**Expert
Defense**

**Evasion**

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



**Basic
Enlightenment**

**Intelligence**

Increases normal maximum mana by 50%.

Artifacts

**Dragon Teeth
Necklace**

Adds +3 to hero's Spellpower and increases initiative of all casters in hero's army by 10%

**Dragon Eye Ring**

Adds +1 to all hero's attributes and increases initiative of all shooters in hero's army by 10%

**Robe of Sar-Issus**

Adds +6 to hero's Spellpower.

**Ring of Vitality**

Increases maximum hit points of all creatures in hero's army by +2.

Spells



Slow
4



Vulnerability
5



Eldritch Arrow
4



Lightning Bolt
5



**Chain
Lightning**
16



Ice Bolt
6



Circle of Winter
9



Meteor Shower
19



**Divine
Strength**
4



Haste
4



Fist of Wrath
5



Wasp Swarm
5



**Summon
Elementals**
17

Razzak (Academy)

Level 15

**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.



Army



150 Master
Gremlins



150 Master
Gremlins



120 Steel
Golems



120 Steel
Golems



6 Titans



Skills & Abilities



**Basic
Artificer**

**Mark of the Wizard**

Special combat ability. Caster binds himself to the target with Mark of the Wizard until the end of combat so that each subsequent spell striking that target has its effect doubled and costs as much mana as needed for this double effect. Moreover every spell striking another creature will affect this target as well. If there is not enough mana, the effect is not doubled.



**Basic
Defense**

**Vitality**

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

**Power of Endurance**

Hero acquires Mass Endurance spell on advanced level.



**Advanced
Attack**



**Expert
Leadership**

**Estates**

Hero contributes 250 gold pieces per day to your cause.

**Artificial Glory**

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



**Expert
Logistics**

**Pathfinding**

Reduces penalty for moving through rough terrain by 50%.

**March of the Golems**

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

**Teleport Assault**

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

Artifacts



Sword of Might
Adds +2 to hero's attack.



**Cape of the Lion's
Mane**
Increases morale by +2.



Ring of Speed
Increases initiative of all your creatures by 20%.



Dragon Bone Greaves
Adds +3 to hero's Spellpower and increases initiative of all melee non-flying units in hero's army by 10%

Spells



Slow
4



Weakness
4



Vulnerability
5



Eldritch Arrow
4



Ice Bolt
6



**Divine
Strength**
4



Haste
4



Cleansing
10



Endurance
6



Teleportation
8



Fire Trap
8



Fist of Wrath
5



Wasp Swarm
5

Eruina (Dungeon)

Level 15

**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.



Army



20 Grim
Raiders



90 Blood
Furies



10 Shadow
Witches



15 Shadow
Matriarchs



10 Shadow
Witches



90 Blood
Furies



20 Grim
Raiders



Skills & Abilities



**Basic
Irresistible
Magic**

**Elemental Vision**

Allows Warlock to see elements on enemy creatures so that Destructive Magic spells cast by the hero can inflict additional elemental damage.



**Advanced
Destructive
Magic**



**Expert
Attack**

**Archery**

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

**Tactics**

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

**Power of Speed**

Hero acquires Mass Haste spell on advanced level.



**Advanced
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.

**Aura of Swiftiness**

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



**Expert
Sorcery**

**Arcane Training**

Reduces casting costs of all spells by 20%.

Artifacts

**Dragon Flame
Tongue**

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

**Dragon Eye Ring**

Adds +1 to all hero's attributes and increases initiative of all shooters in hero's army by 10%

**Dragon Bone
Greaves**

Adds +3 to hero's Spellpower and increases initiative of all melee non-flying units in hero's army by 10%

**Dragon Teeth Necklace**

Adds +3 to hero's Spellpower and increases initiative of all casters in hero's army by 10%

Spells



Slow
4



Weakness
4



Eldritch Arrow
4



Lightning Bolt
5



Fireball
10



Meteor Shower
19



Ice Bolt
6



Circle of Winter
9



**Chain
Lightning**
16



Haste
4



Cleansing
10



Fist of Wrath
5

Lethos (Dungeon)

Level 15



6
 9
 9
 6
 -1
 0
 60

Poison Master

Enemy units may enter the combat already poisoned, chances depend on hero level.



Army



25 Grim
Raiders



25 Deep
Hydras



20 Shadow
Matriarches



7 Black
Dragons



150 Assassins



Skills & Abilities



**Basic
Irresistible
Magic**



**Expert Dark
Magic**

**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. Adds +4 to effective spellpower of Unholy Word spell.

**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.



**Basic
Sorcery**

**Arcane Training**

Reduces casting costs of all spells by 20%.



**Advanced
Attack**

**Tactics**

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

**Power of Speed**

Hero acquires Mass Haste spell on advanced level.



**Advanced
Logistics**

**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.

**Teleport Assault**

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

Artifacts

**Helm of the Dwarven Kings**

Adds +4 to hero's knowledge and renders all creatures in hero's army immune to Blind spell.

**Shield of the Dwarven Kings**

Adds +4 to hero's defense and renders all creatures in hero's army immune to Frenzy spell.

**Tunic of the Carved Flesh**

Increases hero's Spellpower by +3 but decreases his morale by -1

Spells



Slow
4



Decay
6



Suffering
5



Frenzy
15



Puppet Master
18



Weakness
4



Vulnerability
5



Blindness
10



**Curse of the
Netherworld**
9



Eldritch Arrow
4



Stone spikes
5



Ice Bolt
6



Lightning Bolt
5



Haste
4



Cleansing
10



Teleportation
8



Fire Trap
8



Raise Dead
9

Sinitar (Dungeon)

Level 15



6
 2
 12
 6
 2
 4
 60

Catalyst

Empowered spells mana cost is reduced by 5% and + additional 1% per hero level.



Army



50 Assassins



40 Blood Furies



30 Grim Raiders



15 Deep Hydras



10 Shadow Matriarches



5 Black Dragons



Skills & Abilities



Expert Irresistible Magic

**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.

**Empowered spells**

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



Expert Destructive Magic

**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.



Expert Sorcery

**Arcane Training**

Reduces casting costs of all spells by 20%.

**Mana Regeneration**

Doubles mana regeneration

**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).



Advanced Luck

Artifacts

**Dragon Wing Mantle**

Adds +3 to hero's knowledge and increases initiative of all flying units in hero's army by 10%

**Necklace of Victory**

Adds +2 to hero's attack and Spellpower.

**Emerald Slippers**

+50% damage to earth spells

**Lion Crown**

Increases hero's morale and luck by +2.

Spells

**Slow**

4

**Weakness**

4

**Vulnerability**

5

**Eldritch Arrow**

4

**Lightning Bolt**

5

**Fireball**

10

**Meteor Shower**

19

**Implosion**

18

**Ice Bolt**

6

**Circle of Winter**

9

**Chain Lightning**

16

**Armageddon**

20

**Cleansing**

10

**Fist of Wrath**

5

Ebba (Fortress) Level 15



13
 7
 7
 4
 0
 2
 40

Rider

Specialises in Riders. Bear Riders and Blackbear Riders in hero's army gain +1 to their Offense and Defense for every two levels of the hero, starting on first level.



Army



100
Shieldguards



70
Skirmishers



40 Bear
Riders



85 Blackbear
Riders



40 Berserkers



10 Thanes



7 Magma
Dragons



Skills & Abilities



Advanced Runelore



Expert Attack



Advanced Light Magic



Advanced Defense



Advanced Luck



Greater Rune

Allows the same rune to be activated for the second time for triple resource cost.



Tactics

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



Evasion

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



Soldier's Luck

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



Vitality

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

Artifacts



Windstrider Boots

Increases all units speed by +1



Bearhide Wraps

Increases hero's Defense by +1, and grants additional 25% Defense from cold-based spells.



Necklace of Victory

Adds +2 to hero's attack and Spellpower.



Dwarven Smithy Hammer

Increases hero's Attack by +3 and gives additional +25% Defense from fire-based spells.



Dragon Scale Armor

Adds +3 to hero's attack and increases initiative of all large creatures in hero's army by 5%

Spells



Slow

4



Eldritch Arrow

4



Stone spikes

5



Ice Bolt

6



Lightning Bolt

5



Divine Strength

4



Cleansing

10



Deflect Missile

6



Teleportation

8



Haste

4



Endurance

6



Righteous Might

6



Word of Light

11



Rune of Charge

1



Rune of Exorcism

1



Rune of Thunderclap

1



Fist of Wrath

5

Helmar (Fortress)

Level 15



6
 5
 8
 8

Sacred Hammer

Each time the hero casts a light magic spell on a friendly creature, there is a chance that the 'Righteous Might' spell will be cast freely upon the affected unit.



Army



4 Magma
Dragons



20 Blackbear
Riders



30 Skirmishers



35 Rune
Patriarches



20 Warlords



100
Shieldguards



100 Defenders

Skills & Abilities



**Basic
Runelore**



**Expert 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 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. Adds +4 to effective spellpower of Holy Word spell.

**Eternal Light**

Hero's light spells are twice harder to dispel. Opposite spells (like Slow versus Haste) applied by an enemy to Hero's creatures have 50% chance to fail.



**Advanced
Defense**

**Protection**

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

**Defensive Formation**

Defense of Dwarven creatures in hero's army increased when close to each other on the battlefield.



**Expert
Destructive
Magic**

**Master of Fire**

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

**Ignite**

Fire spells casted by the hero in combat will ignite enemies, inflicting 100% of current spell damage to the target during next 3 rounds.

**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 damage 10 times the hero's level.

Artifacts

**Runic War Harness**

Increases hero's Defense and Knowledge by +2.

**Phoenix Feather Cape**

Enhances your fire-based spells by 50%.

**Greaves of the Dwarven Kings**

Adds +4 to hero's attack and renders all creatures in hero's army immune to Slow spell.

Spells

**Eldritch Arrow**

4

**Lightning Bolt**

5

**Chain
Lightning**

16

**Armageddon**

20

**Stone spikes**

5

**Fireball**

10

**Meteor Shower**

19

**Implosion**

18

**Divine
Strength**

4

**Cleansing**

10

**Deflect Missile**

6

**Teleportation**

8

**Word of Light**

11

**Haste**

4

**Endurance**

6

**Righteous
Might**

6

**Resurrection**

15

**Rune of
Berserking**

1

**Rune of
Exorcism**

1

Karli (Fortress)

Level 15



12
9
5
4

0
3
40

Sharp Blade

Specialises in Spearwielders and Skirmishers. Spearwielders and Skirmishers in hero's army gain +1 to their Offense and Defense for every two levels of the hero, starting on first level.



Army



5 Magma
Dragons



100
Shieldguards



100
Skirmishers



10 Warlords



70 Berserkers



30 Blackbear
Riders



15 Rune
Patriarches

Skills & Abilities



Expert Runelore

**Greater Rune**

Allows the same rune to be activated for the second time for triple resource cost.

**Refresh Rune**

Allows a previously placed rune (random if many) to be refreshed on selected creature prolonging its effect, wasting only 50% of current Initiative on this action.



Expert Luck

**Magic Resistance**

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

**Soldier's Luck**

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

**Dwarven Luck**

Twice more chance to resist enemy spell



Basic Defense

**Vitality**

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



Advanced Attack

**Tactics**

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

**Offensive Formation**

Attack of Dwarven creatures in hero's army increased when close to each other on the battlefield.

Artifacts

**Axe of the Mountain Lords**

Adds +4 to hero's attack.

**Moonblade**

(Left handed) Increases hero's attack by +3

**Cuirass of the Dwarven Kings**

Adds +4 to hero's defense and renders all creatures in hero's army immune to Implosion spell.

Spells

**Slow**

4

**Eldritch Arrow**

4

**Stone spikes**

5

**Divine Strength**

4

**Haste**

4

**Cleansing**

10

**Rune of Berserking**

1

**Rune of Exorcism**

1

**Rune of Elemental Immunity**

1

**Rune of Resurrection**

1 1

**Rune of Battle Rage**

1 1

**Rune of Charge**

1

**Rune of Magic Control**

1

**Rune of Etherealness**

1

**Rune of Thunderclap**

1 1

**Rune of Dragonform**

1 1

**Wasp Swarm**

5

Irina (Haven)

Level 15



9
9
2
6

3
2
60

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.



Army



30 Imperial
Griffins



30 Griffins



20 Inquisitors



60 Squires



200
Conscripts



120 Archers



7 Archangels



Skills & Abilities



**Advanced
Counterstrike**

**Benediction**

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

**Retaliation Strike**

The knight receives special combat ability to guard any selected creature in his army until the end of combat by inflicting direct damage to every enemy that is attacking this guarded creature.



**Advanced
Luck**

**Magic Resistance**

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



**Expert
Leadership**



**Advanced
Defense**

**Vitality**

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



**Advanced
Attack**

**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.

Artifacts

**Dragon Wing Mantle**

Adds +3 to hero's knowledge and increases initiative of all flying units in hero's army by 10%

**Axe of the Mountain Lords**

Adds +4 to hero's attack.

**Windstrider Boots**

Increases all units speed by +1

**Ring of Vitality**

Increases maximum hit points of all creatures in hero's army by +2.

Spells

**Weakness**

4

**Decay**

6

**Vulnerability**

5

**Divine Strength**

4

**Haste**

4

**Cleansing**

10

**Endurance**

6

Klaus (Haven) Level 15



8
 12
 2
 3
 4
 2
 30

Cavalry Commander

Cavaliers and Paladins in hero's army get additional jousting bonus as hero gains new levels. Hero's "Retaliation Strike" ability is more powerful.



Army



7 Archangels



14 Paladins



12 Inquisitors



70 Squires

40 Imperial
Griffins120
Marksmen

Skills & Abilities



Expert Counterstrike



Benediction

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



Retaliation Strike

The knight receives special combat ability to guard any selected creature in his army until the end of combat by inflicting direct damage to every enemy that is attacking this guarded creature.



Advanced Attack



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.



Advanced Light Magic



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.



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.



Advanced Leadership



Divine Guidance

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

Artifacts



Boots of Magical Defense

Grant hero a 10% magic resistance.



Sword of Might

Adds +2 to hero's attack.



Lion Crown

Increases hero's morale and luck by +2.



Shield of the Dwarven Kings

Adds +4 to hero's defense and renders all creatures in hero's army immune to Frenzy spell.

Spells



Slow

4



Weakness

4



Divine Strength

4



Haste

4



Cleansing

10



Endurance

6



Deflect Missile

6

Vittorio (Haven)

Level 15



9
9
6
6

3
0
60

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 hero level.



Army



14 Paladins



3 Archangels



10 Inquisitors

50 Imperial
Griffins

60 Squires

150
Marksmen100
Conscripts

Skills & Abilities



**Basic
Counterstrike**

**Retaliation Strike**

The knight receives special combat ability to guard any selected creature in his army until the end of combat by inflicting direct damage to every enemy that is attacking this guarded creature.



**Expert War
Machines**

**Ballista**

Allows manual control of the Ballista. Ballista gains one extra shot. Restores the Ballista 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

**Triple Ballista**

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



**Advanced
Defense**



**Expert
Leadership**



**Advanced
Light Magic**

**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. Adds +4 to effective spellpower of Holy Word spell.

Artifacts

**Dragon Scale Armor**

Adds +3 to hero's attack and increases initiative of all large creatures in hero's army by 5%

**Shield of Crystal Ice**

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

**Dragon Talon Crown**

Adds +3 to hero's knowledge and increases initiative of all war machines in hero's army by 10%

**Dragon Bone Greaves**

Adds +3 to hero's Spellpower and increases initiative of all melee non-flying units in hero's army by 10%

Spells



Slow
4



Weakness
4



**Divine
Strength**
4



Cleansing
10



Deflect Missile
6



Teleportation
8



Haste
4



Endurance
6



**Righteous
Might**
6

Deleb (Inferno)

Level 15



13
 5
 4
 5
 2
 0
 50

Iron Maiden

Ballista's shots under hero's command achieves fireball effect. Spell power of this fireball increases by +1 for every five hero's level.



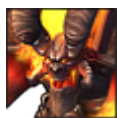
Army



100 Horned Overseers



120 Familiars



8 Arch Devils



5 Pit Lords



60 Succubus Mistresses



15 Nightmares



80 Cerberi



Skills & Abilities

**Basic Gating****Expert War Machines****Ballista**

Allows manual control of the Ballista. Ballista gains one extra shot. Restores the Ballista 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

**Advanced Leadership****Advanced Defense****Evasion**

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

**Vitality**

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

**Expert Attack****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.

Artifacts

**Sword of Might**

Adds +2 to hero's attack.

**Ring of Speed**

Increases initiative of all your creatures by 20%.

**Dragon Scale Armor**

Adds +3 to hero's attack and increases initiative of all large creatures in hero's army by 5%

**Dragon Scale Shield**

Adds +3 to hero's defense and increases initiative of all small creatures in hero's army by 5%

Spells

**Eldritch Arrow**

4

**Ice Bolt**

6

**Cleansing**

10

**Fire Trap**

8

**Fist of Wrath**

5

**Wasp Swarm**

5

Marbas (Inferno)

Level 15



9
 2
 9
 8
 0
 2
 80

Spellbreaker

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



Army



70 Horned Overseers



130 Familiars



5 Arch Devils



10 Pit Lords



60 Succubus Mistresses



20 Nightmares



80 Cerberi



Skills & Abilities



Advanced Gating

**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. Hellfire drains the Demon Lord's mana.



Expert Defense

**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)



Advanced Destructive Magic

**Master of Fire**

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

**Searing Fires**

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



Advanced Luck

**Magic Resistance**

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

Artifacts



Boots of Magical Defense
Grant hero a 10% magic resistance.



Dragon Talon Crown
Adds +3 to hero's knowledge and increases initiative of all war machines in hero's army by 10%



Robe of Sar-Issus
Adds +6 to hero's Spellpower.



Phoenix Feather Cape
Enhances your fire-based spells by 50%.

Spells



Eldritch Arrow
4



Lightning Bolt
5



Fireball
10



Meteor Shower
19



Ice Bolt
6



Circle of Winter
9



Chain Lightning
16



Cleansing
10



Fire Trap
8



Fist of Wrath
5



Wasp Swarm
5

Nymus (Inferno)

Level 15



9
 6
 2
 2
 4
 5
 20

Gate Keeper

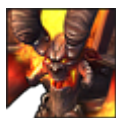
The number of creatures called through the Gating increases by 1% per hero level.



Army



100 Familiars



4 Arch Devils



12 Pit Lords

40 Succubus
Mistresses20
Nightmares

60 Cerberi



Skills & Abilities

**Expert Gating****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 the end of combat. Should target creature remain idle or move without attacking, the Mark will not be performed.

**Expert Luck****Magic Resistance**

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

**Soldier's Luck**

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

**Swarming Gate**

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

**Advanced Attack****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.

**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.

**Advanced 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.

**Gate Master**

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

**Advanced Logistics****Pathfinding**

Reduces penalty for moving through rough terrain by 50%.

**Swift Gating**

The next turn of the unit who performs gating will come twice faster than normal

Artifacts

**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.

**Ring of the Broken Will**

Decreases morale of enemy creatures by -2.

**Lion Crown**

Increases hero's morale and luck by +2.

Spells

**Weakness**

4

**Eldritch Arrow**

4

**Stone spikes**

5

**Ice Bolt**

6

**Divine Strength**

4

**Wasp Swarm**

5

Deirdre (Necropolis)

Level 15



2
 5
 7
 5
 0
 0
 50

Banshee

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



Army



20 Archliches

15 Spectral
Dragons

15 Wraiths

160 Skeleton
Archers60 Vampire
Lords

60 Spectres

Skills & Abilities

**Advanced Necromancy****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.

**Mark of the Necromancer**

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

**Expert 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 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. Adds +4 to effective spellpower of Unholy Word spell.

**Advanced Light Magic****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.

**Twilight**

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

**Advanced Sorcery****Magic Insight**

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

**Boneward**

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

Artifacts

**Sandro's Cloak**

Negates enemy Mind Affect immunity

**Staff of Sar-Issus**

Negates enemy magic resistance. Magic protection and immunities, if any, are not affected and still remain.

**Ring of the Broken Will**

Decreases morale of enemy creatures by -2.

Spells

**Slow**

4

**Decay**

6

**Suffering**

5

**Curse of the Netherworld**

9

**Weakness**

4

**Confusion**

9

**Frenzy**

15

**Puppet Master**

18

**Eldritch Arrow**

4

**Ice Bolt**

6

**Divine Strength**

4

**Haste**

4

**Cleansing**

10

**Endurance**

6

**Deflect Missile**

6

**Fist of Wrath**

5

**Raise Dead**

9

Orson (Necropolis)

Level 15



3
 8
 7
 3
 0
 0
 30

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.



Army



150 Plague
Zombies



30 Archliches



200 Skeletons



15 Wraiths



70 Spectres



5 Spectral
Dragons



Skills & Abilities



**Advanced
Necromancy**

**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.

**Mark of the Necromancer**

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



**Expert
Defense**

**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)

**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.



**Basic
Sorcery**



**Advanced
Attack**

**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).



**Advanced
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.

Artifacts

**Ring of Vitality**

Increases maximum hit points of all creatures in hero's army by +2.

**Shield of Crystal Ice**

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

**Cursed Ring**

Decreases enemy luck by 2

Spells



Slow
4



Decay
6



Confusion
9



Blindness
10



Weakness
4



Vulnerability
5



Suffering
5



Frenzy
15



Eldritch Arrow
4



Ice Bolt
6



Fire Trap
8



Fist of Wrath
5



Raise Dead
9



Wasp Swarm
5

Raven (Necropolis)

Level 15



3
 5
 14
 6
 0
 0
 90

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.



Army



30 Archliches



25 Wraiths



200 Skeleton Archers



60 Vampire Lords



60 Spectres



Skills & Abilities

**Basic Necromancy****Eternal Servitude**

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

**Expert Destructive Magic****Master of Ice**

Grants freezing effect to Ice Bolt and Circle of Winter spells.

**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.

**Basic Dark Magic****Basic Enlightenment****Intelligence**

Increases normal maximum mana by 50%.

**Expert Sorcery****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.

**Boneward**

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

Artifacts

**Evercold Icicle**

Enhances your cold-based spells by 50%.

**Dragon Eye Ring**

Adds +1 to all hero's attributes and increases initiative of all shooters in hero's army by 10%

**Ring of the Broken Will**

Decreases morale of enemy creatures by -2.

**Dragon Bone Greaves**

Adds +3 to hero's Spellpower and increases initiative of all melee non-flying units in hero's army by 10%

**Breastplate of Eldritch Might**

Adds +2 to hero's Spellpower.

Spells

**Slow**

4

**Weakness**

4

**Decay**

6

**Vulnerability**

5

**Eldritch Arrow**

4

**Lightning Bolt**

5

**Fireball**

10

**Meteor Shower**

19

**Implosion**

18

**Ice Bolt**

6

**Circle of Winter**

9

**Chain Lightning**

16

**Armageddon**

20

**Righteous Might**

6

**Raise Dead**

9

**Phantom Forces**

18

Anwen (Sylvan) Level 15



6
 9
 2
 4
 2
 2
 40

Sword of Sylanna

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



Army



100 Sprites



100 War Dancers



30 Master Hunters



25 Druid Elders



25 Unicorns



10 Ancient Treants



5 Emerald Dragons

Skills & Abilities



Expert Avenger



Deadeye Shot

Grants Ranger an ability to attack any enemy creatures on battlefield. The inflicted damage is + 3 of 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 till 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 of his or her level damage.



Advanced Defense



Evasion

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



Protection

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



Advanced Attack



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.



Nature's Wrath

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



Advanced Enlightenment



Arcane Intuition

Allows hero to learn an unknown spell used by an enemy hero or by any creature in combat (hero must be able to learn the spell with regards to his level in this school of magic).



Know Your Enemy

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

Artifacts



Sword of Might

Adds +2 to hero's attack.



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.



Lion Crown

Increases hero's morale and luck by +2.

Spells



Slow
4



Vulnerability
5



Eldritch Arrow
4



Stone spikes
5



Lightning Bolt
5



Divine Strength
4



Haste
4



Cleansing
10



Endurance
6



Fire Trap
8

Dirael (Sylvan)

Level 15



3
 8
 8
 5
 0
 0
 50

Swarm Queen

Wasp Swarm spell is more effective depending on hero level.



Army



300 Sprites



20 War Dancers



40 Master Hunters



40 Druid Elders



30 Silver Unicorns



40 Druids



10 Emerald Dragons



Skills & Abilities

**Advanced Avenger****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 till 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 of his or her level damage.

**Expert Summoning Magic****Master of Conjuration**

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

**Expert Sorcery****Advanced Destructive Magic****Master of Fire**

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

**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 damage 10 times the hero's level.

Artifacts

**Breastplate of Eldritch Might**

Adds +2 to hero's Spellpower.

**Dragon Teeth Necklace**

Adds +3 to hero's Spellpower and increases initiative of all casters in hero's army by 10%

**Staff of Sar-Issus**

Negates enemy magic resistance. Magic protection and immunities, if any, are not affected and still remain.

Spells

**Slow**

4

**Vulnerability**

5

**Eldritch Arrow**

4

**Lightning Bolt**

5

**Fireball**

10

**Meteor Shower**

19

**Ice Bolt**

6

**Circle of Winter**

9

**Chain Lightning**

16

**Divine Strength**

4

**Haste**

4

**Cleansing**

10

**Endurance**

6

**Fire Trap**

8

**Wasp Swarm**

5

**Firewall**

16

**Conjure Phoenix**

35

**Fist of Wrath**

5

**Phantom Forces**

18

**Summon Elementals**

17

Ossir (Sylvan)

Level 15



7
 12
 5
 7
 1
 3
 70

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.



Army



16 Ancient
Treants



90 Sprites



80 Master
Hunters



30 Silver
Unicorns



60 War
Dancers



30 Druid
Elders



Skills & Abilities



Advanced Avenger

**Deadeye Shot**

Grants Ranger an ability to attack any enemy creatures on battlefield. The inflicted damage is + 3 of 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.

**Rain of Arrows**

Grants Ranger an ability to attack all enemy creatures which are present in his favorite enemy list. The Ranger deals + 3 of his or her level damage.



Expert Luck

**Magic Resistance**

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

**Soldier's Luck**

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

**Elven Luck**

The Luck bonus to damage is increased by 25%.



Expert Attack

**Archery**

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

**Tactics**

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



Expert Light Magic

Artifacts

**Armor of the Forgotten Hero**

Adds +2 to hero's primary stats and grants 20% magic resistance to hero's army.

**Dragon Eye Ring**

Adds +1 to all hero's attributes and increases initiative of all shooters in hero's army by 10%

**Necklace of the Lion**

Increases morale by +1.

**Unicorn Horn Bow**

Negates range penalties for all shooting units in hero's army.

Spells



Slow

4



Vulnerability

5



Eldritch Arrow

4



Ice Bolt

6



Divine Strength

4



Cleansing

10



Deflect Missile

6



Teleportation

8



Haste

4



Endurance

6



Righteous Might

6



Fire Trap

8

HERO SPECIALS

Academy



Disrupter

Specializes in Curse of Vulnerability so that the spell not only decreases the defense of the target, but also inflicts damage. Damage inflicted depends on hero level.

» Heroes: Faiz.

*Damage is $10 * \text{ceil}(\text{Level}/3)$, where $\text{ceil}()$ is the rounding up function. For example, damage at level 20 is $10 * \text{ceil}(20/3) = 70$.*



Flame Wielder

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

» Heroes: Nathir.

The Spell Power increase is $\text{Level}/3$, rounded up, and works for Fireball. (It used to work for Armageddon as well before patch 1.2).



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.

» Heroes: Razzak.



Gremlin Master

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

» Heroes: Havez.

Master of Elements

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

» Heroes: Zehir.



*The type of the elementals depends on the terrain. Their number (N) depends on the hero's level and the killed stack's original Hit Points (StackHP): $N = \text{ceil}(\text{Level}/3) + \text{floor}[\text{StackHP}/(4 * \text{ElemHP}) - 1]$ where the second term is ignored if negative, $\text{ceil}()$ means rounded up, and $\text{floor}()$ means rounded down. ElemHP depends on the elemental type (75 for Earth, 43 for Water and Fire, and 30 for Air Elementals).*

For Summon Elementals and Summon Phoenix spells, Zehir's Spell Power gets a bonus of $\text{Level}/3$, rounded up. Note that Damage and Hit Points of the Phoenix are increased, but not its Attack and Defense as these depend on the hero Level, not Spell Power.



Mentor

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

» Heroes: Narxes.

Mages and Archmages in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level. Increase is equal to $\text{Level}/2$, rounded up.



Mystic

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

» Heroes: Nur, Maahir.

The hero regains Level/3 (rounded up) mana before each action. For example, that means 2 mana per action at level 4.

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.

» Heroes: Cyrus, Galib.

*If Magic Mirror triggers, there is a $40\% + \text{Level} * 2\%$ chance that the spell is reflected to an enemy unit. Otherwise, the reflected target is randomly chosen as usual (friend or enemy).*



Windspeaker

Hero's turns come faster in combat depending on hero level.

» Heroes: Jhora.

*Hero's Initiative is $10 + 0.05 * \text{Level}$ (instead of 10).*

Dungeon



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.

» Heroes: Vayshan.



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.

» Heroes: Yrwanna.



Catalyst

Empowered spells mana cost is reduced by 5% and + additional 1% per hero level.

» Heroes: Sinitar.

*Mana cost is reduced by $5\% + \text{Level} * 1\%$, rounded down.*



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.

» Heroes: Eruina.

*The chance is $10\% + \text{Level} * 2\%$, for each stack of Shadow Witch/Matriarch in the army. It triggers only if Eruina hits the target with a damaging spell. It works with area of effect spells (targeting the central point), but not with mass spells (like Armageddon). If the spells is redirected by magic mirror, the witches shoot at the redirected target (even if themselves).*



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.

» Heroes: Yrbeth, Segref, Ylaya, Thralsai.

*The additional Mana regenerated by Dark Ritual is equal to $2 * \text{Level}$. Note that the hero will not be able to perform Dark Ritual if his/her Mana is already at or over the normal maximum.*



Intimidate

Enemy units have penalty to initiative, depending on hero level.

» Heroes: Raelag.

Enemy Initiative is reduced by 1% per Raelag's Level — see p.229.



Lizard Breeder

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

» Heroes: Sorgal.

*Damage from Lizard Bite is $1.10 + 0.005 * \text{Level}$ times the regular damage (instead of 0.5). Note that there is no Attack or Defense bonus to Raiders.*

**Master of Initiative**

All creatures in hero's army get +1% to their Initiative and enemy creatures get -1% for their Initiative for every level of the hero.

» Heroes: Raelag.

**Poison Master**

Enemy units may enter the combat already poisoned, chances depend on hero level.

» Heroes: Lethos.

Chances are $10\% + \text{Level} \times 2\%$, for each enemy unit. Lethos Mana is not drained. Magic protection of the targets reduces the Decay effect, but Magic Mirror does not operate.

**Shadow Dancer**

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

» Heroes: Shadya.

Range damage reduction is 2% per hero Level.

**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.

» Heroes: Kythra.

Fortress

**Border Guard**

Hero has a bonus to his Defense (+1 Defense for each 2 hero levels) if fights are one day away from owned city.

» Heroes: Wulfstan.

**Golden Tongue**

Neutral creatures are more likely to join this hero. Moreover victories provide this hero with gold and resources.

» Heroes: Rolf.

**Keeper of the Flame**

Specialises in Priests. Rune Priests and Patriarchs in hero's army gain +1 to their Offense and Defense for every two levels of the hero, starting on first level.

» Heroes: Erling.

**King of the Stone Halls**

All creatures in hero's army have "Rune of Thunderclap" effect permanently active (refreshes at the start of creature turn).

» Heroes: King Tolghar.

**Master of the Runes**

With each level-up, the hero can spontaneously learn one more Runic Spell.

» Heroes: Inga.

The hero has 25% chance to learn a new Runic spell.

**Protector**

Specialises in Defenders. Defenders in hero's army gain +1 to their Offense and Defense for every two levels, and +1 to their Hit Points for every five levels of the hero.

» Heroes: Ingvar.

**Rider**

Specialises in Riders. Bear Riders and Blackbear Riders in hero's army gain +1 to their Offense and Defense for every two levels of the hero, starting on first level.

» Heroes: Ebba.

**Rune Artist**

Chances of success with Fine Rune feat are increased by 20% from the start and by +1% for every level.

» Heroes: Brand.

**Sacred Hammer**

Each time the hero casts a light magic spell on a friendly creature, there is a chance that the 'Righteous Might' spell will be cast freely upon the affected unit.

» Heroes: Helmar.

*The chance is $20\% + \text{Level} * 3\%$.*

**Sharp Blade**

Specialises in Spearwielders and Skirmishers. Spearwielders and Skirmishers in hero's army gain +1 to their Offense and Defense for every two levels of the hero, starting on first level.

» Heroes: Karli.

**Stormcaller**

Lightning-based spells of this hero are irresistible for the enemies (immunities and magic-proof still apply).

» Heroes: Svea.

The spells can not be resisted (as in magic resistance), but magic protections still apply (see p.196).

Haven

**Archer Commander**

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

» Heroes: Dougal, Lorenzo.

**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 in hero's army earn another +1 gold piece in kingdom treasury every day, in addition to their Tax Payer ability.

» Heroes: Ellaine.

**Cavalry Commander**

Cavaliers and Paladins in hero's army get additional jousting bonus as hero gains new levels. Hero's "Retaliation Strike" ability is more powerful.

» Heroes: Giar, Valeria, Klaus.

*The Jousting bonus (5% per tile) is globally increased by $(\text{Level}+1)*2\%$. For example at level 15, the jousting bonus for 4 tiles is $1.584 = (1+16*2\%)*(1+4*5\%)$. Retaliation Strike damage is increased by 1% per Level.*

**Dragonblessed**

All creatures in hero's army get a Bless effect for the whole combat.

» Heroes: Isabel.

**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.

» Heroes: Irina.



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.

» Heroes: Laszlo, Nicolai.



Paragon Knight

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

» Heroes: Godric.

Benediction effect is doubled: Attack, Defense and Morale are increased by 2 and Initiative by 20%.



Pathfinder

Hero's movement points are increased by 1% per every two hero level.

» Heroes: Rutger, Duncan.

[see p.219](#)



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 hero level.

» Heroes: Vittorio, Glen, Andreas.

Catapult's base chance to hit is 30%, 40%, 50% depending on the mastery of the War Machines skill — [see p.223](#).



Suzerain

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

» Heroes: Isabel, Ornella.

*The Training costs are reduced by (Level-1)*2%, cumulative with other bonuses. [See p.201](#).*



Windrider

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

» Heroes: Freyda, Maeve.

The Haste spell of the units in the army (Inquisitors) is increased as well. For example at level 20, Inquisitors' Haste boost Initiative by $30\% + 20 \cdot 1\% = 50\%$.

Inferno



Aura of Swiftiness

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

» Heroes: Agraal, Sovereign.

[see p.229](#)



Chosen of Chaos

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

» Heroes: Nebiros.

Hero's Luck is increased as well (for abilities like Swarming Gate).



Gate Keeper

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

» Heroes: Biara, Nymus.

Since version 2.1, all the gating bonuses are additive. For example, at level 15 (+15%) with Expert Gating (+40%) and Gate Master (+20%), gated troops represent $40\% + 20\% + 15\% = 75\%$ of the calling troops.



Hound Master

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

» Heroes: Grawl.



Iron Maiden

Ballista's shots under hero's command achieves fireball effect. Spell power of this fireball increases by +1 for every five hero's level.

» Heroes: Deleb.

*The Fireball is cast with Expert mastery: $\text{Damage} = 20 + 20 * \text{Power}$. Power is $\text{Level} / 5$, rounded up. Deleb skills (like Master of Fire) are not taken into account.*



Mindreaver

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

» Heroes: Alastor, Guarg.

Only works when the hero casts the spell. With Mass Confusion, the Mana of all enemy casters is reduced.



Rusher

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

» Heroes: Gamor, Grok.

see p.219



Spellbreaker

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

» Heroes: Marbas.



Temptress

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

» Heroes: Jezebeth.

Necropolis



Banshee

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

» Heroes: Deirdre.

Banshee Howl effect is partly doubled: Luck and Morale are reduced by 2. Initiative is reduced by 10% as usual.



Death Lord

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

» Heroes: Markal.

Only the native Necropolis creatures will systematically join the hero, not the Death Knights.



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.

» Heroes: Kaspar.

*First Aid Tent base healing is 10, 20, 50 or 100 depending on the mastery of the War Machines skill. Plague Tent does this same damage to enemy (non-undead, non-elemental, non-mechanical — cf p.223), increased by $5 * \text{Level}$ for the Embalmer.*



Reanimator

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

» Heroes: Nicolai, Vladimir.

Spell Power is increased by $\text{Level} / 5$, rounded up.



Souldrinker

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.

» Heroes: Raven.

Defense of the target(s) is reduced by Level/3, rounded up. The Defense decrease lasts for the duration of the spell, and is not cumulative. The effect is lost if the spell is replaced by another Weakness effect (Archliches' Weakness spell or Spectral Dragons' Cursing Attack ability).



Soulhunter

Every time a group of enemy creatures dies it is replaced by a group of friendly Ghosts for the time of combat. The number of Ghosts depends on hero's level.

» Heroes: Giovanni, Naadir.

The number of Ghosts is equal to the hero Level, but limited to the original number of creatures in the stack.



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.

» Heroes: Zoltan.

*The chance to block a spell is: $100 / (\text{Spell_Level} + 1) + (\text{Zoltan_Level} - \text{Enemy_Hero_Level})$
When both heroes have the same Level, it leads to a 50%, 33%, 25%, 20% and 16% chance to block spells of level 1 to 5. Only the spells from the enemy hero can be blocked. (Spellwinger was bugged until patch 1.2).*



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.

» Heroes: Lucretia.



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.

» Heroes: Orson.

Sylvan



Battle-Hardened

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

» Heroes: Vinrael.

This bonus is multiplicative with any other experience bonus.



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.

» Heroes: Gilraen.



Elven Fury

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

» Heroes: Alaron, Talanar.



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.

» Heroes: Ossir.

Storm of Arrows

Arrow barrage of the enemy ranks at the start of every battle, total damage depends on hero level. (Applies to Sylvan ranged units only).

» Heroes: Findan.

*Hunters and Druids will deal $20\% + \text{Level} * 2\%$ of their normal damage, divided in two shots for the Hunters/Master Hunters. All shots will target the weakest (lowest tier) stack in the enemy army (if several stacks have the same tier, the last in the army list is targeted). Shots are influenced by all the usual factors (Range Penalty, Archery, Evasion, Luck, Artifacts...).*

Swarm Queen

Wasp Swarm spell is more effective depending on hero level.

» Heroes: Dirael.

*Damage is increased by 2% per hero Level. Base reduction of ATB value (0.2/0.4/0.6) is multiplied by $(1 + 0.01 * \text{Level} / 3)$. For example, at Level 20 with Expert Summoning Magic, damage is increased by 40% and target ATB value is reduced by $(1 + 0.01 * 20 / 3) * 0.6 = 0.64$.*

Swift Striker

Creature's in hero's army have a ~~+0.5%~~ +2% per hero level bonus to their initiative at the start of combat.

» Heroes: Wyngaal.

The bonus is actually a 0.02 per Level increase to the starting ATB value of the creatures in combat — see p.228.

Sword of Sylanna

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

» Heroes: Anwen.

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.

» Heroes: Ylthin.

SKILLS



Common Skills

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 20%.

Abilities

**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)

The target suffers elemental water damage equal to 10% of the primary damage dealt.

**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. Destroyed ballista will be restored in hero's army after combat.

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

» Wizard: requires Archery (Attack)

Additional fire damage is 50. Target Defense is 0 for Ballista shots.

**Nature's Wrath**

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

» Ranger: requires Battle Frenzy (Attack)

**Offensive Formation**

Attack of Dwarven creatures in hero's army increased when close to each other on the battlefield.

» Runemage: requires Tactics (Attack)

See p.237.

**Power of Speed**

Hero acquires Mass Haste spell on advanced level.

» 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)

Mass Haste is cast on Advanced mastery (+30% Initiative), unless the hero has Expert Light Magic.

**Retribution**

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

» Knight: requires Expert Trainer (Training)

» Runemage: requires Offensive Formation (Attack), Exorcism (Summoning Magic), Empathy (Leadership)

» Warlock: requires Empowered spells (Elemental Chains), Power of Speed (Attack)

Damage is increased by 5% per morale point above 0 (negative morale does not count).

**Tactics**

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

A third row is available for deployment. If the opponent has Tactics, both effects are cancelled.

Dark Magic

**Basic Dark Magic**

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

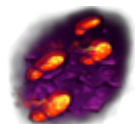
**Advanced Dark Magic**

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.

Abilities

**Corrupted Soil**

The hero calls upon forces of nature to affect enemy melee-attacking creatures. Any time an enemy creature moves it will receive some damage. Inflicted damage equals hero's level.

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

*Damage = 3*Level, each time an enemy stack moves, not per tile.*

**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)

Furthermore, if a spell is resisted, the hero doesn't spend a complete turn: instead of dropping to 0, his/her ATB value drops to 0.2/0.3/0.4/0.5 on none/Basic/Advanced/Expert Sorcery. Dark Renewal triggers on single target and area spells, but not on mass spells.

**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. Adds +4 to effective spellpower of Unholy Word spell.

**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)

**Shrug Darkness**

Enemy Dark Magic spells will be cast with only 50% of effective Spellpower.

- » Runemage: requires Master of Curses (Dark Magic)

**Weakening Strike**

Weakening Strike improves Retaliation Strike and Mark of the Damned abilities. Now they not only damages the target, but also curses it with a ~~Weakness~~ *Suffering* spell.

- » Demon Lord: requires Mark of the Damned (Gating)
- » Knight: requires Fallen Knight (Dark Magic), Aura of Swiftess (Leadership)

Suffering has the same effect and duration as if cast by the hero.

Defense

**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%.

Abilities

**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)

The attacker suffers elemental water damage equal to 5% of the damage dealt to his target.

**Defensive Formation**

Defense of Dwarven creatures in hero's army increased when close to each other on the battlefield.

- » Runemage: requires Protection (Defense)

See p.237.

**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 Swiftess (Leadership)
- » Ranger: requires Vitality (Defense)

Last Stand triggers for each stack in the hero's army, provided it contained at least 2 creatures before the last blow.

**Power of Endurance**

Hero acquires Mass Endurance spell on advanced level.

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

Mass Endurance is cast on Advanced mastery (+9 Defense), unless the hero has Expert Light Magic.

**Preparation**

All the creatures, while discharging the Defend command, will retaliate any enemy, which assaults them, first, even if the enemy has "No retaliation" ability. Moreover, if the defending creature has "Unlimited Retaliation" ability, it will attack the enemy twice: Before and after it's assault.

- » Runemage: requires Defensive Formation (Defense)

In the standard case (without Unlimited Retaliation), there is only one retaliation as usual. It occurs before the first attack instead of after.

If the defender has Unlimited Retaliation, then the usual retaliation after the attack still occurs, but the first attack (and only the first) is also retaliated before the assault. That applies to Ancient Treants as well (see their [Take Roots](#) ability — p.118).

**Protection**

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

**Resistance**

Hero gains +2 defense permanently.

- » Necromancer: requires Mark of the Necromancer (Necromancy), Chilling Bones (Defense)
- » Warlock: requires Protection (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)

The Take Roots bonus on Defend is also doubled, and gives Ancient Treants a 100% increase to Defense.

**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.

Abilities

**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)

For each target stack, the spell kills exactly one creature more than its normal damage. For example, it will deal 4 bonus damage on a Peasant, and 220 bonus damage on an Archangel. If the target has some cold protection, the bonus damage is scaled accordingly.

**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)

The elemental fire damage is equal to 10% of the primary damage.

**Ignite**

Fire spells casted by the hero in combat will ignite enemies, inflicting 100% of current spell damage to the target during next 3 rounds.

- » Runemage: requires Master of Fire (Destructive Magic)

The additional damage is inflicted "over" 3 rounds, meaning 33.3% per round.

**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 damage 10 times the hero's level.

- » Demon Lord: requires Arcane Brilliance (Sorcery), Hellfire (Gating)
- » Ranger: requires Master of Fire (Destructive Magic)
- » Runemage: requires Ignite (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.

The defense penalty last 1 turn and is not cumulative.

**Master of Ice**

Grants freezing effect to Ice Bolt and Circle of Winter spells.

See p.228 for more details about the freezing effect.

**Master of Storms**

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

See p.228 for more details about the stunning effect.

**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

**Basic Enlightenment**

Hero receives +1 to one of his primary stats for every four levels including the levels already got and + 5% bonus to the experience gained.

**Advanced Enlightenment**

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

**Expert Enlightenment**

Hero receives +1 to one of his primary stats for every two levels including the levels already got and + 15% bonus to the experience gained.

Abilities

**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 by any creature in combat (hero must be able to learn the spell with regards to his level in this school of magic).

If requirements are met, unknown spells are learnt with 100% probability.

**Dark Revelation**

Hero qualifies for additional free level up.

» Demon Lord: requires Arcane Exaltation (Enlightenment)

» Necromancer: requires Mark of the Necromancer (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)

**Mentoring**

When this hero meets another friendly hero, the latter gains as much experience as he or she needs to have his or her experience become equal to 25 percent of that of the mentor's (this is only effective if that hero has less experience originally).

» Runemage: requires Fine Rune (Runelore), Tap Runes (Enlightenment)

**Scholar**

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

Spells known only through a magic tome are not traded.

**Tap Runes**

Regains some mana (depending on Knowledge) each time any rune is used.

» Runemage: requires Arcane Intuition (Enlightenment)

*Mana restored is equal to $0.5 * \text{Knowledge}$.*

**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

**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.

Abilities

**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)

The number of War Dancers starts at 10 and increases by 10 every two weeks: $10 * \text{ceil}(\text{Week_Num}/2)$, where $\text{ceil}()$ is the rounding up function and Week_Num is the number of the week (Week 1 Month 2 is Week 5...). The value is capped at 50.



Diplomacy

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

See p.235



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)

The ATB value of the target is increased by 0.33, capped to 1 — see p.228.



Empathy

Each time when the Morale effect is triggered with any of the creatures in the hero's army, the hero moves 10 percent forward along the ATB bar. (If the creature has a negative Morale effect, the hero is moved backwards).

» Runemage: requires Runic Attunement (Leadership), Mentoring (Enlightenment)



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)

Contrary to the Shrine of the Netherworld, upgraded creatures are transformed into upgraded undead creatures.



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.



Runic Attunement

Increases creature morale by +2 for one turn after rune casting.

» Runemage: requires Diplomacy (Leadership)

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.

Abilities



Eternal Light

Hero's light spells are twice harder to dispel. Opposite spells (like Slow versus Haste) applied by an enemy to Hero's creatures have 50% chance to fail.

» Runemage: requires Master of Abjuration (Light Magic)

See p.232

**Fire Resistance**

Creatures under Hero's control receive only 50% damage from all fire-based spells 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)

The resurrection works as the Resurrection spell on Expert mastery, with hero Level instead of Spell Power: the resurrected Hit Points are equal to $240 + 30 \times \text{Level}$. Unlike Resurrection however, all creatures (including Gargoyles, Golems and Fire/Magma Dragons) except the 4 Elementals can be resurrected by Guardian Angel. If the resurrected stack is the last killed stack, it keeps its ATB value and retaliates if retaliation was due. Any active effect is lost.

**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. Adds +4 to effective spellpower of Holy Word spell.

**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)

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%.

Abilities

**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.

The base range of view of the heroes is 12 tiles.

**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)

**Snatch**

The hero spends no movement points to pick up resources, access buildings and other similar actions.

- » Runemage: requires Pathfinding (Logistics)

Snatch also works at sea. Loading into a ship uses no movement point. Landing costs a standard movement (100 or 141 — see p.217).

**Swift Gating**

The next turn of the unit who performs gating will come twice faster than normal

- » Demon Lord: requires Pathfinding (Logistics)

Gating units spends only 25% of their turn to call in reinforcements (instead of 50%).

**Swift Mind**

Hero receives +25% bonus to Initiative at start of combat.

- » Runemage: requires Snatch (Logistics), Refresh Rune (Runelore)

The bonus is a 0.25 bonus to the hero's starting ATB value, bringing him/her into [0.25;0.5] — see p.227.

**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)

The target can not be teleported behind castle walls, unless the hero has Expert Light Magic. The ATB value of the teleported stack is increased by 0.5, capped to 1 — see p.228.

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.

Abilities**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)

**Dwarven Luck**

Twice more chance to resist enemy spell

- » Runemage: requires Magic Resistance (Luck)

Dwarven Luck works like Soldier's Luck (see p.232), by giving the stack's magic resistance 2 chances to trigger.

**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.

Resourcefulness increases by 5%-25% the amount of resources and gold picked up on the adventure map or in Windmills, Water Wheels and such (minimum 1 additional resource). Treasure chests give an additional fixed +500 gold, i.e. they offer 1500/2000/2500 gold.

**Soldier's Luck**

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

The creature abilities are given a second chance to trigger each time — see p.232.

**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)

Gold and one random type of resource is gained. The amount is a random value between 0 and a max value, rounded down. The max value depends on the cost of the killed enemies (Cost).

*MaxGold = Cost*1,5%, MaxWood&Ore = Cost*0,01%, MaxPrecious = Cost*0,005%.*

**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)

*It's actually a 10-35% chance: 10%+Luck*5%, and 10% if Luck is negative.*

**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)

The hero has 100% chance of finding the grail when digging in a 5x5 area around it.

**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)

*The chance to do double damage is the same as usual: Luck*10%, with no bad Luck if Luck is negative. (Note: it also works with Empowered Spells since version 1.3).*

Sorcery



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%.

Abilities



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)

The hero learns a new random spell of level 1-3, for which he has the skill prerequisites.



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)



Distract

Enemy hero will receive ~~20%~~ 15% penalty to Initiative after casting any spell in combat.

- » Runemage: requires Arcane Training (Sorcery)

Enemy hero's ATB value is decreased by 0.15 after casting a spell. The resulting value can be negative. See p.228.



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)

There is a 50% chance that the spell cost is reduced. The actual reduction is random, up to 50%.



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)

Every time a corpse is consumed, it explodes in a Fireball, exactly as if the Fireball spell was cast by the hero, except for the Spellpower used for the damage calculation: the Spellpower is 1 if the consumed stack was not upgraded, and 2 if it was.

Summoning Magic



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.

Abilities



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 Conjunction (Summoning Magic)

*Banish reduces all gated and summoned stacks at once (mass effect). In each stack, 25%+Level*3% of the creatures are banished, rounded down, but at least 1 (useful against the Phoenix). Note that at level 25 and above, all summoned and gated stacks are banished!*



Elemental Balance

Superb knowledge of summoning magic allows the hero 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 hero's cause.

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

The number of elementals is the same as the number in the caster's stack. They appear at the same time. If the enemy hero summons a Phoenix, it is duplicated as well, with the same characteristics.



Exorcism

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

- » Runemage: requires Greater Rune (Runelore), Runic Armour (Summoning Magic)
- » Warlock: requires Master of Conjunction (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 Conjunction (Summoning Magic)
- » Ranger: requires Fire Resistance (Light Magic), Wall of Fog (Summoning Magic)



Haunted Mines

After capturing an enemy mine the Necromancer will 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)

*The number of Ghosts starts at 5 and increases by 5 every two weeks: $5 * \text{ceil}(\text{Week_Num}/2)$, where $\text{ceil}()$ is the rounding up function and Week_Num is the number of the week (Week 1 Month 2 is Week 5...). The value is capped at 25.*



Master of Conjunction

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



Master of Earthblood

Makes Fire Trap and Earthquake spells more powerful (effective Spellpower is increased 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).

**Runic Armour**

Hero receives Arcane Armour spell and +4 effective Spellpower when casting it.

» Runemage: requires Master of Life (Summoning Magic)

**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)

War Machines

**Basic War Machines**

Makes war machines more effective overall. Increases Attack, defense and Damage of Ballista. 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.

Each skill level adds 100 Hit Points to the War Machines. *See p.223.*

**Advanced War Machines**

Makes war machines more effective overall. Increases Attack, defense and Damage of Ballista. 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 Ballista. 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.

Abilities

**Ballista**

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

The Ballista's Hit Points are doubled.

**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

The Catapult's and Ammo Cart's Hit Points are doubled.

**First Aid**

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

The First Aid Tent's Hit Points are doubled. This ability also grants the First Aid Tent the power to resurrect dead creatures in the stack.

**Imbue Ballista**

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

» Ranger: requires Ballista (War Machines), Imbue Arrow (Avenger)

**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)

Damage dealt by Plague Tent is always equal to Hit Points healed by First Aid Tent — see p.223.

**Remote Control**

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

» Wizard: requires Catapult (War Machines)

One War Machine is randomly picked, except the Catapult.

**Runic Machines**

Increases initiative of all warmachines by +3

» Runemage: requires Ballista (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)

*The damage dealt is $10+5*Power$. The stunning effect is a 0.1 ATB value reduction. Friendly troops are hit as well. See [p.228](#).*

**Triple Ballista**

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

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

Unique Skills

Artificer (Wizard)

**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.

Abilities

**Consume Artifact**

Special combat ability. Allows hero to consume artifacts equipped on friendly creatures to heal and resurrect it in combat.

*The number of Hit Points healed is equal to $10 * \text{Hero_Level} * (1 + \text{Nb_Effects})$, where Nb_Effects is the number of effects crafted in the consumed artifact. The hero only spends 0.25 turn to consume the artifact.*

**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.

*The chance to reflect the spell is $10\% + \text{Hero_Level} * 2\%$. If the spell is reflected, the new target is (uniformly) randomly chosen among all other units on the battlefield. The new target can resist the spell, but it won't be reflected again. Mass and area spells can not be reflected.*

**Mark of the Wizard**

Special combat ability. Caster binds himself to the target with Mark of the Wizard until the end of combat so that each subsequent spell striking that target has its effect doubled and costs as much mana as needed for this double effect. Moreover every spell striking another creature will affect this target as well. If there is not enough mana, the effect is not doubled.

The caster can be bound to only one target at a time. The wizard spends only half a turn to mark a target.

**Arcane Omniscience**

All spells that are in existence will be written to the hero's spellbook and the 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)

Avenger (Ranger)



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.

Abilities



Deadeye Shot

Grants Ranger an ability to attack any enemy creatures on battlefield. The inflicted damage is + 3 of 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.

The damage dealt is the same as the hero direct damage, with a +3 bonus to his/her Level for the calculation — see p.220.



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 till the end of the fight or until all Ranger's mana is drained.

Only one spell can be imbued at a time. The Ranger spends only half a turn to choose the imbuing spell.



Rain of Arrows

Grants Ranger an ability to attack all enemy creatures which are present in his favorite enemy list. The Ranger deals + 3 of his or her level damage.

The damage dealt to each target is the same as the hero direct damage, with a +3 bonus to his/her Level for the calculation — see p.220.



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)

If the enemy has Absolute Protection, the effect of both abilities are nullified.

Elemental Chains (Warlock)



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.

Abilities



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 so that Destructive Magic spells cast by the hero can inflict additional elemental damage.



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 spending 50% of it's current initiative. Newly arrived creatures constitute 30% 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 spending 50% of it's current initiative. Newly arrived creatures constitute 35% 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 spending 50% of it's current initiative. Newly arrived creatures constitute 40% 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 spending 50% of it's current initiative. Newly arrived creatures constitute 45% of the gated ones and disappear when combat ends.

Abilities



Consume Corpse

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

1 Mana is restored for each 30 Hit Points consumed.



Hellfire

Creatures under Demon Lord's control are granted a 30% chance to deal additional fire damage on attack. Hellfire drains the Demon Lord's mana.

*Hellfire deals $50 + 5 * \text{Power of Fire}$ damage. It drains 5 Mana from the Demon Lord spell points, each time it triggers.*



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 the end of combat. Should target creature remain idle or move without attacking, the Mark will not be performed.

The damage dealt is the same as the hero direct damage, with a +3 bonus to his/her Level for the calculation — see p.220. The Demon Lord can target only one unit at a time. Only half a turn is spent when choosing the target.



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 20% of fallen enemy living creatures as own soldiers (A limited number of creatures can be raised per week). Influences the number of dark energy points.



Advanced Necromancy

Unique Necromancer's skill. Allows a Necromancer to raise 30% of fallen enemy living creatures as own soldiers (A limited number of creatures can be raised per week). Increases the number of dark energy points.



Expert Necromancy

Unique Necromancer's skill. Allows a Necromancer to raise 40% of fallen enemy living creatures as own soldiers (A limited number of creatures can be raised per week). Increases the number of dark energy points.



Ultimate Necromancy

Unique Necromancer's skill. Allows a Necromancer to raise 50% of fallen enemy living creatures as own soldiers (A limited number of creatures can be raised per week). Increases the number of dark energy points.

Abilities



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.

The duration of the effect is $2+0.25\text{Level}$ turns.*



Eternal Servitude

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

One stack having suffered a loss is randomly selected. Dead units in this stack are raised again, up to $7+5\text{Level}$ Hit Points, rounded down.*



Mark of the Necromancer

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

1 Mana is restored for each 50 damage dealt, rounded up. Only one creature can be linked at a time. The Necromancer spends only half a turn to choose a target.



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)

Runelore (Runemage)



Basic Runelore

Allows magical runes of 1-2 circles to be placed on own creatures in combat, temporarily giving them new battle abilities and characteristics.



Advanced Runelore

Allows magical runes of 3-4 circles to be placed on own creatures in combat, temporarily giving them new battle abilities and characteristics.



Expert Runelore

Allows magical runes of 5 circles to be placed on own creatures in combat, temporarily giving them new battle abilities and characteristics.



Ultimate Runelore

Allows magical runes to be placed without wasting wood and ore.

Abilities



Fine Rune

There is a 50% chance of not using up resources on rune activation.



Greater Rune

Allows the same rune to be activated for the second time for triple resource cost.



Refresh Rune

Allows a previously placed rune (random if many) to be refreshed on selected creature ~~prolonging its effect, wasting only 50% of current Initiative on this action.~~

The in-game description is incorrect: a hero spends a full turn to refresh a rune. Once refreshed on a creature, a rune becomes available again at the normal cost.



Absolute Protection

Normal attacks against hero's creatures are always unlucky. Lucky attacks are turned to normal. If enemy has Absolute Luck perk, effects of both perks are nullified.

» Runemage: requires Triple Ballista (War Machines), Mana Burst (Destructive Magic), Swift Mind (Logistics), Preparation (Defense)

Training (Knight)



Basic Counterstrike

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. 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 limited number of human troops up the tier every week. Only works within Haven towns where Training Grounds facility has been built. Reduces training cost by 15%. Besides, damage dealt by knight's troops on retaliation strikes is increased by 10%.



Expert Counterstrike

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. Only works within Haven towns where Training Grounds facility has been built. Reduces training cost by 30%. Besides, damage dealt by knight's troops on retaliation strikes is increased by 20%.



Ultimate Counterstrike

Unique knight's skill. Allows to upgrade limited number of human troops up the tier every week. Only works within Haven towns where Training Grounds facility has been built. Reduces training cost by 45%. Besides, damage dealt by knight's troops on retaliation strikes is increased by 25%.

Abilities



Benediction

The Knight receives special combat ability to temporarily raise the morale, initiative, attack and defense of his troops. *Benediction increases Attack, Defense and Morale by +1, and Initiative by 10%. The duration of the effect is $2+0.25*\text{Level}$ turns.*



Expert Trainer

Troop training in Haven towns costs 35% 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 until the end of combat by inflicting direct damage to every enemy that is attacking this guarded creature.

The damage dealt is the same as the hero direct damage, with a +3 bonus to his/her Level for the calculation — see p.220. The Knight can protect only one unit at a time. Only half a turn is spent when choosing the protected target.



Unstoppable Charge

Hero's Retaliation Strike ability inflicts triple damage.

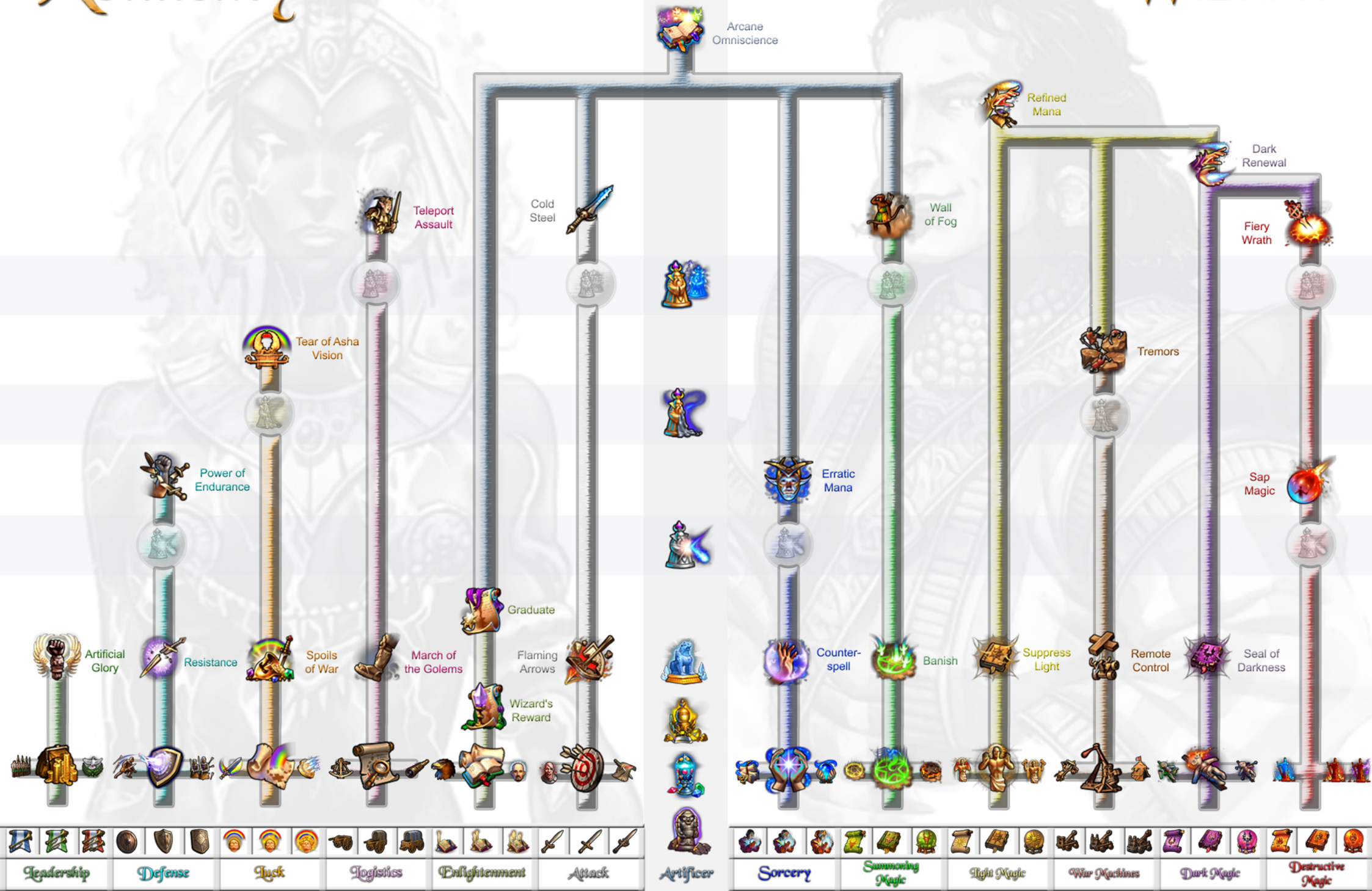
» Knight: requires Spoils of War (Luck), Retaliation Strike (Training), Death March (Logistics), Refined Mana (Light Magic)

SKILL TREES



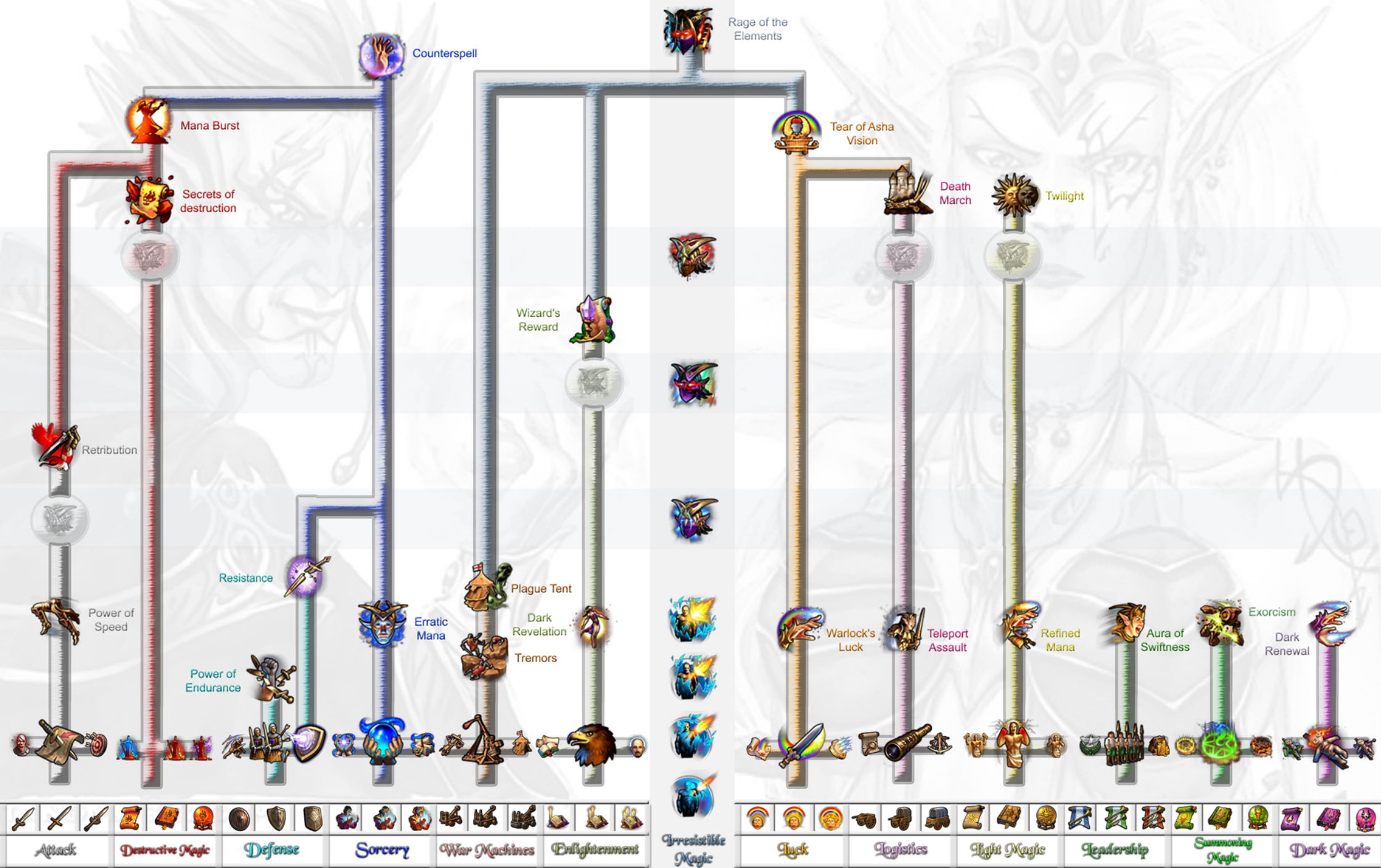
Academy

Wizard



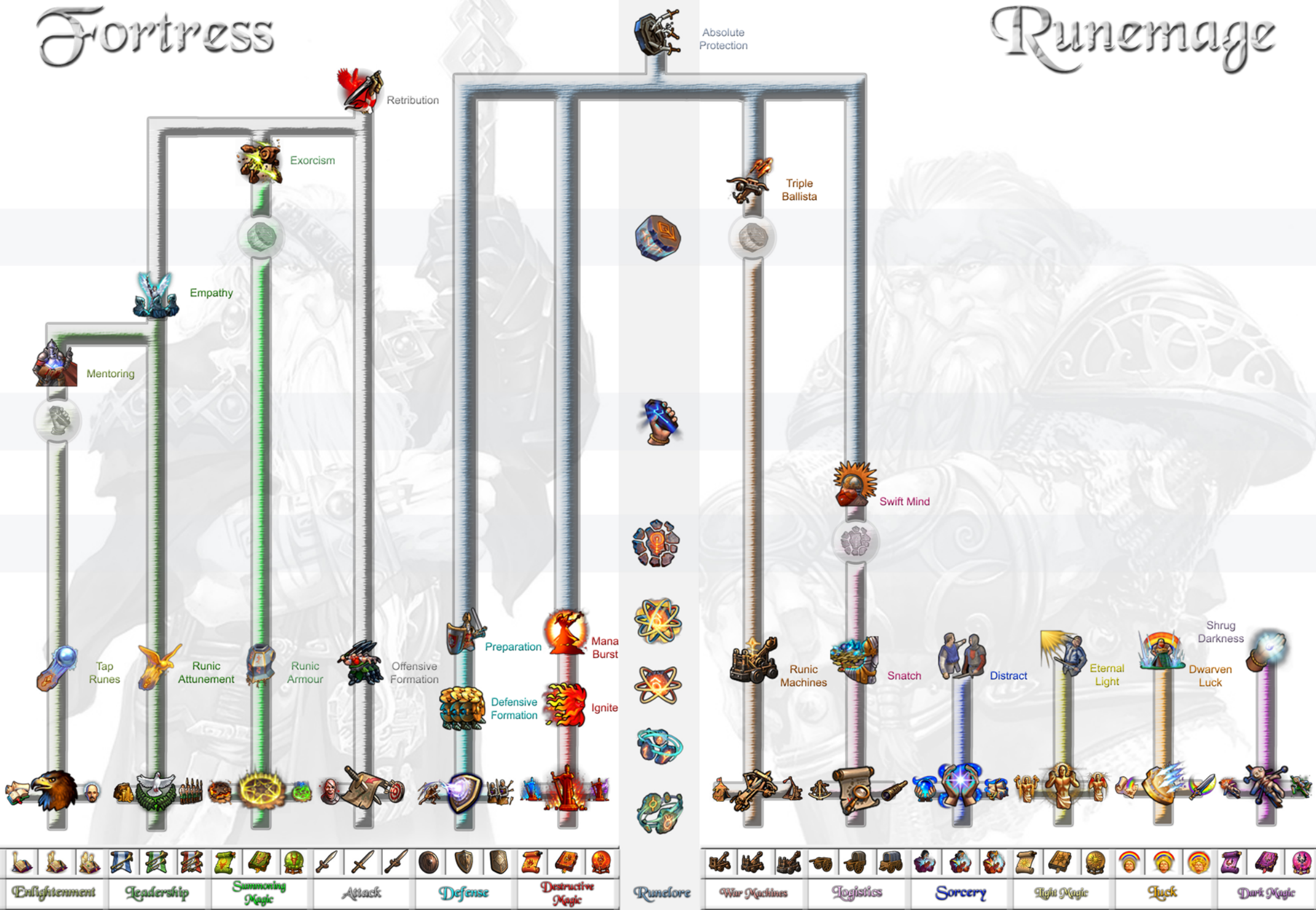
Dungeon

Warlock



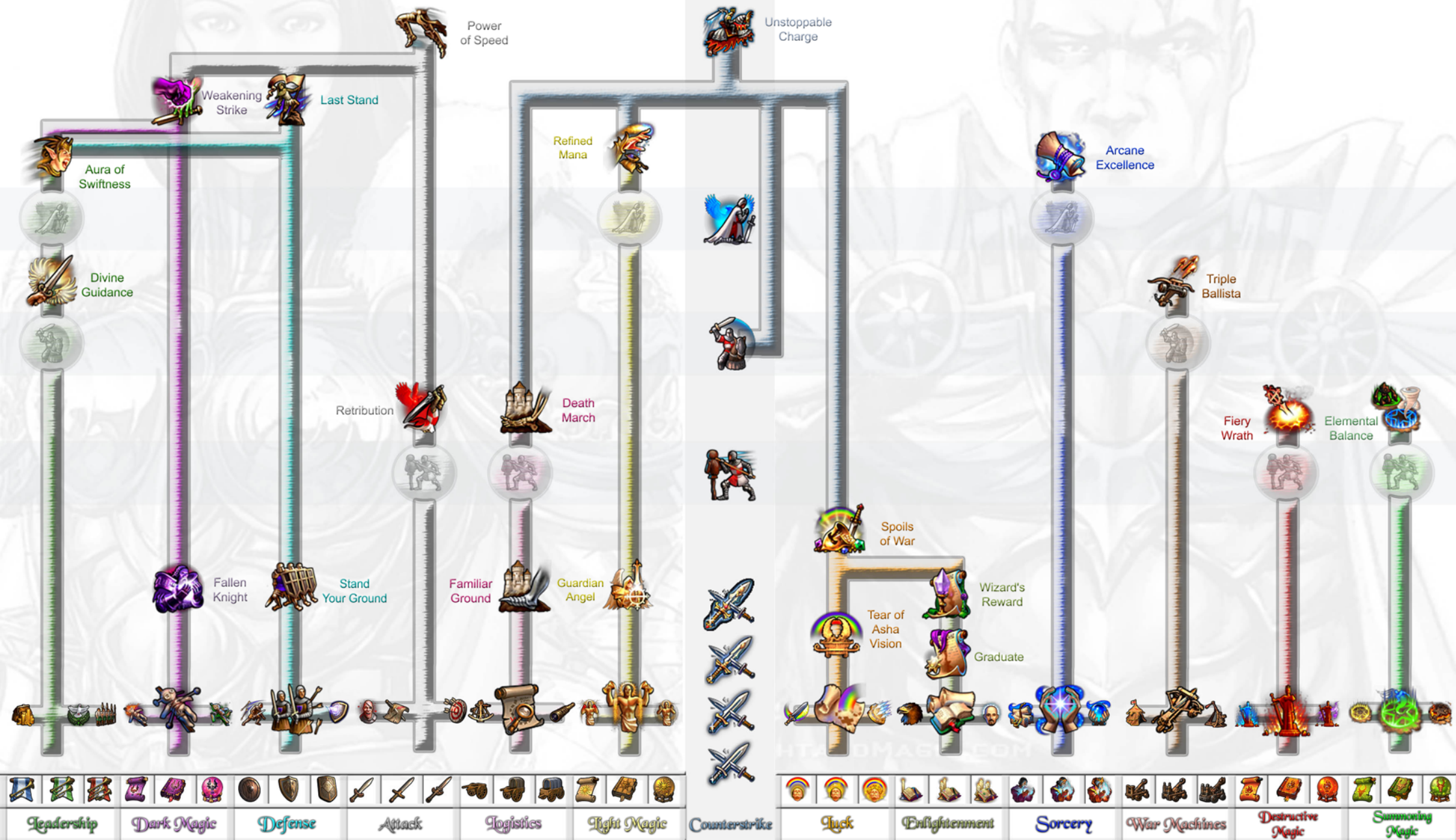
Fortress

Runemage



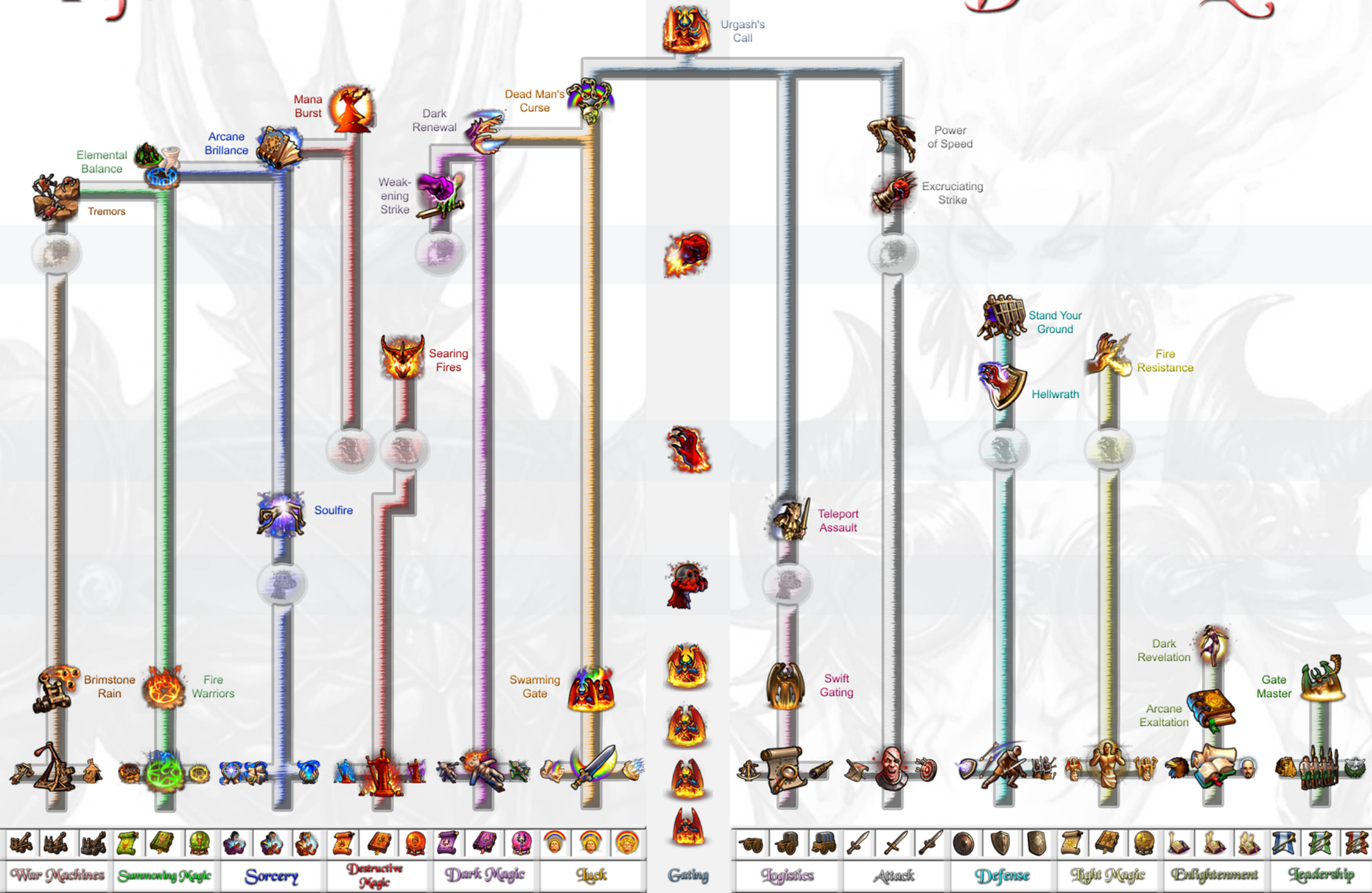
Haven

Knight



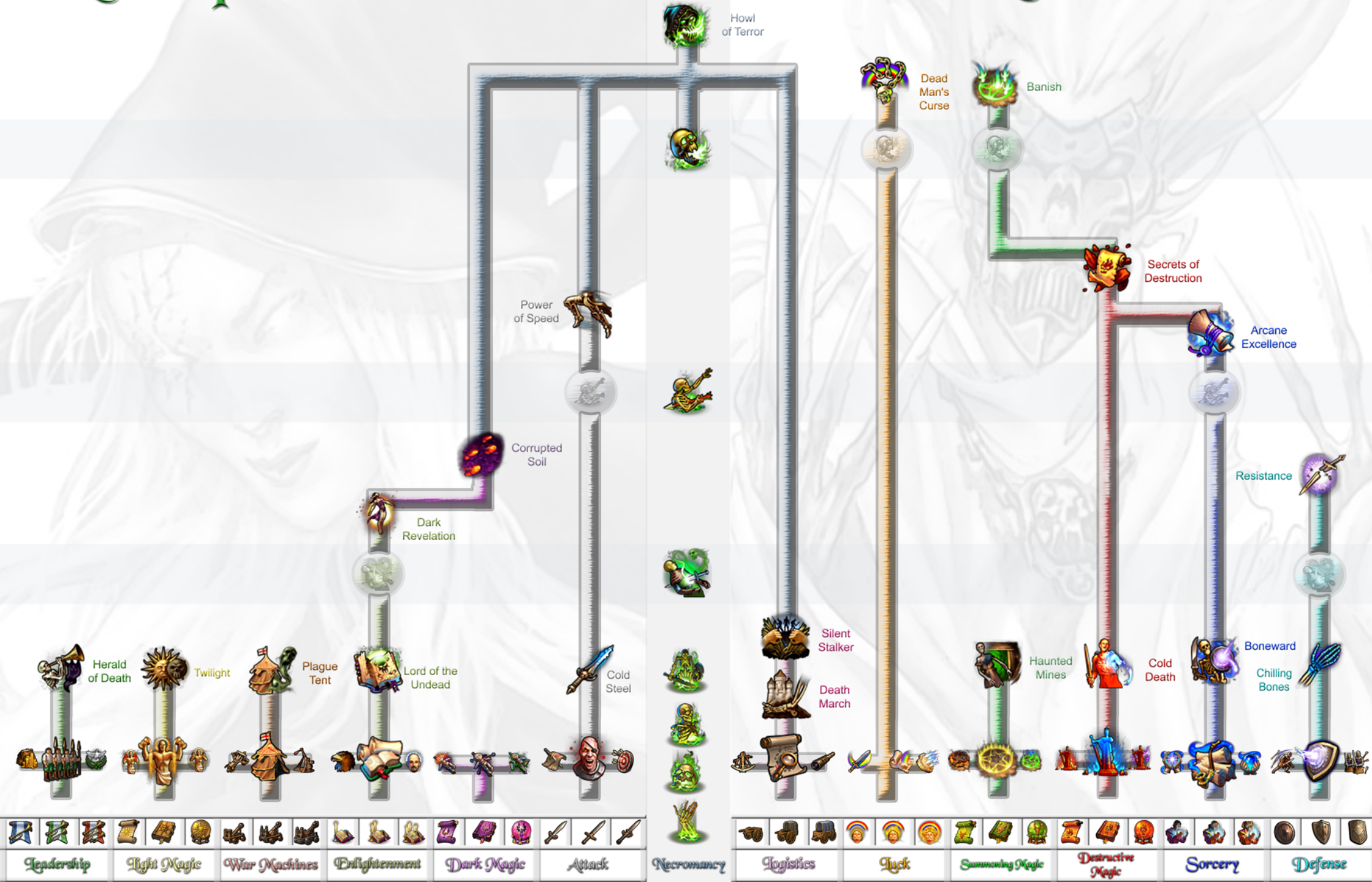
Inferno

Demon Lord



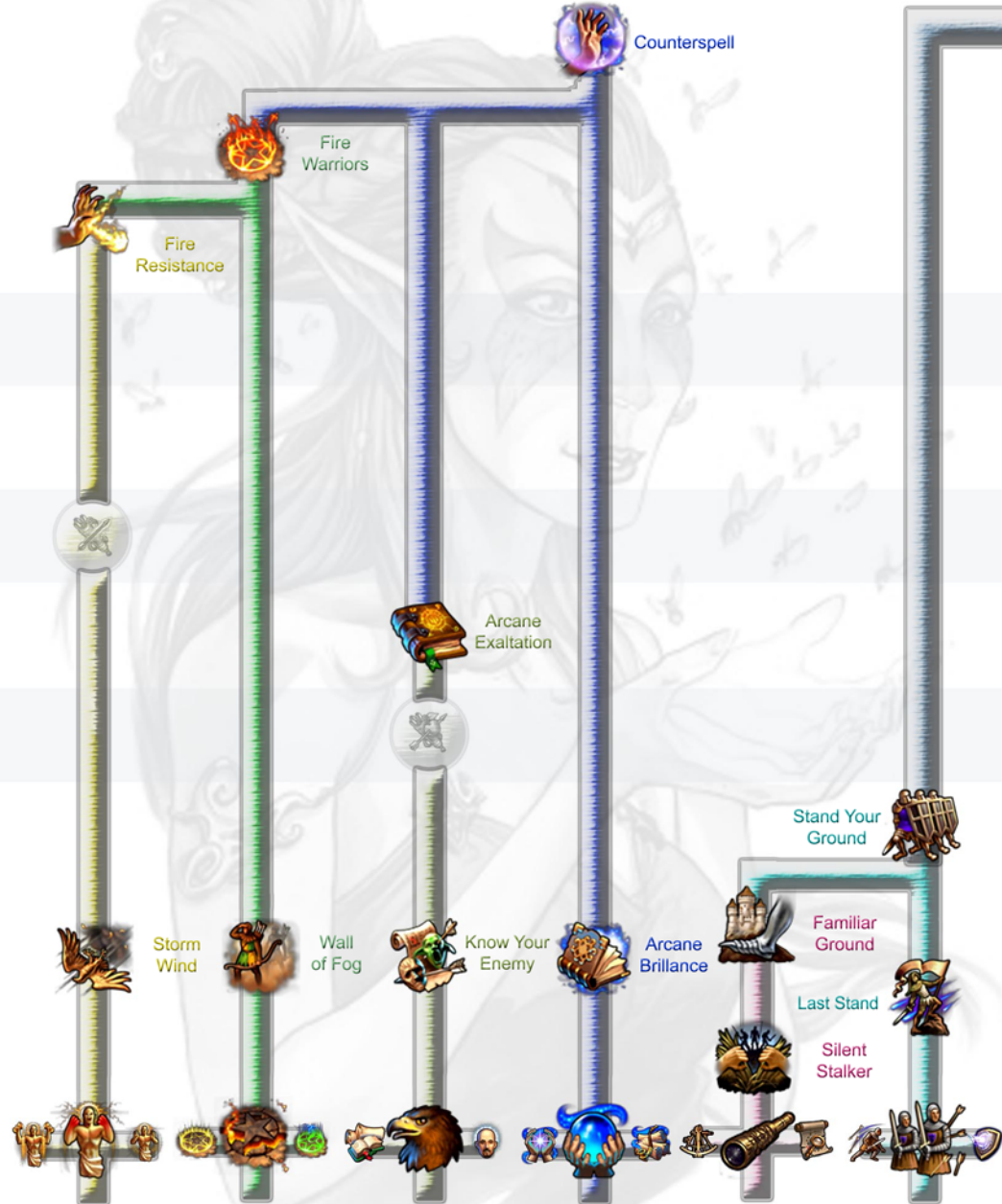
Necropolis

Necromancer



Sylvan

Ranger



Nature's Luck













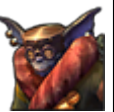



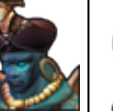



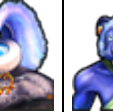




Light Magic	Summoning Magic	Enlightenment	Sorcery	Logistics	Defense















Avenger







Attack	Luck	War Machines	Dark Magic	Destructive Magic	Leadership








CREATURES















Neutral Creatures									
	Fire Elemental	Water Elemental	Earth Elemental	Air Elemental	Death Knight	Phoenix	Wolf	Manticore	Mummy
									
Attack	10	8	8	8	23	33	5	15	8
Defense	5	8	11	6	23	33	3	15	9
Damage	11 - 20	8 - 12	10 - 14	5 - 7	25 - 35	30 - 50	3 - 5	30 - 50	20 - 30
Hit Points	43	43	75	30	90	150	25	120	50
Speed	6	5	5	8	7	10	6	5	3
Initiative	8	10	5	17	10	19	14	9	15
Shots / Mana	50 / -	- / 18							- / 32
Abilities	Elemental, Immune to Fire, Fire Shield, Shooter.	Elemental, Immune to Cold, Caster.	Elemental, Immune to Earth, Magic-proof 50%, Unlimited Retaliation.	Elemental, Immune to Lightning, Flyer, No Enemy Retaliation.	Large Creature, Undead, Cursing Attack, Deadly Strike.	Large Creature, Flyer, Fire Shield, Immune to Fire, Rebirth.	Pack Hunter, Howl.	Large Creature, Flyer, Poisonous Attack.	Undead, Hexing Attack, Caster.
# / Week	4	4	4	4	2	1	8	2	3
Cost	400	400	400	400	1200	10000	150	1800	900
Power	829	795	856	813	2560	8576	355	2523	1542















Academy Creatures														
	Gremlin	Master Gremlin	Stone Gargoyle	Obsidian Gargoyle	Iron Golem	Steel Golem	Mage	Archmage	Djinn	Djinn Sultan	Rakshasa Rani	Rakshasa Raja	Colossus	Titan
														
Attack	2	3	3	3	5	6	10	10	13	15	25	25	27	30
Defense	2	2	4	5	5	6	10	10	12	13	20	20	27	30
Damage	1 - 2	1 - 2	1 - 1	1 - 2	3 - 5	5 - 7	7 - 7	7 - 7	12 - 16	16 - 22	15 - 23	23 - 30	40 - 70	40 - 70
Hit Points	5	6	15	20	18	24	18	30	33	40	120	140	175	190
Speed	3	5	6	7	4	4	4	4	7	8	5	6	6	6
Initiative	7	11	9	10	7	7	10	10	12	12	9	8	10	10
Shots / Mana	5 / -	7 / -					3 / 15	4 / 25						5 / -
Abilities	Shooter.	Shooter, Repair.	Flyer, Elemental, Enraged, Immune to Lightning.	Flyer, Elemental, Enraged, Immune to Lightning, Immune to Fire, Immune to Cold.	Mechanical, Immune to Slow, Magic-proof 50%.	Mechanical, Immune to Slow, Magic-proof 75%, Unlimited Retaliation.	Shooter, No Range Penalty, Caster, Magic Attack.	Shooter, No Range Penalty, Caster, Magic Attack, Energy Channel.	Large Creature, Flyer, Random Caster.	Large Creature, Flyer, Random Caster.	Large Creature, No Enemy Retaliation.	Large Creature, No Enemy Retaliation, Dash.	Large Creature, Immune to Mind Control.	Large Creature, Immune to Mind Control, Shooter, No Melee Penalty, Call Lightning.
# / Week	20	20	14	14	9	9	5	5	3	3	2	2	1	1
Cost	22	35	45	70	90	130	250	340	480	700	1400	1770	3500+1	4700+2
Power	63	105	113	172	243	357	498	687	839	1126	2108	2535	4822	6095








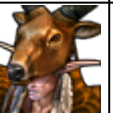



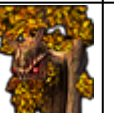


Dungeon Creatures														
	Scout	Assassin	Blood Maiden	Blood Fury	Minotaur	Minotaur Guard	Dark Raider	Grim Raider	Hydra	Deep Hydra	Shadow Witch	Shadow Matriarch	Shadow Dragon	Black Dragon
														
Attack	3	4	4	5	5	5	9	10	15	15	18	20	25	30
Defense	3	3	2	3	2	2	7	9	12	15	18	20	24	30
Damage	2 - 4	2 - 4	5 - 7	5 - 7	4 - 7	4 - 7	7 - 12	7 - 14	7 - 14	9 - 14	17 - 24	17 - 27	45 - 70	45 - 70
Hit Points	10	14	16	16	31	35	40	60	80	125	80	90	200	240
Speed	5	5	7	8	5	5	6	8	5	5	4	4	9	9
Initiative	10	12	14	16	8	8	11	11	7	7	10	10	10	10
Shots / Mana	5 / -	5 / -									4 / 11	4 / 18		
Abilities	Shooter, No Melee Penalty, Range Penalty.	Shooter, No Melee Penalty, Poisonous Attack, Range Penalty.	Strike and Return.	Strike and Return, No Enemy Retaliation.	Bravery.	Bravery, Double Attack.	Large Creature, Rider Charge.	Large Creature, Rider Charge, Lizard Bite.	Large Creature, Three-headed Attack, No Enemy Retaliation, Enraged.	Large Creature, Six-headed attack, No Enemy Retaliation, Regeneration, Enraged.	Shooter, Caster.	Shooter, Caster, Whip Strike.	Large Creature, Flyer, Fire Breath.	Large Creature, Flyer, Immune to Magic, Fire Breath.
# / Week	7	7	5	5	6	6	4	4	3	3	2	2	1	1
Cost	60	100	125	175	140	200	300	450	700	900	1400	1700	3700+1	4500+2
Power	180	295	333	484	342	474	598	812	968	1324	2193	2537	5234	6443



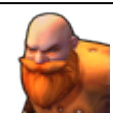



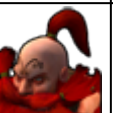


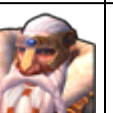




Haven Creatures														
	Peasant	Conscript	Archer	Marksman	Footman	Squire	Griffin	Imperial Griffin	Priest	Inquisitor	Cavalier	Paladin	Angel	Archangel
														
Attack	1	1	4	4	4	5	7	9	12	16	23	24	27	31
Defense	1	1	3	4	8	9	5	8	12	16	21	24	27	31
Damage	1 - 1	1 - 2	2 - 4	2 - 8	2 - 4	2 - 5	5 - 10	5 - 15	9 - 12	9 - 12	20 - 30	20 - 30	45 - 45	50 - 50
Hit Points	3	6	7	10	16	26	30	35	54	80	90	100	180	220
Speed	4	4	4	4	4	4	7	7	5	5	7	8	6	8
Initiative	8	8	9	8	8	8	15	15	10	10	11	12	11	11
Shots / Mana			10 / -	12 / -					7 / -	7 / 12				
Abilities	Taxpayer.	Bash.	Shooter, Scatter Shot.	Shooter, Precise Shot.	Large Shield, Bash, Enraged.	Large Shield, Bash, Shield Allies, Enraged.	Flyer, Large Creature, Unlimited Retaliation, Immune to Blind.	Flyer, Large Creature, Unlimited Retaliation, Immune to Blind, Battle Dive.	Shooter, No Melee Penalty.	Shooter, No Melee Penalty, Caster.	Large Creature, Jousting.	Large Creature, Jousting, Lay Hands.	Large Creature, Flyer.	Large Creature, Flyer, Resurrect Allies.
# / Week	22	22	12	12	10	10	5	5	3	3	2	2	1	1
Cost	20	30	50	80	90	130	260	360	650	900	1250	1550	3200+1	4200+2
Power	41	70	140	199	201	287	524	716	1086	1487	2185	2520	4866	6153

Haven Renegade Creatures							
	Enforcer	Crossbowman	Vindicator	Battle Griffin	Zealot	Champion	Fallen Angel
							
Attack	2	5	8	6	20	24	35
Defense	1	4	8	12	14	20	25
Damage	1 - 2	2 - 8	2 - 5	5 - 15	9 - 12	20 - 35	25 - 75
Hit Points	6	10	26	35	80	100	220
Speed	4	4	4	7	5	8	8
Initiative	8	8	8	15	10	12	11
Shots / Mana		10 / -			5 / 15		
Abilities	Taxpayer, Bash.	Shooter, No Range Penalty.	Large Shield, Cleave.	Flyer, Large Creature, Unlimited Retaliation, Immune to Blind, Battle Frenzy.	Shooter, No Melee Penalty, Caster.	Large Creature, Jousting, Champion Charge.	Large Creature, Flyer, Life Drain.
# / Week	22	12	10	5	3	2	1
Cost	30	80	130	360	900	1550	4200
Power	72	203	299	725	1523	2520	6003

Inferno Creatures														
	Imp	Familiar	Horned Demon	Horned Overseer	Hell Hound	Cerberus	Succubus	Succubus Mistress	Hell Charger	Nightmare	Pit Fiend	Pit Lord	Devil	Arch Devil
														
Attack	2	3	1	3	4	4	6	6	13	18	21	22	27	31
Defense	1	2	3	4	2	2	6	6	13	18	21	21	25	29
Damage	1 - 2	2 - 3	1 - 2	1 - 4	3 - 5	4 - 6	6 - 13	6 - 13	8 - 16	8 - 16	13 - 26	13 - 31	36 - 66	36 - 66
Hit Points	4	6	13	13	15	15	20	30	50	66	110	120	166	199
Speed	5	5	5	5	7	8	4	4	7	8	4	4	7	7
Initiative	13	13	7	8	13	13	10	10	16	16	8	8	11	11
Shots / Mana							6 / -	6 / -			- / 18	- / 29		
Abilities	Mana Destroyer, Demonic.	Mana Stealer, Demonic.	Enraged, Demonic.	Explosion, Enraged, Demonic.	Demonic.	Three-headed Attack, No Enemy Retaliation, Demonic.	Shooter, Ranged Retaliation, Demonic.	Shooter, Ranged Retaliation, Chain Shot, Demonic.	Large Creature, Fear Attack, Demonic.	Large Creature, Fear Attack, Fright Aura, Demonic.	Large Creature, Caster, Demonic.	Large Creature, Vorpall Sword, Caster, Demonic.	Large Creature, Teleport, Demonic.	Large Creature, Teleport, Summon Pit Lords, Demonic.
# / Week	16	16	15	15	8	8	5	5	3	3	2	2	1	1
Cost	25	45	40	60	110	160	240	350	480	666	1550	1850	3666+1	4666+2
Power	75	124	101	150	254	370	511	694	1069	1415	2102	2360	4868	5794

Necropolis Creatures														
	Skeleton	Skeleton Archer	Zombie	Plague Zombie	Ghost	Spectre	Vampire	Vampire Lord	Lich	Archlich	Wight	Wraith	Bone Dragon	Spectral Dragon
														
Attack	1	1	1	2	4	4	6	9	15	19	24	26	27	30
Defense	2	2	2	2	4	4	6	9	15	19	22	24	28	28
Damage	1 - 1	1 - 2	1 - 2	2 - 3	2 - 4	4 - 6	6 - 8	7 - 11	12 - 17	16 - 20	20 - 25	25 - 30	15 - 30	25 - 35
Hit Points	4	5	17	17	16	19	30	35	50	55	95	100	150	160
Speed	5	4	4	4	5	5	6	7	3	3	6	6	6	7
Initiative	10	10	6	7	10	10	11	11	10	10	11	11	11	11
Shots / Mana		8 / -							5 / -	6 / 16				
Abilities	Undead.	Undead, Shooter.	Undead, Enraged.	Undead, Weakening Strike, Enraged.	Flyer, Undead, Incorporeal.	Flyer, Undead, Incorporeal, Mana Drain.	Undead, No Enemy Retaliation, Life Drain.	Undead, No Enemy Retaliation, Life Drain, Teleport.	Large Creature, Undead, Shooter, Death Cloud.	Large Creature, Undead, Shooter, Death Cloud, Caster.	Large Creature, Undead.	Large Creature, Undead, Harm Touch.	Large Creature, Undead, Flyer.	Large Creature, Undead, Flyer, Cursing Attack.
# / Week	20	20	15	15	9	9	5	5	3	3	2	2	1	1
Cost	17	30	45	65	100	140	240	350	700	900	1400	1800	2400+1	2900+2
Power	54	84	105	150	232	312	518	739	1166	1518	2180	2588	3174	3905

Sylvan Creatures														
	Pixie	Sprite	Blade Dancer	War Dancer	Hunter	Master Hunter	Druid	Druid Elder	Unicorn	Silver Unicorn	Treant	Ancient Treant	Green Dragon	Emerald Dragon
														
Attack	1	2	3	4	4	5	7	12	12	17	19	19	27	31
Defense	1	1	2	3	1	4	7	9	12	17	27	29	25	27
Damage	1 - 2	2 - 2	2 - 5	3 - 5	4 - 7	5 - 8	7 - 9	9 - 14	10 - 20	10 - 20	7 - 17	10 - 20	30 - 50	33 - 57
Hit Points	5	6	12	12	10	14	34	33	57	77	175	181	200	200
Speed	7	7	6	6	5	5	5	4	7	7	6	6	8	9
Initiative	12	14	11	15	10	10	10	10	12	12	7	7	12	14
Shots / Mana		- / 10			12 / -	16 / -	5 / 12	7 / 15						
Abilities	Flyer, No Enemy Retaliation, Spray Attack.	Flyer, No Enemy Retaliation, Spray Attack, Caster.		War Dance Combo.	Shooter, Double Shot.	Shooter, Double Shot, Warding Arrows.	Shooter, Caster.	Shooter, Caster, Mana Feed.	Large Creature, Aura of Magic Resistance.	Large Creature, Aura of Magic Resistance, Blinding Attack.	Large Creature, Entangling Roots, Enraged.	Large Creature, Entangling Roots, Take Roots, Enraged.	Large Creature, Flyer, Acid Breath.	Large Creature, Flyer, Acid Breath, Immune to Earth.
# / Week	10	10	9	9	7	7	4	4	3	3	2	2	1	1
Cost	35	55	65	90	125	190	310	425	700	900	1200	1500	3500+1	4700+2
Power	100	163	191	305	309	433	635	846	1072	1441	1717	1993	4942	6028

Fortress Creatures														
	Defender	Shield-guard	Spear-wielder	Skirmisher	Bear Rider	Blackbear Rider	Brawler	Berserker	Rune Priest	Rune Patriarch	Thane	Warlord	Fire Dragon	Magma Dragon
														
Attack	1	1	4	4	5	6	6	7	10	10	15	15	25	30
Defense	4	5	4	4	10	14	6	7	6	9	25	25	35	40
Damage	1 - 1	1 - 2	1 - 2	2 - 3	4 - 5	5 - 6	2 - 6	3 - 8	12 - 15	14 - 18	8 - 12	9 - 14	40 - 50	40 - 50
Hit Points	7	12	10	12	25	30	20	25	60	70	100	120	230	280
Speed	4	4	4	4	6	7	5	5	3	3	8	8	5	5
Initiative	9	9	9	9	10	11	12	12	8	9	11	11	9	9
Shots / Mana			2 / -	4 / -					5 / 15	5 / 25				
Abilities	Enraged, Armoured, Large Shield.	Enraged, Armoured, Large Shield, Shield Wall.	Shooter, Crippling Wound.	Shooter, No Melee Penalty, Crippling Wound.	Enraged, Large Creature.	Enraged, Large Creature, Armoured, Paw Strike.	Immune to Mind Control.	Immune to Mind Control, Berserker Rage.	Shooter, Caster, Magic-proof 50%, Mark Of Fire.	Shooter, Caster, Magic-proof 50%, Mark Of Fire, Crossfire.	Large Creature, Teleport, Immune to Lightning, Storm Strike.	Large Creature, Teleport, Immune to Lightning, Storm Strike, Storm Bolt.	Fire Breath, Fire Shield, Elemental, Immune to Fire.	Fire Breath, Magma Shield, Elemental, Immune to Fire.
# / Week	18	18	14	14	7	7	6	6	3	3	2	2	1	1
Cost	24	40	45	65	130	185	160	215	470	670	1300	1700	3500+1	4500+2
Power	70	115	110	156	304	419	317	440	819	1129	2133	2505	5022	6100

**Acid Breath**

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

» Creatures: Green Dragon, Emerald Dragon.

Armoured

This creature is resistant to all spells and effects that decrease Defense.

» Creatures: Defender, Shieldguard, Blackbear Rider.

Aura of Magic Resistance

For this creature and all friendly units located on tiles adjacent to it, magic resistance increases by 30%

» Creatures: Unicorn, Silver Unicorn.

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).

When stunned, the target's ATB value is reset to 0.

» Creatures: Conscript, Footman, Squire, Enforcer.

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).

» Creatures: Imperial Griffin.

Battle Frenzy

Every next retaliation strike performed by this creature inflicts damage 1.5 times as great than the previous one.

The retaliation multiplier is reset when the creature acts.

» Creatures: Battle Griffin.

Berserker Rage

When this ability is used, the creature's Defense drops temporarily to zero, Offense increases by the same amount, and it attacks the nearest enemy automatically without suffering the retaliation strike. However if there is no enemy in the movement range of this creature it will attack a nearest friendly unit instead of the enemy (activated ability).

» Creatures: Berserker.

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.

» Creatures: Silver Unicorn.

Bravery

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

» Creatures: Minotaur, Minotaur Guard.

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. It ignores magic protection (but not immunities or magic resistance).*

» Creatures: Titan.

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).

» Creatures: Inquisitor, Pit Fiend, Pit Lord, Archlich, Sprite, Druid, Druid Elder, Mage, Archmage, Shadow Witch, Shadow Matriarch, Water Elemental, Rune Priest, Rune Patriarch, Zealot, Mummy.

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.

» Creatures: Succubus Mistress.

Champion Charge

If this creature has walked more than 2 tiles when attacking, it also inflicts half-damage on the stack standing in the line of attack immediately behind the primary target.

» Creatures: Champion.

Cleave

If this creature's attack kills at least one creature in the target stack, it performs an additional strike.

» Creatures: Vindicator.

Crippling Wound

In a successful attack, this creature has an additional chance of decreasing the target's Speed (-50%) and Initiative (-30%).

The target is wounded for 2 turns. See triggering chances p.232.

» Creatures: Spearwielder, Skirmisher.

Crossfire

The creature attack area has the shape of a cross.

The attack only hurts enemy stacks.

» Creatures: Rune Patriarch.

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.

Weakness is cast with Advanced mastery.

» Creatures: Spectral Dragon, Death Knight.

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 actions.

» Creatures: Rakshasa Raja.

Deadly Strike

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

» Creatures: Death Knight.

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.

The main target receives normal damage, and all non-undead stacks around it receive 50% each.

» Creatures: Lich, Archlich.

Demonic

This creature belongs to inferno. The Chain shot does not affect it.

» Creatures: Imp, Familiar, Horned Demon, Horned Overseer, Hell Hound, Cerberus, Succubus, Succubus Mistress, Hell Charger, Nightmare, Pit Fiend, Pit Lord, Devil, Arch Devil.

Double Attack

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

» Creatures: Minotaur Guard.

Double Shot

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

» Creatures: Hunter, Master Hunter.

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.

» Creatures: Stone Gargoyle, Obsidian Gargoyle, Fire Elemental, Water Elemental, Earth Elemental, Air Elemental, Fire Dragon, Magma Dragon.

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.

» Creatures: Archmage.

Enraged

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

[See p.237.](#)

» Creatures: Footman, Squire, Horned Demon, Horned Overseer, Zombie, Plague Zombie, Treant, Ancient Treant, Stone Gargoyle, Obsidian Gargoyle, Hydra, Deep Hydra, Defender, Shieldguard, Bear Rider, Blackbear Rider.

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.

» Creatures: Treant, Ancient Treant.

Explosion

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

*Like a spell, damage dealt by Explosion depends on the effective Spell Power of the stack: Damage=9+9*Power. See the [caster power table p.223](#) for the Spell Power values.*

» Creatures: Horned Overseer.

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).

The target's ATB value is reset to 0.

» Creatures: Hell Charger, Nightmare.

Fire Breath

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

» Creatures: Shadow Dragon, Black Dragon, Fire Dragon, Magma Dragon.

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.

The attacker suffers 20% of the damage dealt to its target as elemental fire damage.

» Creatures: Fire Elemental, Phoenix, Fire Dragon.

Flyer

This creature can move on to any free tile on the battlefield during its turn, regardless of the obstacles in the way.

» Creatures: Griffin, Imperial Griffin, Angel, Archangel, Ghost, Spectre, Bone Dragon, Spectral Dragon, Pixie, Sprite, Green Dragon, Emerald Dragon, Stone Gargoyle, Obsidian Gargoyle, Djinn, Djinn Sultan, Shadow Dragon, Black Dragon, Air Elemental, Phoenix, Battle Griffin, Fallen Angel, Manticore.

Fright Aura

All enemies positioned on tiles adjacent to this creature get their morale reduced by -3 (doesn't affect creatures whose morale is always neutral).

» Creatures: Nightmare.

Harm Touch

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

» Creatures: Wraith.

Hexing Attack

After a successful attack, the target creature also suffers the effect of one of the following damnations: Weakness, Slow, Suffering and Vulnerability. All the effects are equal to those of Expert-level spells.

» Creatures: Mummy.

Howl

Once per battle, this creature can summon a friendly stack of equal power.

On its first attack, the stack automatically summons an exact same stack next to its target.

» Creatures: Wolf.

Immunity to Blind

This creature cannot be blinded.

» Creatures: Griffin, Imperial Griffin, Battle Griffin.

Immunity to Cold

Cold Magic spells cannot harm this creature.

» Creatures: Obsidian Gargoyle, Water Elemental.

Immunity to Earth

Earth Magic spells cannot harm this creature.

» Creatures: Emerald Dragon, Earth Elemental.

Immunity to Fire

Fire Magic spells cannot harm this creature.

» Creatures: Obsidian Gargoyle, Fire Elemental, Phoenix, Fire Dragon, Magma Dragon.

Immunity to Lightning

Lightning cannot harm this creature.

» Creatures: Stone Gargoyle, Obsidian Gargoyle, Air Elemental, Thane, Warlord.

Immunity to Magic

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

» Creatures: Black Dragon.

Immunity to Mind Control

This creature is immune to mind-affecting spells.

» Creatures: Colossus, Titan, Brawler, Berserker.

Immunity to Slow

This creature cannot be slowed down.

» Creatures: Iron Golem, Steel Golem.

Incorporeal

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

There can be at most 3 hits/misses in a row on all Incorporeal stacks, after which the fourth try will be forced to miss (after 3 hits) or hit (after 3 misses). This counter is global (for all stacks), not tied to each stack.

» Creatures: Ghost, Spectre.

Jousting

Creature gets a 5% bonus to damage it inflicts during attack for each tile it covered on the game field before the attack.

» Creatures: Cavalier, Paladin, Champion.

Large Creature

This creature takes 2x2 squares on the battlefield.

» Creatures: Griffin, Imperial Griffin, Cavalier, Paladin, Angel, Archangel, Hell Charger, Nightmare, Pit Fiend, Pit Lord, Devil, Arch Devil, Lich, Archlich, Wight, Wraith, Bone Dragon, Spectral Dragon, Unicorn, Silver Unicorn, Treant, Ancient Treant, Green Dragon, Emerald Dragon, Djinn, Djinn Sultan, Rakshasa Rani, Rakshasa Raja, Colossus,

Titan, Dark Raider, Grim Raider, Hydra, Deep Hydra, Shadow Dragon, Black Dragon, Death Knight, Phoenix, Bear Rider, Blackbear Rider, Thane, Warlord, Battle Griffin, Champion, Fallen Angel, Manticore.

Large Shield

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

» Creatures: Footman, Squire, Defender, Shieldguard, Vindicator.

Lay Hands

The creature can completely heal one unit from the target friendly stack and dispel all negative magical effects from this stack.

» Creatures: Paladin.

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.

» Creatures: Vampire, Vampire Lord, Fallen Angel.

Lizard Bite

Perform an attack against neighbouring enemy and inflicts half the regular damage, if this enemy is attacked by an allied creature.

» Creatures: Grim Raider.

Magic Attack

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

» Creatures: Mage, Archmage.

Magic-proof 50%

Attacking spells inflict 50% less damage to this creature.

» Creatures: Iron Golem, Earth Elemental, Rune Priest, Rune Patriarch.

Magic-proof 75%

Attacking spells inflict 75% less damage to this creature.

» Creatures: Steel Golem.

Magma Shield

When this creature undergoes a melee attack, the attacker suffers Fire damage, the amount depending on the attack's force.

The attacker suffers 40% of the damage dealt to its target as elemental fire damage.

» Creatures: Magma Dragon.

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).

» Creatures: Imp.

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 equal to the number of Spectres in the stack, capped to the actual Mana amount of the target. Additionally, as many Spectres are resurrected as the Mana drained (ie. Life drained is up to 19*Mana drained).*

» Creatures: Spectre.

Mana Feed

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

» Creatures: Druid Elder.

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).

» Creatures: Familiar.

Mark Of Fire

When attacking, this creature has a chance of damning the target, resulting in all Fire damage suffered by it being doubled within a certain period of time.

The target is damned for 2 turns. See [triggering chances p.232](#).

» Creatures: Rune Priest, Rune Patriarch.

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.

» Creatures: Iron Golem, Steel Golem.

No Enemy Retaliation

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

» Creatures: Cerberus, Vampire, Vampire Lord, Pixie, Sprite, Rakshasa Rani, Rakshasa Raja, Blood Fury, Hydra, Deep Hydra, Air Elemental.

No Melee Penalty

Shooter has no penalty for damage inflicted during melee attack.

» Creatures: Priest, Inquisitor, Titan, Scout, Assassin, Skirmisher, Zealot.

No Range Penalty

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

» Creatures: Mage, Archmage, Crossbowman.

Pack Hunter

When this creature attacks a target, the target is also attacked by all the other stacks of creatures of the same type who are able to do so.

"Able to do so" means "adjacent to the target". These secondary attacks occur before the target's retaliation, if any.

» Creatures: Wolf.

Paw Strike

This creature has a chance of pushing the target one tile aside and cancelling all Initiative the target has accumulated. The chance depends on the number of tiles this creature walked for attack.

A Treant entangling enemy stacks can suffer the Initiative drop, but will not be pushed aside (the entangled stacks will remain entangled). See triggering chances p.232.

» Creatures: Blackbear Rider.

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 proportional to the number of creatures in the attacking stack (at the time of poisoning). Multiplier is 1 for Assassins and 4 for Manticores.

» Creatures: Assassin, Manticore.

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.

» Creatures: Marksman.

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).

Spells are cast with advanced mastery. Djinnns cast only level 1-3 Dark Magic curses on enemy troops. Djinn Sultans cast level 1-3 Light Magic blessings on friendly troops as well. Each stack can use 3 such actions.

» Creatures: Djinn, Djinn Sultan.

Range Penalty

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

» Creatures: Scout, Assassin.

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.

» Creatures: Succubus, Succubus Mistress.

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.

» Creatures: Phoenix.

Regeneration

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

» Creatures: Deep Hydra.

Repair

This creature can repair friendly mechanical creatures (Golems) and war machines once per combat (activated ability).

Repaired hit points are equal to 5 times the number of creatures in the repairing stack.

» Creatures: Master Gremlin.

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).

» Creatures: Archangel.

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).

» Creatures: Dark Raider, Grim Raider.

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 normal shot (activated ability).

» Creatures: Archer.

Shield Allies

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

» Creatures: Squire.

Shield Wall

Damage suffered by this creature from enemy attack is reduced by 10% for every tile the attacker walked to hit.

The maximal reduction is 90%.

» Creatures: Shieldguard.

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.

- » Creatures: Archer, Marksman, Priest, Inquisitor, Succubus, Succubus Mistress, Skeleton Archer, Lich, Archlich, Hunter, Master Hunter, Druid, Druid Elder, Gremlin, Master Gremlin, Mage, Archmage, Titan, Scout, Assassin, Shadow Witch, Shadow Matriarch, Fire Elemental, Spearwielder, Skirmisher, Rune Priest, Rune Patriarch, Crossbowman, Zealot.

Six-headed attack

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

- » Creatures: Deep Hydra.

Spray Attack

Creature simultaneously attacks three adjacent tiles occupied by the enemy.

- » Creatures: Pixie, Sprite.

Storm Bolt

Once per battle, this creature can attack any chosen target with Storm Strike (activated ability).

- » Creatures: Warlord.

Storm Strike

Besides usual damage, this creature strikes the target with lightning (non-magical damage), which then hits another enemy creature if one is standing near the target, continuing on in this way until the chain is broken. The lightning's force is equal to that of the attack.

- » Creatures: Thane, Warlord.

Strike and Return

Creature attacks and returns to its previous position.

- » Creatures: Blood Maiden, Blood Fury.

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.

- » Creatures: Arch Devil.

Take Roots

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

If the hero has the Stand Your Ground ability, the Take Roots bonus is doubled to a +100% Defense increase.

- » Creatures: Ancient Treant.

Taxpayer

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

- » Creatures: Peasant, Enforcer.

Teleport

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

- » Creatures: Devil, Arch Devil, Vampire Lord, Thane, Warlord.

Three-headed Attack

The creature can attack simultaneously all enemy creatures standing on three adjacent cells.

The Cerberus attacks 3 adjacent tiles. The Hydra attacks 6 adjacent tiles.

- » Creatures: Cerberus, Hydra.

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.

- » Creatures: Skeleton, Skeleton Archer, Zombie, Plague Zombie, Ghost, Spectre, Vampire, Vampire Lord, Lich, Archlich, Wight, Wraith, Bone Dragon, Spectral Dragon, Death Knight, Mummy.

Unlimited Retaliation

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

- » Creatures: Griffin, Imperial Griffin, Steel Golem, Earth Elemental, Battle Griffin.

Vorpal Sword

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

Exactly one more creature is killed (damage is increased by the target's Hit Points).

- » Creatures: Pit Lord.

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.

- » Creatures: War Dancer.

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, the target gets its ATB value reduced by 0.2.

- » Creatures: Master Hunter.

Weakening Strike

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

» Creatures: Plague Zombie.

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 does not work on undead, elemental and mechanical units.)

The spell is cast with spell power 3.

» Creatures: Shadow Matriarch.





Introduction

Faction - Magic School alignments

Each faction is bound to two magic schools, in accordance with the chances of skill levelling ([see p.212](#)).

Take Haven for example, bound to Light and Dark Magic: Haven magic guild will offer exactly one Light spell and one Dark spell at each level. At level 1, it will be either Haste or Divine Strength, plus either Weakness or Slow. The third slot (at levels 1, 2 and 3) will be a randomly chosen spell of the two remaining schools: Destructive and Summoning.

In the Academy, the Library adds one dark or destructive spell at each level.

Academy	Summoning	Light	Inferno	Destruction	Dark
Haven	Light	Dark	Dungeon	Destruction	Summoning
Sylvan	Light	Destruction	Necropolis	Dark	Summoning
Fortress	Light	Destruction			

Adventure spells

Adventure spells belong to a special magic school, and do not require any specific skill to learn. Unless deactivated by the mapmaker, they will automatically appear in your magic guilds, in the Adventure tab at the bottom. Your heroes will be able to learn them once they have reached the required level, as stated in the table below.

Adventure Magic

Level 2



Vessel of Shalassa 4

Adventure

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

All heroes can learn this spell. No magic skill is required.

Level 3



Summon Creatures

Adventure

Summons creatures from nearest town. Takes 75% of heroes starting movement points.
(This spell requires a hero level 10 to be learned. No magic skill is required)

Buy your creatures in the town garrison before casting the spell. You will be able to choose which stack(s) you summon. Each summoned creature costs 1 Mana.

Level 4



Instant Travel 15

Adventure

Teleports the hero and his entire army to another location on adventure map.
(This spell requires a hero level 15 to be learned. No magic skill is required)

The teleport radius is 800 movement points, whatever the terrain type ([see p.217](#)). The hero uses half his/her movement for the day. Instant Travel can be used at sea to another sea location only.

Level 5



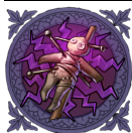
Town Portal 20

Adventure

Transports hero to the nearest friendly town - all the movement points will be lost.
(This spell requires a hero level 20 to be learned. No magic skill is required)

Dark Magic

Level 1

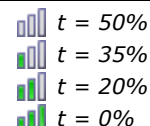
**Weakness** 4

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

Maximum damage is decreased to $\min + t * (\max - \min)$, where t depends on Dark Magic mastery. At Expert Mastery, damage is always equal to minimum.

🧙 Master of Curses adds Mass Weakness. 8

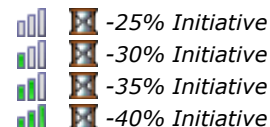
Curse

**Slow** 4

Makes target enemy stack take fewer actions in combat. Initiative of the target is decreased.

🧙 Master of Mind adds Mass Slow. 8

Curse



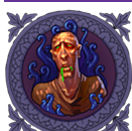
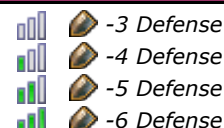
Level 2

**Vulnerability** 5

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.

🧙 Master of Pain adds Mass Vulnerability (4x4 Area effect). 10

Curse

**Decay** 6

Inflicts plague on target enemy stack. The stack receives earth damage each time it takes an action. (The spell does not work on undead, elemental and mechanical units).

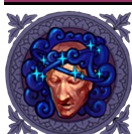
Decay damage is $32 + 8 * \text{Power}$. Duration depends on Dark Magic mastery.

🧙 Master of Pain adds Mass Decay (4x4 Area effect). 12

Curse



Level 3

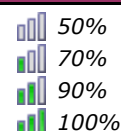
**Confusion** 9

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. (The spell does not work on undead, elemental and mechanical units.)

The portion of the target stack forgetting to act depends on Dark Magic mastery.

🧙 Master of Mind adds Mass Confusion. 18

Curse

**Suffering** 5

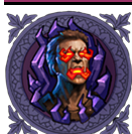
Weakens the target enemy unit to decrease its Attack.

🧙 Master of Curses adds Mass Suffering. 10

Curse



Level 4

**Frenzy** 15

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

Target damage (min and max) is increased by $\text{Power} * 3\%$. The stack is frenzied for one turn. If the caster is Expert in Dark Magic, the effect lasts 2 turns. The effect can not be dispelled by Cleansing.

Mind Control

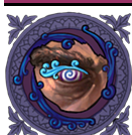
**Blindness** 10

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. (The spell does not work on undead, elemental and mechanical units.)

The target is blinded for $0.25 * \text{Power}$ turns. At Expert mastery, blinded stacks can not retaliate.

Curse

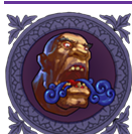
Level 5

**Puppet Master** 18

Gives the hero temporary control over the selected enemy creature. Creature under this spell can't counter-attack. Control will be lost if the unit is attacked. Puppet Master is cast on another target. (The spell does not work on undead, elemental and mechanical units).

The targeted creature remains under the caster control for $0.25 * \text{Power}$ turns. Its Initiative is multiplied by $0.03 * \text{Power}$ during this time.

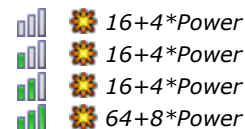
Mind Control

**Curse of the Netherworld** 9

Deals unholy damage to all creatures on a battlefield except undead and infernal ones.

🧙 Master of Pain adds +4 to the effective Spell Power of the caster.

Direct Damage



Destructive Magic

Level 1

**Eldritch Arrow** 4

Shoots magic missile to deal non-physical damage to the selected enemy creature.



Direct Damage



48+8*Power
56+8*Power
64+8*Power
72+8*Power

**Stone spikes** 5

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



Direct Damage



24+8*Power
32+8*Power
40+8*Power
48+8*Power

Level 2

**Ice Bolt** 6

Deals ice damage to selected enemy unit.

Master of Ice adds Freezing effect (frozen for 0.3 turns).



Direct Damage



60+12*Power
72+12*Power
84+12*Power
96+12*Power

**Lightning Bolt** 5

Deals lightning damage to selected enemy unit.

Master of Storms adds Stunning effect (see p.228).



Direct Damage



11+11*Power
14+14*Power
17+17*Power
20+20*Power

Level 3

**Fireball** 10

Deals fire damage to all units in the target area.

Fireball has a target area of 3x3.

Master of Fire adds Armor-damaging effect (-50% defense).



Direct Damage



11+11*Power
14+14*Power
17+17*Power
20+20*Power

**Circle of Winter** 9

Deals ice damage to all units surrounding the target spot.

Master of Ice adds Freezing effect (frozen for 0.3 turns).



Direct Damage



60+12*Power
72+12*Power
84+12*Power
96+12*Power

Level 4

**Chain Lightning** 16

Deals massive lightning damage to several adjacent creatures (up to 4), starting with the selected one. Every next creature in the chain gets the half of the damage inflicted to the previous one. (The chain can hit the own creatures)

Master of Storms adds Stunning effect on first target (see p.228).



Direct Damage



20+20*Power
20+20*Power
20+20*Power
25+25*Power

**Meteor Shower** 19

Deals massive earth damage to all creatures in target area.

Meteor Shower has a target area of 5x5.



Direct Damage



15+15*Power
15+15*Power
15+15*Power
20+20*Power

Level 5

**Armageddon** 20

Deals massive fire damage to all creatures and war machines on a battlefield and local physical damage in the place of fall.

Creatures in the center of the battlefield (4x4 square) are hit by the rock, and suffer extra physical damage equal to the damage of the wave, but ignoring Magic Protection. Large creatures have to be completely inside the target area to be hit by the rock.

Note that Empowered Armageddon has no rock damage.

Master of Fire adds Armor-damaging effect (-50% defense).



Direct Damage



15+15*Power
15+15*Power
15+15*Power
30+30*Power

**Implosion** 18

Deals earth damage to a single targeted enemy unit.



Direct Damage



20+20*Power
20+20*Power
20+20*Power
40+40*Power

Light Magic

Level 1

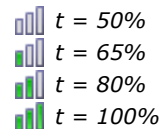
**Divine Strength** 4

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

Minimum damage is increased to $\min+t(\max-\min)$, where t depends on Light Magic mastery. At Expert Mastery, damage is always equal to maximum.*

Master of Blessings adds Mass Divine Strength. 8

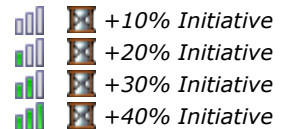
Blessing

**Haste** 4

Causes the selected friendly unit to act more frequently in combat. Initiative of the target is increased.

Master of Wrath adds Mass Haste. 8

Blessing



Level 2

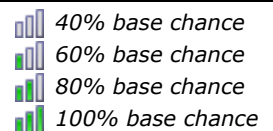
**Cleansing** 10

Dispel positive magic effects from enemy creatures and negative magic 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.

*Total dispel chance = base% + (Dispeller_Level - Caster_Level) * 3%
Level of creatures is 1-7 for normal, and 2-8 for upgraded creatures.*

Master of Blessings adds Mass Cleansing (4x4 Area effect). 20

Blessing

**Endurance** 6

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

Master of Abjuration adds Mass Endurance. 12

Blessing



Level 3

**Righteous Might** 6

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

Master of Wrath adds Mass Righteous Might. 12

Blessing

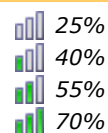
**Deflect Missile** 6

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

Damage reduction depends on Light Magic mastery.

Master of Abjuration adds Mass Deflect Missile. 12

Blessing



Level 4

**Magical Immunity** 7

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.

The target is immune to level 1-4 spells. At Expert mastery, the target is immune to level 5 spells as well.

Blessing

**Teleportation** 8

Teleports targeted friendly creature to another location on a battlefield (Only expert in Light Magic can teleport creatures over town walls)

Displacement

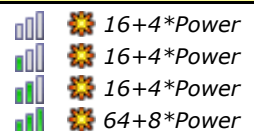
Level 5

**Word of Light** 11

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

Master of Wrath adds +4 to the effective Spell Power of the caster.

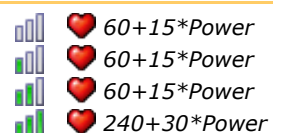
Direct Damage

**Resurrection** 15

Resurrects creatures in target friendly stack permanently.

*Each use of the Resurrection spell decreases by 10% the target stack's maximal Hit Points until the end of the combat.
Health resurrected depends on Light Magic mastery.*

Resurrection



Runic Magic

Level 1

**Rune of Berserking** 🗡️ 1

Blessing

Creature will perform two Melee Attacks instead of one against the same target next attack (at least one friendly creature from this friendly stack must be killed before this rune can be placed on it).

The effect is active until the stack's next melee attack. If the enemy stack is killed with the first blow, then the rune effect stays active.

**Rune of Charge** ⚡ 1

Blessing

Creature speed increases by 100% until the end of the turn.

Level 2

**Rune of Exorcism** 🗡️ 1

Blessing

Dispels all the negative effects imposed on the creature (only those that can be dispelled basically).

Level 1-3 Dark Magic curses will be dispelled, as well as certain other negative effects (like the Master of Fire "Burn" effect). "Poison" will not be dispelled.

**Rune of Magic Control** 🗡️ 1

Blessing

Creature will have a chance to steal random positive effect imposed on the enemy target in attack once.

On its next melee or ranged attack, the stack will steal a random Light Magic blessing from its target (even Magical Immunity). If no such effect can be stolen, the rune is wasted.

Level 3

**Rune of Elemental Immunity** 🗡️ 1

Blessing

Creature gets immunity to two random magical elements until the end of combat.

Each time the rune is used on a stack, two new elements are randomly selected.

**Rune of Etherealness** 🗡️ 1

Blessing

Creature gets incorporeality for one turn.

Level 4

**Rune of Resurrection** 🗡️ 1 🗡️ 1

Resurrection

Resurrects 40% of killed creatures in the stack.

**Rune of Thunderclap** ⚡ 1 🗡️ 1

Blessing

Selected creature will have a chance to inflict the Thunderclap effect to the enemy in attack once (the target will lose its Initiative).

The rune is active until the Thunderclap effect triggers. The triggering chance is the same as for some creature abilities (see p.232). It can trigger on attacks and retaliation strikes, and is improved by Soldier's Luck.

Level 5

**Rune of Battle Rage** 🗡️ 1 🗡️ 1

Blessing

Creature will have a chance to perform a Melee Attack against all nearby enemies once (no retaliation).

On its next melee attack, the creature will be able to attack all the adjacent enemy stacks, without retaliation (equivalent to the Deep Hydra's six-headed attack ability). If the creature also has an active Rune of Berserking, then both effect will trigger, and it will strike all adjacent enemies twice.

**Rune of Dragonform** ⚡ 1 🗡️ 1

Blessing

Creature gets +100% to its Defense, +100% to its attack and +50% to magic-proof for one turn (doesn't work for Dragons).

The raw Attack and Defense values of the stack are doubled (not the bonus coming from the hero, spells or other effects). For example, a stack of Bear Riders will always gain +5 in Attack and +10 in Defense, whatever their current stats.

Summoning Magic

Level 1

**Fist of Wrath** 5

Direct Damage

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

If you're wondering, black dragons can be targeted by Fist of Wrath.

Master of Life adds 4 to the effective Spell Power of the caster.

		20+4*Power
		30+6*Power
		40+8*Power
		50+10*Power

**Fire Trap** 8

Direct Damage

Puts randomly several magical explosive mines in a selected area of the battlefield. Mines are invisible to the enemy.

*Mines are placed in a 5x5 area, and each blows up with 50+10*Power damage.*

Master of Earthblood adds 4 to the effective Spell Power of the caster.

	2 mines
	4 mines
	6 mines
	8 mines

Level 2

**Raise Dead** 9

Resurrection

Reanimates creatures in target friendly stack. Undead creatures are brought back to "life", all other creatures are re-animated for the duration of the battle only. Every use of this spell decreases hit points of target stack by 20%.

Master of Life adds 4 to the effective Spell Power of the caster.

		120+15*Power
		160+20*Power
		200+25*Power
		240+30*Power

**Wasp Swarm** 5

Direct Damage

Summons a swarm of insects to inflict magical damage on the selected enemy creature. (The spell does not work on undead, elemental and mechanical units.)

At Basic, Advanced and Expert mastery, target's ATB value is reduced by 0.2, 0.4 and 0.6 respectively.

		10+2*Power
		20+4*Power
		30+6*Power
		40+8*Power

Level 3

**Earthquake** 7

Object Damage

Earthquake damages town walls during a siege.

As well as Towers and Gate.

Master of Earthblood adds 4 to the effective Spell Power of the caster.

		0 - 100
		0 - 200
		50 - 300
		100 - 400

**Phantom Forces** 18

Duplication

Copies the selected friendly unit (only one copy can be made). The copy can't cast any spell or use any ability and disappears as soon as it receives any damage. (Incorporeal ability gives the copy 50% chance to avoid any damage).

The clone has the same number of shots left as the original stack. The maximum tier of creatures the caster can clone increases with his/her Summoning Magic mastery.

	Maximum Tier: 4
	Maximum Tier: 5
	Maximum Tier: 6
	Maximum Tier: 7

Level 4

**Firewall** 16

Direct Damage

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

Firewall duration: 3 turns. Firewall can be cast directly on units. Creatures suffer damage when Firewall is cast on them, when walking into it, and at the end of their turn when sitting in it (whatever their action).

		9+9*Power
		11+11*Power
		13+13*Power
		15+15*Power

**Summon Elementals** 17

Summoning

Summons fire, earth, water or air elementals (depending on the battlefield terrain) to fight for the hero's cause.

The number of summoned Elementals is equal to the Spell Power of the caster, doubled at Expert mastery.

Master of Conjuration adds 4 to the effective Spell Power of the caster.

Level 5

**Arcane Armor** 20

Blessing

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

*The shield has 600+60*Power Hit Points, and drains 25% of the damage dealt to the target. At Expert mastery, it drains 50% of the damage.*

**Conjure Phoenix** 35

Summoning

Summons a phoenix on the battle field to fight on the hero's side. Only one phoenix can be summoned at a time

The conjured Phoenix stats depends on the caster Level and Spell Power (Power):

10 + 2*Level	10*Power - 15*Power	15
10 + 2*Level	300 + 30*Power	7

Master of Conjuration adds 4 to the effective Spell Power of the caster.

ARTIFACTS

Weapon



Beginner's Magic Wand
Minor - Weapon - Cost: 5000
 Increases Spellpower by +2



Sword of Might
Minor - Weapon - Cost: 5000
 Adds +2 to hero's attack.



Trident of the Titans
Minor - Weapon - Cost: 6000
 Enhances your lightning-based spells by 50%.



Wand
Major - Weapon - Cost: 6700
 Allows casting of a magic spell from this wand. The wand has a limited number of uses and can be recharged at a Magic Guild.



Ogre Club
Major - Weapon - Cost: 8500
 Increases Attack by +5, but decreases Initiative of all creatures in hero's army by -5%.



Dwarven Smithy Hammer
Major - Weapon - Cost: 9500
 Increases hero's Attack by +3 and gives additional +25% Defense from fire-based spells.



Axe of the Mountain Lords
Major - Weapon - Cost: 10000
 Adds +4 to hero's attack.



Runic War Axe
Major - Weapon - Cost: 10000
 Increases hero's Attack and Spellpower by +2



Unicorn Horn Bow
Major - Weapon - Cost: 12000
 Negates range penalties for all shooting units in hero's army.



Dragon Flame Tongue
Major - Weapon - Cost: 14000

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



Staff of the Netherworld
Relic - Weapon - Cost: 17000

Decreases initiative of enemy creatures by 20%.



Staff of Sar-Issus
Relic - Weapon - Cost: 20000

Negates enemy magic resistance. Magic protection and immunities, if any, are not affected and still remain.

Shield

**Magic Scroll***Major - Shield - Cost: 5000*

Allows casting of a magic spell from this scroll.

**Moonblade***Major - Shield - Cost: 7500*

(Left handed) Increases hero's attack by +3

**Ogre Shield***Major - Shield - Cost: 8500*

Increases Defense by +5, but decreases Initiative of all creatures in hero's army by -5%.

**Shield of Crystal Ice***Major - Shield - Cost: 9000*

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

**Dragon Scale Shield***Major - Shield - Cost: 11000*

Adds +3 to hero's defense and increases initiative of all small creatures in hero's army by 5%

**Shield of the Dwarven Kings***Relic - Shield - Cost: 17000*

Adds +4 to hero's defense and renders all creatures in hero's army immune to Frenzy spell.

**Tome of Dark Magic***Relic - Shield - Cost: 20000*

Allows all Dark Magic spells to be cast without any skill in this school.

**Tome of Destruction***Relic - Shield - Cost: 20000*

Allows all Destruction Magic spells to be cast without any skill in this school.

**Tome of Light Magic***Relic - Shield - Cost: 20000*

Allows all Light Magic spells to be cast without any skill in this school.

**Tome of Summoning Magic***Relic - Shield - Cost: 20000*

Allows Summoning Magic spells to be cast without any skill in this school.

Pocket

**Four Leaf Clover***Minor - Pocket - Cost: 3000*

Increases luck by +1.

**Sextant of the Sea Elves***Minor - Pocket - Cost: 5000*

Allows hero to travel faster over sea.

**Tarot Deck***Minor - Pocket - Cost: 5500*

Increases hero's Luck and Knowledge by +1.

**Golden Horseshoe***Major - Pocket - Cost: 6000*

Increases luck by +2.

**Rune of Flame***Major - Pocket - Cost: 6500*

Increases hero's Spellpower by +1, and grants a runic spell.

**Skull of Markal***Relic - Pocket - Cost: 22000*

Increases hero's Spellpower and knowledge by +5, but decreases Morale by -2.

**Shackles of the Last Man***Relic - Pocket - Cost: 40000*

Prevents you and all your foes from retreating from combat.

Helm

**All-Seeing Crown***Minor - Helm - Cost: 4000*Allows hero to see farther over terrain
(+4 to range of view).**Necromancer's Helm***Minor - Helm - Cost: 5000*

Increases hero's knowledge by +2

**Helm Of Chaos***Minor - Helm - Cost: 5500*Increases hero's knowledge by +3, but
decreases his defense by -1.**Turban of Enlightenment***Major - Helm - Cost: 6000*All experience gained by hero is
increased by 10%.**Dragon Talon Crown***Major - Helm - Cost: 11000*Adds +3 to hero's knowledge and
increases initiative of all war machines
in hero's army by 10%**Lion Crown***Relic - Helm - Cost: 12000*Increases hero's morale and luck by
+2.**Crown of Sar-Issus***Relic - Helm - Cost: 15000*

Adds +6 to hero's knowledge.

**Helm of the Dwarven Kings***Relic - Helm - Cost: 17000*Adds +4 to hero's knowledge and
renders all creatures in hero's army
immune to Blind spell.

Cuirass

**Tunic of the Carved Flesh***Minor - Cuirass - Cost: 4700*Increases hero's Spellpower by +3 but
decreases his morale by -1**Breastplate of Eldritch Might***Minor - Cuirass - Cost: 5000*

Adds +2 to hero's Spellpower.

**Armor of Valor***Minor - Cuirass - Cost: 5500*Increasing hero's Defence and Morale
by +1**Runic War Harness***Major - Cuirass - Cost: 10000*Increases hero's Defense and
Knowledge by +2.**Scale Mail of Enlightenment***Major - Cuirass - Cost: 10000*All experience gained by hero is
increased by 20%.**Dragon Scale Armor***Major - Cuirass - Cost: 11000*Adds +3 to hero's attack and
increases initiative of all large
creatures in hero's army by 5%**Robe of Sar-Issus***Relic - Cuirass - Cost: 15000*

Adds +6 to hero's Spellpower.

**Cuirass of the Dwarven Kings***Relic - Cuirass - Cost: 17500*Adds +4 to hero's defense and
renders all creatures in hero's army
immune to Implosion spell.**Armor of the Forgotten Hero***Relic - Cuirass - Cost: 28000*Adds +2 to hero's primary stats and
grants 20% magic resistance to hero's
army.

Boots

**Boots of Magical Defense***Minor - Boots - Cost: 4000*

Grant hero a 10% magic resistance.

**Emerald Slippers***Minor - Boots - Cost: 6000*

+50% damage to earth spells

**Windstrider Boots***Minor - Boots - Cost: 7000*

Increases all units speed by +1

**Boots of the Open Road***Major - Boots - Cost: 11000*

Allows hero to traverse rough terrain without any penalties.

**Dragon Bone Greaves***Major - Boots - Cost: 11000*

Adds +3 to hero's Spellpower and increases initiative of all melee non-flying units in hero's army by 10%

**Boots of the Swift Journey***Major - Boots - Cost: 15000*

Increase hero's movement over land.

**Sandals of the Blessed***Relic - Boots - Cost: 16000*

Increases all hero stats by +1

**Greaves of the Dwarven Kings***Relic - Boots - Cost: 17000*

Adds +4 to hero's attack and renders all creatures in hero's army immune to Slow spell.

**Boots Of Levitation***Relic - Boots - Cost: 20000*

Hero can move over the sea

Cloak

**Sack of Endless Gold***Minor - Cloak - Cost: 3000*

Provides your kingdom with 250 gold every day.

**Cloak of Sylanna***Minor - Cloak - Cost: 4000*

Decreases damage from enemy earth spells by 50%

**Bearhide Wraps***Minor - Cloak - Cost: 4500*

Increases hero's Defense by +1, and grants additional 25% Defense from cold-based spells.

**Phoenix Feather Cape***Minor - Cloak - Cost: 6000*

Enhances your fire-based spells by 50%.

**Cape of the Lion's Mane***Major - Cloak - Cost: 6000*

Increases morale by +2.

**Bag of Endless Gold***Major - Cloak - Cost: 10000*

Provides +1000 gold per day to your cause.

**Dragon Wing Mantle***Major - Cloak - Cost: 11000*

Adds +3 to hero's knowledge and increases initiative of all flying units in hero's army by 10%

**Cloak of Death's Shadow***Relic - Cloak - Cost: 13000*

Decreases morale and luck of enemy creatures by -2.

**Sandro's Cloak***Relic - Cloak - Cost: 20000*

Negates enemy Mind Affect immunity

**Wings of the Angel***Relic - Cloak - Cost: 40000*

Grants hero the ability to fly over terrain.

Ring

**Ring of Lightning Protection***Minor - Ring - Cost: 4000*

Grants a 50% protection from lightning-based spells.

**Ring of Caution***Minor - Ring - Cost: 4500*

Increases hero attack and defense by +2, but decreases all creature's speed in hero army by -1

**Elemental Waistband***Minor - Ring - Cost: 6400*

Allows Summon Elemental spell to be equipped. Increases spellpower by +4 when Summon Elemental spell is cast

**Ring of the Unrepentant***Minor - Ring - Cost: 7000*

Immunity to Word of Light spell.

**Cursed Ring***Major - Ring - Cost: 7000*

Decreases enemy luck by 2

**Ring of the Broken Will***Major - Ring - Cost: 7000*

Decreases morale of enemy creatures by -2.

**Ring of Vitality***Major - Ring - Cost: 8000*

Increases maximum hit points of all creatures in hero's army by +2.

**Ring of Celerity***Major - Ring - Cost: 8700*

+10% to all units' initiative during combat

**Dragon Eye Ring***Major - Ring - Cost: 13000*

Adds +1 to all hero's attributes and increases initiative of all shooters in hero's army by 10%

**Ring of Speed***Relic - Ring - Cost: 17000*

Increases initiative of all your creatures by 20%.

**Ring of Sar-Issus***Relic - Ring - Cost: 20000*

Reduces the mana cost of all hero's spells by half.

Necklace

**Necklace of the Lion***Minor - Necklace - Cost: 3000*

Increases morale by +1.

**Evercold Icicle***Minor - Necklace - Cost: 6000*

Enhances your cold-based spells by 50%.

**Necklace of the Bloody Claw***Major - Necklace - Cost: 8000*

Adds +1 damage to all creatures in hero's army.

**Dragon Teeth Necklace***Major - Necklace - Cost: 11000*

Adds +3 to hero's Spellpower and increases initiative of all casters in hero's army by 10%

**Necklace of Victory***Major - Necklace - Cost: 16000*

Adds +2 to hero's attack and Spellpower.

**Amulet of Necromancy***Relic - Necklace - Cost: 7000*

Necromancy skill +10%

**Pendant of Conflux***Relic - Necklace - Cost: 15000*

Hero gains 1 mana point for every 2 mana points spent by enemy hero

**Pendant of Mastery***Relic - Necklace - Cost: 20000*

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.

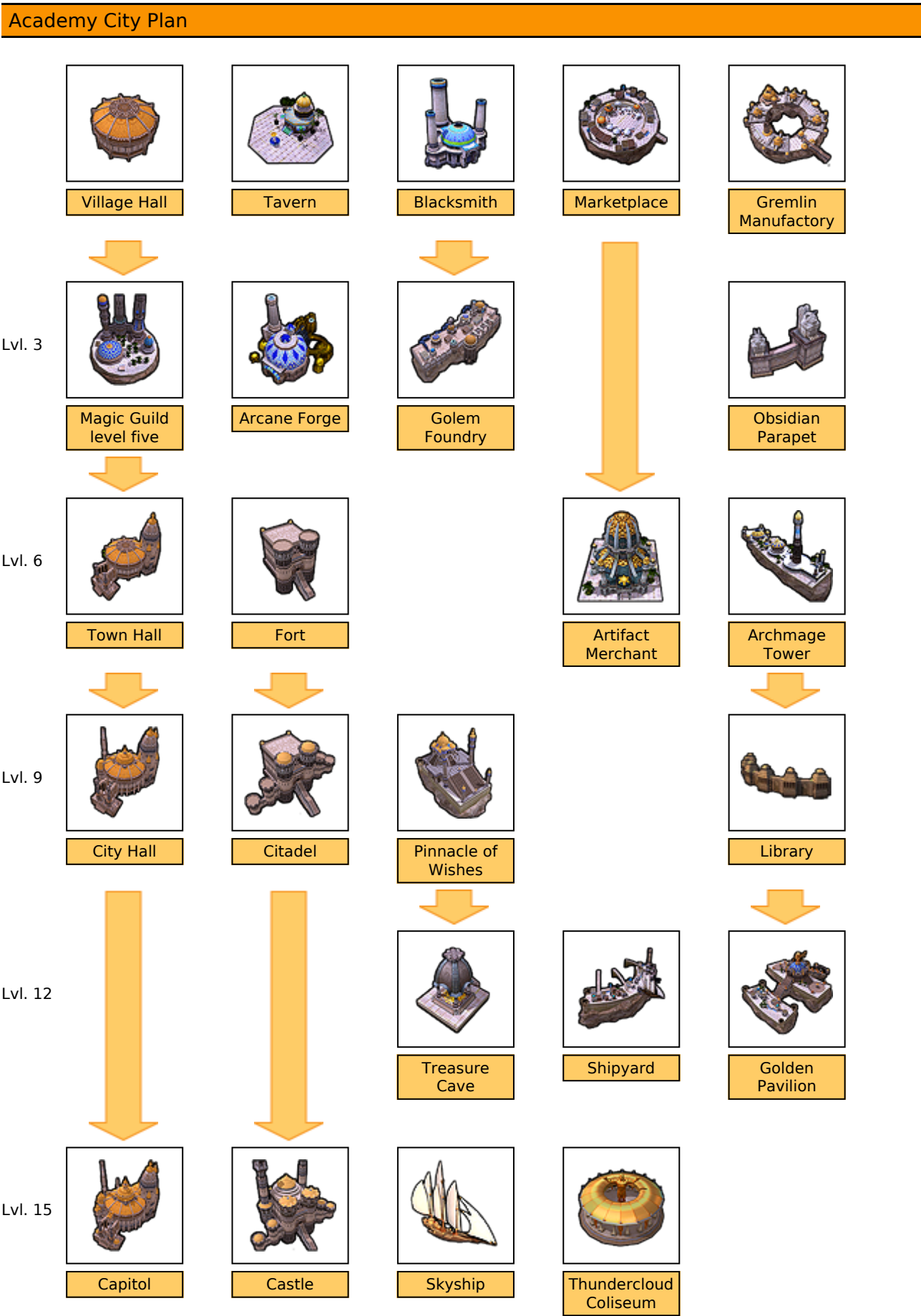
Inventory

**Tear of Asha***Grail - Inventory - Cost: 20000*

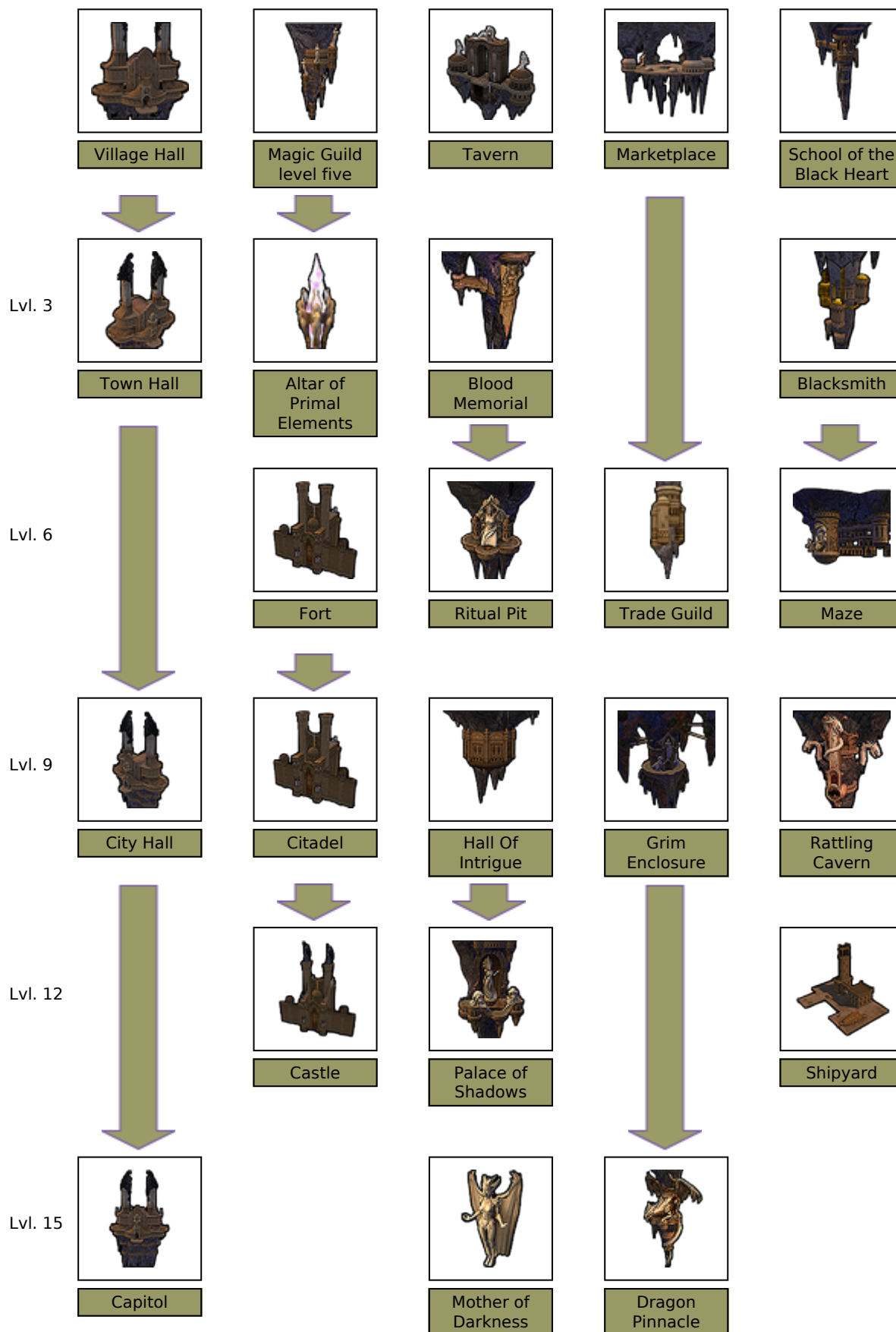
Carry the Tear of Asha back to the city of your choice, and the populace will glorify it with a fantastic structure that will provide numerous bonuses.

CITY PLANS

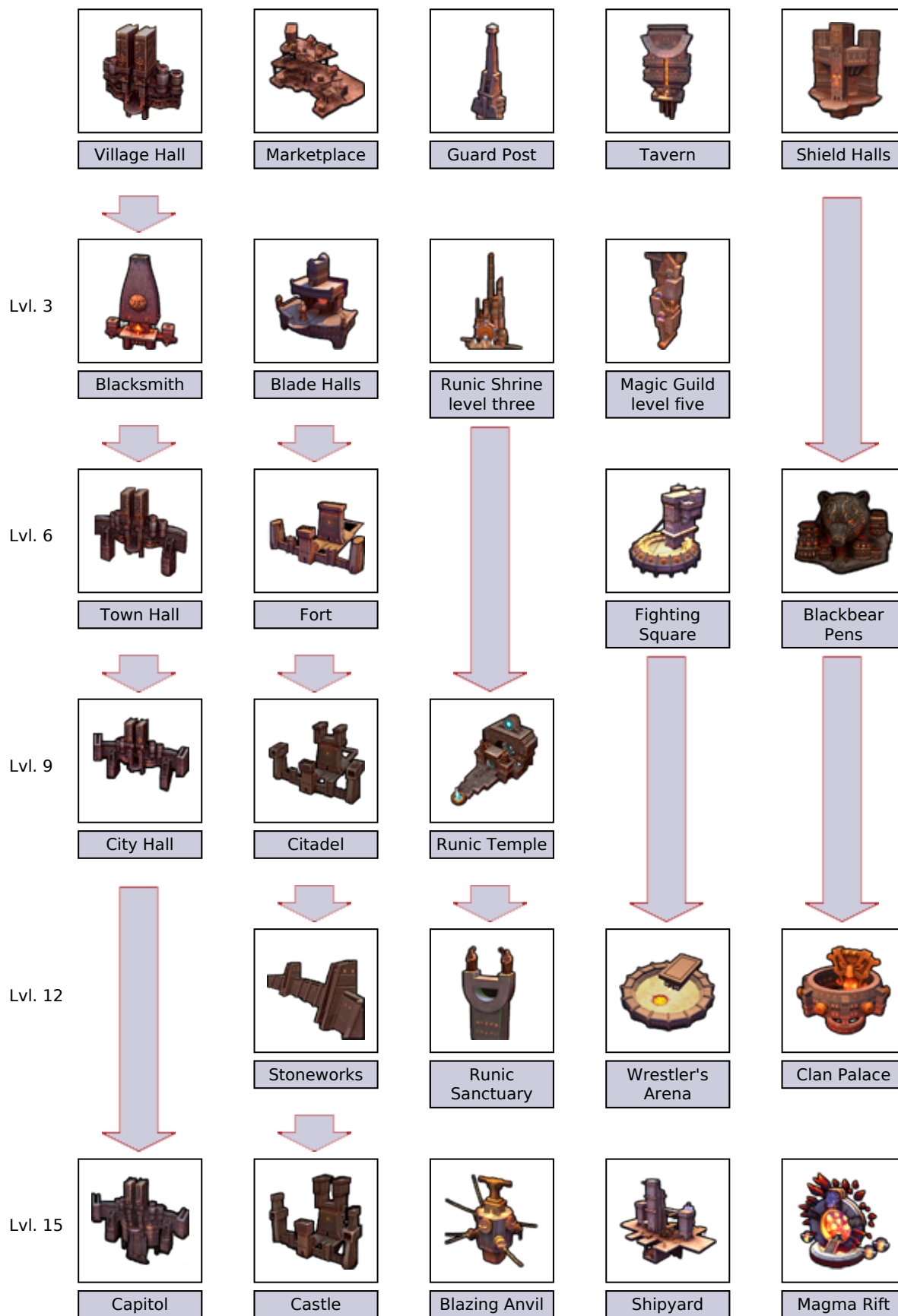




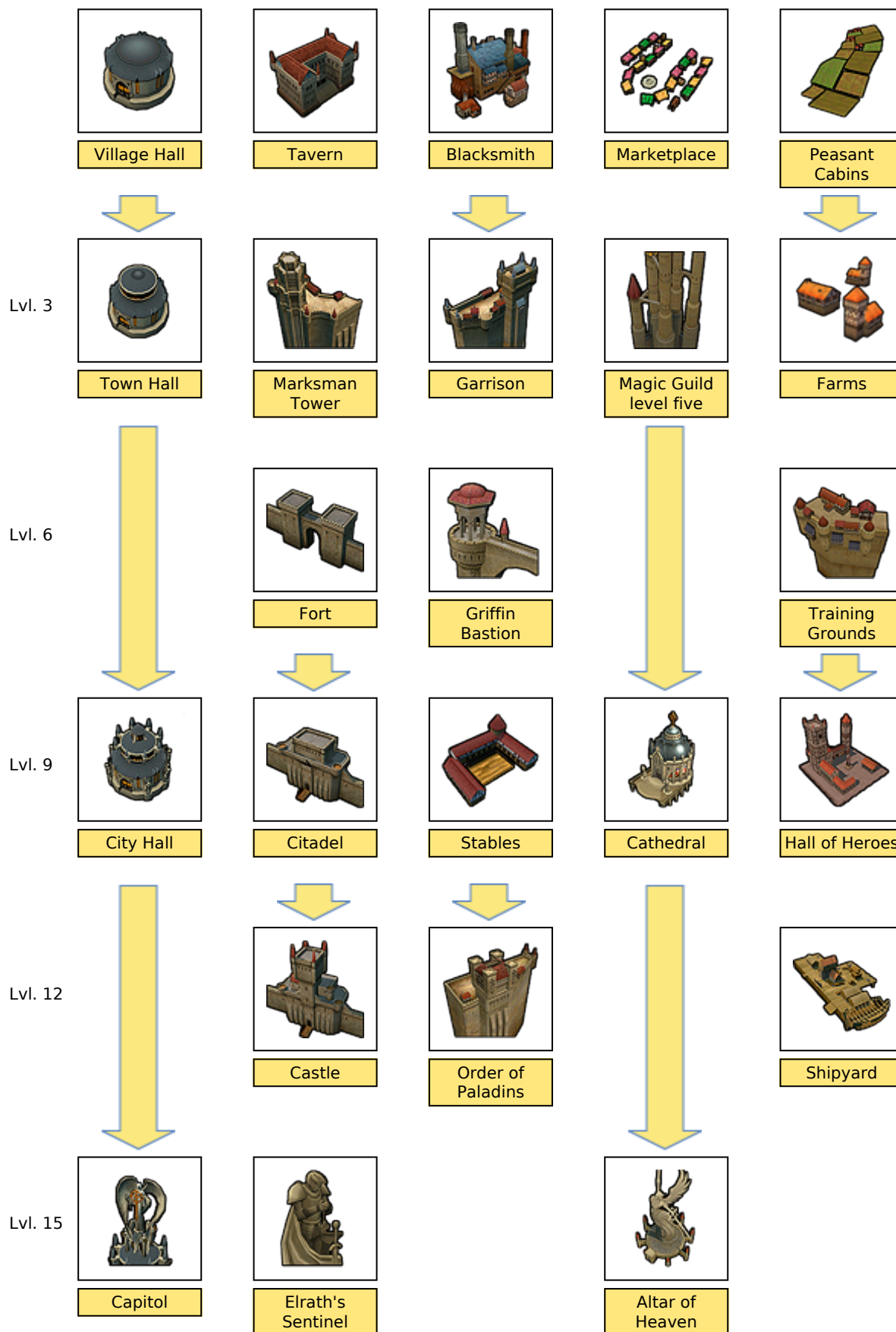
Dungeon City Plan



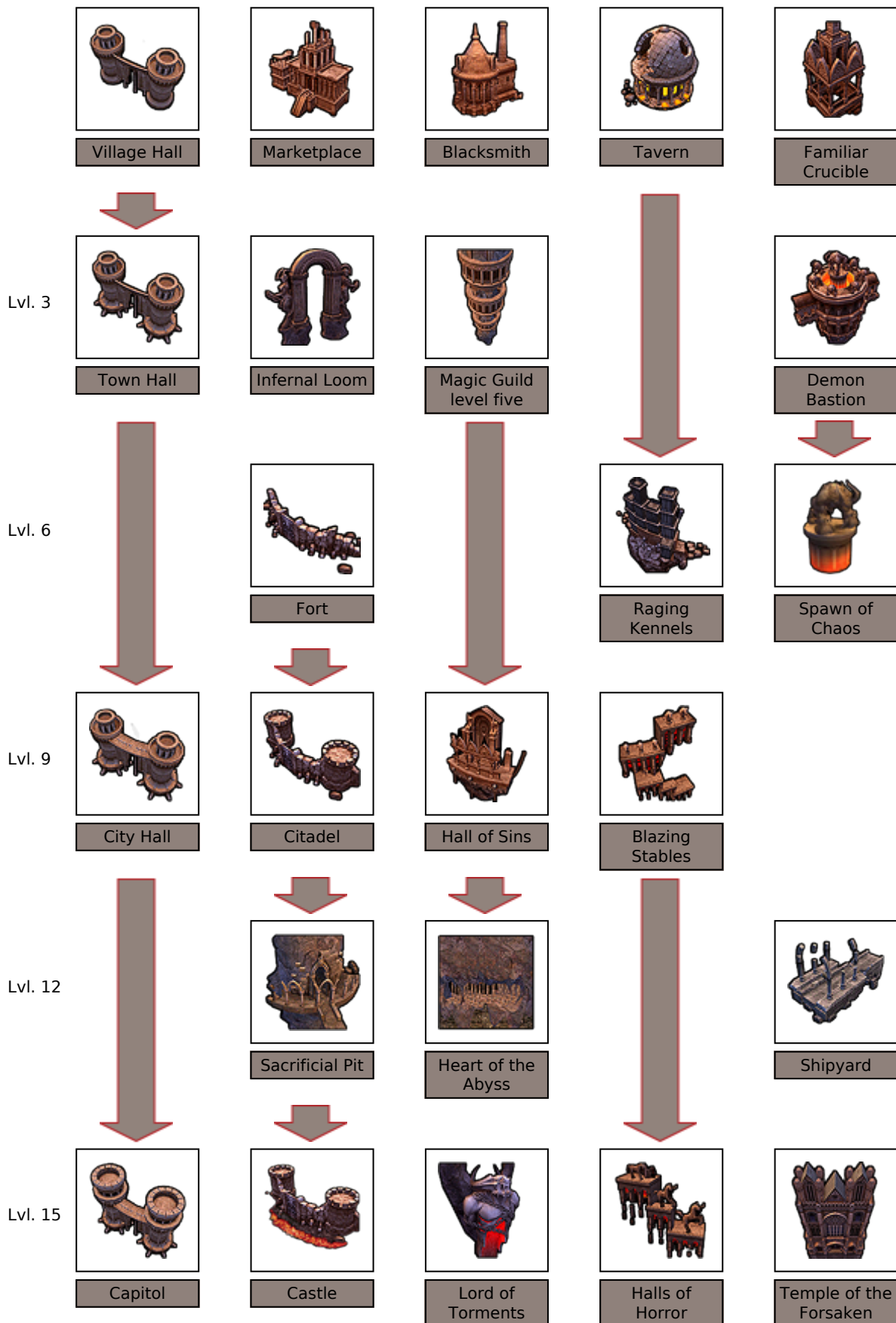
Fortress City Plan



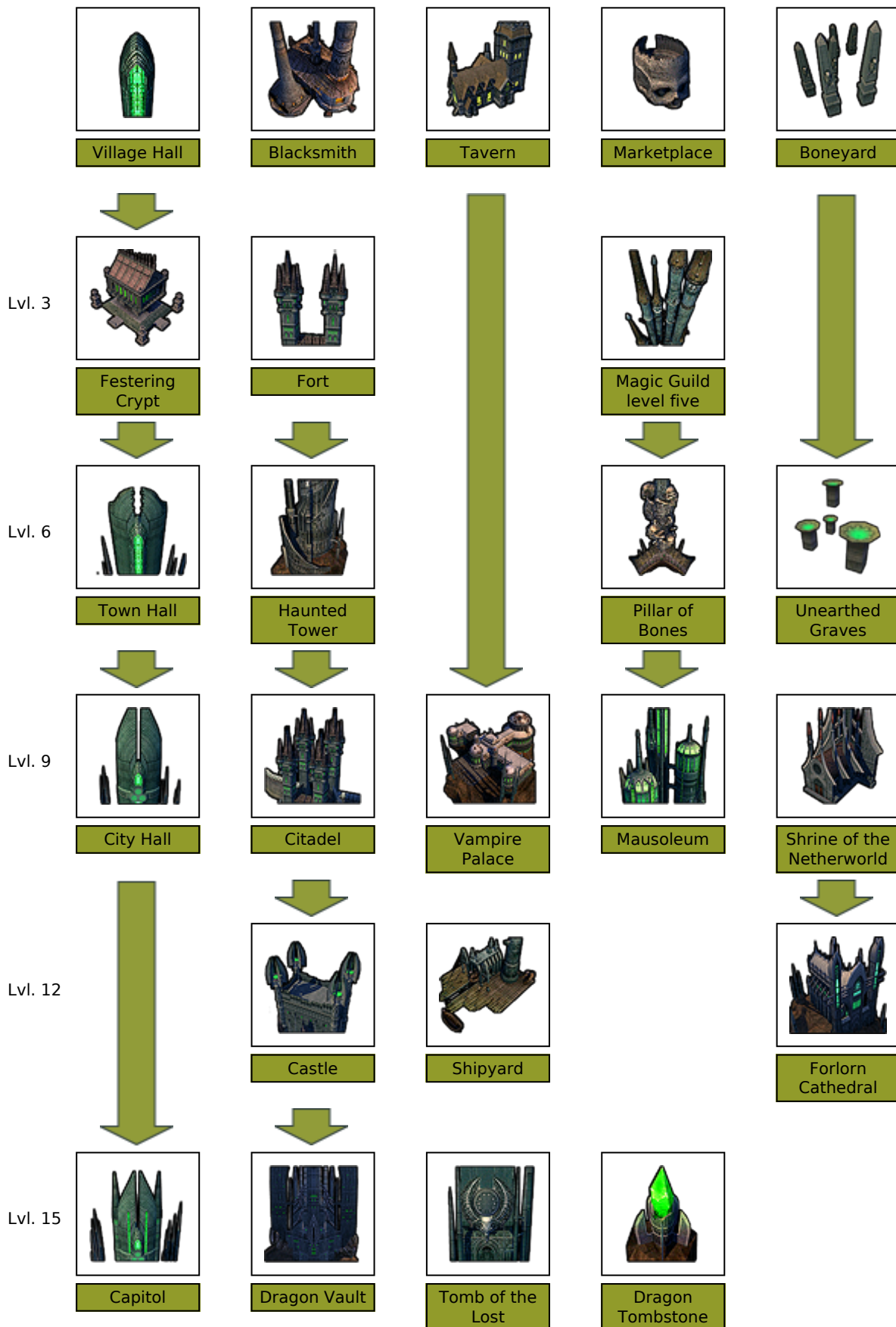
Haven City Plan



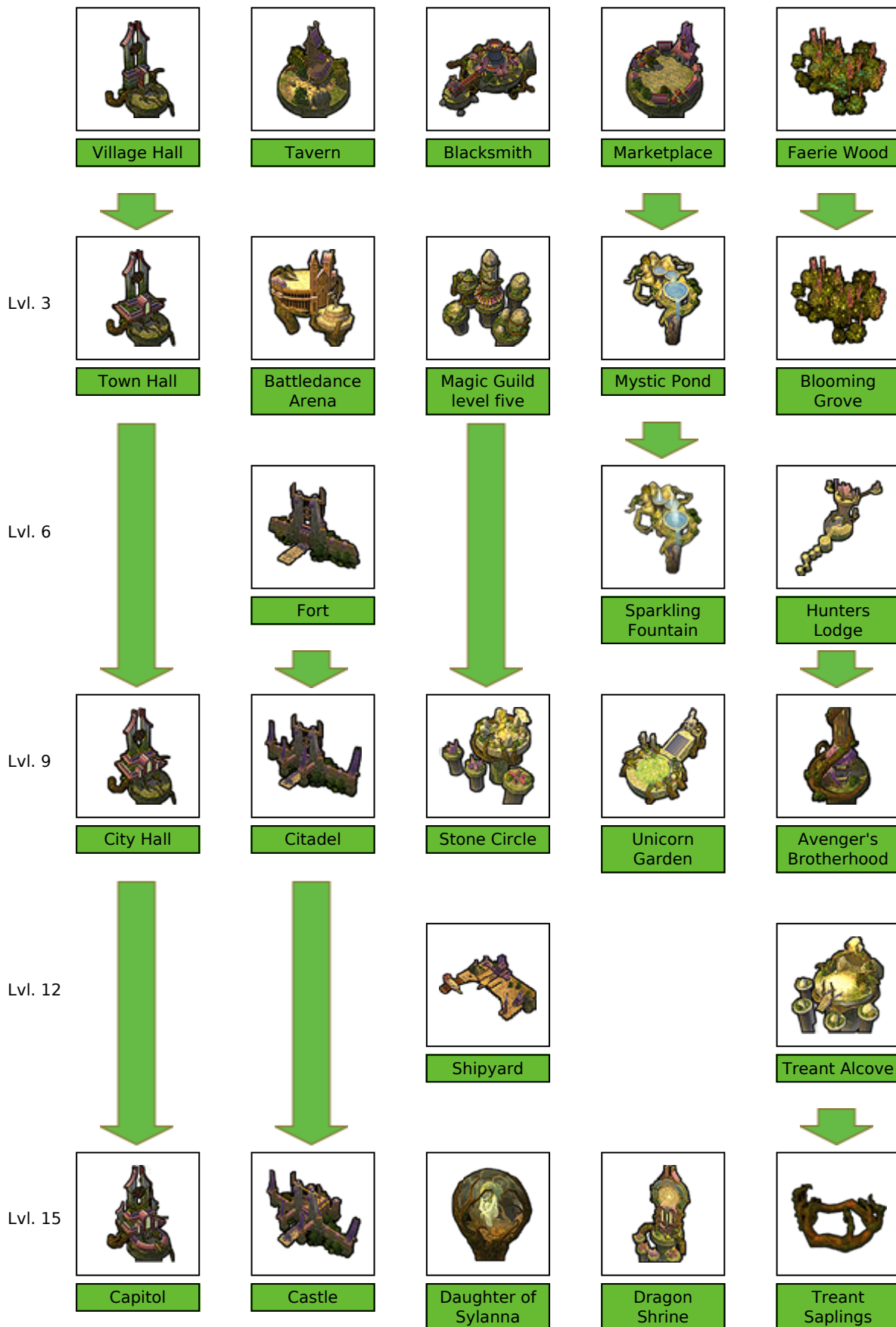
Inferno City Plan



Necropolis City Plan



Sylvan City Plan





Academy Buildings

Academy Standard Buildings



Village Hall

The Village Hall allows you to purchase town structures and earns your kingdom 500 gold per day.



Town Hall

An upgrade of the Village Hall.

The Town Hall allows you to purchase town structures and earns your kingdom 1000 gold per day.

» **Cost:** 2000.

» **Requires:** Town Level 6, Magic Guild level one.



City Hall

An upgrade of the Town Hall.

The City Hall allows you to purchase town structures and earns your kingdom 2000 gold per day.

» **Cost:** 5000.

» **Requires:** Town Level 9, Town Hall.



Capitol

An upgrade of the City Hall.

The Capitol earns your kingdom 4000 gold per day.

» **Cost:** 10000.

» **Requires:** Town Level 15, City Hall.



Fort

The Fort provides your town with defensive walls.

» **Cost:** 5000, 5, 5.

» **Requires:** Town Level 6.



Citadel

An upgrade of the Castle.

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

» **Cost:** 5000, 5, 5.

» **Requires:** Town Level 9, Fort.



Castle

An upgrade of the Castle.

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

» **Cost:** 5000, 10, 10.

» **Requires:** Town Level 15, Citadel.



Tavern

The Tavern allows to recruit heroes. Increases morale of troops defending the city by +1.

» **Cost:** 500, 5.



Marketplace

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

» **Cost:** 500, 5.



Resource Silo

An upgrade of the Marketplace.

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

» **Cost:** 5000, 5.

» **Requires:** Marketplace.



Blacksmith

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

» **Cost:** 1000, 5.



Shipyard

The Shipyard allows you to purchase ships.

» **Cost:** 2000, 20.

» **Requires:** Town Level 12.

Academy Magic Buildings



Magic Guild level one

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

» **Cost:** 2000, 5, 5.

» **Requires:** Town Level 3, Village Hall.



Magic Guild level two

An upgrade of the Magic Guild level one.

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

» **Cost:** 1000, 5, 5, 1, 1, 1, 1.

» **Requires:** Town Level 3, Magic Guild level one.



Magic Guild level three

An upgrade of the Magic Guild level two.

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

» **Cost:** 1000, 5, 5, 2, 2, 2, 2.

» **Requires:** Town Level 3, Magic Guild level two.



Magic Guild level four

An upgrade of the Magic Guild level three.

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

» **Cost:** 1000, 5, 5, 3, 3, 3, 3.

» **Requires:** Town Level 3, Magic Guild level three.



Magic Guild level five

An upgrade of the Magic Guild level four.

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

» **Cost:** 1000, 5, 5, 5, 5, 5, 5.

» **Requires:** Town Level 3, Magic Guild level four.



Library

Reveals 1 extra spell in each circle of Magic Guild.

» **Cost:** 3000, 2, 2, 2, 2.

» **Requires:** Town Level 9, Mage Tower, Magic Guild level one.

**Arcane Forge**

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

- » **Cost:** 2000, 1, 1, 1, 1, 1, 1, 1.
- » **Requires:** Town Level 3.

**Artifact Merchant**

Sells artifacts.

- » **Cost:** 5000, 5.
- » **Requires:** Town Level 6, Marketplace.

**Treasure Cave**

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

- » **Cost:** 3000.
- » **Requires:** Town Level 12, Altar of Wishes.

**Skyship** - Grail Structure

The Skyship increases weekly creature growth by 50%, provides your empire with additional 5000 gold each day and boosts Knowledge for defending heroes by +10. A Tear of Asha is required to build this structure.

Academy Dwellings

**Gremlin Workshop** - Dwelling Level 1

The Gremlin Workshop allows you to recruit **20** Gremlins per week.

- » **Cost:** 500, 5.

**Gremlin Manufactory** - Dwelling Level 1

An upgrade of the Workshop.

The Gremlin Manufactory allows you to recruit **20** Master Gremlins per week.

- » **Cost:** 1500, 5.
- » **Requires:** Gremlin Workshop.

**Stone Parapet** - Dwelling Level 2

The Stone Parapet allows you to recruit **14** Stone Gargoyles per week.

- » **Cost:** 1200, 5.
- » **Requires:** Town Level 3.

**Obsidian Parapet** - Dwelling Level 2

An upgrade of the Stone Parapet.

The Obsidian Parapet allows you to recruit **14** Obsidian Gargoyles per week.

- » **Cost:** 2400.
- » **Requires:** Town Level 3, Stone Parapet.

**Golem Forge** - Dwelling Level 3

The Golem Forge allows you to recruit **9** Iron Golems per week.

- » **Cost:** 1500, 5, 5, 5.
- » **Requires:** Town Level 3, Blacksmith.

**Golem Foundry** - Dwelling Level 3

An upgrade of the Golem Forge.

The Golem Foundry allows you to recruit **9** Steel Golems per week.

- » **Cost:** 2500, 5, 5, 5.
- » **Requires:** Town Level 3, Golem Forge.



**Mage Tower** - Dwelling Level 4

The Mage Tower allows you to recruit **5 Mages** per week.

- » **Cost:** 2200, 10, 10, 5.
- » **Requires:** Town Level 6.

**Archmage Tower** - Dwelling Level 4

An upgrade of the Mage Tower.

The Archmage Tower allows you to recruit **5 Archmages** per week.

- » **Cost:** 5000, 10, 10, 5.
- » **Requires:** Town Level 6, Mage Tower.

**Altar of Wishes** - Dwelling Level 5

The Altar of Wishes allows you to recruit **3 Djinns** per week.

- » **Cost:** 2500, 10, 5, 10.
- » **Requires:** Town Level 9.

**Pinnacle of Wishes** - Dwelling Level 5

An upgrade of the Altar of Wishes.

The Pinnacle of Wishes allows you to recruit **3 Djinn Sultans** per week.

- » **Cost:** 6000, 5, 5.
- » **Requires:** Town Level 9, Altar of Wishes.

**Silver Pavilion** - Dwelling Level 6

The Silver Pavilion allows you to recruit **2 Rakshasa Ranis** per week.

- » **Cost:** 5000, 10, 5, 5, 10.
- » **Requires:** Town Level 12, Library.

**Golden Pavilion** - Dwelling Level 6

An upgrade of the Silver Pavilion.

The Golden Pavilion Chambers allows you to recruit **2 Rakshasa Rajas** per week.

- » **Cost:** 8000, 10, 10, 10.
- » **Requires:** Town Level 12, Silver Pavilion.

**Cloud Coliseum** - Dwelling Level 7

The Cloud Coliseum allows you to recruit **1 Colossus** per week.

- » **Cost:** 12000, 10, 10, 5.
- » **Requires:** Town Level 15.

**Thundercloud Coliseum** - Dwelling Level 7

An upgrade of the Cloud Coliseum.

The Thundercloud Coliseum allows you to recruit **1 Titan** per week.

- » **Cost:** 12000, 10, 10, 10.
- » **Requires:** Town Level 15, Cloud Coliseum.



Dungeon Buildings

Dungeon Standard Buildings

**Village Hall**

The Village Hall allows you to purchase town structures and earns your kingdom 500 gold per day.

**Town Hall**

An upgrade of the Village Hall.

The Town Hall allows you to purchase town structures and earns your kingdom 1000 gold per day.

» **Cost:** 2000.

» **Requires:** Town Level 3, Village Hall.

**City Hall**

An upgrade of the Town Hall.

The City Hall allows you to purchase town structures and earns your kingdom 2000 gold per day.

» **Cost:** 5000.

» **Requires:** Town Level 9, Town Hall.

**Capitol**

An upgrade of the City Hall.

The Capitol earns your kingdom 4000 gold per day.

» **Cost:** 10000.

» **Requires:** Town Level 15, City Hall.

**Fort**

The Fort provides your town with defensive walls.

» **Cost:** 5000, 5, 5.

» **Requires:** Town Level 6.

**Citadel**

An upgrade of the Fort.

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

» **Cost:** 5000, 5, 5.

» **Requires:** Town Level 9, Fort.

**Castle**

An upgrade of the Citadel.

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

» **Cost:** 5000, 10, 10.

» **Requires:** Town Level 12, Citadel.

**Tavern**

The Tavern allows to recruit heroes. Increases morale of troops defending the city by +1.

» **Cost:** 500, 5.

**Marketplace**

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

» **Cost:** 500, 5.

**Resource Silo**

An upgrade of the Marketplace.

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

» **Cost:** 5000, 5.

» **Requires:** Marketplace.



Blacksmith

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

- » **Cost:** 1000, 5.
- » **Requires:** Town Level 3.



Shipyard

The Shipyard allows you to purchase ships.

- » **Cost:** 2000.
- » **Requires:** Town Level 12.

Dungeon Magic Buildings



Magic Guild level one

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

- » **Cost:** 2000, 5, 5.



Magic Guild level two

An upgrade of the Magic Guild level one.

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

- » **Cost:** 1000, 5, 5, 1, 1, 1, 1.
- » **Requires:** Magic Guild level one.



Magic Guild level three

An upgrade of the Magic Guild level two.

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

- » **Cost:** 1000, 5, 5, 2, 2, 2, 2.
- » **Requires:** Magic Guild level two.



Magic Guild level four

An upgrade of the Magic Guild level three.

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

- » **Cost:** 1000, 5, 5, 3, 3, 3, 3.
- » **Requires:** Magic Guild level three.



Magic Guild level five

An upgrade of the Magic Guild level four.

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

- » **Cost:** 1000, 5, 5, 5, 5, 5, 5.
- » **Requires:** Magic Guild level four.



Altar of Elements

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

- » **Cost:** 2000, 3, 3, 3, 3.
- » **Requires:** Town Level 3, Magic Guild level one.



Altar of Primal Elements

An upgrade of the Altar of Elements.

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

- » **Cost:** 3000, 5.
- » **Requires:** Town Level 3, Altar of Elements.

**Ritual Pit**

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

- » **Cost:** 🏠 1000, 🪄 5.
- » **Requires:** Town Level 6, Blood Arena.

**Trade Guild**

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

- » **Cost:** 🏠 1000, 🪄 5, 🪄 5.
- » **Requires:** Town Level 6, Marketplace.

**Hall Of Intrigue**

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

- » **Cost:** 🏠 1500.
- » **Requires:** Town Level 9.

**Mother of Darkness - Grail Structure**

The Mother of Darkness increases weekly creature growth by 50%, provides your empire with additional 5000 gold each day and boosts Magic Power for defending heroes by +10. A Tear of Asha is required to build this structure.

Dungeon Dwellings

**School of the Unseen Hand - Dwelling Level 1**

The School of the Unseen Hand allows you to recruit **7 Scouts** per week.

- » **Cost:** 🏠 400, 🪄 5.

**School of the Black Heart - Dwelling Level 1**

An upgrade of the School of the Unseen Hand.

The School of the Black Heart allows you to recruit **7 Assassins** per week.

- » **Cost:** 🏠 1200, 🪄 5.
- » **Requires:** School of the Unseen Hand.

**Blood Arena - Dwelling Level 2**

The Blood Arena allows you to recruit **5 Blood Maidens** per week.

- » **Cost:** 🏠 1000, 🪄 5.
- » **Requires:** Town Level 3.

**Blood Memorial - Dwelling Level 2**

An upgrade of the Blood Arena.

The Blood Memorial allows you to recruit **5 Blood Furies** per week.

- » **Cost:** 🏠 2500, 🪄 5, 🪄 3.
- » **Requires:** Town Level 3, Blood Arena.

**Labyrinth - Dwelling Level 3**

The Labyrinth allows you to recruit **6 Minotaurs** per week.

- » **Cost:** 🏠 1200, 🪄 5, 🪄 10.
- » **Requires:** Town Level 6, Blacksmith.

**Maze - Dwelling Level 3**

An upgrade of the Labyrinth.

The Maze allows you to recruit **6 Minotaur Guards** per week.

- » **Cost:** 🏠 2500, 🪄 10, 🪄 5.
- » **Requires:** Town Level 6, Labyrinth.



**Dark Enclosure** - Dwelling Level 4

The Dark Enclosure allows you to recruit **4 Dark Raiders** per week.

- » **Cost:** 2000, 10, 5.
- » **Requires:** Town Level 9.

**Grim Enclosure** - Dwelling Level 4

An upgrade of the Dark Enclosure.

The Grim Enclosure allows you to recruit **4 Grim Raiders** per week.

- » **Cost:** 4000, 5, 5.
- » **Requires:** Town Level 9, Dark Enclosure.

**Hissing Cavern** - Dwelling Level 5

The Hissing Cavern allows you to recruit **3 Hydras** per week.

- » **Cost:** 2500, 5, 5, 5.
- » **Requires:** Town Level 9.

**Rattling Cavern** - Dwelling Level 5

An upgrade of the Hissing Cavern.

The Rattling Cavern allows you to recruit **3 Deep Hydras** per week.

- » **Cost:** 4000, 5, 5, 10, 5.
- » **Requires:** Town Level 9, Hissing Cavern.

**Hall of Shadows** - Dwelling Level 6

The Hall of Shadows allows you to recruit **2 Shadow Witches** per week.

- » **Cost:** 4000, 5, 5, 4, 4, 4.
- » **Requires:** Town Level 12, Hall Of Intrigue.

**Palace of Shadows** - Dwelling Level 6

An upgrade of the Hall of Shadows.

The Palace of Shadows allows you to recruit **2 Shadow Matriarches** per week.

- » **Cost:** 6000, 5, 5, 5, 5, 5.
- » **Requires:** Town Level 12, Hall of Shadows.

**Dragon Spire** - Dwelling Level 7

The Dragon Spire allows you to recruit **1 Shadow Dragon** per week.

- » **Cost:** 12000, 10, 15, 15.
- » **Requires:** Town Level 15, Dark Enclosure.

**Dragon Pinnacle** - Dwelling Level 7

An upgrade of the Dragon Spire.

The Dragon Pinnacle allows you to recruit **1 Black Dragon** per week.

- » **Cost:** 15000, 15, 20.
- » **Requires:** Town Level 15, Dragon Spire.



Fortress Buildings

Fortress Standard Buildings

**Village Hall**

The Village Hall allows you to purchase town structures and earns your kingdom 500 gold per day.

**Town Hall**

An upgrade of the Village Hall.

The Town Hall allows you to purchase town structures and earns your kingdom 1000 gold per day.

» **Cost:** 2000.

» **Requires:** Town Level 6, Blacksmith.

**City Hall**

An upgrade of the Town Hall.

The City Hall allows you to purchase town structures and earns your kingdom 2000 gold per day.

» **Cost:** 4000.

» **Requires:** Town Level 9, Town Hall.

**Capitol**

An upgrade of the City Hall.

The Capitol earns your kingdom 4000 gold per day.

» **Cost:** 8000.

» **Requires:** Town Level 15, City Hall.

**Fort**

The Fort provides your town with defensive walls.

» **Cost:** 3500, 5, 5.

» **Requires:** Town Level 6, Blade Barracks.

**Citadel**

An upgrade of the Castle.

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

» **Cost:** 3500, 5, 5.

» **Requires:** Town Level 9, Fort.

**Castle**

An upgrade of the Castle.

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

» **Cost:** 3500, 10, 10.

» **Requires:** Town Level 15, Stoneworks.

**Tavern**

The Tavern allows to recruit heroes. Increases morale of troops defending the city by +1.

» **Cost:** 500, 5.

**Marketplace**

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

» **Cost:** 500, 5.

**Resource Silo**

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

» **Cost:** 5000, 5.

» **Requires:** Marketplace.

**Blacksmith**

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

- » **Cost:** 1000, 5.
- » **Requires:** Town Level 3, Village Hall.

**Shipyard**

The Shipyard allows you to purchase ships.

- » **Cost:** 2000, 20.
- » **Requires:** Town Level 15.

Fortress Magic Buildings

**Magic Guild level one**

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

- » **Cost:** 2000, 5, 5.
- » **Requires:** Town Level 3.

**Magic Guild level two**

An upgrade of the Magic Guild level one.

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

- » **Cost:** 1000, 5, 5, 1, 1, 1, 1.
- » **Requires:** Town Level 3, Magic Guild level one.

**Magic Guild level three**

An upgrade of the Magic Guild level two.

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

- » **Cost:** 1000, 5, 5, 2, 2, 2, 2.
- » **Requires:** Town Level 3, Magic Guild level two.

**Magic Guild level four**

An upgrade of the Magic Guild level three.

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

- » **Cost:** 1000, 5, 5, 3, 3, 3, 3.
- » **Requires:** Town Level 3, Magic Guild level three.

**Magic Guild level five**

An upgrade of the Magic Guild level four.

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

- » **Cost:** 1000, 5, 5, 5, 5, 5, 5.
- » **Requires:** Town Level 3, Magic Guild level four.

**Runic Shrine level one**

Allows a visiting hero to learn magic runes from the first and second Runic Circle.

- » **Cost:** 1000, 1, 1, 1, 1, 1, 1.
- » **Requires:** Town Level 3.

**Runic Shrine level two**

An upgrade of the Runic Shrine level one.

Allows a visiting hero to learn magic runes from the third and fourth Runic Circle.

- » **Cost:** 4000, 2, 2, 2, 2, 2, 2.
- » **Requires:** Town Level 3, Runic Shrine level one.

**Runic Shrine level three**

An upgrade of the Runic Shrine level two.

Allows a visiting hero to learn a magic rune from the fifth Runic Circle.

- » **Cost:** 6000, 3, 3, 3, 3, 3, 3.
- » **Requires:** Town Level 3, Runic Shrine level two.

**Wrestler's Arena**

Boosts Brawler and Berserker growth by +4 per week.

- » **Cost:** 1000, 5, 5.
- » **Requires:** Town Level 12, Fighting Ring.

**Guard Post**

The Guard Post allows you to add a stack of additional units directly to the battlefield when defending the town from a siege.

- » **Cost:** 1000, 10.

**Stoneworks**

When Stoneworks are built, the walls of town are harder to destroy during a siege.

- » **Cost:** 1000, 5, 5.
- » **Requires:** Town Level 12, Citadel.

**Runic Sanctuary**

Boosts Rune Priest and Rune Patriarch growth by +1 per week.

- » **Cost:** 1500.
- » **Requires:** Town Level 12, Runic Chapel.

**Blazing Anvil - Grail Structure**

The Blazing Anvil increases weekly creature growth by 50%, provides your empire with additional 5000 gold each day, boosts spell power for defending heroes by +6 and Defense for the creatures by +6. Allows defending heroes to use runes wasting no resources. A Tear of Asha is required to build this structure.

Fortress Dwellings

**Shield Barracks - Dwelling Level 1**

The Shield Barracks allow you to recruit **18** Defenders per week.

- » **Cost:** 400, 5.

**Shield Halls - Dwelling Level 1**

An upgrade of the Shield Barracks.

The Shield Halls allow you to recruit **18** Shieldguards per week.

- » **Cost:** 1200.
- » **Requires:** Shield Barracks.

**Blade Barracks - Dwelling Level 2**

The Blade Barracks allow you to recruit **14** Spearwielders per week.

- » **Cost:** 1000, 10.
- » **Requires:** Town Level 3.

**Blade Halls - Dwelling Level 2**

An upgrade of the Blade Barracks.

The Blade Halls allow you to recruit **14** Skirmishers per week.

- » **Cost:** 2500, 10, 3.
- » **Requires:** Town Level 3, Blade Barracks.

**Bear Pens - Dwelling Level 3**

The Bear Pens allow you to recruit **7** Bear Riders per week.

- » **Cost:** 1200, 10, 10.
- » **Requires:** Town Level 6, Shield Barracks.



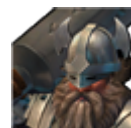
**Blackbear Pens** - Dwelling Level 3

An upgrade of the Bear Pens.

The Blackbear Pens allow you to recruit **7 Blackbear Riders** per week.

» **Cost:** 2500, 5, 5.

» **Requires:** Town Level 6, Bear Pens.

**Fighting Ring** - Dwelling Level 4

The Fighting Ring allows you to recruit **6 Brawlers** per week.

» **Cost:** 2000, 5, 5, 10, 5.

» **Requires:** Town Level 6.

**Fighting Square** - Dwelling Level 4

An upgrade of the Fighting Ring.

The Fighting Square allows you to recruit **6 Berserkers** per week.

» **Cost:** 4000, 5, 5, 5.

» **Requires:** Town Level 6, Fighting Ring.

**Runic Chapel** - Dwelling Level 5

The Runic Chapel allows you to recruit **3 Rune Priests** per week.

» **Cost:** 3000, 10, 10, 5, 5, 5, 5.

» **Requires:** Town Level 9, Runic Shrine level one.

**Runic Temple** - Dwelling Level 5

An upgrade of the Runic Chapel.

The Runic Temple allows you to recruit **3 Rune Patriarches** per week.

» **Cost:** 6000, 5, 5, 10.

» **Requires:** Town Level 9, Runic Chapel.

**Clan Halls** - Dwelling Level 6

The Clan Halls allow you to recruit **2 Thanes** per week.

» **Cost:** 4000, 20.

» **Requires:** Town Level 12, Bear Pens.

**Clan Palace** - Dwelling Level 6

An upgrade of the Clan Halls.

The Clan Palace allows you to recruit **2 Warlords** per week.

» **Cost:** 8000, 10, 10.

» **Requires:** Town Level 12, Clan Halls.

**Lava Fissure** - Dwelling Level 7

The Lava Fissure allows you to recruit **1 Fire Dragon** per week.

» **Cost:** 10000, 15, 10, 10.

» **Requires:** Town Level 15.

**Magma Rift** - Dwelling Level 7

An upgrade of the Lava Fissure.

The Magma Rift allows you to recruit **1 Magma Dragon** per week.

» **Cost:** 10000, 10, 10.

» **Requires:** Town Level 15, Lava Fissure.



Haven Buildings

Haven Standard Buildings

**Village Hall**

The Village Hall allows you to purchase town structures and earns your kingdom 500 gold per day.

**Town Hall**

An upgrade of the Village Hall.

The Town Hall allows you to purchase town structures and earns your kingdom 1000 gold per day.

» **Cost:** 2000.

» **Requires:** Town Level 3, Village Hall.

**City Hall**

An upgrade of the Town Hall.

The City Hall allows you to purchase town structures and earns your kingdom 2000 gold per day.

» **Cost:** 5000.

» **Requires:** Town Level 9, Town Hall.

**Capitol**

An upgrade of the City Hall.

The Capitol earns your kingdom 4000 gold per day.

» **Cost:** 10000.

» **Requires:** Town Level 15, City Hall.

**Fort**

The Fort provides your town with defensive walls.

» **Cost:** 5000, 5, 5.

» **Requires:** Town Level 6.

**Citadel**

An upgrade of the Fort.

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

» **Cost:** 5000, 5, 5.

» **Requires:** Town Level 9, Fort.

**Castle**

An upgrade of the Citadel.

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

» **Cost:** 5000, 10, 10.

» **Requires:** Town Level 12, Citadel.

**Tavern**

The Tavern allows to recruit heroes. Increases morale of troops defending the city by +1.

» **Cost:** 500, 5.

**Marketplace**

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

» **Cost:** 500, 5.

**Resource Silo**

An upgrade of the Marketplace.

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

» **Cost:** 5000, 5.

» **Requires:** Marketplace.



Blacksmith

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

» **Cost:** 1000, 5.



Shipyard

The Shipyard allows you to purchase ships.

» **Cost:** 2000, 20.

» **Requires:** Town Level 12.

Haven Magic Buildings



Magic Guild level one

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

» **Cost:** 2000, 5, 5.

» **Requires:** Town Level 3.



Magic Guild level two

An upgrade of the Magic Guild level one.

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

» **Cost:** 1000, 5, 5, 1, 1, 1, 1.

» **Requires:** Town Level 3, Magic Guild level one.



Magic Guild level three

An upgrade of the Magic Guild level two.

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

» **Cost:** 1000, 5, 5, 2, 2, 2, 2.

» **Requires:** Town Level 3, Magic Guild level two.



Magic Guild level four

An upgrade of the Magic Guild level three.

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

» **Cost:** 1000, 5, 5, 3, 3, 3, 3.

» **Requires:** Town Level 3, Magic Guild level three.



Magic Guild level five

An upgrade of the Magic Guild level four.

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

» **Cost:** 1000, 5, 5, 5, 5, 5, 5.

» **Requires:** Town Level 3, Magic Guild level four.



Training Grounds

The Training Grounds supports Training special ability, allows to train lower tier troops into higher tier troops (only 7 creatures can be trained in the town with this building per week).

» **Cost:** 3500, 10, 5, 5.

» **Requires:** Town Level 6.



Hall of Heroes

The Hall of Heroes supports Training special ability and allows to train additional 13 creatures per week.

» **Cost:** 5000, 10, 5, 5.

» **Requires:** 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.

» **Cost:** 2000, 10, 5.

» **Requires:** Town Level 9.

**Farms**

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

» **Cost:** 1000.

» **Requires:** Town Level 3, Peasant Huts.

**Elrath's Sentinel** - Grail Structure

Elrath's Sentinel increases weekly creature growth by 50%, provides your empire with an additional 5000 gold each day and boosts luck of all your heroes by +2. A Tear of Asha is required to build this structure.

Haven Dwellings

**Peasant Huts** - Dwelling Level 1

The Peasant Huts allows you to recruit **22** Peasants per week.

» **Cost:** 500.

**Peasant Cabins** - Dwelling Level 1

An upgrade of the Peasant Huts.

The Peasant Cabins allows you to recruit **22** Conscripts per week.

» **Cost:** 1500.

» **Requires:** Peasant Huts.

**Archer Tower** - Dwelling Level 2

The Archer Tower allows you to recruit **12** Archers per week.

» **Cost:** 1200, 10.

» **Requires:** Town Level 3.

**Marksman Tower** - Dwelling Level 2

An upgrade of the Archer Tower.

The Marksman Tower allows you to recruit **12** Marksmen per week.

» **Cost:** 2700, 10.

» **Requires:** Town Level 3, Archer Tower.

**Barracks** - Dwelling Level 3

The Barracks allows you to recruit **10** Footmen per week.

» **Cost:** 1500, 10, 10.

» **Requires:** Town Level 3, Blacksmith.

**Garrison** - Dwelling Level 3

An upgrade of the Barracks.

The Garrison allows you to recruit **10** Squires per week.

» **Cost:** 3000, 10.

» **Requires:** Town Level 3, Barracks.

**Griffin Tower** - Dwelling Level 4

The Griffin Tower allows you to recruit **5** Griffins per week.

» **Cost:** 2500, 10, 10, 5.

» **Requires:** Town Level 6.

**Griffin Bastion** - Dwelling Level 4

An upgrade of the Griffin Tower.

The Griffin Bastion allows you to recruit **5** Imperial Griffins per week.

» **Cost:** 4000, 10, 10, 5.

» **Requires:** Town Level 6, Griffin Tower.



**Monastery** - Dwelling Level 5

The Monastery allows you to recruit **3** Priests per week.

- » **Cost:** 3000, 5, 5, 2, 2, 2, 2.
- » **Requires:** Town Level 9, Magic Guild level one.

**Cathedral** - Dwelling Level 5

An upgrade of the Monastery.

The Cathedral allows you to recruit **3** Inquisitors per week.

- » **Cost:** 8000, 5, 5, 3, 3, 3, 3.
- » **Requires:** Town Level 9, Monastery.

**Jousting Arena** - Dwelling Level 6

The Jousting Arena allows you to recruit **2** Cavaliers per week.

- » **Cost:** 6000, 15, 10.
- » **Requires:** Town Level 12, Stables.

**Order of Paladins** - Dwelling Level 6

An upgrade of the Jousting Arena.

The Order of Paladins allows you to recruit **2** Paladins per week.

- » **Cost:** 9000, 20, 15.
- » **Requires:** Town Level 12, Jousting Arena.

**Altar of Light** - Dwelling Level 7

The Altar of Light allows you to recruit **1** Angel per week.

- » **Cost:** 10000, 15, 10.
- » **Requires:** Town Level 15, Monastery.

**Altar of Heaven** - Dwelling Level 7

An upgrade of the Altar of Light.

The Altar of Heaven allows you to recruit **1** Archangel per week.

- » **Cost:** 12000, 20, 10.
- » **Requires:** Town Level 15, Altar of Light.



Inferno Buildings

Inferno Standard Buildings



Village Hall

The Village Hall allows you to purchase town structures and earns your kingdom 500 gold per day.



Town Hall

An upgrade of the Village Hall.

The Town Hall allows you to purchase town structures and earns your kingdom 1000 gold per day.

» **Cost:** 2000.

» **Requires:** Town Level 3, Village Hall.



City Hall

An upgrade of the Town Hall.

The City Hall allows you to purchase town structures and earns your kingdom 2000 gold per day.

» **Cost:** 5000.

» **Requires:** Town Level 9, Town Hall.



Capitol

An upgrade of the City Hall.

The Capitol earns your kingdom 4000 gold per day.

» **Cost:** 10000.

» **Requires:** Town Level 15, City Hall.



Fort

The Fort provides your town with defensive walls.

» **Cost:** 5000, 5, 5.

» **Requires:** Town Level 6.



Citadel

An upgrade of the Fort.

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

» **Cost:** 5000, 5, 5.

» **Requires:** Town Level 9, Fort.



Castle

An upgrade of the Citadel.

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

» **Cost:** 5000, 10, 10.

» **Requires:** Town Level 15, Sacrificial Pit.



Tavern

The Tavern allows to recruit heroes. Increases morale of troops defending the city by +1.

» **Cost:** 500, 5.



Marketplace

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

» **Cost:** 500, 5.



Resource Silo

An upgrade of the Marketplace.

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

» **Cost:** 5000, 5.

» **Requires:** Marketplace.



Blacksmith

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

» **Cost:** 1000, 5.



Shipyard

The Shipyard allows you to purchase ships.

» **Cost:** 2000, 20.

» **Requires:** Town Level 12.

Inferno Magic Buildings



Magic Guild level one

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

» **Cost:** 2000, 5, 5.

» **Requires:** Town Level 3.



Magic Guild level two

An upgrade of the Magic Guild level one.

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

» **Cost:** 1000, 5, 5, 1, 1, 1, 1.

» **Requires:** Town Level 3, Magic Guild level one.



Magic Guild level three

An upgrade of the Magic Guild level two.

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

» **Cost:** 1000, 5, 5, 2, 2, 2, 2.

» **Requires:** Town Level 3, Magic Guild level two.



Magic Guild level four

An upgrade of the Magic Guild level three.

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

» **Cost:** 1000, 5, 5, 3, 3, 3, 3.

» **Requires:** Town Level 3, Magic Guild level three.



Magic Guild level five

An upgrade of the Magic Guild level four.

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

» **Cost:** 1000, 5, 5, 5, 5, 5, 5.

» **Requires:** Town Level 3, Magic Guild level four.



Infernal Loom

The Infernal Loom increases number of gated creatures by 10%. Enemy heroes sieging this town get -2 to luck.

» **Cost:** 1000, 2, 2.

» **Requires:** Town Level 3.



Spawn of Chaos

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

» **Cost:** 1500, 5.

» **Requires:** Town Level 6, Demon Tower.



Halls of Horror

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

» **Cost:** 1000, 5.

» **Requires:** Town Level 15, Burning Stables.

**Sacrificial Pit**

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

- » **Cost:** 2000, 5, 5, 5.
- » **Requires:** Town Level 12, Citadel.

**Lord of Torments** - Grail Structure

The Lord of Torments increases weekly creature growth by 50%, provides your empire with an additional 5000 gold each day and boosts Spellpower of defending heroes by +10. A Tear of Asha is required to build this structure.

Inferno Dwellings

**Imp Crucible** - Dwelling Level 1

The Imp Crucible allows you to recruit **16** Imps per week.

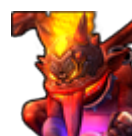
- » **Cost:** 400, 5.

**Familiar Crucible** - Dwelling Level 1

An upgrade of the Imp Crucible.

The Familiar Crucible allows you to recruit **16** Familiars per week.

- » **Cost:** 1200, 5.
- » **Requires:** Imp Crucible.

**Demon Tower** - Dwelling Level 2

The Demon Tower allows you to recruit **15** Horned Demons per week.

- » **Cost:** 1000, 5.
- » **Requires:** Town Level 3.

**Demon Bastion** - Dwelling Level 2

An upgrade of the Demon Tower.

The Demon Bastion allows you to recruit **15** Horned Overseers per week.

- » **Cost:** 2500, 10, 5.
- » **Requires:** Town Level 3, Demon Tower.

**Howling Kennels** - Dwelling Level 3

The Howling Kennels allows you to recruit **8** Hell Hounds per week.

- » **Cost:** 1200, 10, 2.
- » **Requires:** Town Level 6, Tavern.

**Raging Kennels** - Dwelling Level 3

An upgrade of the Howling Kennels.

The Raging Kennels allows you to recruit **8** Cerberi per week.

- » **Cost:** 2500, 15, 5.
- » **Requires:** Town Level 6, Howling Kennels.

**Hall of Temptations** - Dwelling Level 4

The Hall of Temptations allows you to recruit **5** Succubi per week.

- » **Cost:** 3500, 5, 5, 3, 3.
- » **Requires:** Town Level 9, Magic Guild level one.

**Hall of Sins** - Dwelling Level 4

An upgrade of the Hall of Temptations.

The Hall of Sins allows you to recruit **5** Succubus Mistresses per week.

- » **Cost:** 5000, 5, 3, 5, 3.
- » **Requires:** Town Level 9, Hall of Temptations.



**Burning Stables** - Dwelling Level 5

The Burning Stables allows you to recruit **3 Hell Chargers** per week.

» **Cost:** 4000, 5, 5, 10.

» **Requires:** Town Level 9.

**Blazing Stables** - Dwelling Level 5

An upgrade of the Burning Stables.

The Blazing Stables allows you to recruit **3 Nightmares** per week.

» **Cost:** 6000, 5, 5, 7, 10.

» **Requires:** Town Level 9, Burning Stables.

**Heart of the Pit** - Dwelling Level 6

The Heart of the Pit allows you to recruit **2 Pit Fiends** per week.

» **Cost:** 5000, 10, 10.

» **Requires:** Town Level 12, Hall of Temptations.

**Heart of the Abyss** - Dwelling Level 6

An upgrade of the Heart of the Pit.

The Heart of the Abyss allows you to recruit **2 Pit Lords** per week.

» **Cost:** 8000, 10, 10, 7.

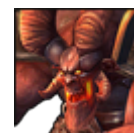
» **Requires:** Town Level 12, Heart of the Pit.

**Temple of the Fallen** - Dwelling Level 7

The Temple of the Fallen allows you to recruit **1 Devil** per week.

» **Cost:** 10000, 10, 10, 5.

» **Requires:** Town Level 15.

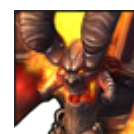
**Temple of the Forsaken** - Dwelling Level 7

An upgrade of the Temple of the Fallen.

The Temple of the Forsaken allows you to recruit **1 Arch Devil** per week.

» **Cost:** 10000, 10, 15, 10.

» **Requires:** Town Level 15, Temple of the Fallen.



Necropolis Buildings

Necropolis Standard Buildings

**Village Hall**

The Village Hall allows you to purchase town structures and earns your kingdom 500 gold per day.

**Town Hall**

An upgrade of the Village Hall.

The Town Hall allows you to purchase town structures and earns your kingdom 1000 gold per day.

» **Cost:** 2000.

» **Requires:** Town Level 6, Crypt.

**City Hall**

An upgrade of the Town Hall.

The City Hall allows you to purchase town structures and earns your kingdom 2000 gold per day.

» **Cost:** 5000.

» **Requires:** Town Level 9, Town Hall.

**Capitol**

An upgrade of the City Hall.

The Capitol earns your kingdom 4000 gold per day.

» **Cost:** 10000.

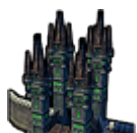
» **Requires:** Town Level 15, City Hall.

**Fort**

The Fort provides your town with defensive walls.

» **Cost:** 5000, 5, 5.

» **Requires:** Town Level 3.

**Citadel**

An upgrade of the Fort.

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

» **Cost:** 5000, 5, 5.

» **Requires:** Town Level 9, Ruined Tower.

**Castle**

An upgrade of the Citadel.

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

» **Cost:** 5000, 10, 10.

» **Requires:** Town Level 12, Citadel.

**Tavern**

The Tavern allows to recruit heroes. Increases morale of troops defending the city by +1.

» **Cost:** 500, 5.

**Marketplace**

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

» **Cost:** 500, 5.

**Resource Silo**

An upgrade of the Marketplace.

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

» **Cost:** 5000, 5.

» **Requires:** Marketplace.



Blacksmith

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

» **Cost:** 1000, 5.



Shipyard

The Shipyard allows you to purchase ships.

» **Cost:** 2000, 20.

» **Requires:** Town Level 12.

Necropolis Magic Buildings



Magic Guild level one

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

» **Cost:** 2000, 5, 5.

» **Requires:** Town Level 3.



Magic Guild level two

An upgrade of the Magic Guild level one.

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

» **Cost:** 1000, 5, 5, 1, 1, 1, 1.

» **Requires:** Town Level 3, Magic Guild level one.



Magic Guild level three

An upgrade of the Magic Guild level two.

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

» **Cost:** 1000, 5, 5, 2, 2, 2, 2.

» **Requires:** Town Level 3, Magic Guild level two.



Magic Guild level four

An upgrade of the Magic Guild level three.

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

» **Cost:** 1000, 5, 5, 3, 3, 3, 3.

» **Requires:** Town Level 3, Magic Guild level three.



Magic Guild level five

An upgrade of the Magic Guild level four.

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

» **Cost:** 1000, 5, 5, 5, 5, 5, 5.

» **Requires:** Town Level 3, Magic Guild level four.



Pillar of Bones

Adds 10% to Necromancy skill of all Necromancers under player's control and grants them additional 150 points of Dark Energy (cumulative by all cities), i.e. supports Necromancy special ability.

» **Cost:** 1000, 10.

» **Requires:** Town Level 6, Magic Guild level one.



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).

» **Cost:** 1000, 5.

» **Requires:** Town Level 9.



Unearthed Graves

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

» **Cost:** 500, 5.

» **Requires:** Town Level 6, Graveyard.

**Dragon Tombstone**

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

- » **Cost:** 3000, 10, 10.
- » **Requires:** Town Level 15, Dragon Graveyard.

**Tomb of the Lost** - Grail Structure

The Tomb of the Lost provides extra gold income (+5000 Gold per day), extra creature growth (+50%), boosts the Necromancy skill of all the player's heroes by 50% and provides them with additional 150 points of Dark Energy. A Tear of Asha is required to build this structure.

Necropolis Dwellings

**Graveyard** - Dwelling Level 1

The Graveyard allows you to recruit **20** Skeletons per week.

- » **Cost:** 300, 5.

**Boneyard** - Dwelling Level 1

An upgrade of the Graveyard.

The Boneyard allows you to recruit **20** Skeleton Archers per week.

- » **Cost:** 900, 5.
- » **Requires:** Graveyard.

**Crypt** - Dwelling Level 2

The Crypt allows you to recruit **15** Zombies per week.

- » **Cost:** 800, 5.
- » **Requires:** Town Level 3, Village Hall.

**Festering Crypt** - Dwelling Level 2

An upgrade of the Crypt.

The Festering Crypt allows you to recruit **15** Plague Zombies per week.

- » **Cost:** 2000, 5, 3.
- » **Requires:** Town Level 3, Crypt.

**Ruined Tower** - Dwelling Level 3

The Ruined Tower allows you to recruit **9** Ghosts per week.

- » **Cost:** 1000, 5, 5, 3.
- » **Requires:** Town Level 6, Fort.

**Haunted Tower** - Dwelling Level 3

An upgrade of the Ruined Tower.

The Haunted Tower allows you to recruit **9** Spectres per week.

- » **Cost:** 2000, 5, 5, 5.
- » **Requires:** Town Level 6, Ruined Tower.

**Vampire Mansion** - Dwelling Level 4

The Vampire Mansion allows you to recruit **5** Vampires per week.

- » **Cost:** 1500, 10, 10, 5.
- » **Requires:** Town Level 9, Tavern.

**Vampire Palace** - Dwelling Level 4

An upgrade of the Vampire Mansion.

The Vampire Palace allows you to recruit **5** Vampire Lords per week.

- » **Cost:** 4000, 10, 10, 5, 5.
- » **Requires:** Town Level 9, Vampire Mansion.



**Sepulcher** - Dwelling Level 5

The Sepulcher allows you to recruit **3 Liches** per week.

- » **Cost:** 2000, 10, 10, 2, 2, 2, 2.
- » **Requires:** Town Level 9, Pillar of Bones.

**Mausoleum** - Dwelling Level 5

An upgrade of the Sepulcher.

The Mausoleum allows you to recruit **3 Archliches** per week.

- » **Cost:** 6000, 10, 10, 3, 3, 3, 3.
- » **Requires:** Town Level 9, Sepulcher.

**Forlorn Hall** - Dwelling Level 6

The Forlorn Hall allows you to recruit **2 Wights** per week.

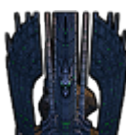
- » **Cost:** 4000, 10, 10, 10.
- » **Requires:** Town Level 12, Shrine of the Netherworld.

**Forlorn Cathedral** - Dwelling Level 6

An upgrade of the Forlorn Hall.

The Forlorn Cathedral allows you to recruit **2 Wraiths** per week.

- » **Cost:** 8000, 10, 5, 10, 5.
- » **Requires:** Town Level 12, Forlorn Hall.

**Dragon Graveyard** - Dwelling Level 7

The Dragon Graveyard allows you to recruit **1 Bone Dragon** per week.

- » **Cost:** 6000, 20, 20, 20.
- » **Requires:** Town Level 15, Castle.

**Dragon Vault** - Dwelling Level 7

An upgrade of the Dragon Graveyard.

The Dragon Vault allows you to recruit **1 Spectral Dragon** per week.

- » **Cost:** 8000, 20, 10, 15.
- » **Requires:** Town Level 15, Dragon Graveyard.



Sylvan Buildings

Sylvan Standard Buildings

**Village Hall**

The Village Hall allows you to purchase town structures and earns your kingdom 500 gold per day.

**Town Hall**

An upgrade of the Village Hall.

The Town Hall allows you to purchase town structures and earns your kingdom 1000 gold per day.

» **Cost:** 2000.

» **Requires:** Town Level 3, Village Hall.

**City Hall**

An upgrade of the Town Hall.

The City Hall allows you to purchase town structures and earns your kingdom 2000 gold per day.

» **Cost:** 5000.

» **Requires:** Town Level 9, Town Hall.

**Capitol**

An upgrade of the City Hall.

The Capitol earns your kingdom 4000 gold per day.

» **Cost:** 10000.

» **Requires:** Town Level 15, City Hall.

**Fort**

The Fort provides your town with defensive walls.

» **Cost:** 5000, 5, 5.

» **Requires:** Town Level 6.

**Citadel**

An upgrade of the Fort.

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

» **Cost:** 5000, 5, 5.

» **Requires:** Town Level 9, Fort.

**Castle**

An upgrade of the Citadel.

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

» **Cost:** 5000, 10, 10.

» **Requires:** Town Level 15, Citadel.

**Tavern**

The Tavern allows to recruit heroes. Increases morale of troops defending the city by +1.

» **Cost:** 500, 5.

**Marketplace**

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

» **Cost:** 500, 5.

**Resource Silo**

An upgrade of the Marketplace.

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

» **Cost:** 5000, 5.

» **Requires:** Marketplace.

Blacksmith



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

» **Cost:** 1000, 5.

Shipyards



The Shipyards allows you to purchase ships.

» **Cost:** 2000, 20.

» **Requires:** Town Level 12.

Sylvan Magic Buildings

Magic Guild level one



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

» **Cost:** 2000, 5, 5.

» **Requires:** Town Level 3.

Magic Guild level two



An upgrade of the Magic Guild level one.

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

» **Cost:** 1000, 5, 5, 1, 1, 1, 1.

» **Requires:** Town Level 3, Magic Guild level one.

Magic Guild level three



An upgrade of the Magic Guild level two.

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

» **Cost:** 1000, 5, 5, 2, 2, 2, 2.

» **Requires:** Town Level 3, Magic Guild level two.

Magic Guild level four



An upgrade of the Magic Guild level three.

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

» **Cost:** 1000, 5, 5, 3, 3, 3, 3.

» **Requires:** Town Level 3, Magic Guild level three.

Magic Guild level five



An upgrade of the Magic Guild level four.

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

» **Cost:** 1000, 5, 5, 5, 5, 5, 5.

» **Requires:** Town Level 3, Magic Guild level four.

Avenger's Guild



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

» **Cost:** 1000, 5.

» **Requires:** Town Level 9, Hunters Cabins.

Avenger's Brotherhood



An upgrade of the Avenger's Guild.

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

» **Cost:** 2000.

» **Requires:** Town Level 9, Avenger's Guild.

Mystic Pond



Provides several random resources at the beginning of each week.

» **Cost:** 500, 5.

» **Requires:** Town Level 3, Marketplace.

**Sparkling Fountain**

Provides +2 luck bonus for defending army.

- » **Cost:** 1000, 10.
- » **Requires:** Town Level 12, Mystic Pond.

**Blooming Grove**

Boosts pixie and sprite growth by +4 per week

- » **Cost:** 500, 5, 5.
- » **Requires:** Town Level 3, Faerie Trees.

**Treant Saplings**

Boosts treant growth by +1 per week

- » **Cost:** 3000, 10.
- » **Requires:** Town Level 15, Treant Arches.

**Daughter of Sylanna** - Grail Structure

The Daughter of Sylanna provides extra gold income (+5000 Gold per day), extra creature growth (+50%) and boosts luck of all player's heroes by +2. A Tear of Asha is required to build this structure.

Sylvan Dwellings

**Faerie Trees** - Dwelling Level 1

The Faerie Trees allows you to recruit 10 Pixies per week.

- » **Cost:** 300, 5.

**Faerie Wood** - Dwelling Level 1

An upgrade of the Faerie Trees.

The Faerie Wood allows you to recruit 10 Sprites per week.

- » **Cost:** 900, 5.
- » **Requires:** Faerie Trees.

**Battledance Terrace** - Dwelling Level 2

The Battledance Terrace allows you to recruit 9 Blade Dancers per week.

- » **Cost:** 1100, 5, 5.
- » **Requires:** Town Level 3.

**Battledance Arena** - Dwelling Level 2

An upgrade of the Battledance Terrace.

The Battledance Arena allow you to recruit 9 War Dancers per week.

- » **Cost:** 2000, 10, 5, 2.
- » **Requires:** Town Level 3, Battledance Terrace.

**Hunters Cabins** - Dwelling Level 3

The Hunters Cabins allow you to recruit 7 Hunters per week.

- » **Cost:** 1500, 12, 5.
- » **Requires:** Town Level 6.

**Hunters Lodge** - Dwelling Level 3

An upgrade of the Hunters Cabins.

The Hunters Lodge allows you to recruit 7 Master Hunters per week.

- » **Cost:** 2000, 15, 5.
- » **Requires:** Town Level 6, Hunters Cabins.



**Stone Ring** - Dwelling Level 4

The Stone Ring allows you to recruit **4 Druids** per week.

- » **Cost:** 1500, 10, 3, 3.
- » **Requires:** Town Level 9, Magic Guild level one.

**Stone Circle** - Dwelling Level 4

An upgrade of the Stone Ring.
The Stone Circle allows you to recruit **4 Druid Elders** per week.

- » **Cost:** 4000, 10, 5, 5.
- » **Requires:** Town Level 9, Stone Ring.

**Unicorn Glade** - Dwelling Level 5

The Unicorn Glade allows you to recruit **3 Unicorns** per week.

- » **Cost:** 2000, 5, 5, 5.
- » **Requires:** Town Level 9.

**Unicorn Garden** - Dwelling Level 5

An upgrade of the Unicorn Glade.
The Unicorn Garden allows you to recruit **3 Silver Unicorns** per week.

- » **Cost:** 6000, 5, 5, 5, 10.
- » **Requires:** Town Level 9, Unicorn Glade.

**Treant Arches** - Dwelling Level 6

The Treant Arches allows you to recruit **2 Treants** per week.

- » **Cost:** 4000, 15, 5, 5, 3.
- » **Requires:** Town Level 12.

**Treant Alcove** - Dwelling Level 6

An upgrade of the Treant Arches.
The Treant Alcove allows you to recruit **2 Ancient Treants** per week.

- » **Cost:** 8000, 10, 7, 5, 5.
- » **Requires:** Town Level 12, Treant Arches.

**Dragon Altar** - Dwelling Level 7

The Dragon Altar allows you to recruit **1 Green Dragon** per week.

- » **Cost:** 8000, 5, 5, 15, 15.
- » **Requires:** Town Level 15.

**Dragon Shrine** - Dwelling Level 7

An upgrade of the Dragon Altar.
The Dragon Shrine allows you to recruit **1 Emerald Dragon** per week.

- » **Cost:** 10000, 5, 5, 10, 10.
- » **Requires:** Town Level 15, Dragon Altar.





Academy

Al Safir

Al Safir is the former capital of the Silver Cities, conquered by the Undead. Powerful spells placed on it by the Mages defended it from Markal's curse, but its mighty walls now serve the Necromancers.

» **attack +2, defense +2:** +2 attack and +2 defense bonuses for defenders

Anwaar

The desert city of Anwaar is sometimes called "the City of Lights". Its walls as well as the spires of its numerous towers are built of a quartz-rich granite and often polished or layered with silver or gold. Spells of light are used liberally to maintain the brilliance even at night. Any attacker trying to take aim against the glare risks missing by a good distance.

» **attack -1, defense -1:** -1 attack and -1 defense penalty for attackers

Azhar

There's a portal near Azhar leading to the Demons' lands, and the Wizards keep it under a constant watch. The elite guards have a tradition: they make occasional bold forays into the lava pits, bringing back a few additional measures of mercury.

» **Mercury Wealth:** +2 Mercury per week (on day 1).

Fidaa

Fidaa's schools and universities are more than just academies for the eldritch arts, they are famous for turning out Mages who are warriors more than academics. Every year a large class of would-be heroes graduates, and their services can be had at a reasonable price.

» **Heroes Hiring Place:** Save 10% gold when recruiting heroes.

Hadiya

Many years ago Elven troops came to help the defenders of Hadiya in their fight against the Undead. In memory of that battle Wizards and Druids worked together to put a powerful spell on the graves of the fallen, now every week crystals grow on the burial mounds, protecting the dead from the dark magic of Necromancers.

» **Crystal Wealth:** +2 Crystal per week (on day 1).

Hikm

The port of Hikm serves as the Silver Cities' gates to the sea. The ships of many nations berth here, willing to put up with the high landing fees to get access to the rich markets of the Silver Cities. The high costs go directly into the city treasuries, where they help support the Wizards' navy.

» **Countless Fleet:** The town's shipyard builds ships for half the standard cost (500 Gold + 5 Wood).

Janaan

During the War of the Broken Staff the Wizards of the Silver Cities faced a problem: their fallen warriors were being resurrected by their enemies, providing fresh troops for the other side. Following a hasty council of war Janaan started mass-producing First Aid Tents, thereby both reducing their own losses and weakening the Undead army.

» **First Aid Tent Specialist:** The town's blacksmith also offers First Aid Tents at normal price.

Johara

Johara is known as a town of craftsmen and tinkers, be it for children's toys or mighty military constructs. Many people come here to see the exhibitions of curious mechanical devices, the purpose of which is known only to the hordes of Gremlins who work on them.

» **Tier 1 Military Trainer:** +2 to tier 1 creature's growth.

Kadashman

This city of Eldritch Lore fell from power when it was cursed after the Undead invasion. It has lost its Arcane Essence and has become a stronghold of the Necromancers.

» **Heavy towers:** Shooting towers do more damage to enemy
Defense towers have a 25% bonus to damage.

Mutazz

When this town was built its architect made a bet with the great mage Cyrus, claiming that he could build walls of such strength that they could withstand strikes by titans. Cleverly embedding powerful artifacts into the fortifications, the architect came out the winner.

- » **Strong walls:** Castle walls are harder to destroy
Each defense structure (walls, towers and gate) has 50 more Hit Points.

Nawal

If the thieves of the Silver League ever took over, Nawal would be their capital. For the time being the Circle of Nine turns a blind eye, permitting the thieves to operate. If the Circle ever dared to crack down, many people, messages, and artifacts would simply... disappear...

- » **Information Center:** *The town's thieves guild offers more information (counts as 2 thieves guilds).*

Nudhar

Many residents of the Silver Cities, the Griffin Empire, and Irollan keep their gold in Nudhar's safe deposits. The reason is the high interest rates paid, plus the guarantees by Nudhar's Council of Nine that the money will be absolutely safe. This has made it the wealthiest town in the Silver Cities.

- » **Mountains of Gold:** *Adds 250 Gold to daily income.*

Omran

Omran is the place where an unusual but important Mage competition is held -- the Golem gladiator fights. While their numbers peak during the competition and its festivals, there is sure to always be a few extra golems in training in the town.

- » **Tier 3 Military Trainer:** *+1 to tier 3 creature's growth.*

Qays

Qays is in a heavily contested border area between the Silver Cities and the Necromancers of Heresh. As a result, the Circle of Nine has been careful to reinforce the city's Defenses. One of the measures taken is to ensure that additional Mages are part of the town garrison, ever ready to defend the walls.

- » **Tier 4 Military Trainer:** *+1 to tier 4 creature's growth.*

Sihaam

The shooting towers of Sihaam are full of intricate gremlin-made machinery. Few Mages understand their principles of operation, but the results speak for themselves -- they take a terrible toll on attacking forces.

- » **Heavy towers:** Shooting towers do more damage to enemy
Defense towers have a 25% bonus to damage.

Tarfah

Tarfah's townsfolk don't need wood - they get all the heat they need from the hot springs and thermal vents around the town. They have to watch where they step but it's worth it, the abundance of wood is the main source of Tarfah's wealth.

- » **Wood Producer:** *The Resource Silo produces one extra Wood each day.*

Thaqib

The War of the Gray Alliance of the Humans and Elves against the Demons didn't spare the Silver Cities. Defenders of Thaqib had to withstand a long siege, during which they were on the receiving end of ballista attacks. Quick to learn, Thaqib built its own and now makes the finest ones in the Silver League.

- » **Ballista Specialist:** *The town's Blacksmith also offers Ballistae at normal price.*

Tharaa

Noisy and restless, Tharaa is the Silver Cities' center of trade. The town council intentionally lowered the trade tax, improving the flow of goods and guaranteeing that they would be cheaper here than in competing towns.

- » **Merchant's Fair:** *The town's marketplace offers better rates (counts as 2 marketplaces).*

Yafiah

Yafiah is the place where Sar-Shazzar, one of the great wizards of the early days of Ashan, is said to have passed away. In the middle of town there is a monument to him, and the town defenders fight like dervishes to keep this important site out of enemy hands.

- » **Morale + 1:** *+1 morale bonus for defenders*

Yasaar

Residents of Yasaar are used to tremors in the earth. The cause of it is their unusual method for extracting ore: Wizards generate an earthquake every few days in order to bring fresh veins of ore-rich rock to the surface.

- » **Ore Producer:** *The Resource Silo produces one extra Ore each day.*

Yumn

Yumn is a town of gamblers, and luck has come to be such an important part of daily life that the elders have imposed a luck tax. Few believe that tossing a coin in the old fountain costs them luck, but invading armies seem to be hit with unexpected and unwelcome surprises.

- » **Luck + 1:** *+1 luck bonus for defenders*

Zakiv

This thriving metropolis is a major center of the Silver Cities, built after the war with the Necromancers. The Mages didn't spare a single protective spell when rebuilding the town, and now it has become the most powerful of the Mage's cities.

» **attack +2, defense +2:** +2 attack and +2 defense bonuses for defenders

Ziyad

Just as a table can only be as good as the wood from which it is made, the choice of stone makes a great difference in a gargyle. The quarries here are famous for their plentiful stones, which are easily turned into these famed flying troops of the Silver Cities.

» **Tier 2 Military Trainer:** +1 to tier 2 creature's growth.

Dungeon

Colris

The defensive towers here are adorned with barbed magical stars that inflict additional damage on those who attack the town. The origin of these stars is unknown, but the Dragon profile drawn on them hints that they are a gift from Malassa's brood to the Dark Elves who worship them.

» **Heavy towers:** Shooting towers do more damage to enemy
Defense towers have a 25% bonus to damage.

Halad

Deep in these catacombs witches weave a net of sorcery to protect the Dungeon dwellers from enemies. It's one of the few activities upon which the bickering Dark Elf clans agree, and they all send apprentice witches there to train.

» **Tier 2 Military Trainer:** +1 to tier 2 creature's growth.

Myrthin

The Dark Elves were always short of mercury, until one clever alchemist figured out how to extract it from subterranean lichen. The lichen growing near Myrthin is best for that purpose, so the town has become the center for Ygg-Chall's mercury trade.

» **Mercury Wealth:** +2 Mercury per week (on day 1).

Ristyrris

Ristyrris is a former town of the Soulscar Clan, this name releases a torrent of abuse from the mouth of any Warlock. During early clan wars they entered into alliance with demons, which them to ruin. The only reminder of that are the Ballista: the Demons taught the Ristyrris blacksmiths to make them.

» **Ballista Specialist:** *The town's Blacksmith also offers Ballistae at normal price.*

Salgunsal

Most of the wealth of this town is generated by hundreds of slaves. Captured in war or sold into servitude, their numbers are large and provide a docile, well-ordered, and inexpensive labor supply.

» **Mountains of Gold:** *Adds 250 Gold to daily income.*

Seishnec

The powerful saurian mounts used by the Dark Elf cavalry are native to this place. Because of their military importance, there is a constant flow of warriors, trainers, and buyers through the town. Seishnec is never short of an extra hand should war come to the town.

» **Tier 4 Military Trainer:** +1 to tier 4 creature's growth.

Shamal

Few of the cities in the labyrinthine caverns of the Dark Elves are navigable as far as the seas. The importance of these few ports -- for spying as much as for trade -- means that they are carefully managed. The building of boats is of paramount importance, and prices are kept artificially low.

» **Countless Fleet:** *The town's shipyard builds ships for half the standard cost (500 Gold + 5 Wood).*

Shansyl

Though Druids are not to be found among the Dark Elves, some nuts and seedlings were taken from their homeland when they were banished and are today grown in Shansyl. Unique for the fissures that permit light and air to the depths of the caverns, Shansyl does a thriving business in lumber.

» **Wood Producer:** *The Resource Silo produces one extra Wood each day.*

Sorfail

A potent curse of ill luck was laid on this town by defeated Necromancer cultists, enemies and even strangers who come to the town fall victim to it. A traveler can expect merely a lost purse or a twisted ankle, but invading armies are doomed to a string of disasters.

» **Luck - 1:** -1 luck penalty for attackers

Sweristal

The area around Sweristal reminds one of a barren wasteland. During the War of the Bitter Ashes, Dark Elf Warlocks unleashed a powerful magic that ripped away a layer of earth, incidentally baring countless beds of ore. The collection of this ore is the main occupation of local residents.

» **Ore Producer:** *The Resource Silo produces one extra Ore each day.*

Talgath

Subterranean cold and damp envelop the residents Talgath, a town marked by Death. It became a grave for its attackers during the War Under the Mountain, and anybody who comes near the walls feels the cold of death squeezing their heart.

» **Morale - 1:** -1 morale penalty for attackers

Talmon

The network of subterranean labyrinths that branch out from all over Talmon comes out near Ur-Toth - a Demon town famous for its reserves of diamonds. Covert penetration into the Demons' treasury has become a frequent exercise for these stealthy fighters of Ygg-Chall.

» **Gems Wealth:** +2 Gems per week (on day 1).

Talosthra

The scorched plain that surrounds the Talosthra walls is scattered with explosive stones -- the traces of a past battle between the Dark Elves and particularly clever Dwarven Rune Priests. The stones have not lost their magical power and will inflict serious damage on anybody who tries to lay siege to Talosthra.

» **attack -1, defense -1:** -1 attack and -1 defense penalty for attackers

Thilgathal

Thilgathal's walls are enveloped by thick fog, and the whole town seems to be hidden behind a dirty grey haze. Whether magical or not the fog is certainly effective, shots fired against the town have a hard time hitting their target.

» **Strong walls:** Castle walls are harder to destroy
Each defense structure (walls, towers and gate) has 50 more Hit Points.

Thralsin

The secret of making First Aid Tents seemed to be lost forever when the Dark Elves were cut off from the Druids and healing arts of Irollan. Diligent study by Thralsin alchemists and craftsmen managed to restore much of what was lost. Jealously guarding their knowledge, Thralsin is the only town where one can buy these Tents.

» **First Aid Tent Specialist:** *The town's blacksmith also offers First Aid Tents at normal price.*

Torost

A tradition from the ancient days when all Elves were one people, every Dark Elf goes through a rite of passage to adulthood. Assassins, for instance, come from all over to try the ascend this city's Culling Tower. Not all manage it, however, the narrow spiral stairs are laced with cunning traps and the spirits of the dead are said to stand guard.

» **Tier 1 Military Trainer:** +2 to tier 1 creature's growth.

Vantalost

The market here is often full of mercenaries and soldiers on leave, selling their hard-won booty to pay for a bit of well-deserved rest and relaxation. As a result, surprisingly low prices can be had on items from all over Ashan.

» **Merchant's Fair:** *The town's marketplace offers better rates (counts as 2 marketplaces).*

Virbeth

This is one of the few towns that remained intact after the Dark Elves took over the caves and labyrinths of Ygg-Chall. This was not by chance, it is the town of Minotaurs, and the Dark Ones kept it whole so they could replenish their army with Minotaur slaves.

» **Tier 3 Military Trainer:** +1 to tier 3 creature's growth.

Yeshad

Dark Elves are often members of some form of Thieves' Guild, and they all delight in mysteries and secrets. This town is a place where gossip and rumors from all of Ygg-Chall comes together, and if a Warlock needs reliable information this is where he comes.

» **Information Center:** *The town's thieves guild offers more information (counts as 2 thieves guilds).*

Yonchall

Though possessed of an excellent military academy and training grounds, this sleepy town is located far from the lands where conflict usually simmers – the borders with the Dwarves and with the Elves of Irollan. As a result the Dark Elf heroes trained here, eager to get out and make their fortune elsewhere, are willing to charge less for their services.

» **Heroes Hiring Place:** *Save 10% gold when recruiting heroes.*

Fortress

Asbrand

Good luck accompanies the dwellers of Asbrand both in peaceful labour and in war. This is because of a magical spear, Asbrand's pride and the chief of its treasures. A legend says that the runes adorning the ancient blade are the marks left by the breath of Arkath himself, who gave this spear to the first of the Dwarves and promised to grant them his protection and help in all their undertakings.

» **Luck + 1:** +1 luck bonus for defenders

Berngeyr

The location of Berngeyr is a backwater district of the Dwarven Kingdom. In this region, which remains as wild and desolate as ever, the Dwarves breed and train their savage bears for use as mounts. The ready supply of trained mounts and riders means that they can always provide an extra warrior for the garrison of Berngeyr.

» **Tier 3 Military Trainer:** +1 to tier 3 creature's growth.

Eirik

Traditionally a rough-and-tumble town of nimble fingers and swift justice, the open and freewheeling spirit of Eirik has attracted thieves and rogues even from beyond the borders of Grimheim. The wily Dwarves have arranged a settlement with the Thieves Guild: they grant asylum to the Guild's members, while the Thieves, in their turn, share some information. But beware the thief who oversteps the admittedly fluid boundaries here; it is but a short trip to the mines, ever hungry for labor.

» **Information Center:** The town's thieves guild offers more information (counts as 2 thieves guilds).

Fjori

Legend, myth, and faith often conspire to confuse rather than clarify. In this case, however, no one disputes the Rune Priests' claims that Arkath himself, the patron god of the Dwarves, once descended onto the mountain where Fjori is now located. His blessing has since been appreciated by the Dwarves, as mines beneath the slopes where his talons once perched pour forth ore abundantly.

» **Ore Producer:** The Resource Silo produces one extra Ore each day.

Freywar

The warriors who have devoted themselves to the use of the heavy Dwarven war spear form the striking force of the Dwarven army. They are also famous as great lovers of barley beer. Freywar is a town renowned for its breweries, so it's small wonder that its garrison boasts more of these warriors than any other place.

» **Tier 2 Military Trainer:** +1 to tier 2 creature's growth.

Frostfred

Snow-covered Frostfred is located in a place where fierce winds blow wildly. Few of the Dwarves are able to survive in this sharp frost, not to mention the enemies who would dare trying to usurp the town. Only the natives of Frostfred can firmly hold their weapons in the wind that chills to the marrow, waist-deep in snow, and all the others would suffer slow and unavoidable dying.

» **attack - 2:** -2 attack penalty for attackers

Geirmir

The hinterlands of Geirmir are the only place where those ancient giants, the Mammoths, live. Dwarven heroes use these massive beasts as mounts, though a well-trained Mammoth is very expensive. As a result, the treasury of Geirmir is constantly replenished with gold charged for exporting them.

» **Mountains of Gold:** Adds 250 Gold to daily income.

Gudmund

Black carrion-crows are Gundmund's chief misfortune. Every year these weird birds come here in great swarms, and every year all the dwellers of Gudmund go into the streets to kill as many of them as possible. All means are put to use, and the smiths of Gudmund have even learnt how to produce Ammo Carts to provide the townsfolk with missiles for eliminating the uninvited guests.

» **Ammo Cart Specialist:** The town's Blacksmith also offers Ammo Carts at normal price.

Hring

Hring values nothing higher than its dwellers' life. During the war against the Dark Elves, the population of Hring was virtually wept out, and since then life is estimated higher than gold there. That is why the town's smiths became renowned masters at producing First Aid Tents, and Hring is a place where such Tents can be purchased at minimal price.

» **First Aid Tent Specialist:** The town's blacksmith also offers First Aid Tents at normal price.

Hrottar

Centuries ago, clan struggles left Hrottar desolate and almost deserted. Just as the fighting came to a close and the last stragglers were about to leave, an earthquake struck in the nearby mountains and exposed rich veins of precious stones. The waves of migration soon lapped the other way, as there's nothing valued as highly by the Dwarves as quality jewels and gemstones. In short time the mines of Hrottar were famous, and the gems extracted there are still priced higher than all others in all the parts of Ashan. The town is one of Grimheim's claims to fame and an important source of its income.

» **Gems Wealth:** +2 Gems per week (on day 1).

Hyrkjolf

Hyrkjolf is a town where warriors who are bent on becoming Berserkers undergo their last trials. The Rocks of Fury, a ridge of tremendous stones, are located near the town's walls, and only a fighter who can cleave one of them with his bare hands is entitled to be called a Berserker. Not all can pass this test, but the flow of bold Dwarves who want to earn the title never stops -- and the town is never short of warriors, either.

» **Tier 4 Military Trainer:** +1 to tier 4 creature's growth.

Icegerd

The walls of Icegerd are magnificent mountains covered by ancient glaciers. Once upon a time they served as a shelter for rebellious Dwarves, and many warriors fell under these unassailable walls. Though the rebels -- short of food and supplies -- finally submitted to the victors, the walls remained. Appreciating their defensive capabilities, King Tolghar ordered the town of Icegerd to be built here.

» **Strong walls:** Castle walls are harder to destroy
Each defense structure (walls, towers and gate) has 50 more Hit Points.

Jarveg

"Savage", "cruel," and "brutal" are the epithets sometimes used to describe the blood sports of Jarveg, but they flourish none the less. Fights between animals from dogs to bears to yeti are held here, and the betting brings in a generous amount of revenue. While the bloody snows of the arena floor are repugnant to some, the never-ending flow of bettors and spectators guarantees that the coffers of the town are always full.

» **Mountains of Gold:** Adds 250 Gold to daily income.

Knud

Few know that Knud is the Dwarven Kingdom's capital of thieves. Dwarves shun theft and subterfuge, believing them to be dishonorable and demeaning. Being pragmatic, however, they still resort to the services of the Thieves' Guild in secret. That means Knud is a place where one can gain information about anything that is going on in the Stone Halls, and many know it. But they prefer to hold their tongues, of course, rather than lose them.

» **Information Center:** The town's thieves guild offers more information (counts as 2 thieves guilds).

Kolvard

While the fierce and honorable Dwarves revel in hand to hand melee combat, the precipices around Kolvard make meeting the enemy face-to-face almost an impossibility. Since the founding of the town they defenders have relied more on missile weapons than brute strength to defend themselves, and the traditions of the spear and javelin run deep within the populace. The best troops of the kingdom are to be hired here, and there are always a few extra troops on hand eager to become a part of their town's martial traditions.

» **Heavy towers:** Shooting towers do more damage to enemy
Defense towers have a 25% bonus to damage.

L'etolf

It's been a custom of many hundreds of years L'etolf to keep white wolves as pets, and the dwellers of other towns could not understand why their fellow countrymen need these fierce beasts of prey. Everything became clear when a civil war began in the Dwarven Kingdom. L'etolf was besieged, and then the pets came to their masters' aid. The beasts' howl was so terrible that it forced the attacking army to flee.

» **Morale - 1:** -1 morale penalty for attackers

Merasgar

Prized by the Dwarves as much as precious metals, gems are coveted playthings. No race on the face of Ashan knows as much about the mining, cutting and setting of precious stones as the Dwarves, and no town of the Stone Halls knows more than Merasgar. Blessed by geology and exploited through a huge network of mines, there are always a few extra gems available in this town.

» **Gems Wealth:** +2 Gems per week (on day 1).

Ongeir

Originally a training center for Fire Dragons, Ongeir came close to disaster during the War under the Mountain when Dark Elf assassins killed the guards and trainers and set the monsters free. Though the dragons fled that day never to return, the more amazing fact is that not a single Dwarf was wounded. More than dragons, it seems the town had a staggering supply of luck. Everyone notices it and comments on it now, and gamblers the world over treat travelers from Ongeir like visiting royalty.

» **Luck + 1:** +1 luck bonus for defenders

Rungerd

There is a legend among the Dwarves about a Mount of Gold hiding somewhere in the wilderness of the Northern Wood. The dwellers of Rungerd, which lies in the midst of this weird thicket, firmly believe that the hidden mountain is somewhere near their town. Many generations of the Dwarves were retaking land, inch after inch, from the forest to make way to the treasure. They haven't found any gold yet, but the wood is plenty in Rungerd's stores.

» **Wood Producer:** The Resource Silo produces one extra Wood each day.

Skeld

The gate of Skeld resembles a Defender's shield and is a memorial to the fortitude of those Dwarven warriors. During the war against the Dark Elves, the garrison of Skeld included no other troops but Defenders who were brave enough to stop the invasion of the Servants of Shadow. Hundreds of warriors formed a living shield before the town's gate, keeping the attackers from breaching its walls.

» **Tier 1 Military Trainer:** +2 to tier 1 creature's growth.

Steynjar

The Dwarves are known to be thrifty and even tight-fisted. Vast deposits of ore allowed the dwellers of Steynjar to manipulate the ore markets secretly for their own ends, amassing great wealth for a few local merchants. But their fraud was disclosed, the ore they were hiding was seized for the benefit of the Crown, and the King assigned the duty of mining additional ore to the dwellers of Steynjar forever.

» **Ore Producer:** *The Resource Silo produces one extra Ore each day.*

Svadlund

Ore from the mines, gems from the hills, weapons from the forges – all these things and more can be found in Svadlund. Ill-frequented by caravans of other nations due to the hard and dangerous route, the town is actually at a nexus of Dwarven underground thoroughfares. The ruling clan takes advantage of the situation by ensuring that the ways are safe, the services are efficient, and the taxes are low. On its way to becoming one of the wealthiest towns of the Stone Halls, Svadlund can offer excellent prices on any and all goods.

» **Merchant's Fair:** *The town's marketplace offers better rates (counts as 2 marketplaces).*

Thorbjar

Thorbjar's frozen waterfall is a magnificent and beautiful sight. A pillar of water, glittering in the sun, it towers above the town, its summit disappearing into the clouds. Many Dwarves come to Thorbjär to feast their eyes upon this natural marvel. Few know, however, that the waterfall of Thorbjär is also the town's source of prosperity: deep in the core of the mountain, hidden from an outsider's view by the frozen column, there is another waterfall with fair crystals instead of ice.

» **Crystal Wealth:** +2 Crystal per week (on day 1).

Tor Hrall

Gateway to the Dwarven Kingdom, this town is the centre of trade for all those who wish to do business with the Stone Halls. They keep the prices low here, happy to ensure that nobody is upset at their monopoly on commerce.

» **Merchant's Fair:** *The town's marketplace offers better rates (counts as 2 marketplaces).*

Torgerd

The dwellers of Torgerd are known to be the most unfriendly and secretive among the Dwarves. To get into their town, an alien would have to undergo numerous verifications, and even having at last found himself within the town's walls, he can be sure that many eyes follow him intently. No one knows what exactly are the people of Torgerd hiding, but not even once has the town submitted to an enemy, and during siege its defenders are like solid rocks that only time can wreck.

» **defense + 2:** +2 defense bonus for defenders

Ulfson

The shooting towers of Ulfson are adorned with intricate reliefs of magical runes, carved by the Rune Priests upon their stones. Blessed by the powers of Arkath and powered by super-heated air from lava vents beneath the city, the towers enable particularly devastating and accurate missile fire.

» **Heavy towers:** Shooting towers do more damage to enemy
Defense towers have a 25% bonus to damage.

Vemsdal

Vemsdal was the Dwarven Kingdom's first capital, besieged during a time of clan infighting. That war, which took the lives of many renowned warriors, ended in a grand tournament whose winner became the founder of the current ruling dynasty. Though the winner left the town and founded a new capital, Vemsdal remains a magnet for heroes. Legend has it that a Dwarf who begins his or her service in Vemsdal can reach similarly lofty heights.

» **Heroes Hiring Place:** *Save 10% gold when recruiting heroes.*

Haven**Ashwick**

Many give Ashwick a wide berth because they believe the town is a refuge for Demons. The reason for this is the smell of the numerous sulfur bogs and mud pools nearby, whose contents are the main source of income for the townsfolk.

» **Sulfur Wealth:** +2 Sulfur per week (on day 1).

Ashwood

Once merely a large encampment of tents near a couple of caravan trails and a river, over time this town grew into a thriving commercial center. Today you can find anything you may need in Ashwood, and at a very reasonable price.

» **Merchant's Fair:** *The town's marketplace offers better rates (counts as 2 marketplaces).*

Bailey

Once merely a large encampment of tents near a couple of caravan trails and a river, over time this town grew into a thriving commercial center. Today you can find anything you may need in Bailey, and at a very reasonable price.

» **Merchant's Fair:** *The town's marketplace offers better rates (counts as 2 marketplaces).*

Balmville

In the thickets around Balmville miraculous herbs grow; the town physicians make healing balms and elixirs of them. The townsfolk are so adept in using herbs that they've proclaimed their town the Capital of Healing.

» **First Aid Tent Specialist:** *The town's blacksmith also offers First Aid Tents at normal price.*

Bayworth

The name of this Griffin Empire city is synonymous with seafaring. The Empire's finest shipyards are located here, and the competition ensures that quality craft can be purchased at advantageous prices.

» **Countless Fleet:** *The town's shipyard builds ships for half the standard cost (500 Gold + 5 Wood).*

Brookshire

Established as a training center by King Nicolai, Brookshire immediately attracted heroes who hoped to win glory on the battlefields under their charismatic king.

» **Heroes Hiring Place:** *Save 10% gold when recruiting heroes.*

Castlegate

The objective of the builders that constructed the border town of Castlegate was to lay stout town walls capable of withstanding any attack. Over the course of its tumultuous history the town has often shown that the builders did their job quite well.

» **Strong walls:** Castle walls are harder to destroy
Each defense structure (walls, towers and gate) has 50 more Hit Points.

Chillbury

According to rumor, drinking from the lakes and springs near Chillbury brings luck to those who live there. Though it's often dismissed as an old wives' tale, gamblers tend to be very cautious when they cast dice with someone from the town.

» **Luck + 1:** +1 luck bonus for defenders

Cogston

Hidden away among the thick forests, Cogston became a home for those who chase easy money and like to avoid publicity. Very few know the trails leading to the town, but those who end up there are richly rewarded with the latest gossip and secrets.

» **Information Center:** *The town's thieves guild offers more information (counts as 2 thieves guilds).*

Glenheim

Many people wonder why it is that Glenheim seems to always field a few extra sons training as swordsmen, while most locals shrug with indifference at the question, a few old crones may wink slyly and nod up the river, where an old temple to a goddess of fertility hides.

» **Tier 3 Military Trainer:** +1 to tier 3 creature's growth.

Greystone

Greystone got its name from great grey rocks scattered in its vicinity. These rocks are renowned for giving much more ore than usual when processed, so quarrying them is the main occupation of Greystone's dwellers.

» **Ore Producer:** *The Resource Silo produces one extra Ore each day.*

Gryphon Hill

Tier 4 creatures.

» **Tier 4 Military Trainer:** +1 to tier 4 creature's growth.

Merlon

Founded in an area full of field, brush, and forest, Merlon has been popular with hunters ever since it was a tiny hamlet. Now by rights considered the archers' capital, it is the ideal place to get weapons, supplies, advice, guides, and quality taxidermy.

» **Tier 2 Military Trainer:** +1 to tier 2 creature's growth.

Millfield

Grain country - that's what the lands around Millfield are known as in the Griffin Empire. Since time immemorial this area has supplied bread for the rest of the country. Peasants are quite willing to come and live in Millfield, knowing that they can always find work there.

» **Tier 1 Military Trainer:** +2 to tier 1 creature's growth.

Newpost

Established as a local militia training center by Queen Isabel, heroes come to Newpost from all over the region to sign up in the service of the Griffin Empire.

» **Heroes Hiring Place:** *Save 10% gold when recruiting heroes.*

Northcross

Enterprising rulers of Northcross decided to capitalize on their town's location at the crossing of trade routes and imposed a small levy for the right to pass through. As a result, there is a constant flow of coins into the town's coffers.

» **Mountains of Gold:** *Adds 250 Gold to daily income.*

Palespring

For years it was thought that evil spirits had poisoned the valley on the far side of Palespring. The truth turned out to be much simpler -- a visiting alchemist found unusually high traces of mercury in the rocks and streams.

» **Mercury Wealth:** +2 Mercury per week (on day 1).

Sheller

The residents of this town ended up serving a particular niche, their skill in metal foundry and molds led them to develop great expertise in the creation of all sorts of missiles. Their artisans excel in the creation of quality ammunition, rather than larger pieces.

» **Ammo Cart Specialist:** *The town's Blacksmith also offers Ammo Carts at normal price.*

Stormdale

Stormdale is located in a narrow, wind-blown ravine. Over the decades its fortifications have been refined so that the garrison is protected by gusts of air that throw enemy arrows astray. Any attacking force needs to deal with difficult ascents, uneven ground, and blasts of wind.

» **attack +1, defense +1:** +1 attack and +1 defense bonuses for defenders

Strongbow

Founded in an area full of field, brush, and forest, Strongbow has been popular with hunters ever since it was a tiny hamlet. Now by rights considered the archers' capital, it is the ideal place to get weapons, supplies, advice, guides, and quality taxidermy.

» **Tier 2 Military Trainer:** *+1 to tier 2 creature's growth.*

Thornham

Towers

» **Heavy towers:** Shooting towers do more damage to enemy
Defense towers have a 25% bonus to damage.

Timberwood

Timberwood's resource warehouse was a gift from the Irollan Elves to the Humans, in commemoration of the "Forest and Castle" Treaty. Now this vast forest, blessed by the Elves, produces twice the usual amount of wood for the residents of Timberwood.

» **Wood Producer:** *The Resource Silo produces one extra Wood each day.*

Vigil

There is a great mausoleum in Vigil, where famous warriors and heroes of the Griffin and Falcon Empires are buried. Displays of their weapons and tapestries of their exploits decorate the building, anyone in Vigil who goes to war tries bravely to be worthy of similar glory.

» **Morale + 1:** +1 morale bonus for defenders

Waterway

Ships

» **Countless Fleet:** *The town's shipyard builds ships for half the standard cost (500 Gold + 5 Wood).*

Inferno

Ur-Alzevoth

When the Demons come they come in force, with supplies -- like ships -- built by armies of unwilling slaves. This town happened to be an important portal with a major shipyard. Now that the invasion forces have arrived the ships, no longer needed, are being sold off quickly.

» **Countless Fleet:** *The town's shipyard builds ships for half the standard cost (500 Gold + 5 Wood).*

Ur-Chardros

Ur-Chardros, the Demon smithy, is located by a volcanic vent that serves as a forge for making legendary armour. Clad in such a suit, an Ur-Chardros defender can sustain blows that would kill anybody else.

» **attack +1, defense +1:** +1 attack and +1 defense bonuses for defenders

Ur-Drask

As with all Demon towns, the backbone of industry in Ur-Drask is the backs of slaves. Here, they cull precious stones from flooded veins of subterranean lakes, and the extra emeralds that grace the coffers of the town are there at the price of hundreds of lives.

» **Gems Wealth:** *+2 Gems per week (on day 1).*

Ur-Estaroth

Not located conveniently near a natural source of flame, the residents of Ur-Estaroth keep their forges fueled with endless wagon trains of wood brought or plundered from other regions. Their byproducts of ash and charcoal provide additional sources of revenue, but the stacks of wood are the sight for which the town is best known.

» **Wood Producer:** *The Resource Silo produces one extra Wood each day.*

Ur-Gehenna

Demon legend states that a nearby abyss is inhabited by a vengeful incarnation of Urgash, an elemental of lava that feeds on coal. Demon overseers ensure that their slaves work overtime, supplying coal to the abyss while providing tons of ore to the Demon foundries.

» **Ore Producer:** *The Resource Silo produces one extra Ore each day.*

Ur-Gorthol

Ur-Gorthol was the one of the Sovereign's strongholds before he was defeated and imprisoned in Sheogh. It retains the skills it developed during that era, consistently turning out the finest ammunition as it did for the Sovereign's favorite sport -- hunting, preferably two-legged prey.

» **Ammo Cart Specialist:** *The town's Blacksmith also offers Ammo Carts at normal price.*

Ur-Henoch

A Demon of legendary savagery, Az-Henoch gave this town not just his name but also the vast burial mounds around it. Filled with the bodies of fallen enemies, these gruesome mass graves and their awful history lower the morale of any troops who dare to attack.

» **Morale - 1:** -1 morale penalty for attackers

Ur-Ischin

Ur-Ischin is named for a fiery lake near which it was built. Feral imps descend often to play in the flames and feed on the ancient carbon deposits that fuel it, it is a pastime for the locals to snare and train the imps, which they do with pleasure. The town is never lacking for willing imps among its troops.

» **Tier 1 Military Trainer:** +2 to tier 1 creature's growth.

Ur-Kharg

It is said in Demon legend that Ur-Kharg is the place where Urgash crafted the first Demon from burning obsidian. As such, it is a holy place and the defenses are bolstered by constant streams of fanatic pilgrims, giving it additional defensive strength.

» **Tier 2 Military Trainer:** +1 to tier 2 creature's growth.

Ur-Korsh

The Elves, sometimes to their own chagrin, are exacting when their word is given and their honor is in question. That is why, in spite of their implacable enmity, every week they bring crystals to the Demons of Ur-Korsh as part of an age-old ransom.

» **Crystal Wealth:** +2 Crystal per week (on day 1).

Ur-Kurgan

All that is remembered of the founders of this town is that they were wiped out by Demons in a long and bloody siege. When the city was rebuilt, all the rage and desperation of the defenders was fused into its towers. These grim spires now inflict additional damage on anyone who dares to attack.

» **Heavy towers:** Shooting towers do more damage to enemy
Defense towers have a 25% bonus to damage.

Ur-Mangor

There's a monument in the middle of town to Mangor, a Demon atypically wise in the ways of healing that was killed -- slowly -- for his place in a conspiracy. His legacy is strong, however, and this town is the only place where one can buy a First Aid Tent.

» **First Aid Tent Specialist:** *The town's blacksmith also offers First Aid Tents at normal price.*

Ur-Melphas

A great Demon architect is buried in this town, which bears his name. Acknowledged even by his enemies as a master craftsman, his workshop and students were wiped out during the War of the Gray Alliance. As a result, Demonkind has never matched the perfection of the walls here.

» **Strong walls:** Castle walls are harder to destroy
Each defense structure (walls, towers and gate) has 50 more Hit Points.

Ur-Nebyrzias

Ur-Nebyrzias was the Sovereign's stronghold before he was defeated and imprisoned in Sheogh. It retains the skills it developed during that era, consistently turning out the finest ammunition as it did for the Sovereign's favorite sport -- hunting, preferably two-legged prey.

» **Ammo Cart Specialist:** *The town's Blacksmith also offers Ammo Carts at normal price.*

Ur-Raag

It is said that nothing hates a Demon like another Demon. Ur-Raag is a proof of this, an angry Demon overlord summoned a horde of archdevils and laid a curse for bad luck on his rival who ran the town. The effects of that curse are still felt to this day.

» **Luck - 1:** -1 luck penalty for attackers

Ur-Rioch

Nobody wants to live in Ur-Rioch, a town notorious for its unbearable taxes and extortion, for Demons it is a place of exile. Guilty Demons serve their hard time here, handing over all their money to the town treasury - which, in its turn, makes a hefty contribution to the Sovereign.

» **Mountains of Gold:** *Adds 250 Gold to daily income.*

Ur-Shangor

With so many slaves required to run their economy, and with slaves having such a high mortality rate, the question of what to do with the remains can be a problem. Not in this town, however, as the vast kennels of Hellhounds and Cerberus for which Ur-Shangor is famous require a great deal of provender.

» **Tier 3 Military Trainer:** +1 to tier 3 creature's growth.

Ur-Sphaal

Demons have their own ways of slaking their lusts and this town is no exception, everything and everybody is for sale. It's a town of palaces and hovels, gambling houses and markets. Government is a treacherous business, there is always someone who wants control of this town where anything can be had for a price.

» **Merchant's Fair:** *The town's marketplace offers better rates (counts as 2 marketplaces).*

Ur-Tarsh

Even by Demon standards the noise, the smell, and the food make Ur-Tarsh an unpleasant place. Battle-hardened heroes start looking for a way out after a day or two, as a result they tend to be willing to accept much lower wages.

» **Heroes Hiring Place:** *Save 10% gold when recruiting heroes.*

Ur-Toth

As with all Demon towns, the backbone of industry in Ur-Toth is the backs of slaves. Here, they cull precious stones from flooded veins of subterranean lakes, and the extra emeralds that grace the coffers of the town are there at the price of hundreds of lives.

» **Gems Wealth:** *+2 Gems per week (on day 1).*

Ur-Vesphaal

Ur-Vesphaal is the former Demon capital, first the residence and later the mausoleum of the current Sovereign's predecessor. When the Sovereign killed him and moved the seat of power away, Ur-Vesphaal was slowly taken over by what was left of the competing army -- succubae. Now it's their town.

» **Tier 4 Military Trainer:** *+1 to tier 4 creature's growth.*

Ur-Vramin

Everybody who comes to Ur-Vramin for the first time sees the huge ear adorning the town gates. It's the symbol of this town of spies, gossips, and snitches. Ur-Vramin is famous for its Guild of Thieves, which always has information about everything happening in Ashan

» **Information Center:** *The town's thieves guild offers more information (counts as 2 thieves guilds).*

Necropolis

Abi-libur

Here one finds the center of the Necromancer's slave trade, and a town unusually open to other races. The Necromancers have a constant need for slaves -- or for their bodies, and prices are kept low by the scum who come from far and wide to dispose of unwanted competition, enemies, or family members.

» **Merchant's Fair:** *The town's marketplace offers better rates (counts as 2 marketplaces).*

Adad-shuma

Adad-shuma's watchtowers have their own gruesome ways of attacking the enemy. Storehouses of plague and diseases that, by definition, cannot affect those who are already dead, the towers of this town take a terrible toll on their foes.

» **Heavy towers:** *Shooting towers do more damage to enemy
Defense towers have a 25% bonus to damage.*

Adad-usur

A mage turned Necromancer, one former ruler of Adad-usur continued dabbling in machines and engines as a hobby alongside the studies of the Spider Goddess. When unexpectedly faced by war and lacking the time to create legions of troops, she turned instead to her her mechanical skills and the city began manufacturing Ballista. Unusually for Heresh, the town continues the tradition to this day.

» **Ballista Specialist:** *The town's Blacksmith also offers Ballistae at normal price.*

Amel-ishkun

A legend says that ancient artifacts of the Spider Goddess are hidden away inside the Ishkun mountain. Hundreds of hopefuls scratch their way into the mountain, seeking items of power -- and incidentally extracting tons of ore. Interestingly, there are those who dare to whisper that the rumor of the artifacts comes from the ore dealers themselves...

» **Ore Producer:** *The Resource Silo produces one extra Ore each day.*

Ammi-eshuh

The Undead of Ammi-eshuh are in constant struggle with the primeval powers of the forest. Lingering druidic magics cause saplings and seedlings to sprout constantly throughout the town, and only by constantly culling high and low can the slaves and zombies keep up. The cycle is annoying for the Necromancers, but provides them with plenty of extra wood.

» **Wood Producer:** *The Resource Silo produces one extra Wood each day.*

Ammi-saduqa

Certain Necromancers of Ammi-saduqa have made a hobby of grave robbery. The town is located not far the Silver Cities, whose passion for jewelry includes richly adorned mummies and coffins. There is constant struggle between the Wizards who police their mausoleums and the thieves of Ammi-saduqa who plunder them, a portion of the thieves' booty is given in 'protection' to their town.

» **Gems Wealth:** *+2 Gems per week (on day 1).*

Apal-shipak

Apal-shipak is an ancient town, even by the ageless standards of the Necromancers. As fortifying the crumbling walls is difficult, the defenders instead focus on clearing the fields nearby and carefully placing well-supplied defensive siege machinery. Any attackers must face an endless hail of heavy missiles.

» **Ammo Cart Specialist:** *The town's Blacksmith also offers Ammo Carts at normal price.*

Apil-Sin

Vampires chose this as their capital because of the deep and gloomy caves under the town that they converted to catacombs. Desiring protection for their coffins and some peace and quiet, they are willing to ensure that the local garrison is always supplied with a few extra troops.

» **Tier 4 Military Trainer:** *+1 to tier 4 creature's growth.*

Ashur-gamil

Piracy is the main occupation of Ashur-gamil residents, and "live goods" are their main source of income. Profits of the slave trade keep the shipyards working at full 'speed, turning out huge quantities of vessels to support this valuable commerce.

» **Countless Fleet:** *The town's shipyard builds ships for half the standard cost (500 Gold + 5 Wood).*

Bel-ibni

Bel-ibni was one of the many towns that fell beneath eldritch fires when the Necromancers lost their great war with the Wizards. The spirits of many dead Necromancers haunt these ruins, and Necromancers in spirit form are almost as dangerous as normal undead ones...

» **attack -2, defense -2:** -2 attack and -2 defense penalty for attackers

Bel-kudurri

Bel-kudurri's Thieves' Guild could write the textbook on hazardous working conditions. They check their information many times before they dare to present it to their Necromancer customers. After all, any mistake might cost them very, very dearly...

» **Information Center:** *The town's thieves guild offers more information (counts as 2 thieves guilds).*

Bel-zeri

-1 Luck for enemy.

» **Luck - 1:** -1 luck penalty for attackers

Ea-ditana

The road to Ea-ditana is paved with the bones of enemy warriors for whom it proved to be the last road they would ever walk. Any being coming the same way has ample time to consider what may be waiting for them at the road's end...

» **Morale - 1:** -1 morale penalty for attackers

Enlil-saduga

In desperate times people turn to desperate solutions, during the plague years many of the infected came to Enlil-saduga, hoping to live on as Undead. Never philanthropic with opportunists who are not true believers, the bodies of many of those unfortunates still serve as a source of military might for Enlil-saduga.

» **Tier 2 Military Trainer:** *+1 to tier 2 creature's growth.*

Eriba-ishkun

Eriba-ishkun is a museum town where the embalmed bodies of great heroes of the past are collected. Visiting here always has its effect, as even veteran heroes are so impressed by the noble feats of their predecessors that they charge less for their services than they otherwise would.

» **Heroes Hiring Place:** *Save 10% gold when recruiting heroes.*

Nabu-shuma

Strangers are strongly advised to give this town a wide berth, as a curse on it turns anyone who falls asleep here into an Undead creature. Strangely enough the town council built the walls right across a major highway, and the welcoming inns serve strong alcohol at very low prices...

» **Tier 3 Military Trainer:** *+1 to tier 3 creature's growth.*

Nadin-eshah

All enemies of the Necromancers agree that their view of Asha as a Spider Goddess of the Undead is corrupted, and over-emphasizes a sole aspect -- death -- of the cycle over which Asha reigns. In Nadin-eshah, however, they claim to have an artifact of the Spider Goddess herself. And corrupted or not, the town is surprisingly difficult to conquer.

» **attack +1, defense +1:** +1 attack and +1 defense bonuses for defenders

Nadin-zakir

The Undead of Nadin-zakir are in constant struggle with the primeval powers of the forest. Lingering druidic magics cause saplings and seedlings to sprout constantly throughout the town, and only by constantly culling high and low can the slaves and zombies keep up. The cycle is annoying for the Necromancers, but provides them with plenty of extra wood.

» **Wood Producer:** *The Resource Silo produces one extra Wood each day.*

Nergal-shum

There are still some people around who crave to become immortal and are willing to pay heavily for that. Such fools are welcome here, where Necromancers offer life after death. The monies paid by the "customers" go straight into the town treasury.

» **Mountains of Gold:** *Adds 250 Gold to daily income.*

Ninurta-usur

The caves of Ninurta-usur shelter the richest site of crystals in the whole of Ashan, a treasure trove to be easily harvested were it not for the razor-sharp rocks, aggressive spiders, and sweltering heat. Only the Undead, indifferent to these pains, could so simply harvest the mineral wealth.

» **Crystal Wealth:** *+2 Crystal per week (on day 1).*

Shagarakti

In the days before the War of the Broken Staff, a majestic city stood here - one of the first founded by the Mages. The town survived many wars but was eventually destroyed, and the victorious Necromancers built Shagarakti on its ruins. Now, they plunder the ancient graves for reinforcements for their Undead armies.

» **Tier 1 Military Trainer:** *+2 to tier 1 creature's growth.*

Sumu-irkin

At first glance the walls of Sumu-irkin seemed cracked and aged, hardly a serious obstacle to siege machines. But this is misleading, and those who have tried to take Sumu-ilum have found that out to their peril, catapult missiles can do little harm to ensorcelled gravestones that make up the walls.

» **Strong walls:** *Castle walls are harder to destroy
Each defense structure (walls, towers and gate) has 50 more Hit Points.*

Sylvan**Aglan**

The way to Aglan goes via a long and narrow hollow, when an enemy passes through it the wrath of the forest fills their minds and weighs their steps. All but the most stouthearted are affected by the spell, and at journey's end they are easier prey for Aglan's defenders.

» **attack -1, defense -1:** *-1 attack and -1 defense penalty for attackers*

Altyr

In the middle of the Elven forests rises Altyr - the eternal mountain. At its foot lies a town whose main function is to supply ore to make weapons. Despite the town's importance, Elves tacitly agree that making that sort of a living is, in effect, an exile.

» **Ore Producer:** *The Resource Silo produces one extra Ore each day.*

Anfail

There's a boulder standing in Anfail's town square, in fact, the town was re-built around it after the War of the Blood Moon. The boulder fell from the sky during a siege, crushing a Demon general and his bodyguard and sending the invaders back in disarray. Every Anfail defender touches the stone before battle, as everyone knows it brings luck.

» **Luck + 1:** *+1 luck bonus for defenders*

Damlad

During the War of the Blood Moon between the Demons and all the people of Ashan, Damlad was the site of a heroic stand against a larger, well-equipped Demon horde. The defenders put a spell on the town's defensive towers, transferring to them the battle rage of the besieged. Thanks to the towers the Elves held the town, ultimately forcing the Demons to look for slaughter elsewhere.

» **Heavy towers:** *Shooting towers do more damage to enemy
Defense towers have a 25% bonus to damage.*

Diraen

Diraen is a town that happens to have numerous camps and military depots. Various troops of the armies of Ygg-Chall are always passing through or training there, and finding an extra swordsman under these conditions does not present a problem.

» **Tier 2 Military Trainer:** *+1 to tier 2 creature's growth.*

Erewel

Connoisseurs and collectors are willing to pay well for the unique and beautiful Elven crafts in wood, leather, and crystal that come from the talented craftsmen of the city of Erewel. The town also profits from the trade, levying a hefty tax from those who would purchase.

» **Mountains of Gold:** *Adds 250 Gold to daily income.*

Falltyl

The simplicity of the Elven lifestyle is often at odds with the rich beauty of the things they craft. Pieces considered too ostentatious have always found a welcome market in Falltyl, a large market town with reasonably priced items has grown there as a result.

» **Merchant's Fair:** *The town's marketplace offers better rates (counts as 2 marketplaces).*

Firios

Even a close look doesn't always reveal the motionless figures of Elf archers guarding Firios. This town guards a holy Elfin relic - a sapling of Brythigga, the World Tree. It is deeply sacred to the Elves, so they've allocated additional forces to protect it.

» **Tier 3 Military Trainer:** +1 to tier 3 creature's growth.

Giladan

For many years Irollan was allied with the Griffin Empire, and this town was the site of the treaty that formed the Gray Alliance. As a token of friendship Griffin Empire engineers taught the Giladan smiths the secrets of the ballista, the town remains one of the few sources of these weapons in all of Irollan.

» **Ballista Specialist:** The town's Blacksmith also offers Ballistae at normal price.

Hallin

This city's name is synonymous with 'hero' in the mind of the Elves, a heavily outnumbered and undersupplied group of warriors held off an army of Dark Elves for three days during the storms of winter. All it takes is for the horns to blow the melody of the Lay of the Steadfast that retells the story of the battle, and the defenders' hearts are filled with confidence.

» **Morale + 1:** +1 morale bonus for defenders

Mensyl

The site of the first Druid Circle in all of Irollan, the trees that form the walls of Mensyl are unique. They go deep into the earth, and their ancient druidic magics link them inseparably with the world of Ashan itself. If an enemy manages to break the wall, the trees react and rebuild the broken section.

» **Strong walls:** Castle walls are harder to destroy
Each defense structure (walls, towers and gate) has 50 more Hit Points.

Nargorad

After emerging victorious in the War of the Blood Moon, Elves came back to the ashes of this once-mighty town that had been destroyed by the Demons. The town was rebuilt and given a new name and with it a new function: to mine sulfur, which the Elves needed to restore their devastated kingdom.

» **Sulfur Wealth:** +2 Sulfur per week (on day 1).

Rael

For many years the Elves hoarded their sources of crystals, with which they created marvelous jewelry and items of power. During the War of the Blood Moon the secret was revealed, and the Elves aided their allies in exploiting this resource. Since that time the miners of Rael openly produce crystals, which the Elves require for their magical rites and artifacts.

» **Crystal Wealth:** +2 Crystal per week (on day 1).

Shalaya

Though there is a minority of the Elves that is deeply in love with the ocean, most of their lore and study is saved for the forests and mountains. The kings, appreciating the importance of shipping for defense and trade, ensure that ships can be had inexpensively in Shalaya in the hopes of encouraging more Elves to take to the seas.

» **Countless Fleet:** The town's shipyard builds ships for half the standard cost (500 Gold + 5 Wood).

Sylina

Lost in the thickets of Irollan, Sylina is a Druid town. Here they talk to the Forest, absorbing its power and wisdom. Some of them become hermits and are allowed by the Forest to settle down nearby. Generous and kindly, they are always ready to help in case of emergency.

» **Tier 4 Military Trainer:** +1 to tier 4 creature's growth.

Syris Thalla

Founded after the Day of the Tears of Fire and the destruction of their old capital city, the Elves have worked diligently to recapture some of the beauty of that lost capital in their new one, Syris Thalla.

» **Elven Capital:** +500 Gold per day, +2 morale and luck bonus for defenders

Thalirn

Thalirn is surrounded by vast trees of ancient growth, yet by law and by tradition it is forbidden to cut them. Instead, the townspeople plant huge fields of young saplings, raising and harvesting them as farmers would their crops.

» **Wood Producer:** The Resource Silo produces one extra Wood each day.

Vinlad

Vinlad is the site of the annual Eye of the Hunter archery competition, which draws the greatest marksmen from across Irollan. As a result the town has become the source of the finest arrows, atypically, the town smithy works exclusively on these arms.

» **Ammo Cart Specialist:** The town's Blacksmith also offers Ammo Carts at normal price.

Vintyl

During the war that erupted following the Day of the Tears of Fire, Vintyl survived a brutal siege. Earol, who selflessly subsisted on half rations during two months of heavy fighting, headed the defense. In memory of their great predecessor, all heroes who find themselves in Vintyl charge less for their services less than they do elsewhere.

» **Heroes Hiring Place:** Save 10% gold when recruiting heroes.

Wenlan

The flower glades surrounding Wenlan are the site of the Three Moons festival. Because of this the Pixies and Sprites - creatures who cannot imagine life without festivities - proclaimed Wenlan their capital. The Elves didn't mind, realizing that the huge numbers of these creatures living there would only make the town more secure.

» **Tier 1 Military Trainer:** +2 to tier 1 creature's growth.

Ynthil

Ynthil is an Elven town that had been historically sympathetic to its Dark Elven brethren. The reason for this becomes clear once a traveler digs a bit deeper, like the Dark Elves, Ynthil has a thriving Thieves' Guild and does a great trade in goods, mysteries and secrets.

» **Information Center:** The town's thieves guild offers more information (counts as 2 thieves guilds).



MAP LOCATIONS

Terrain Types and Effects

On their native terrain:

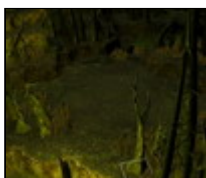
- » heroes have no movement penalty, regardless of their army (see p.217),
- » creatures get a +1 Attack and +1 Defense bonus in combat.



Grass

Normal movement speed.

- » **Natives:** Haven, Sylvan
- » **Elementals:** Air, Earth



Dirt

Slows movement by 20% (25% cost penalty).

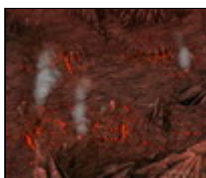
- » **Natives:** Necropolis
- » **Elementals:** Water, Earth



Sand

Slows movement by 33% (50% cost penalty).

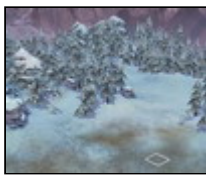
- » **Natives:** Academy
- » **Elementals:** Fire, Air



Lava

Slows movement by 20% (25% cost penalty).

- » **Natives:** Inferno
- » **Elementals:** Fire, Earth



Snow

Slows movement by 33% (50% cost penalty).

- » **Natives:** Fortress
- » **Elementals:** Water, Air



Subterranean

Slows movement by 20% (25% cost penalty).

- » **Natives:** Dungeon
- » **Elementals:** Earth, Water



Dwarven Subterranean

Normal movement speed.

- » **Natives:** Fortress
- » **Elementals:** Fire, Earth



Water

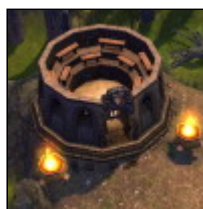
- » **Elementals:** Water, Air



Road (any)

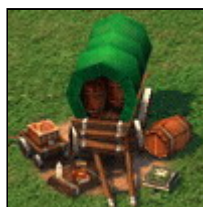
Increases movement speed by 33% (25% cost bonus).

Adventure Map Locations



Arena

Adds + 2 attack or defense once per hero



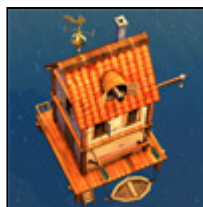
Artifact Merchant

Smugglers in this wagon can sell you some artifacts at a steep cost.



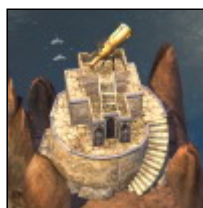
Buoy

Increases morale for the next battle.



Cartographer

An old cartographer who once was a famous traveler can sell you a copy of his charts.



Cartographer

An old cartographer who once was a famous traveler can sell you a copy of his maps.

**Crystal of Revelation**

Adds +1 Knowledge once per hero.

**Den of Thieves**

Provides information on local affairs.

**Dolmen of Knowledge**

Adds +1000 experience points once per hero.

**Eldritch Well**

Fully replenishes hero's mana.

**Eye of the Magi**

Reveals nearby lands to someone visiting a Hut of the Magi.

**Faerie Ring**

Raises luck for the next battle.

**Fountain of Fortune**

Changes luck for the next battle.

**Fountain of Youth**

Raises morale for the next battle and grants extra movement points.

**Garden of the Wee Folk**

Provides some gems or gold once per week.

**Garrison**

Military outpost guarding the road.

**Hill Fort**

Allows you to upgrade creatures in hero's army.

**Hut of the Magi**

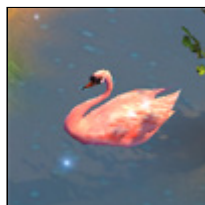
Reveals areas of the map within a certain radius of Eyes of the Magi

**Idol of Fortune**

Raises hero's luck or morale (or both) for the next battle.

**Inferno Town ruins**

Ruins of a demon town, destroyed by fire and sword

**Lake of the Scarlet Swan**

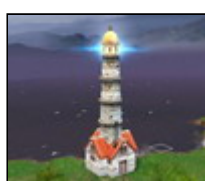
Raises hero's luck for the next battle but takes away all remaining movement points.

**Lean-To**

Contains a few resources.

**Library of Enlightenment**

A citadel of enlightenment in the lands of turmoil. Knowledge and Spellpower can be increased by +2 here if the hero is experienced enough (*level 10 or more*).

**Lighthouse**

Raises movement points of all sailing heroes of the player who controls it.

**Magma Shrine**

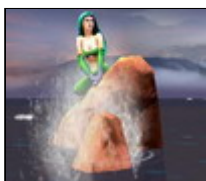
A dome built by dwarves upon the magma exit. Grants the knowledge of runic spell 1-3 circle

**Marletto Tower**

Adds +1 defense once per hero.

**Mercenary Camp**

Adds +1 attack once per hero.

**Mermaid Rock**

Raises hero's luck for the next battle.

**Monolith One Way Entrance**

Transports a hero to another One Way Monolith Exit.

**Monolith One Way Exit**

An exit point of a distant One Way Entrance Monolith.

**Monolith Two Way**

Transports a hero to another Two Way Monolith.

**Oasis**

Raises morale for the next battle and grants some extra movement points.

**Obelisk**

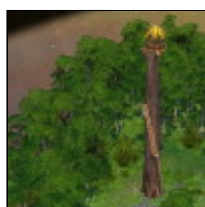
Contains a part of the puzzle map.

**Planetarium**

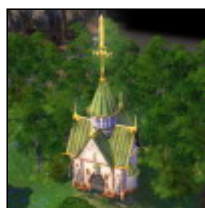
Adds +1 Spellpower once per hero.

**Prison**

You can free the imprisoned hero, who, in return, will pledge loyalty to your cause.

**Redwood Observatory**

Reveals surrounding lands.

**Sanctuary**

Allows hero to take refuge in this holy place.

**School of Magic**

A powerful mage living in this ancient tower is ready to give you a lesson. You can increase your Spellpower or your Knowledge by +1 here.

**Seer Hut**

Offers a reward for completing a quest

**Shipyard**

Builds boats to traverse the sea.



Shrine of Magic Gesture

Teaches one decent spell of the second circle.



Shrine of Magic Incantation

Teaches one mediocre spell of the first circle.



Shrine of Magic Thought

Teaches one powerful spell of the third circle.



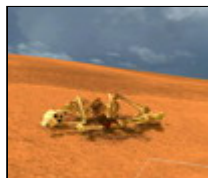
Signpost

A signpost to warn and guide travelers.



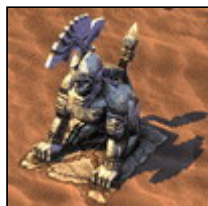
Sirens

Kill 30% of hero's army but grant him experience for every killed creature.



Skeleton

May contain a random artifact.



Sphinx

Gives hero a chance to guess the Sphinx's riddle. The Sphinx will reward a hero for the correct answer, but punish him or her for failure.



Spring of Eldritch Renewal

Doubles hero's maximum mana once per week.



Stables

Increases hero's movement points till the end of the week.



Subterranean Gate Entrance

Transports a hero to the dungeon level of the map.



Subterranean Gate Exit

Transports a hero to the main level of the map.



Sylanna's Ancients

This ancient living tree may level up the hero for a small fee or even for free.



Tattered Flag

Raises luck and morale for the next battle and grants some extra movement points.



Tavern

Allows recruiting of a new hero.



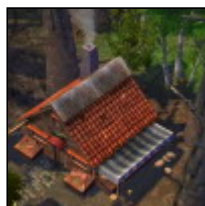
Temple

Raises hero's morale for the next battle.



Tomb of the Warrior

An ancient tomb of the mighty warrior-hero fallen in an epic battle which happened at this very spot generations ago. You can search it for an artifact but such an immoral act will decrease morale by -3.

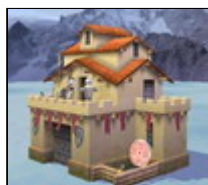


Trading Post

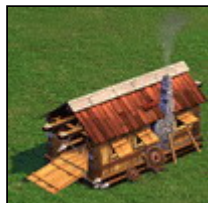
Allows a hero to buy or sell resources.

**Wagon**

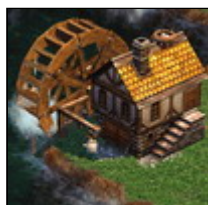
Contains a small amount of resource or a random minor artifact.

**War Academy**

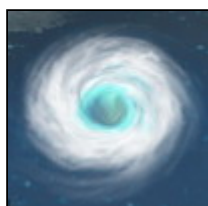
Made and run by humans, projecting an image of tough and battle-hardened warriors training within. You can increase your Attack or Defense by +1 here

**War Machine Factory**

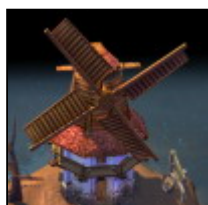
Allows hero to purchase war machines.

**Water Wheel**

Provides a small amount of gold once per week.

**Whirlpool**

Transports a ship to another distant whirlpool.

**Windmill**

Provides a small amount of random resource once per week.

**Witch Hut**

Allows hero to learn a new skill or improve a known one.

Battle Sites

**Blood Temple**

The secret place where Witches conceal their loot. These bloody treasures must be guarded well.

» *Guardians:* 40 to 120 Blood Furies, with 5 to 20 Shadow Witches and up to 10 Shadow Matriarches.

» *Reward:* 🏠 **2500-5500** • 0-1 major artifact • 0-1 minor artifact.

**Crypt**

Undead warriors haunt this ancient crypt. You must defeat them to get their treasures.

» *Guardians:* Weak to medium undead forces: lots of Skeletons (Archers) and Zombies, occasionally reinforced by several Ghosts, Vampires and even 5-6 Liches in 7.5% of the cases.

» *Reward:* 🏠 **1500-5000** • 0-1 minor artifact.

**Dragon Utopia**

For centuries these ancient ruins were inhabited by dragons. Defeat them, and you will get their treasures.

» *Guardians:* Strong dragons of various kind: generally 4-9 Green / Emerald Dragons and 4-6 Shadow / Black Dragons, possibly all of them. One visit out of 5, you'll even encounter 11 Spectral Dragons.

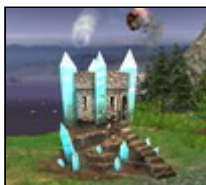
» *Reward:* 🏠 **12000-20000** • 2-3 spells of level 4-5 • 1-2 relic artifacts • 1-4 major artifacts • 0-3 minor artifacts.

**Dwarven Treasury**

Dwarves surely have stocked a lot of gold and precious gems inside, not to mention some mighty dwarven taskforce to guard that treasure.

» *Guardians:* 50 to 150 Shieldguards, with 10 to 30 Skirmishers and sometimes 5 Warlords.

» *Reward:* 🏠 **1000-5000** • 💎 **5-15** • 🎁 **5-15**.



Elemental Stockpile

You stand before an Elemental Stockpile, where sturdy sentinels guard the treasures within. Do you wish to fight them to see what lies inside?

- » *Guardians:* Medium to strong Elemental forces: 5, 10, 15 or 20 of each kind of elementals. The reward grows with the challenge.
- » *Reward:* 4-12 • 4-12 • 4-12 • 4-12 • 4-12 • 0-1 minor artifact.



Gargoyle Stonevault

A strange symmetrical structure made of dark stone, looking like a tall gothic tower guarded by gargoyles sitting upon the stone columns.

- » *Guardians:* 60 Stone Gargoyles to 120 Obsidian Gargoyles and possibly 10 Iron Golems or 20 Steel Golems.
- » *Reward:* 1000-3000 • 5-15.



Pyramid

Iron and Steel Golems guard this ancient Pyramid. They say that a mighty spell lies hidden within the walls.

- » *Guardians:* 40 Iron Golems and 20 Steel Golems. Note that one in thousand time, you could meet 666 Skeletons for 1-2 spells of level 2-4.
- » *Reward:* 1 spell of level 1-5.

Treant Thicket



Dangerous-looking thicket of treant-like trees. This is definitely a place travellers should avoid stepping into, though the most imprudent, unfortunately, already have – their skulls hang on the branches protruding from within the thicket, their gold lying deep in the mouth-like cavity, serving as bait for others.

- » *Guardians:* 30 Treants to 40 Ancient Treants, with 60 Hunters or Master Hunters and sometimes 10 Druid Elders.
- » *Reward:* 5000-10000 • 10-30.

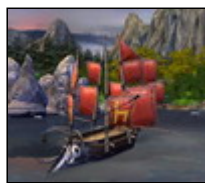


Vault of the Mages

Defeat the guards to get the treasures inside.

- » *Guardians:* Academy forces of various strength, from a pack of Magi and Gargoyles, to 40 Magi and 5 Rakshasas Raja. Note that the Rakshasas Raja can be replaced by 3 Phoenixes at times.
- » *Reward:* 2500-7000 • 8-12 • 1-2 spells of level 4-5 • 0-1 minor artifact.

Battle Sites on Sea



Aging Junk

Showing the ravages of time, this "junk" is dangerously close to living up to its name. Some treasure may be found here once per game, but be ready to fight with the guards.

- » *Guardians:* See Weatherbeaten Galleon



Decrepit Galley

Mishandled by time -- and perhaps an incompetent captain -- there may be treasure within, but you must fight with the guards to get it.

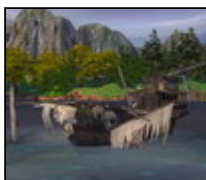
- » *Guardians:* See Weatherbeaten Galleon



Weatherbeaten Galleon

So badly aged is this ship that it is difficult to tell what it once was, perhaps it most resembles a galleon. This beaten and weathered ship may hold something of value, but be ready to fight with the guards.

- » *Guardians:* Fight 38 Archers and 75 Peasants for 3000 Gold and 5 Ore.
Fight 15 Water Elementals for 3000 Gold and a major artifact.
Fight 35-40 Air Elemental for 4000 Gold and a minor artifact.
Fight 60-80 Scouts / Assassins, plus 6 Hydras or 2 Shadow Witches for 5000 Gold and a major artifact.
- » *Reward:* 3000-5000 • 0-5 • 0-1 major artifact • 0-1 minor artifact.



Wrecked Galleon

Here lie the broken ribs and rusting cannons of a galleon. Once a proud ship of war, it is now but a ruined hulk. Some treasure can be found here once per game, but be ready to fight with the guards.

- » *Guardians:* Undead forces: 15-36 Ghosts / Spectres, possibly with a lot of Skeletons or a pack of Zombies, or even a few Wights / Wraiths in 10% of cases.
- » *Reward:* **2500-5000** • 0-1 major artifact • 0-1 minor artifact.



Wrecked Galley

This was once a galley, a ship of commerce that plied its trade across the seas of Ashan. Now it is but a ruined wreck. Some treasure can be found here once per game, but be ready to fight with the guards.

- » *Guardians:* See Wrecked Galleon

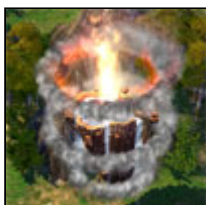


Wrecked Junk

This was a colorful coastal trader, buying and selling all manner of goods along the coasts. Grounded and scuttled, it may still retain some goods of value but you must fight the guards to claim it.

- » *Guardians:* See Wrecked Galleon

Dwellings



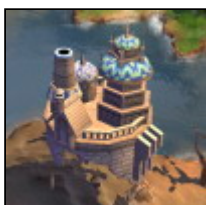
Elemental Conflux

Elementals may be recruited at this dwelling.



Refugee Camp

Some high level creatures may be recruited at this building
(base weekly growth of level 4/5/6 creatures, plus Ghosts/Spectres, but no neutrals, dwarves or Haven renegades).



Gremlin Workshop

Boosts Gremlins growth throughout owner's empire. Gremlins may be recruited at this building.



Stone Parapet

Boosts Stone Gargoyles' growth throughout owner's empire. Stone Gargoyles may be recruited at this building.



Golem Forge

Boosts Iron Golems' growth throughout owner's empire. Iron Golems may be recruited at this building.



Academy Military Post

Boosts weekly growth of some high level Academy creatures throughout owner's empire. Those creatures may be recruited at this building.



School of the Unseen Hand

Boosts Scouts' growth throughout owner's empire. Scouts may be recruited at this building.



Blood Arena

Boosts Blood Maidens' growth throughout owner's empire. Blood Maidens may be recruited at this building.



Labyrinth

Boosts Minotaurs growth throughout owner's empire. Minotaurs may be recruited at this building.



Dungeon Military Post

Boosts weekly growth of some high level Dungeon creatures throughout owner's empire. Those creatures may be recruited at this building.

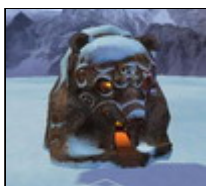


Shield Barracks

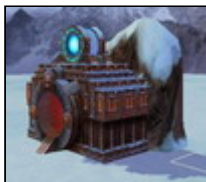
Boosts Defenders' growth throughout owner's empire. Defenders may be recruited at this building.

**Blade Barracks.**

Boosts Spearwielder growth throughout owner's empire. Spearwielders may be recruited at this building.

**Bear Pens**

Boosts Bear Riders' growth throughout owner's empire. Bear Riders may be recruited at this building.

**Fortress Military Post**

Boosts weekly growth of some high level Fortress creatures throughout owner's empire. Those creatures may be recruited at this building.

**Peasant Hut**

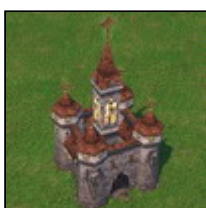
Boosts Peasants growth throughout owner's empire. Peasants may be recruited at this building.

**Archers Tower**

Boosts Archers' growth throughout owner's empire. Archers may be recruited at this building.

**Barracks**

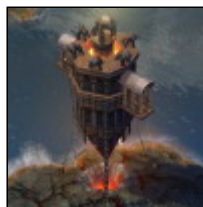
Boosts Footmen growth throughout owner's empire. Footmen may be recruited at this building.

**Haven Military Post**

Boosts weekly growth of some high level Haven creatures throughout owner's empire. Those creatures may be recruited at this dwelling.

**Imp Crucible**

Boosts Imps growth throughout owner's empire. Imps may be recruited at this building.

**Demon Tower**

Boosts Horned Demons growth throughout owner's empire. Horned Demons may be recruited at this building.

**Howling Kennels**

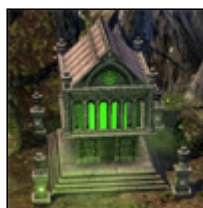
Boosts Hell Hounds growth throughout owner's empire. Hell Hounds may be recruited at this building.

**Inferno Military Post**

Boosts weekly growth of some high level Inferno creatures throughout owner's empire. Those creatures may be recruited at this dwelling.

**Graveyard**

Boosts Skeletons growth throughout owner's empire. Skeletons may be recruited at this building.

**Forgotten Mound**

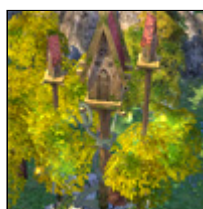
Boosts Zombie growth throughout owner's empire. Zombies may be recruited at this building.

**Ruined Tower**

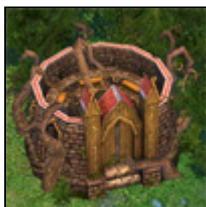
Boosts Ghosts' growth throughout owner's empire. Ghosts may be recruited at this building.

**Necropolis Military Post**

Boosts weekly growth of some high level Necropolis creatures throughout owner's empire. Those creatures may be recruited at this building.

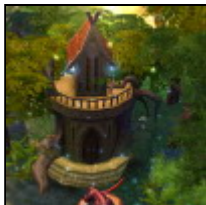
**Faerie Tree**

Boosts Pixies growth throughout owner's empire. Pixies may be recruited at this building.



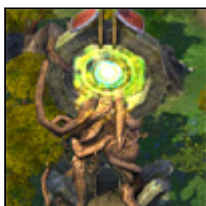
Battledance Terrace

Boosts Blade Dancers growth throughout owner's empire. Blade Dancers may be recruited at this building.



Hunters Cabins

Boosts Hunters' growth throughout owner's empire. Hunters may be recruited at this building.



Sylvan Military Post

Boosts weekly growth of some high level Sylvan creatures throughout owner's empire. Allows to recruit those creatures at this dwelling.

Mines



Abandoned Mine

This mine has long been abandoned. Defeat the undead that haunt this mine to restore the production.

» *Guardians*: 40 Skeletons, 30 Plague Zombies, 20 Ghosts and 5 Wights (30%) • 34 Zombies, 26 Spectres and 9 Liches (25%) • 75 Assassins (25%) • 14 Mummies (10%) • 26 Earth Elementals (10%).



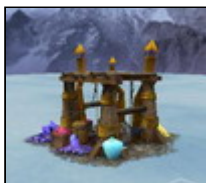
Alchemist Lab

Provides 1 unit of mercury per day.



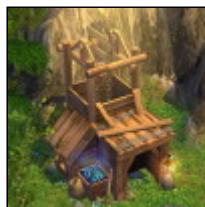
Crystal Cavern

Provides 1 unit of crystals per day.



Dwarven Warren

Provides 1 random unit of resources (excluding wood and gold) per day.



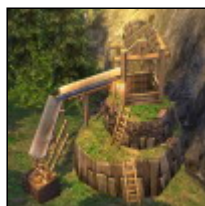
Gem Mine

Provides 1 unit of gems per day.



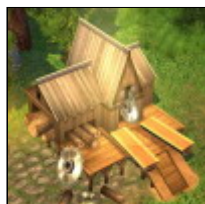
Gold Mine

Provides 1000 gold per day.



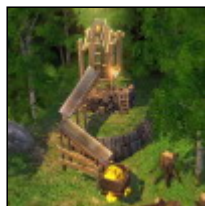
Ore Pit

Provides 2 units of ore per day.



Sawmill

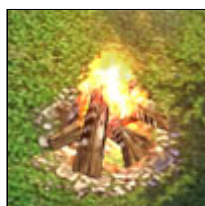
Provides 2 units of wood per day.



Sulfur Deposit

Provides 1 unit of sulfur per day.

Treasures



Campfire

A camp of local brigands.



Crystals

A pile of crystals.

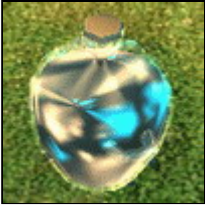


Gems

A pile of gems.



Gold
A pile of gold.



Mercury
A cauldron of mercury.



Ore
A pile of ore.



Sulfur
A heap of sulfur.



Treasure Chest
Old chest containing gold or precious artifacts.



Wood
A pile of wood.

Sea Treasures



Floatsam
Floating remnants of a shipwreck.



Sea Chest
Shabby wooden chest resting on the waves.



Shipwrecked Footman
Save the shipwrecked soldier, and you may receive a reward.



Shipwrecked Peasant
If you can save this seasick and shipwrecked peasant, he may be willing to offer a reward.



Weeks of Nothing

Week of Deadly Calm

A week when nothing really happens.

Week of Toad

If a young girl should dare kiss a frog during this week, it is said that she will be married within a year.

Week of Hen

A week when you should watch your step

Week of Firefly

The week with the most beautiful nights.

Week of Dragonfly

A week when it is impossible to have a quiet lakeside fishing session.

Week of Fox

Not a good week to be a chicken.

Week of Rat

The favourite week of cats.

Week of Rabbit

Not a good week to be a carrot.

Week of Squirrel

Not a good week to be a hazelnut.

Week of Caterpillar

A week when the Elves organise a great meal, after which they do a traditional dance.

Week of Hamster

Weekly Hamster and Berserk Combat Hamster production doubles.

Week of Pigeon

A week when all statues must be cleaned daily.

Week of Worry

The week of the final exams of the Silver Cities' Apprentice Magicians.

Week of Bee

Children's favourite week; hives produce three times the usual amount of honey.

Week of Poppy

A week during which you are expected to offer wild flowers to your neighbours.

Week of Swan

No special effect.

Week of Butterfly

A week which often has sudden storms.

Week of Antelope

The lions' favourite week.

Week of Beggars

A week during which everyone should give to the poor.

Week of Raven

The week when the contest for the best scarecrow is held.

Week of Beaver

Not a good week to be a tree.

Week of Flamingo

Not a good week to be a prawn.

Week of Tortoise

A week when everyone takes things slowly.

Week of Lynx

Not a good week to be a rabbit.

Week of Penguin

A good week for marching (if you're an Emperor).

Week of Falcon

A week when it would be wise to keep a watch on what is happening over one's head

Week of Hedgehog

The week when hedgehogs have right of way on the roads.

Week of Sparrow

Not a good week to be a worm.

Week of Swallow

The week when the swallows return, sometimes carrying coconuts.

Week of Lion

Not a good week to be an antelope.

Week of Rooster

A week when everyone gets up really early.

Week of Viper

A week when it would be wise to watch where you tread.

Week of Sheep

Wool production doubles.

Week of Deer

The week of Ashan's biggest hunting contest.

Week of Owl

A good week for fly by nights

Week of Wyrn

A week when the weekly Wyrn production used to double, before they were totally exterminated.

Week of Tiger

A perfect week for finding a new bedspread.

Resources Production

Week of Festivals

Half income from towns and mines.

Week of Jewels

Double Gem and Crystal income from mines.

Week of Alchemy

Double income of Mercury and Sulfur from mines.

Week of Gold

Double Gold income from all sources.

Week of Harvest

Double Wood and Ore income from mines.

Adventuring

Week of Flame

Double growth for Rune Priests and Rune Patriarches. Movement of all heroes increased by 50%.

Week of Winds

Sea movement of all heroes increased by 50%.

Week of Folly

Experience gained from battles halved.

Week of Honor

Experience gained from battles doubled.

Week of Diplomacy

All neutral creatures that usually join for money will join for free.

Week of Forgery

Cost of creature upgrade halved.

Week of Trade

Prices for artefacts halved. Prices for resource exchange halved.

Week of Meditation

Mana regeneration rate doubled.

In Combat

Week of Idleness

Initiative for all creatures from Haven, Sylvan, Academy and Fortress factions reduced by 20% during battles.

Week of Calm

Initiative of all creatures from Necropolis, Inferno and Dungeon factions reduced by 20% during battles.

Week of Feebleness

Defense of all creatures from Haven, Sylvan, Academy and Fortress factions reduced by 20% during battles.

Week of Infirmary

Defense for all creatures from Necropolis, Inferno and Dungeon factions reduced by 20% during battles.

Week of Sorrow

Morale and luck for all creatures from Haven, Sylvan, Academy and Fortress factions reduced by 2 during battles.

Week of Light

Luck and morale for all creatures from Necropolis, Inferno and Dungeon factions reduced by 2 during battles.

Week of Hope

During battles morale and luck for all creatures increased by 1.

Week of Balance

Morale and luck negated during battles.

Week of Toughness

Hit points of all creatures increased by 20% during battles.

Week of Might'n'Magic

Non-magic damage increased by 50% and spell cost halved during battles

Week of Might

Non-magic damage increased by 50% during battles.

Week of Magic

Spell cost halved during battles.

Week of Ether

Spell cost doubled.

Week of Chaos

Spell damage increased by 50% during battles.

Week of Water

Ice spell damage increased by 50% during battle. Amount of summoned Water Elementals increases by 50%.

Week of Fire

Fire spell damage increased by 50% during battles. Amount of summoned Fire Elementals increases by 50%.

Week of Earth

Earth spell damage increased by 50% during battles. Amount of summoned Earth Elementals increases by 50%.

Week of Air

Air spell damage increased by 50% during battles. Amount of summoned Air Elementals increases by 50%.

Week of Evocation

Skill level of all Destructive Magic spells increased to maximum during battles.

Week of Abjuration

Skill level of all Light Magic spells increased to maximum during battles.

Week of Alteration

Skill level of all Dark Magic spells increased to maximum during battles.

Week of Conjunction

Skill level of all Summoning Magic spells increased to maximum during battles.

General Creature Growth

Week of Plague

Creatures in all dwellings die. No growth for all creatures.

Week of Disease

Two thirds of creatures in all dwellings die (minimum remaining is one). Only one third of growth for all creatures.

Week of Fever

Half of creatures in all dwellings die (minimum remaining is one). Only half of growth for all creatures.

Week of Life

Double growth for all creatures.

Creatures' Weeks

Week of Peasant

Double growth for Peasants and Conscripts.

Week of Archer

Double growth for Archers and Marksmen.

Week of Footman

Double growth for Footmen and Swordsmen.

Week of Griffin

Double growth for Griffins and Imperial Griffin.

Week of Priest

Double growth for Priests and Inquisitors.

Week of Cavalier

Double growth for Cavaliers and Paladins.

Week of Angel

Double growth for Angels and Archangels.

Week of Gremlin

Double growth for Gremlins and Master Gremlins.

Week of Gargoyle

Double growth for Gargoyles and Obsidian Gargoyles.

Week of Golem

Double growth for Iron Golems and Steel Golems.

Week of Magi

Double growth for Mages and Archmages.

Week of Djinn

Double growth for Djinn and Djinn Sultans.

Week of Rakshasa

Double growth for Rakshasa Rani and Rakshasa Raja.

Week of Colossus

Double growth for Colossi and Titans.

Week of Pixie

Double growth for Pixies and Sprites.

Week of Wardancer

Double growth for Blade Dancers and War Dancers.

Week of Woodelf

Double growth for Hunters and Master Hunters.

Week of Druid

Double growth for Druids and Druid Elders.

Week of Unicorn

Double growth for Unicorns and Battle Unicorns.

Week of Treant

Double growth for Treants and Treant Guardians.

Week of Imp

Double growth for Imps and Familiars.

Week of Demon

Double growth for Demons and Horned Demons.

Week of Hellhound

Double growth for Hell Hounds and Cerberi.

Week of Succubus

Double growth for Succubi and Infernal Succubi.

Week of Nightmare

Double growth for Hell Chargers and Nightmares

Week of Pit Lord

Double growth for Pit Fiends and Pit Lords.

Week of Devil

Double growth for Devils and Archdevils.

Week of Assassin

Double growth for Scouts and Assassins.

Week of Witch

Double growth for Witches and Blood Witches.

Week of Minotaur

Double growth for Minotaurs and Minotaur Guards.

Week of Raider

Double growth for Grim Raiders and Dark Raiders

Week of Hydra

Double growth for Hydras and Chaos Hydras.

Week of Matron

Double growth for Matrons and Matriarchs.

Week of Dragon

Double growth for Shadow Dragons and Black Dragons.

Week of Skeleton

Double growth for Skeletons and Skeleton Archers.

Week of Walkingdead

Double growth for Zombies and Plague Zombies.

Week of Wight

Double growth for Ghosts and Spectres.

Week of Vampire

Double growth for Vampires and Vampire Lords.

Week of Lich

Double growth for Liches and Archliches.

Week of Bonedragon

Double growth for Bone Dragons and Shadow Dragons.

Week of Defender

Double growth for Defenders and Stout Shieldguards.

Week of Spears

Double growth for Spearwielders and Skirmisher.

Week of Bear

Double growth for Bear Raiders and Blackbear Raiders.

Week of Rage

Double growth for Brawlers and Berserkers.

Week of Flame

Double growth for Rune Priests and Rune Patriarches. Movement of all heroes increased by 50%.

Week of Thane

Double growth for Thanes and Stormlords.

Week of Salamander

Double growth for Fire Dragons and Magma Dragons.

RACIAL SKILLS

Academy: Artificer



Artificer deals with the Wizards' ability to create "mini-artifacts" and equip them to their *Academy creatures*. In order to be able to create these artifacts, the Arcane Forge must be built in the town, costing 3000, and 1 of every resource. Only Wizards, with the Artificer skill, can use this building.



When creating these mini-artifacts, the Wizard bestows various effects onto the artifact, enhancing the statistics of the creature to which it is attached. The complete list of these effects can be found below, along with their resource requirements. Note that the same effect can not be used more than once per mini-artifact.

Up to three different effects can contribute to one artifact, depending on the Wizard's mastery of the Artificer skill: 1 effect for Basic Artificer, 2 for Advanced and 3 for Expert. The cost of each subsequent effect is also progressive: the first one costs 5 of each of its associated resources, the second costs 10 and the third, 15.



Note that the order of the effects does not influence the resulting bonus to statistics, though it does change the total cost of the mini-artifact. Remember to test the various combinations, and wisely choose a combination that best suits your resource availability accordingly.

The fourth and most powerful mastery of the skill, Ultimate Artificer, reduces the total cost of creation by half.

Artifact Characteristics

Each Mini-Artifact effect will boost a creature stat, as detailed below. The power of the effect depends on the **Knowledge (K)** of the hero creating the artifact.



Armor Crushing

- » **Effect:** Lowers enemy defense.
- » **Formula:** $N = 1 + \text{Knowledge}/15$
- » **Cost:** Ore, Sulfur



Defense

- » **Effect:** Raises defense rating.
- » **Formula:** $N = 1 + \text{Knowledge}/4$
- » **Cost:** Wood, Crystal



Haste

- » **Effect:** Raises initiative.
- » **Formula:** $N = \min(\text{Knowledge}, 50)$
- » **Cost:** Mercury, Sulfur



Health

- » **Effect:** Raises health.
- » **Formula:** $N = 1 + \text{Knowledge}/5$
- » **Cost:** Wood, Gem



Luck

- » **Effect:** Raises luck.
- » **Formula:** $N = 1 + \text{Knowledge}/10$
- » **Cost:** Wood, Crystal



Magic Protection

- » **Effect:** Reduces spells damage.
- » **Formula:** see table. The value is capped to 85%.
- » **Cost:** Wood, Gem



Morale

- » **Effect:** Raises morale.
- » **Formula:** $N = 1 + \text{Knowledge}/10$
- » **Cost:** Ore, Sulfur













Piercing

- » **Effect:** Raises attack rating.
- » **Formula:** $N = 1 + \text{Knowledge}/4$
- » **Cost:** Ore, Crystal



Speed

- » **Effect:** Raises movement points.
- » **Formula:** $N = 1 + \text{Knowledge}/15$
- » **Cost:** Ore, Mercury

									
K = 1	-1	+1	+1%	+1	+1	+6%	+1	+1	+1
K = 2			+2%			+13%			
K = 3			+3%			+19%			
K = 4		+2	+4%			+25%		+2	
K = 5			+5%	+2		+29%			
K = 6			+6%			+34%			
K = 7			+7%			+37%			
K = 8		+3	+8%			+41%		+3	
K = 9			+9%			+44%			
K = 10			+10%	+3	+2	+47%	+2		
K = 11			+11%			+49%			
K = 12		+4	+12%			+52%		+4	
K = 13			+13%			+54%			
K = 14			+14%			+56%			
K = 15	-2		+15%	+4		+58%			+2
K = 16		+5	+16%			+60%		+5	
K = 17			+17%			+61%			
K = 18			+18%			+63%			
K = 19			+19%			+64%			
K = 20		+6	+20%	+5	+3	+66%	+3	+6	
K = 21			+21%			+67%			
K = 22			+22%			+68%			
K = 23			+23%			+69%			
K = 24		+7	+24%			+70%		+7	
K = 25			+25%	+6		+71%			
K = 26			+26%			+72%			
K = 27			+27%			+73%			
K = 28		+8	+28%			+74%		+8	
K = 29			+29%			+75%			
K = 30	-3		+30%	+7	+4	+76%	+4		+3
K = 31			+31%						
K = 32		+9	+32%			+77%		+9	
K = 33			+33%			+78%			
K = 34			+34%						
K = 35			+35%	+8		+79%			
K = 36		+10	+36%					+10	
K = 37			+37%			+80%			
K = 38			+38%						
K = 39			+39%			+81%			
K = 40		+11	+40%	+9	+5		+5	+11	
K = 41			+41%			+82%			
K = 42			+42%						
K = 43			+43%						
K = 44		+12	+44%					+12	
K = 45	-4		+45%	+10		+83%			+4
K = 46			+46%						
K = 47			+47%						
K = 48		+13	+48%					+13	
K = 49			+49%			+84%			
K = 50			+50%	+11	+6		+6		
K = 51									
K = 52		+14						+14	
K = 53									
K = 54									
K = 55				+12					
K = 56		+15						+15	
K = 57									
K = 58									
K = 59									
K = 60	-5	+16		+13	+7	+85%	+7	+16	+5

Note: Some creatures already have a natural magic protection (N). In which case, the magic protection bonus (P) from an artifact enhances this protection using the formula:

$$\text{Total Protection} = N + (100\% - N) * P$$

For example, Iron Golems (50% magic protection) with a +34% magic protection artifact would have a total magic protection of 67%.

Magic resistance and magic protection should not be confused: 25% resistance gives a 25% chance to evade the magic attack, while 25% protection systematically reduces the damage of magic attack by 25%.

Artifact Levels

During the construction process, you will be able to select a global mini-artifact 'type' that it will be considered as. The type itself has no impact on statistics whatsoever. Each come in three tiers, depending on Artificer mastery and the number of effects it has associated with it.

Tier	Amulet	Trinket	Badge	Orb
1				
2				
3				

Handling Artifacts

Once created, the mini-artifact can be equipped to one of your **Academy creatures**.

Note that **only one artifact** may be equipped to a creature stack at a time. The creature statistics panel displays the information about the equipped artifact, if one is present. Of course, you will be able to remove it by clicking on the creature on the 'equip panel'. If you don't remove it, and equip another one, the old one will simply be replaced. This prompts the player to think about what creature he/she will be creating the mini-artifact for, and hence which statistics to improve.



Seeing as you are able to remove an artifact from a creature, you can use it back and forth between different stacks. However, you will need to be in an Academy town with an Arcane Forge built to do so. Note that mini-artifacts are carried either by the creature stack when equipped, or by the hero when not equipped. However, there is no user interface to enable you to view them outside of the Arcane Forge.

Artifacts are never lost when upgrading, joining or splitting stacks. When joining two stacks both with an artifact equipped, one is kept on the resulting stack. The other one falls back to the hero's stash, and is available to be equipped to another stack. When a stack is killed or dismissed, its mini-artifact is lost.

Finally, if mini-artifacts can be created for a cost, they can also be dismantled. The components will be extracted, meaning you will receive the resources back. For example when your hero levels up and you want to upgrade your mini-artifacts by adding more effects to them, you can dismantle the mini-artifact, and re-decide or upgrade its current effects.

Strategies

Arcane Omniscience





Arcane Omniscience is one of the truly "ultimate" abilities. The path to this ability is fairly favourable (though perhaps, restricted in terms of the loss of Light Magic), picking up skills like Enlightenment along the way, but it provides, in essence, a double bonus. Your hero learns every spell, but the main drawback is that he/she is able to cast them at Expert level. This theoretically means he/she has acquired Expert Dark Magic, Destructive Magic, and so on, therefore skipping the usual number of level-ups (not to mention skill slots) needed to develop these skills. Of course, they are devoid of their respective abilities, but even so, the possibilities become far greater. However, due to the late-game nature of Ultimate Abilities, the Library is still recommended if a spell like Phantom Forces or Righteous Might does not show its hand.



Dungeon: Elemental Chains

The Elemental Chains system allow a Warlock to deal additional elemental damage with his/her troops and spells. Provided the requirements are met, this bonus damage triggers when the attacker possess the opposite "element" as the target. It can greatly enhance the damage output of the Warlock, and as such, is a very rewarding system to master.

What are Elements?

Every creature and destructive spell in Heroes of Might and Magic V bears **one** of the four elements of the ancient world:  **Air**,  **Earth**,  **Fire** and  **Water**.

The 10 destructive spells deal direct elemental damage, depending on the nature of the spell, e.g. Fire for Fireball, Earth for Implosion, Water for Ice Bolt, etc. A full list can be found in the spells table below.

Each creature in the game has an element which is randomly re-generated weekly.

Requirements

In order to execute the Elemental Chain process, there are certain pre-requisites that need to be fulfilled:

1. *Elemental Vision*. This ability enables the player to see the aforementioned elemental types associated with **enemy** creatures. Without this, elemental chains do not work. Elemental Vision allows elemental damage to be dealt **via spells only**, meaning that your own creatures are not yet able to partake in elemental chains.
2. *Altar of Elements*. The Altar of Elements allows the player to see the elements associated with his/her **own** units. This building is required for **creatures** to participate in elemental chaining.



Note: Elemental Vision is the ability that allows chaining. If you possess Elemental Vision, but not the Altar of Elements, you are able to chain with spells. However, if you possess Altar of Elements but not Elemental Vision, you are unable to chain whatsoever.

The Essence of Chaining

When the requirements above have been met, Elemental Chains allow you to deal more damage in combat. This elemental bonus damage is a fraction of your creature or spell damage (see the table below). It triggers when the element of the target creature is the opposite of the element of your damaging spell or creature.

 **Air** <-->  **Earth**
 **Fire** <-->  **Water**

Once the Elemental damage bonus has triggered, creatures' elements (both for the attacker and defender) are randomly remodified. So if Fire attacked Water, the new elements could be Earth and Fire, Air and Water, Fire and Air, etc. As soon as the combat is over, though, all creatures will assume their weekly element again. That "elements roll" prevents the same creatures from always getting a bonus when attacking the same targets.

Note that elements associated to spells never change.

Frequently Asked Elemental Chains Questions

Where are the elements displayed and where can I see them?

The elements associated with creatures are displayed in combat (and in the town screen). The element of each creature is visible on their icon on the ATB Bar, and is accessible if you right click the stack for creature information.

Can elemental chains work the opposite way? What happens if an enemy's fire-aligned creature attacks my water-aligned one?

The only way elemental chains work in the opposite direction too is if your opponent is a Warlock who has at least the Elemental Vision ability. Then, the damage would correspond to the other buildings and skills he/she possesses. If the enemy is not a Warlock, then they cannot make use of elemental chains.

What happens when luck strikes? And what about retaliation?

When your creature is affected by good luck, the amount of elemental damage dealt reflects that. For example, if your creature deals 70 damage + 7 earth damage normally, but deals 140 damage with luck, then the earth damage will also undergo a proportional increase: 14 damage will be dealt. In terms of retaliation, yes, elemental chains are still in effect for your creature's retaliatory actions.

Are there any implications if creatures attack with non-opposite elements? (E.g. Fire vs Air)

No, nothing occurs in terms of elemental damage, switching elements or otherwise, if two non-opposite elements interact.

What about creatures who affect more than one enemy with one attack?

For creatures that inflict a double-strike, the two strikes are successive, and the elemental damage, if any, occurs on the first attack. For creatures like Hydras or Black Dragons, dealing damage to multiple targets simultaneously, each target creature is subject to elemental damage depending on their element.

Why is it called Elemental "Chains"?

Because they were *chains* once (during the beta testing). The system then was much more elaborate, and accordingly more difficult to master. As rewarding as it was, it has been simplified to allow an easier access to all the players. Only the name remained, as a last sign of the glory of ancient times.

Elemental Chains Levels**Basic Irresistible Magic**

- » **Effect:** 5% elemental damage bonus

**Advanced Irresistible Magic**

- » **Effect:** 10% elemental damage bonus
- » **Requires:** Basic Irresistible Magic

**Expert Irresistible Magic**

- » **Effect:** 15% elemental damage bonus
- » **Requires:** Advanced Irresistible Magic

**Ultimate Irresistible Magic**

- » **Effect:** 20% elemental damage bonus
- » **Requires:** Expert Irresistible Magic

Elemental Damage Boosters**Altar of Primal Elements**

- » **Effect:** +10% added to elemental damage (cumulative)
- » **Requires:** Town Level 3, Altar of Elements
- » **Cost:** 3000, 5

**Rage of the Elements**

- » **Effect:** Doubles the percentage of elemental damage to be dealt
- » **Requires:** Plague Tent, Tear of Asha Vision, Wizard's Reward

Elements associated with Destructive Spells

The spells from the other magic schools will not grant you any element damage bonus.

Name	Level	Element
Eldritch Arrow	1	Fire
Stone spikes	1	Earth
Ice Bolt	2	Water
Lightning Bolt	2	Air
Circle of Winter	3	Water
Fireball	3	Fire
Chain Lightning	4	Air
Meteor Shower	4	Earth
Armageddon	5	Fire
Implosion	5	Earth

Strategies

Similar to Counterstrike, the Elemental Chains secondary skill deals with enhancing another factor as well - negating magic protection. While leveling up in the Elemental Chains skill will make you more proficient at dealing elemental damage, learning the abilities associated will allow you to strengthen your hero's magical strength - e.g. Empowered Spells. The distinct lack of mana the Warlocks suffer from can be somewhat helped by Dark Ritual. In terms of Elemental Chains, there is only one modifier, namely Rage of the Elements enabling you to deal double elemental damage. Of course, there is always the Altar of Primal Elements available in-town, with a stackable 10% bonus.

Rage of the Elements

The power of the Rage of the Elements absolute ability depends on the initial effectiveness of your hero's elemental chains damage bonus. The most can be attained from this ability with a number of Altar of Primal Elements. Certainly, once the hero reaches the later levels of development, Rage of the Elements may prove indomitable, especially if the Warlock has masteries in Luck and Attack, too. Rage of the Elements is a very active ability, and comes into play every time an elemental damage bonus does. To gauge its accessibility, view the [Hero Development section](#), on page 212.



Haven: Training

Haven's Racial Skill, Training, takes advantage of the town's predominantly human forces. Training allows the player to convert a human unit of a lower level into a human unit of a higher level - at a price. The entire Training process can only be executed by Knights, i.e., Haven Heroes.



Of Haven's 7 creature levels, 5 are comprised of humans, giving you 4 possible upgrades. Of course, you're not bound to stop there, and can go on up the ladder. For example, Peasant to Archer to Footman to Priest, as is detailed in the costs table below.

There is a per-town weekly limit to the number of units that can be trained, depending on which Training support buildings have been built in the city: 7 units can be trained with the Training Grounds, needed to be able to train at all, while 20 units can be trained when its upgrade, the Hall of Heroes, is built as well.

Standard Costs

The cost of training a unit is by default 3 times the usual cost of the unit it is trained *into*. Cumulative training (from Peasant to Footman for example) requires several steps and the costs are thus cumulative (each step is counted to enforce the weekly limit). All the costs are pre-calculated in the following table:

	Trained Unit			
				
	 150	 420	 2370	 6120
		 270	 2220	 5970
			 1950	 5700
				 3750

Obviously, Training only trains the creature into the base unit, and it is your prerogative if you feel they need to be upgraded afterwards. As a note, you may train upgraded units, though the cost will be the same, and they will be converted into the same, un-upgraded unit at the higher level.

Note that the dwelling of the creature you want to train into **must be built** in the town.

Training Modifiers





Costs reductions can be stacked, as shown in the table below. For example, a hero with Advanced Counterstrike (-15%) and the Expert Trainer ability (-35%) can train units with a 50% discount. If the hero additionally has the Suzerain specialty (for instance Ornella in the scenario "The Union") and is level 10 (-18%), then the cost reduction is 68%, leaving only 32% of the price to pay — less than the initial trained unit price! If the reduction reaches 100%, then the Training is free.

Advanced

As for some other rounded-down integer values in the game, the "Nival rounding" is applied: $\text{Nival_floor}(x) = \text{ceil}(x) - 1$, resulting in $\text{Nival_floor}(150) = 149$, for example.







Training Grounds

- » **Effect:** Required for any Training in this town. Allows to train 7 units per week.
- » **Requires:** Town Level 6.
- » **Cost:**  3500,  10,  5,  5








Hall of Heroes

- » **Effect:** Allows to train 13 additional units per week in this town, for a total of 20.
- » **Requires:** Town Level 9, Training Grounds.
- » **Cost:**  5000,  10,  5,  5

**Advanced Counterstrike**» **Effect:** Training costs reduced by 15%.**Expert Counterstrike**» **Effect:** Training costs reduced by 30%.**Ultimate Counterstrike**» **Effect:** Training costs reduced by 45%.**Expert Trainer (ability)**» **Effect:** Training costs reduced by 35%.**Suzerain (hero special)**» **Effect:** Training costs reduced by 2% per level of the hero: reduction = (Level-1)*2%.

The following table contains the cost summary for the various combinations of Counterstrike and Expert Trainer. In each case, here's what fraction of the total Training cost you still have to pay:

	 Basic Counterstrike	 Advanced Counterstrike	 Expert Counterstrike	 Ultimate Counterstrike
	100%	85%	70%	55%
	65%	50%	35%	20%

Strategies

The most noticeable step is Footman to Priest, as it converts a melee fighter into a considerably more powerful ranged attacker. Hence, if you plan on Training, the upgraded building becomes less of a priority, especially for Peasants. Peasants also provide a good financial bonus which is useful until you decide to train them into Archers.

If contemplating training, gold mines should be the first priority. The most effective training combination is Peasant to Archer against slower armies, while Priest to Cavalier, and perhaps more so, Archer to Footman are the most effective training possibilities against strong ranged attackers.

Unstoppable Charge

Much in the same vein as Urgash's Call and Rage of Elements, Unstoppable Charge is merely a damage multiplier for Retaliation Strike, a component of Haven's maligned Counterstrike racial skill. The main downfall it has is due to the ineffectiveness of Retaliation Strike, especially against human opponents. While it may provide a larger bonus than Rage of the Elements, the number of times it will activate is much more infrequent. Additionally, the skills (aside from perhaps Light Magic) aren't disposed to a Knight's development, putting Unstoppable Charge further out of reach.



Inferno: Gating

The Inferno's Gating ability allows creatures to summon (or "gate") more of their own kind onto the battlefield. Each unit may only gate once per combat. In order to gate, the Inferno hero must have the Basic Gating skill, and have creatures that do not exceed the limitations of that skill. That is, Basic Gating only allows you to gate Imps and Horned Demons, and hence you cannot use the Gating ability with a Hell Hound until your hero learns Advanced Gating.

When in the process of gating, you can define the grid square for the creature to be gated to. The **gated** unit (reinforcements) will need one turn to appear on the battlefield, and then another turn to be able to act. Spell effects (like Haste), are not transferred to the newly gated creature. The **gating** unit (caller) spends only half its turn to call in reinforcements.

Needless to say, there are numerous enhancements that may be learnt to improve the speed and potency of the gating skill. Refer to the following table for information.

Gating Levels



Basic Gating

- » **Ability to gate:** up to tier 2 (Imps, Demons and their upgrades)
- » **Effect on Quantity:** Reinforcements are 30% of the gated troops



Advanced Gating

- » **Ability to gate:** up to tier 4 (adds Hell Hounds, Succubi and their upgrades)
- » **Effect on Quantity:** Reinforcements are 35% of the gated troops
- » **Requires:** Basic Gating



Expert Gating

- » **Ability to gate:** up to tier 6 (adds Hell Chargers, Pit Fiends and their upgrades)
- » **Effect on Quantity:** Reinforcements are 40% of the gated troops
- » **Requires:** Advanced Gating



Ultimate Gating

- » **Ability to gate:** all Inferno troops (adds Devils and Arch Devils)
- » **Effect on Quantity:** Reinforcements are 45% of the gated troops
- » **Requires:** Expert Gating

Gating Boosters



Urgash's Call

- » **Effect on Speed:** **Gated** units appear instantly
- » **Requires:** Teleport Assault, Dead Man's Curse, Power of Speed



Gate Master

- » **Effect on Quantity:** 20% more reinforcements
- » **Requires:** Recruitment



Swift Gating

- » **Effect on Speed:** **Gating** units spends only 25% of their turn to call in reinforcements
- » **Requires:** Pathfinding



Swarming Gate

- » **Effect on Quantity:** 10%-35% chance that twice as many reinforcements will be gated (chance depends on hero's Luck: 10% + Luck * 5%, and 10% if Luck is negative)
- » **Requires:** Soldier's Luck



Infernal Loom

- » **Effect on Quantity:** 10% more reinforcements (cumulative)
- » **Requires:** Town Level 3
- » **Cost:** 🏰 1000, 🗡️ 2, 🏹 2

It is also important to realise that the gated creatures will always disappear after combat has ended, and there is no modifier that can prevent that. Also note that a gated creature does not contribute to experience gained. If you manage to defeat all other creatures in combat aside from those which have been gated, they will disappear, and combat will end as normal.

The process of gating in itself is considered as an action for that creature. That is, a creature cannot gate and take another action in the same turn. Additionally, while the gated creature needs the turn from the creature from which it

was gated to come around again, it cannot act in the turn it appears. Essentially, you must wait 2 turns for the gated creature to be able to act.

However, in the transitional stage of being gated, while the grid square on which it will appear is denoted (visible to both friend and foe), you may not cast any spells on the creature to make it appear faster, boost its strength or otherwise. The same goes for casting a spell like Haste on the original creature - the gated creature will still exhibit the base initiative (e.g., if initiative was increased to by 1 to 13, the gated creature would still appear on the ATB bar as if the original creature had 12 initiative). Once the creature is gated, it can be affected just like any other creature, which includes luck and morale. Even if the original creature from which the unit was gated is killed in combat, the gated unit still remains - that is until all of your original units are killed, and in that case, your gated units disappear, and you lose the battle.

Strategies

While the Gating Secondary Skill works to improve the power of Gating, 3/4 of its abilities do not. It is of a very similar structure to Artificer, and if you memorise one set (of skills, abilities, and their pre-requisites), you can apply it effectively to the other (excluding ability effects, etc. of course). Gating's major modifiers derive from other secondary skills, such as Leadership, Logistics, and Luck. If you want to improve gating more easily, concentrate on learning abilities from the "three Ls".

Urgash's Call

While instant gating is an attractive skill, there are a few hiccups along the way that you'll have to deal with. While the abilities themselves required for Urgash's Call are quite good (Teleport Assault, Swarming Gate, Battle Frenzy), you'll have to take Dark Magic rather than the more robust Defense or Leadership (leading to Gate Master). While not cataclysmic, it somewhat weakens the physical aspect of Inferno's troops. However, gating can act as a substitute for Defense, in that they can be used as fodder against neutrals especially. Instant gating is always welcomed, and the relative ease and the possibility of summoning these troops make it enticing on larger maps.



Necropolis: Necromancy

Necromancy is the result of practicing the dark arts to raise creatures from the dead. The principles of Necromancy in Heroes 5 have been deeply changed in version 2.1, and necromancers are now able to raise undead creatures of all levels, not only skeletons, depending on the type of creatures killed in combat. At the end of each victorious combat, the life taken from the killed enemies determines the maximum amount of undead creatures that can be raised, and the necromancer can choose to raise them or not. If he does, he uses Dark Energy from a pool shared by all the player's heroes, that only replenishes at the start of the week.



In the new Necromancy system, there are thus 3 questions to answer:

- » which undead creatures are raised from a combat?
- » how many such creatures can be raised?
- » how much Dark Energy does it cost from your weekly pool?

How many undead creatures are raised?

Undead creatures can only be raised **after a victorious combat**, and their proposed number depends on the hit points of the **killed enemy creatures** (except mechanical and elemental):

$$\text{Hit_Points_Raised} = \text{Hit_Points_Killed} \times \text{Necromancy}$$

where Necromancy mainly depends on your hero's skills and the number of Pillar of Bones in your cities (see below).

The number of undead creatures raised is capped by the number of killed creatures.

Necromancy	20%	30%	40%	50%	+5%	+10%	+10%	+50%

Therefore, if you killed 470 Hit Points worth of creatures, and your overall % of units raised via Necromancy totalled 40%, you would receive 188 Hit Points worth back, which is 47 Skeletons, or 37 Skeleton Archers for example. Provided of course you killed at least that many creatures.



Eternal Servitude (Necromancy)

- » **Effect:** The hero can also raise fallen friendly undead units



Herald of Death (Leadership)

- » **Effect:** All joining neutral creatures will be transformed into the undead creatures of their respective level
- » **Requires:** Recruitment



Lord of the Undead (Enlightenment)

- » **Effect:** +5% Necromancy
- » **Requires:** Scholar



Amulet of Necromancy (artifact)

- » **Effect:** +10% Necromancy



Pillar of Bones

- » **Effect:** +10% Necromancy and +150 points of Dark Energy (for each Pillar owned)
- » **Requires:** Town Level 6, Mage Guild 1
- » **Cost:** 1000, 10



Tomb of the Lost (Grail structure)

- » **Effect:** +50% Necromancy and +150 points of Dark Energy
- » **Requires:** Tear of Asha









Dark Energy: how much do you have?

Dark Energy is what sustains raising undead creatures: all your heroes share a Dark Energy pool, from which they draw to raise undead troops, and that gets replenished at the start of each week. The amount of Dark Energy in your pool depends on your heroes and the buildings you own in your Necropolis cities:

$$\text{Dark Energy Pool} = 200 + \text{Hero_Bonus} + \text{Building_Bonus}$$

where:

- » **Hero_Bonus:** each hero contributes to the pool according to his level. His Mastery of the Necromancy skill then basically serves as a multiplier (see the table below)
- » **Building_Bonus:** each Pillar of Bone in your kingdom contributes 150 Dark Energy points, as does the Tomb of the Lost (Grail structure).




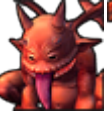











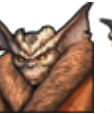
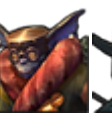













									
Level 1	1	2	3	4	Level 21	48	97	145	194
Level 2	1	2	3	4	Level 22	52	105	158	211
Level 3	1	2	3	4	Level 23	57	114	171	228
Level 4	1	2	3	4	Level 24	61	123	185	246
Level 5	1	2	3	4	Level 25	66	132	198	265
Level 6	1	2	3	4	Level 26	70	141	212	283
Level 7	2	5	7	10	Level 27	75	151	227	303
Level 8	4	9	13	18	Level 28	80	161	241	322
Level 9	6	13	20	27	Level 29	85	171	256	342
Level 10	9	19	28	38	Level 30	90	181	271	362
Level 11	12	24	36	49	Level 31	85	191	287	382
Level 12	15	30	45	60	Level 32	100	201	302	403
Level 13	18	36	55	73	Level 33	106	212	318	424
Level 14	21	43	65	86	Level 34	111	223	334	446
Level 15	25	50	75	100	Level 35	116	233	350	467
Level 16	28	57	86	114	Level 36	122	244	367	489
Level 17	32	64	97	129	Level 37	127	255	383	511
Level 18	36	72	108	145	Level 38	133	267	400	534
Level 19	40	80	120	160	Level 39	139	278	418	557
Level 20	44	88	132	177	Level 40	145	290	435	580

Dark Energy: how much does it cost?

Raising an undead creature costs points of Dark Energy, depending on the power of the creature:

$$\text{Dark Energy Cost} = \text{Power} / 25$$

The following table lists, for all the undead creatures, their Dark Energy cost (DE), and the living creatures that will be transformed into it. The number below each living creature tells you how many undead you will raise if you kill 10 such creatures at Basic Necromancy (20%), provided you pay the corresponding Dark Energy cost, of course. To get the final costs and quantities, round down your result after multiplying.

	DE: 2.16									
		1.50	3.00	2.00	3.00	6.00	6.00	8.00	8.00	3.00
	DE: 3.36									
		2.80	4.00	4.00	5.60	2.00	2.40	4.00	5.60	4.00
	DE: 4.20									
		1.53	3.65	3.06	1.18	1.41				

						
DE: 6.00	1.88	3.06	1.53	4.12	0.82	1.41
						
DE: 9.28	3.75	1.88	0.75	10.00	3.13	
						
DE: 12.48	3.68	1.58	5.26	6.95	0.53	13.16
						
DE: 20.72	1.33	2.67	4.00	1.33		
						
DE: 29.56	5.14	5.71	1.71	5.71	1.43	
						
DE: 46.64	2.16	1.36	0.72			
						
DE: 60.72	2.91	1.20	1.09	2.91	3.27	2.91
						
DE: 87.20	2.32	3.68	0.69	0.84		
						
DE: 103.52	2.40	3.32	3.98	3.62	2.40	2.80
						
DE: 126.96	2.67	2.67	1.60			
						
DE: 156.20	2.50	3.00				

The creatures that do not appear in this table can not be raised as undead, being of mechanical (Gargoyles, Golems), elemental (Elementals, Phoenix, Fire/Magma Dragon) or divine nature (Angel, Archangel, Fallen Angel).

Undead creatures themselves are not raised through Necromancy, but through the separate channel of the Eternal Servitude ability (see p.97).

Strategies

Necromancy is the most prevalent racial skill in the game. It is the lifeblood of the Necromancers, and, as such, there are a multitude of power-ups available for the skill from the town and the hero. Aside from the 2 different undead transformers (Unholy Temple and Herald of Death), it is possible to raise 100% of enemy units if there are enough Pillar of Bones built. Of course, that requires either a large pool of Dark Energy, or a careful choosing of which troop you raise. Note that Leadership and Enlightenment are the two secondary skills needed to improve your prowess in Necromancy.

Howl of Terror

An extensive upgrade of Banshee Howl, Howl of Terror effectively always reduces enemy morale to a negative value, meaning even the most noble of Knights will cower in fear. Like Nature's Luck though, Archery will have to be forfeited, which can be a deal breaker if you're stacking a gargantuan number of Skeleton Archers and Lichers with Necromancy. While Necromancy may not need any more boosters, the fact that Howl of Terror is not associated with it makes it more of a universally beneficial skill rather than just for Necromancers (who wouldn't want their enemies to suffer a -6 morale penalty?). That being said, the turn needed to activate this ability in combat may be compensated for by allowing your hero to execute a more sinister action earlier than expected, due to bad enemy morale.



Sylvan: Avenger



Sylvan's racial ability focuses on dealing added damage to a specific "favoured" unit. As the player improves his/her mastery of the Avenger secondary skill, he/she is able to choose more favoured enemies, starting at 1 with Basic Avenger, up to the highest number, being 4, granted by Ultimate Avenger.



The bonus provides a 40% chance to all the troops in the Ranger's army to inflict a critical hit to favoured enemies, i.e. to deal double damage. To be more accurate, the critical hit is a +100% damage bonus, additive with the Luck bonus if any: a Luck roll gives +100% damage (+125% with Elven Luck); a Luck roll with Avenger bonus gives +200% damage (+225% with Elven Luck).

The catch is, however, that the player must defeat two populations of this creature before he/she is able to select them as a favoured enemy. That is to say, two times the creature's base weekly growth. For example, 2 Black Dragons must be defeated, as that is 2x their base growth. Additionally, if you defeat 4 Pit Lords, both Pit Lords and Pit Fiends become available to add to your "Favoured Enemy" list. If you haven't fulfilled this requirement, you're unable to choose that desired creature as your favoured enemy.

Additionally, the Avenger's Guild must be built before you can select or change your favored enemies in that Sylvan town. The structure is quite cheap and can be built early in the game, as is the Avenger's Brotherhood providing a good 10% cumulative bonus to the chance to inflict a critical hit.

Avenger Boosters



Avenger's Guild

- » **Effect:** Allows to select favored enemies in this town.
- » **Requires:** Town Level 9, Hunters Cabins.
- » **Cost:** 1000, 5



Avenger's Brotherhood

- » **Effect:** +10% chance to inflict critical hit (cumulative).
- » **Requires:** Town Level 9, Avenger's Guild.
- » **Cost:** 2000



Deadeye Shot

- » **Effect:** Improves the effectiveness of the hero normal attack by raising his/her level by 3 for the damage calculation. If the target is present in the Ranger's favorite enemy list, the damage is doubled and it always kills at least one creature.



Rain of Arrows

- » **Effect:** The Ranger hero attacks all creatures on his/her favoured enemy list, and his/her level is raised by 3 for the damage calculation.



Know Your Enemy

- » **Effect:** +10% more chance Sylvan creatures will deal double damage against a favoured enemy
- » **Requires:** Arcane Intuition

Strategies

Avenger is a skill which is difficult to build up, and much the same effect can be achieved through the development of the Luck secondary skill, the benefit being that luck is rolled irrespective of the defending creature in question. For a powerful, high-level might hero, Rain of Arrows may be appropriate, but it is unlikely so many favoured enemies would be in one battle. Deadeye Shot is a simpler and quite devastating skill against high level creatures. While the effects may not be too overwhelming, much experience may be wasted in developing the Avenger skill when there is only a small chance your investment will be returned.

Nature's Luck

Nature's Luck continues Sylvan's tendency to focus much of their damage output onto luck rolls and Avenger bonuses. While it may seem easy enough to achieve, the major pitfall is missing out on the Archery ability. In best case scenarios, Rangers will already have a Luck statistic of +5, reducing the overall difference (seeing as Luck will be rolled on 50% of attacks rather than 0% anyway) to a 50% increase rather than 100%. Nonetheless, coupled with Avenger and Sylvan's offensive units, Nature's Luck is a potent ability - though it may come too late in the game to make optimal use of it.



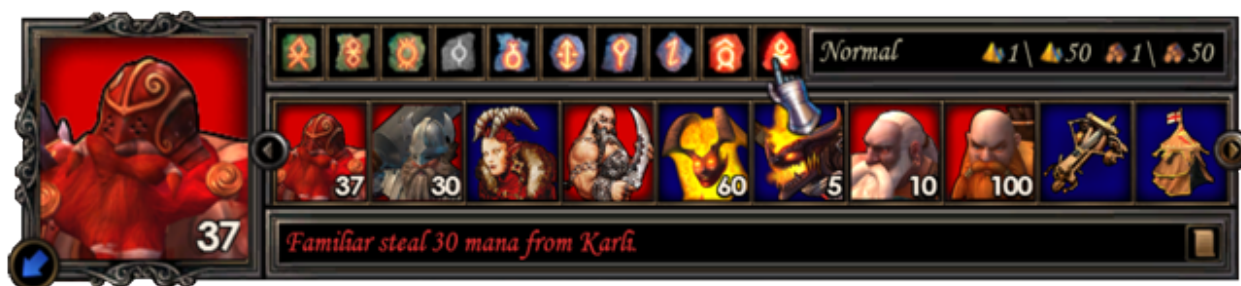
Fortress: Runelore

Runelore is a combat ability, exacted by the creatures themselves. A rune comes in the form of a statistic-booster, and they have different effects and durations, just like spells. Unlike spells however, they are applied only by Fortress creatures directly on themselves. Also dissimilar to spells, using a rune does not detract from the creature's ATB value, and hence a creature will use a rune and attack in the same turn.



Instead of using the hero's Mana in order to be cast, runes consume the realm's resources (wood, ore, mercury, crystal, gems and sulfur — no gold). For a full list of rune costs and effects, see the [Runic Magic section — p.124](#). As detailed in the Runelore Modifiers below, certain hero abilities allow runes to sometimes be cast without using up resources at all.

Runes are learnt by the hero, when visiting a Fortress town where a runic shrine is built. Much like a Magic Guild, the Runic Shrine comes in 3 levels, each offering more and more powerful runes, and corresponding to the 3 levels of the Runelore skill needed to learn these runes. For a full list of costs and descriptions, see the [Fortress Buildings section — p.147](#). Fortress creatures in the hero's army can use the runes known to the hero **once per combat** (per creature). This limitation can be relaxed by hero's abilities.



Learning Runic Magic does not prevent you from learning normal magic, either, the only variation from other towns being precious resources are in higher demand (especially gems and sulfur) meaning you'll have to prioritise. As their name suggests, Runemages are good spellcasters, that can be particularly efficient in Destructive Magic. However, Knowledge and Spellpower do not change the Runic Magic effectiveness. The only change in rune effects are via abilities (see Runelore Modifiers below), and even then, the actual effect of the rune does not change, only its side-effects and costs do.

Runelore Levels



Basic Runelore

- » **Ability to cast runes:** Level 1-2
- » **Runes supplied by:** Runic Shrine level 1 (1 rune of level 1 + 1 rune of level 2)



Advanced Runelore

- » **Ability to cast runes:** Level 3-4
- » **Runes supplied by:** Runic Shrine level 2 (1 rune of level 3 + 1 rune of level 4)
- » **Requires:** Basic Runelore



Expert Runelore

- » **Ability to cast runes:** Level 5
- » **Runes supplied by:** Runic Shrine level 3 (1 rune of level 5)
- » **Requires:** Advanced Runelore



Ultimate Runelore

- » **Effect:** Allows magical runes to be placed without wasting wood and ore.
- » **Requires:** Expert Runelore



Runelore Boosters



Fine Rune

- » **Effect:** There is a 50% chance of not using up resources on rune activation.
- » **Requires:** Basic Runelore



Greater Rune

- » **Effect:** Allows the same rune to be activated for the second time for triple resource cost.
- » **Requires:** Basic Runelore

**Refresh Rune**

- » **Effect:** Allows a previously placed rune (random if many) to be refreshed on selected creature. The creature will be able to use it again.
- » **Requires:** Basic Runelore

**Tap Runes (Enlightenment)**

- » **Effect:** Regains 0.5*Knowledge Mana each time any rune is used.
- » **Requires:** Arcane Intuition (Enlightenment)

**Runic Attunement (Leadership)**

- » **Effect:** Increases creature morale by +2 for one turn after rune casting.
- » **Requires:** Diplomacy (Leadership)

**Blazing Anvil (Grail Structure)**

- » **Effect:** Allows defending heroes to use runes wasting no resources.
- » **Requires:** Tear of Asha

Strategies

Unlike most other racial skills, Runelore requires the hero to learn up to Expert Runelore to enable every Rune level. Ultimate Runelore is made somewhat obsolete by Fine Rune, which is able to conserve the much rarer, precious resources, too. Greater Rune is only a viable option if going for Absolute Protection or resources are plentiful, while Refresh Rune is a possibility against slower enemies or very long fights.

Among the best Rune modifiers is Runic Attunement, despite its short duration, it may allow for a quick attack on behalf of your units. Depending on your Runemage's dependence on spells, Tap Runes can also be useful. In any case, if going for the Ultimate Ability, one of Runic Attunement and Tap Runes will have to be forgone.

Absolute Protection

Absolute Protection is the pendant of Sylvan's Nature's Luck: it forces any attack against the hero army to be unlucky, and thus inflict only 50% damage. When facing each other, Absolute Protection and Nature's Luck are both nullified.



While having nothing to do with Runelore, Absolute Protection is somewhat accessible due to the beneficial skills required such as War Machines and Destructive Magic. Runic Machines and Ignite are particularly beneficial abilities, specific to the Runemages. Snatch, a Logistics ability, can also be of great help, especially on maps with a lot of boat loading and boarding.



Hero Primary Stats

Heroes, regardless of whether they are might or magic, each possess four primary attributes: Attack, Defense, Spell Power and Knowledge. Every time a hero gains a level, one of these attributes increases by 1 (or even more with [Enlightenment](#) — see page 83). However, exactly which primary attribute is increased is dependent on the hero's (faction-specific) class. For example, Academy Wizards concentrate on Knowledge and Spell Power, while Haven Knights specialise in Defense and Attack.

As previously mentioned, each hero class has a particular tendency to two attributes - called "primary" and "secondary" attributes. The table below lists these two attributes, in addition to the probability each of the four primary attributes have of being bolstered.

Faction	Attack	Defense	Spellpower	Knowledge	
Knight	30%	45%	10%	15%	Defense, Attack
Ranger	15%	45%	10%	30%	Defense, Knowledge
Wizard	10%	15%	30%	45%	Knowledge, Spellpower
Warlock	30%	10%	45%	15%	Spellpower, Attack
Necromancer	10%	30%	45%	15%	Spellpower, Defense
Demon Lord	45%	10%	15%	30%	Attack, Knowledge
Runemage	20%	30%	30%	20%	Defense, Spellpower

This should enable you to predict the distribution of primary skill attributes in the later game, depending on the hero type.

For example, **at level 21:**

Faction	Attack	Defense	Spellpower	Knowledge
Knight	7	11	3	4
Ranger	3	11	3	8
Wizard	2	3	8	12
Warlock	7	2	12	4
Necromancer	2	7	12	4
Demon Lord	11	2	4	8
Runemage	4	7	8	6

Skills Advancement

When gaining a level, the hero is offered the choice of, at most, 2 secondary skills — one new and one improvement of a known skill, and 2 abilities — one common (accessible to all hero classes, in green in the [skills section p.78](#)) and one advanced (faction specific with requirements). If there is no skill to improve (all already at Expert level), a second new skill is offered instead. If no new skill can be learnt (the six skill slots are already filled), a second skill improvement is offered instead. And likewise for the two offered abilities. Note that a skill will never substitute an ability or vice-versa.

To be offered an ability, a hero should first learn the corresponding skill (at Basic level). That will unlock the three common abilities of that skill for subsequent level-ups. Once an ability related to a skill is chosen, the hero will need to learn the Advanced level of the skill before being offered other abilities of that skill. And Expert level is required to be offered a third.

Advanced

These constraints, and the understanding of the offering mechanics, are a powerful tool to master your hero development. When many choices are opened, you rely on chance to be offered the ability you're looking for. But since you can restrict the number of opened abilities, you can control what you are offered.

The type of new skills (and therefore abilities) the hero is offered is also dependent on the class of the hero. For example, there is a stronger chance that an Inferno Demon Lord hero will be offered the Logistics skill than an Academy Wizard would be. This dictates the most likely skill path that specific hero class may take.

Advanced

Note that the values below only apply to new skills. Chances of improving various skills, or being offered various abilities are uniform (given the constraints above). Once a skill is learnt, the chances below are scaled among the remaining unknown skills.

Skill	Knight	Ranger	Wizard	Warlock	Necromancer	Demon Lord	Runemage
Racial Skills	10%	10%	10%	10%	15%	10%	10%
Attack	10%	2%	2%	15%	8%	15%	8%
Defense	15%	10%	2%	2%	10%	8%	15%
Leadership	15%	8%	2%	2%	2%	2%	8%
Logistics	8%	15%	2%	8%	8%	15%	2%
Luck	8%	15%	8%	8%	2%	8%	8%
War Machines	10%	2%	8%	8%	2%	10%	15%
Enlightenment	2%	10%	15%	8%	8%	2%	8%
Sorcery	2%	8%	10%	10%	10%	8%	2%
Dark Magic	8%	2%	8%	2%	15%	8%	2%
Destructive Magic	2%	8%	8%	15%	8%	10%	10%
Light Magic	8%	8%	10%	2%	2%	2%	8%
Summoning Magic	2%	2%	15%	10%	10%	2%	4%

Haven - Knight

Knights excel in non-magic based skills, including might-oriented skills like Attack and Defense. Though they do have a tendency towards Leadership, Knights are predominantly might-based combat heroes. This is easily deduced by the fact that it is very difficult for them to learn Sorcery, and have an ineptness for magic (20% in total) matched only by Sylvan's Rangers.

Being a gold-intensive town, the Leadership ability aids their cause through Estates, while Recruitment increases the number of creatures that are likely to be trained (Peasants, Archers, Squires). Luck (at 8%) is also a worthwhile skill to master, especially considering the might-oriented nature of the Knight's skills, (and therefore creatures). Magic Resistance, coupled with Defense's Protection ability, somewhat accounts for Knights' magical vulnerability. Attack provides some of the best abilities for your ranged attackers, particularly Marksman, whose numbers will be boosted by Training, including Battle Frenzy and Archery.

If you happen to be pursuing Unstoppable Charge, Haven's Absolute Ability, there are a few obstacles to contend with. Unstoppable Charge necessitates Light Magic (8%), Logistics (8%), Luck (8%), and Enlightenment (2%). Unfortunately, none of these skills stand to improve the Knight's combat prowess, and Enlightenment, in particular, is difficult to obtain, while not providing worthwhile abilities. Light Magic can prove effective, but Attack and Defense are needed if its power is to be maximised.

Sylvan - Ranger

While Rangers don't lend themselves to one particular area, they are well versed in the global skills such as Luck, Logistics, and Enlightenment, while also leaning towards Defense. Rangers have a number of areas to choose from, and can become masters in a number of different fields (though magic skills are not favourable for them).

While there are more War Machine-based abilities available to Rangers than any other hero, the 2% chance of receiving it upon level up makes it difficult to exploit. Rangers are undoubtedly the masters of Luck. Not only does the Luck skill itself contribute to this, but so too do its unique abilities in various skill branches, such as Elven Luck (Luck), Know Your Enemy (Enlightenment) and, of course, Nature's Luck (Avenger). The combination of these abilities with Avenger's Favoured Enemy and the Attack skill allow Rangers to deal very high amounts of damage.

Unlike other heroes, Rangers are blessed in the fact that their Nature's Luck Absolute Ability is not only relatively easy to acquire, but the skills which are required for it are almost tailor-made for the hero. Attack (2%), Defense (10%), Logistics (15%) and Luck (15%) constitute the necessary skills. The only difficulty is Attack (which in itself is a favourable ability for a Ranger), meaning that if you're offered Basic Attack, don't hesitate in taking it!

Academy - Wizard

Wizards are the polar opposites of Knights. Wizards are maestri of magic, especially focusing on the Summoning (15%) and Light (10%) schools, though they are capable of learning any of the four with ease. They are, however, so entirely

dependent on magic that their might skills suffer because of it, amounting to a miniscule 2% chance to learn Attack, Defense or Leadership.

A major advantage Wizards have to improve their proficiency in skills is the Enlightenment skill. While the base skill's bonus is reason enough to choose it, the two abilities that will be of most benefit to Wizards are Arcane Intuition and Scholar. However, even these will cease to be useful in the presence of a developed Academy Town. Summoning Magic (and of course its 'conjuring' spells) will be a primary target for Wizards, but perhaps the most prized skill is Sorcery. Counterspell and Magic Insight are favourable abilities for the Wizard, while due to their large mana reserves, the other abilities aren't as necessary (apart from when considering Arcane Omniscience).

Wizards are in the same boat as Rangers when it comes to their Absolute Ability. Both require Attack (2%) among a number of useful and achievable abilities, in this case Enlightenment (15%), Sorcery (10%) and Summoning Magic (15%). Unlike Sylvan, however, Attack is not an optimum skill for Wizards, and there is much more to be gained from other non-magic abilities like Defense or Leadership. However, if Arcane Omniscience is your objective, then Basic Attack is the obvious choice over any other secondary skill.

Dungeon - Warlock

Warlocks are mainly magic-oriented in their choices upon level-up, but they do have a soft spot for Attack. Aside from the obvious selections of Destructive Magic and Attack, there are numerous choices available to Warlock heroes. Logistics, Enlightenment, Luck and Sorcery are all viable choices. Such flexibility in selection allows you to dictate the path of the Warlock hero more effectively.

Sorcery is a particularly useful skill for Warlocks, predominantly thanks to the abilities it unlocks - Arcane Training, Mana Regeneration and Erratic Mana. All three help Warlocks overcome their mana deficiency. Attack serves to strengthen the damage dealt by your creatures through elemental chains, and grants you the tactics skill, which may prove vital for your slower creatures, and ensures your Grim Raiders some action each turn. Luck is also excellent for boosting elemental damage, especially potent when considering Warlock's Luck rolls on Empowered Spells. Enlightenment will aid the Warlock's primary attributes while unlocking Intelligence - a fine substitute for Sorcery abilities in terms of mana when you're after Rage of the Elements. Unfortunately, Warlocks will find it difficult to exploit Leadership's Recruitment ability due to the 2% chance of it appearing.

Warlocks' Absolute Ability, Rage of the Elements, is certainly accustomed to more might-based Warlock heroes, since it prevents the learning of Destructive Magic/Sorcery combination. The required skills are fairly easy to learn: Enlightenment, Logistics, Luck, and War Machines, all at 8%. Warlocks become quite toothless without either Attack, Defense or Destructive Magic, and the reliance is placed on elemental damage and lower-tier spells.

Necropolis - Necromancer

The Necromancer is quite unique in the fact that it has 15% invested into learning its unique racial skill, which means it is faster to improve it. However, the Necromancer struggles in the general skill groups (War Machines, Luck, Leadership), though it has the luxury of concentrating on might or magic, or even both, a gift that only Demon Lords can unwrap.

Necromancers also suffer from a lack of mana, hence making Sorcery a beneficial and attainable skill, especially against Warlocks (thanks to Boneward). Dark Magic is obviously the Necromancers' specialty, and also comes with justifiable abilities like Master of Mind/Pain and Mark of the Necromancer (ex-Spirit Link before 1.3). Defense is a particularly applicable skill for Necromancers, due to abilities including Evasion, Vitality, and Chilling Bones. Vitality is especially welcome due to the large income of Skeleton Archers. Attack provides similarly useful abilities, perhaps the most effective of which are the two basic abilities - Archery and Battle Frenzy. Logistics and Enlightenment are also fine choices for the Necromancer hero.

Necromancer's Howl of Terror is extremely easy to obtain compared with other Absolute Abilities. Not only does it need skills which are offered often, but they are of great worth to Necromancers to boot. Attack (8%), Dark Magic (15%), Enlightenment (8%) and Logistics (8%) are all substantiated choices by themselves.

Inferno - Demon Lord

Like Necromancers, Demon Lords are able to apply themselves in several areas of mastery - ranging from Might to Magic, and most things in between. While the magic choices may not be the best option, the physical options of the Demon Lord pivot around the Gating racial skill.

Logistics is the key to a Demon Lord's success, not only on the adventure map, but also in combat due to Swift Gating and Teleport Assault. These two abilities allow your creatures to attack much more quickly. Taking advantage of their speed relies upon the mastery of both the Luck and Attack skills, at 8% and 15% respectively, making them readily available. Luck boasts Soldier's Luck and Swarming Gate (the latter deriving from the former) which are again net attack-boosters, while Attack's skill effects are enough to warrant it a slot. Defense, at 8% is great for allowing your attacking-oriented creatures survive for a longer duration.

Urgash's Call, the Absolute Ability, while being excellent in itself, needs some abilities that are, luckily enough, essential by themselves, including Luck (8%), Attack (15%) and Logistics (15%). Dark Magic (8%), however, while not a disastrous choice, eliminates the possibility of Defense/War Machines, but is an understandable sacrifice if Urgash's Call is to be learnt.

Fortress - Runemages

Runemages are defensively-minded heroes, much like their town and creatures, though they also prefer skills which augment their ability to do damage from afar. Defense and War Machines are given skills (at 15% each), and Attack and Destructive Magic are also excellent options for the Runemage (8% and 10% respectively).

Despite the effectiveness of Destructive Magic (due to high Spellpower and Mark of Fire, among other things), the difficulty for Runemages to learn Sorcery somewhat hampers this ability when compared to other bonafide spellcasters like Wizards or Warlocks. Though Ignite effectively provides double damage (over 4 turns - 1 for the spell then 3 at 33.33%), it is no match for Empowered Spells. However, Destructive Magic is a very viable option. Obviously the biggest coup for the Dwarves in Defense is Preparation, which is aided by some excellent supplementary abilities (Defensive Formation). Indeed, Attack is also quite beneficial, boasting Offensive Formation and Battle Frenzy, the latter particularly effective due to Dwarven units being of higher stack numbers and dealing lower damage. Other interesting skills include Enlightenment (as always), Luck, and Logistics.

The Dwarven Absolute Ability, Absolute Protection, is up there with the best of them with regards to skill and ability pre-requisites. War Machines, Logistics, Destructive Magic and Defense are a great combo in their own right, and along with skills like Runic Machines, Swift Mind, Master of Fire and Preparation, the hero is not compromised at all by aiming for the Absolute Ability. The only difficulty may be being offered Logistics early enough in the game to fast-track development.

Gaining Experience

To gain levels and be able to choose new skills and abilities, your heroes must gain experience first. There is a number of ways to do that:

- » winning combats (see below).
- » finding treasures and choosing the experience bonus: your hero can gain 500, 1000 or 1500 experience points, and even more with Enlightenment or artifacts (see below).
- » visiting a Dolmen of Knowledge: a hero will get a one time bonus of 1000 experience points.
- » visiting a Sylanna's Ancient: this ancient living tree may level up the hero for a small fee or even for free.
- » visiting a Sphinx and finding the correct answer: you will get to choose between a large amount of gold, a (usually) powerful artifact and experience. If your answer is not correct, you will fight yourself (hero and army) for your life, but won't gain any experience from it.
- » visiting the Sirens at sea: 30% of your army will be killed, and you will be awarded the corresponding amount of experience.
- » completing a quest: quests (from a seer hut or a map objective) sometimes have experience rewards.

Experience from combat

Combat is where you will gain most of your experience, provided you win, of course. Each enemy creature you **kill** during the combat will give you a certain amount of experience. The stronger the creature, the higher the experience gain. You can find the precise values online, for instance in the [creatures pages on Age of Heroes](#). Note that you gain no experience for destroying war machines. The exact amount gained is always indicated in the combat results box.

Additionally, if you defeat the enemy hero (defeat means he/she doesn't flee nor surrender), you will gain a bonus of 500 experience points, whatever his/her level. And if you conquer an enemy or neutral town, that's another 500 experience points for your hero.

Also note that there are two specific weeks changing the experience you gain from combat:

- » Week of Folly: Experience gained from battles is halved.
- » Week of Honor: Experience gained from battles is doubled.

Enlightenment

The Enlightenment skill gives a 5%, 10% or 15% bonus to the experience gained by your hero, depending on his/her level of mastery of the skill. It should help your hero levelling faster than the others, and learning an interesting skill sooner in the game. Don't count on more than a few bonus levels though, considering how the experience levels scale (see the table below). However, Enlightenment also adds a bonus to the hero's primary stats when levelling up, which clearly makes it worthwhile.



Additionally, the Graduate ability (available to Wizards and Knights) grants a one-time bonus a 1000 experience points when learnt. While Demon Lords, Necromancers and Warlocks have access to the Dark Revelation ability, granting them a free level-up (all the experience needed to the next level is instantly gained).



Two Artifacts can enhance your faculty to learn from your adventures: the Turban of Enlightenment and the Scale Mail of Enlightenment. The first one increases all the experience gained by 10%, however learned. The second one increases it by 20%.



Experience Levels

The levels are intended to be harder and harder to get in Heroes 5. In fact, 40 is the better level you can achieve. The table below list the precise experience required for each of these 40 levels.

Level 1	0	Level 11	17,500	Level 21	97,949	Level 31	1,228,915
Level 2	1,000	Level 12	20,600	Level 22	117,134	Level 32	2,070,784
Level 3	2,000	Level 13	24,320	Level 23	140,156	Level 33	3,754,522
Level 4	3,200	Level 14	28,784	Level 24	167,782	Level 34	7,290,371
Level 5	4,600	Level 15	34,140	Level 25	200,933	Level 35	15,069,240
Level 6	6,200	Level 16	40,567	Level 26	244,029	Level 36	32,960,630
Level 7	8,000	Level 17	48,279	Level 27	304,363	Level 37	75,899,970
Level 8	10,000	Level 18	57,533	Level 28	394,864	Level 38	183,248,314
Level 9	12,200	Level 19	68,637	Level 29	539,665	Level 39	462,353,978
Level 10	14,700	Level 20	81,961	Level 30	785,826	Level 40	1,215,939,194

If you like formulae, note that the gap between two successive levels grows by 20% from level 12 up to level 25. Then, it grows by 30%, 40%, 50%... The last gap (39-40) is then 2.7 times the previous one (38-39).





Rough Amounts of Creatures

When right clicking on a neutral stack on the Adventure map, or on a town or enemy hero, you will only see a rough indication of the number of troops this army has. The meanings of these rough amounts are given below. A hero with Scouting ability (under the Logistics skill) can see the precise numbers within his range of view.



Quantity Range	
Few	1-4
Several	5-9
Pack	10-19
Lots	20-49
Horde	50-99
Throng	100-249
Swarm	250-499
Zounds	500-999
Legion	1000+

Movement on the Adventure map

Movement Cost

To travel on the adventure map, heroes spend movement points in a very similar way to creatures in combat. Even if the adventure grid is not shown, it is also a square grid, where each step costs some movement points, depending on terrain type. The standard values are:

- » **100 points** for a side movement,
- » **141 points** for a diagonal movement.

Advanced

The 141 value accounts for the diagonal of the square being 1.41 longer than the side. The system works the same in combat for creature's movements.

As expected, the terrain type modifies the movement cost ([see p.182](#)). In addition, heroes have no penalty on their native terrain, regardless of their army:

Terrain	Effect	Movement Cost	Diagonal Move	Native Terrain of
Grass	Standard movement cost	100	141	Knights, Rangers
Dirt	25% penalty	125	176	Necromancers
Lava	25% penalty	125	176	Demon Lords
Sand	50% penalty	150	211	Wizards
Snow	50% penalty	150	211	Runemages
Subterranean	25% penalty	125	176	Warlocks
Dwarven Subterranean	Standard movement cost	100	141	Runemages
Road	25% bonus	75	105	

Advanced

The Knights and Rangers seem unfavored here, as they have no terrain bonus. This is compensated by the "Familiar Ground" ability, under the Logistics skill, which grants their army +1 speed when battling on grass.



The terrain penalties can be reduced by 50% if the hero possesses the Pathfinding ability (under the Logistics skill). This will reduce the Dirt penalty to 12.5%, for instance, bringing the movement cost to 112 points (and 158 points for a diagonal move). While the artifact, "Boots of Open Road", completely removes those penalties.



The **Snatch** ability (Logistics), available to Fortress heroes, allows them to pick up resources, visit buildings or other similar actions at no movement cost. That includes these actions at sea. Getting aboard a ship uses no movement point at all, while landing only costs a standard movement depending on the direction (100 or 141, whatever the landing terrain).



Heroes' Movement Points






The amount of hero movement points is determined at the beginning of his/her turn, depending on skills and artifacts. The standard starting value is 2500 movement points. This is modified by the Logistics skill, giving a 10% increase at basic level. The increase is upped to 20% by Advanced Logistics, and 30% by Expert Logistics. Additionally, the artifact "Boots of the Swift Journey" grants a 25% increase of movement points.



Advanced

The speed/initiative of your creatures do **not** affect your hero's movement points, contrary to what is written in the Heroes V booklet. As you may have noticed above, creatures are not taken into account for the Native Terrain penalty exemption: in Heroes III, a hero had no penalty when all of his/her creatures were terrain-native, regardless of his/her faction. Conversely, in Heroes V, only the hero's faction is considered, meaning creatures have **no** influence at all over the hero's movement on the adventure map.

There are some oddities in the way the values are rounded down to integers (the result is rounded up minus 1, resulting in exact integer results being decreased by 1), so the figures below can seem strange. Basically, the Logistics bonus is added first, the result is "rounded down", and then the 25% bonus of the "Boots of the Swift Journey" is applied. This yields the following values in the various possible cases:

				
	no Logistics skill	Basic Logistics	Advanced Logistics	Expert Logistics
without the Boots	2500	2749	2999	3249
with the Boots	3125	3436	3748	4061

Notice that stacking the Expert Logistics bonus with the Boots bonus gives a whopping 62.5% total increase. And with a 50% total bonus, it's already a free turn every two turns for Advanced Logistics with the Boots!

When adventuring, you can replenish some of your movement points by visiting specific map locations. These add a certain amount of points to your hero, even if the total becomes higher than his/her starting amount:

- » **Fountain of Youth:** +400 points (+1 morale)
- » **Tattered Flag:** +400 points (+1 morale)
- » **Stables:** +600 points, each day of the current week
- » **Oasis:** +800 points (+1 morale)

Visiting the Stables grants you a 600 points increase until the end of the week. Better visit them on day 1! The other locations give you a one-time bonus on the day you visit them, as well as +1 morale boost. They won't give you anything more until you engage in combat. However, even if you fight on the very same day, you can visit them again for another boost. Considering the usual density of enemies though, it is unlikely that you would use them many times a day!

Also note that, during the Week of Flame, the movement of all heroes is further increased by 50%.

The percentage of movement points your heroes have left is represented by the little green bar below his/her portrait. The bar is full when the hero has at least his/her starting amount of movement points (sadly for Heroes veterans, no +++ after visiting an oasis for instance). If your hero refuses to move even when you can see a miniscule amount of movement points left in the bar, it simply means that your movement points, while not being strictly zero, are still insufficient for any movement.

Sailing

Movement on sea follows the same principles as movement on land. Your hero still starts with the same 2500 points, and a standard movement costs 100 points (still 141 for a diagonal). However there are no specific terrain effects on sea (no "shallow waters" or "favorable winds"). Logistics, Pathfinding and the two Boots artifacts have no effect anymore, and any Stables bonus you may have isn't added either.

Any other location bonus is obviously ineffective at sea, as embarking or disembarking a ship takes the rest of the day, whatever movement points you have left (unless the hero has the Snatch ability — see above). Try to use them wisely

before going aboard or landing, by gathering resources or flotsam. Also note that you can not embark or land anywhere on the coast: you need to find a shore.

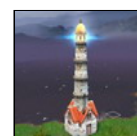


At sea, heroes can profit from the Navigation ability (another Logistics ability), granting a 50% bonus to movement points and likewise from the artifact "Sextant of the Sea Elves", adding another 25%. When combined, your hero has a 87.5% boost, resulting in an unmatched 4687 points amount! The difference between slow and fast heroes is even more deadly at sea.



	without Navigation	with Navigation
without the Sextant	2500	3750
with the Sextant	3125	4687

But wait! There's more — while there is no location on water that gives you a movement boost, you may find Lighthouses on the coast. These add 500 movement points to all your sailing heroes, as long as you have it flagged at the beginning of the turn. If you control several Lighthouses, the bonus is cumulative.



Finally, a hero sailing during the Week of Winds gets another 50% increase to his/her movement points.

Heroes Specializations: Rusher & Pathfinder

These two Heroes Specializations increase the movement points of the hero. The Pathfinder is the Knight, Rutger, while the Rusher is the Demon Lord, Grok. Note that this increase works on sea as well as land.



The Pathfinder gets a bonus of 1% to movement points for every 2 levels. He already has a 1% bonus at level 1. He gets another 1% at level 3, and so on. For example, he reaches 10% bonus at level 19. The exact formula is $(\text{Level}+1)/2$, rounded down as usual. Notice that Rutger starts with Basic Logistics, and so already has 2776 points on level 1 (2749×1.01). He could also quickly learn Advanced and Expert Logistics if so desired. He also has Pathfinding, reducing the rough terrain penalty by 50%.



The Rusher gets a 5% bonus to start with, plus a 1% bonus every 4 levels. That means a 6% increase at level 1, for a total of 2913 points, given that Grok also starts with Basic Logistics ($2913 = 2749 \times 1.06$). He gets another 1% at level 5, another at level 9... Thus, he reaches 10% bonus at level 17. The exact formula is $5 + (\text{Level}+3)/4$. Like Rutger, Grok starts with the Pathfinding ability. Note that the Rusher enjoys the additional benefit of starting with the Teleportation spell, and casts it for 4 Mana — half the usual cost.



Advanced

Keep in mind that the figures here are for the bonus itself, while its effect are multiplied by the Logistics skill, and possibly the Boots of the Swift Journey (or Navigation and the Sextant at sea). For example, with Expert Logistics and a specialization bonus of 10%, the hero starts his turn with 3573 movement points; almost 43% more than the standard 2500. That's an additional 13% over the 30% Expert Logistics. And the same hero with the Boots gets a total bonus of 78.5%, rather than the previous 62.5%.

Comparing both heroes, Grok has the clear advantage in the early game, courtesy of his 5% starting bonus, as the word "Rusher" suggests. However, Rutger's progression is faster, and he draws at level 19 (10% bonus), and takes the lead at level 23 (12% bonus while Grok is still at 11%). Of course, one is a Knight while the other is a Demon Lord, giving you plenty of other reasons to choose one or the other.

Combat Damage

Although far from the only aspect of the game, combat is definitely something you're preparing for most of the time — be it against neutrals to seize control of resources, or to crush an opponent. Between your creatures and your hero, direct physical damage and spells, usual combat and the specifics of siege and war machines, there are various ways to inflict damage, and we'll review them here.

Creatures Direct Damage

Most of the time, your creatures will deal damage by attacking enemy units with melee or ranged attacks. As could be expected, the damage dealt in this way depends on the attacker's Attack and the defender's Defense. Leaving aside any other modifier for now (range penalty included), the formula distinguishes two cases:

» If the attacker's Attack is higher than the opponent's Defense ($A \geq D$):

$$\text{Damage} = \text{Stack_Size} * \text{random}(\text{min_dmg}, \text{max_dmg}) * [1 + 0.05*(A-D)]$$

» Else, the attacker's Attack is lower than the opponent's Defense ($A \leq D$):

$$\text{Damage} = \text{Stack_Size} * \text{random}(\text{min_dmg}, \text{max_dmg}) / [1 + 0.05*(D-A)]$$

where:

- » **Stack_Size** is the number of creatures in the attacking stack.
- » **random(min_dmg, max_dmg)** is a random value in the creature's damage range, not necessarily integer (see the example below). This can be in particular improved through the Divine Strength spell (p.123) and reduced through the Weakness spell (p.121).

Attack - Defense	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+20	+30
Damage Multiplier	1.05	1.10	1.15	1.20	1.25	1.30	1.35	1.40	1.45	1.50	2.00	2.50
Attack - Defense	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-20	-30
Damage Multiplier	0.952	0.909	0.870	0.833	0.800	0.769	0.741	0.714	0.690	0.667	0.500	0.400

Note that the multiplying factor, depending on the Attack and Defense of the stacks can be greatly modified by heroes, therefore having a huge impact on their army's effectiveness in combat. Might heroes will rely on their large Attack and Defense being added to their creatures' respective statistics, compensating for their lack of direct spell damage. Of course, there are numerous artifacts and spells that can modify these values, too.

Example: let's consider a stack of 10 Griffins attacking a stack of 30 Horned Demons. Griffins have Attack 7 and Defense 5, while Horned Demons have Attack 1 and Defense 3.

First, the Griffins attack, and the damage is calculated using the first formula:

$$\text{Damage} = 10 * \text{random}(5, 10) * [1 + 0.05*(7-3)] = 10 * \text{random}(5, 10) * 1.2$$



Let's say the random value is 7.8, giving a total of 93.6 damage, rounded down to 93. The blow would kill 7 Horned Demons, leaving a stack of 23 with the last one having 11 Hit Points left out of 13.

Then the Demons would retaliate, and this time the second formula would be used:

$$\text{Damage} = 23 * \text{random}(1, 2) / [1 + 0.05*(5-1)] = 23 * \text{random}(1, 2) / 1.2$$



Let's assume the random value is 1.6, leading to a damage of 30.66, rounded down to 30, killing exactly one Griffin.

Some Modifiers: there are various modifiers coming from skills and abilities that come into play as multiplying factors. For example:

- » **Range Penalty:** unless stated otherwise, shooters have a 50% penalty when their target is too far (more than half the battlefield's length, as represented by the broken arrow cursor).
- » **Melee Penalty:** shooters also usually have a penalty when forced to attack in melee. Again, that's a 50% reduction to damage.
- » **Archery (Attack):** damage dealt by your creatures through ranged attacks is increased by 20%, meaning you can apply another 1.2 multiplying factor to above formulas.
- » **Evasion (Defense):** damage dealt to your creatures by ranged attacks is reduced by 20%, effectively multiplying the damage by 0.8.



Heroes Direct Damage

While heroes stand on the sidelines of the battlefield, they can target enemy creatures, dealing direct damage. This does not cost any Mana, nor require any ability. Depending on the hero's race, the attack will be a rush through the battlefield, a ranged attack or a spell-like energy ray, but are the same in every other possible way.

Heroes kill a certain **number** of creatures depending on their level and the creature's tier. It means that they deal a different amount of damage to different creatures, as the damage dealt is only a side effect, deduced from the number of creatures killed and the number of hit points they have. The formula is linear to hero level for a given creature tier, and you can devise it from level 1 and level 31 exact values in the table below.

This system allows heroes to be effective against high-level creatures, while not being overpowered against low-level creatures. Notice that a hero doesn't kill one complete level 7 creature until he reaches level 21.

	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7
Level 1	2.000	1.000	0.800	0.500	0.300	0.200	0.100
Level 2	2.333	1.267	0.990	0.633	0.390	0.260	0.147
Level 3	2.667	1.533	1.180	0.767	0.480	0.320	0.193
Level 4	3.000	1.800	1.370	0.900	0.570	0.380	0.240
Level 5	3.333	2.067	1.560	1.033	0.660	0.440	0.287
Level 6	3.667	2.333	1.750	1.167	0.750	0.500	0.333
Level 7	4.000	2.600	1.940	1.300	0.840	0.560	0.380
Level 8	4.333	2.867	2.130	1.433	0.930	0.620	0.427
Level 9	4.667	3.133	2.320	1.567	1.020	0.680	0.473
Level 10	5.000	3.400	2.510	1.700	1.110	0.740	0.520

	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7
Level 11	5.333	3.667	2.700	1.833	1.200	0.800	0.567
Level 12	5.667	3.933	2.890	1.967	1.290	0.860	0.613
Level 13	6.000	4.200	3.080	2.100	1.380	0.920	0.660
Level 14	6.333	4.467	3.270	2.233	1.470	0.980	0.707
Level 15	6.667	4.733	3.460	2.367	1.560	1.040	0.753
Level 16	7.000	5.000	3.650	2.500	1.650	1.100	0.800
Level 17	7.333	5.267	3.840	2.633	1.740	1.160	0.847
Level 18	7.667	5.533	4.030	2.767	1.830	1.220	0.893
Level 19	8.000	5.800	4.220	2.900	1.920	1.280	0.940
Level 20	8.333	6.067	4.410	3.033	2.010	1.340	0.987
Level 21	8.667	6.333	4.600	3.167	2.100	1.400	1.033
Level 22	9.000	6.600	4.790	3.300	2.190	1.460	1.080
Level 23	9.333	6.867	4.980	3.433	2.280	1.520	1.127
Level 24	9.667	7.133	5.170	3.567	2.370	1.580	1.173
Level 25	10.000	7.400	5.360	3.700	2.460	1.640	1.220
Level 26	10.333	7.667	5.550	3.833	2.550	1.700	1.267
Level 27	10.667	7.933	5.740	3.967	2.640	1.760	1.313
Level 28	11.000	8.200	5.930	4.100	2.730	1.820	1.360
Level 29	11.333	8.467	6.120	4.233	2.820	1.880	1.407
Level 30	11.667	8.733	6.310	4.367	2.910	1.940	1.453
Level 31	12.000	9.000	6.500	4.500	3.000	2.000	1.500

Heroes Spell Damage

Of course, heroes can still cast damaging spells like Lightning Bolt. The precise damage dealt depends on the hero's Spell Power, but also his mastery of the corresponding magic skill.

For example, a hero with Spell Power 10 casting Lightning Bolt without any knowledge of the Destructive Magic skill will deal 121 damage. However, if that same hero had Expert Destructive Magic, he/she would deal 220 damage.



See the Spells section (p.120) for all the formulas.

Creatures Spell Damage

Each faction has at least one spellcasting creature. The spells they cast are the same as the ones cast by heroes, and thus use the same formulas and have the same effects. Creature-casters have a set level of mastery for each spell they know (see the table below), and their effective Spell Power increases with the stack size.

$$\text{Spell_Power} = 21 * \text{LOG10}[10 + 10 * \text{Stack_size} / \text{Weekly_Growth}] - 22$$

where:

- » Stack_Size is the number of creatures in the casting stack.
- » Weekly_Growth is the base weekly growth of the casters (see p.108).
- » LOG10 is the base 10 logarithm function.
- » The Spell Power value is rounded down, as it should be an integer, and it will not be lower than 1.
- » The $(10 * \text{Stack_size} / \text{Weekly_Growth})$ factor inside the LOG10 is also rounded down. Due to the nature of the logarithm function, it does not have any impact as soon as the stack contains several creatures, but it can give a discrepancy for a few very low numbers.

Advanced

Dropping the integer roundings, and using some basic mathematics, the formula can be rewritten in an approximate form using a natural logarithm:

$$\text{Spell_Power} = 9.12018 * \ln[1 + \text{Stack_size} / \text{Weekly_Growth}] - 1$$

The creature's Spell Power obtained from the formula is used to compute the damage or duration of the spells as if it were a hero. The usual duration of a blessing or curse is equal to Spell Power. Note that casting the same blessing or curse several times on the same unit does not increase the effect or the duration; the duration is updated each time the spell is cast, and may be reduced if the most recent caster is less powerful. You can see the active spells on a unit by right clicking on it several times to display the 'active effects' panel.

» **Academy: Mage** (15 Mana - Weekly Growth: 5)

Fist of Wrath 5, Cleansing 10



» **Academy: Archmage** (25 Mana - Weekly Growth: 5)

 Fireball  10,  Fist of Wrath  5,  Righteous Might  6,  Cleansing  10











» **Dungeon: Shadow Witch** (11 Mana - Weekly Growth: 2)

 Slow  4,  Vulnerability  5,  Righteous Might  6





» **Dungeon: Shadow Matriarch** (18 Mana - Weekly Growth: 2)

 Confusion  9,  Slow  4,  Vulnerability  5,  Righteous Might  6



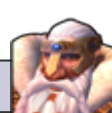
» **Fortress: Rune Priest** (15 Mana - Weekly Growth: 3)

 Deflect Missile  6







» **Fortress: Rune Patriarch** (25 Mana - Weekly Growth: 3)

 Deflect Missile  6,  Firewall  16









» **Haven Renegade: Zealot** (15 Mana - Weekly Growth: 3)

 Blindness  10,  Righteous Might  6



» **Haven: Inquisitor** (12 Mana - Weekly Growth: 3)

 Haste  4,  Divine Strength  4,  Endurance  6









» **Inferno: Pit Fiend** (18 Mana - Weekly Growth: 2)

 Fireball  10,  Vulnerability  5









» **Inferno: Pit Lord** (29 Mana - Weekly Growth: 2)

 Fireball  10,  Meteor Shower  19,  Vulnerability  5






» **Necropolis: Archlich** (16 Mana - Weekly Growth: 3)

 Decay  6,  Suffering  5,  Weakness  4




» **Sylvan: Sprite** (10 Mana - Weekly Growth: 10)

 Wasp Swarm  5,  Cleansing  10









» **Sylvan: Druid** (12 Mana - Weekly Growth: 4)

 Lightning Bolt  5,  Endurance  6



» **Sylvan: Druid Elder** (15 Mana - Weekly Growth: 4)

 Stone spikes  5,  Lightning Bolt  5,  Endurance  6



» **Neutral: Water Elemental** (18 Mana - Weekly Growth: 4)

 Ice Bolt  6,  Circle of Winter  9










» **Neutral: Mummy** (32 Mana - Weekly Growth: 3)

 Confusion  9,  Raise Dead  9



The table below contains the pre-computed Spell Power for stacks of different sizes of the various creature casters. The logarithmic increase makes it more effective to split stacks, especially to cast damaging spells. However, your hero can enter combat with up to seven stacks only. Additionally, the deployment space is limited, and having clusters of troops

makes it easier for an opponent casting area of effect spells (like Fireball) or creature abilities (Dragons' Fire or Acid Breath, Liches' Death Cloud...).

							
	Growth: 1	Growth: 2	Growth: 3	Growth: 4	Growth: 5	Growth: 10	Growth: 15
Size: 1	5	2	1	1	1	1	1
Size: 2	9	5	3	2	2	1	1
Size: 3	11	7	5	3	3	1	1
Size: 4	13	9	6	5	4	2	1
Size: 5	15	10	7	6	5	2	1
Size: 6	16	11	9	7	6	3	2
Size: 7	17	12	9	8	6	3	2
Size: 8	19	13	10	9	7	4	2
Size: 9	19	14	11	9	8	4	3
Size: 10	20	15	12	10	9	5	3
Size: 11	21	16	12	10	9	5	3
Size: 12	22	16	13	11	10	6	4
Size: 13	23	17	14	12	10	6	4
Size: 14	23	17	14	12	11	6	4
Size: 15	24	18	15	13	11	7	5
Size: 16	24	19	15	13	12	7	5
Size: 17	25	19	16	14	12	8	5
Size: 18	25	19	16	14	12	8	6
Size: 19	26	20	17	14	13	8	6
Size: 20	26	20	17	15	13	9	6
Size: 25	28	22	19	17	15	10	7
Size: 30	30	24	20	18	16	11	9
Size: 50	34	28	25	22	20	15	12
Size: 75	38	32	28	26	24	18	15
Size: 100	41	34	31	28	26	20	17
Size: 150	44	38	34	32	30	24	20
Size: 200	47	41	37	34	32	26	23
Size: 250	49	43	39	36	34	28	25
Size: 300	51	44	41	38	36	30	26
Size: 400	53	47	43	41	39	32	29
Size: 500	55	49	45	43	41	34	31
Size: 750	59	53	49	46	44	38	34
Size: 1000	62	55	52	49	47	41	37

Spectral Dragons' Cursing Attack casts a Weakness spell on their target, on attack or retaliation strikes. Weakness is cast with Basic mastery and a Spell Power depending on the stack size, as indicated in the table above. The target max damage is reduced by $(\text{dmg_max} - \text{dmg_min}) * 65\%$ for a duration equal to the Spell Power (note that this formula is equivalent to that of [p.121](#)).



Djinns and Djinn Sultans have the ability Random Caster. 3 times per combat, they can target an enemy stack to cast a random level 1-3 Dark Magic curse, or a friendly stack (Djinn Sultans only) to cast a random level 1-3 Light Magic blessing (Djinn Sultans can cast Dispel on enemy stacks as well). The spell is cast with Advanced mastery, and with a Spell Power corresponding to the stack size, as indicated above. Djinns and Djinn Sultans weekly growth is 3.



Horned Overseers' special ability, Explosion, deals $9 + 9 * \text{Power}$ damage to all the creatures around them, where the Spell Power is again found from the stack size.



War Machines

War Machines are useful mechanical additions to your army. A hero can have one of each at most, and always starts with at least a Catapult. They take up specific spots in the army (not one of the seven creature spots) and are deployed behind your creature stacks on the battlefield. They can be targeted by most attacks and spells.

Except for the Catapult, you can buy War Machines in towns and in a War Machine Factory on the adventure map (see p.186). While you will pay the standard price for any of them in a War Machine Factory, only one war machine will be offered at this price in your towns. The other two will be three times more expensive. Which one is a bargain depends on the town faction (this is altered by some specializations — see p.167).

Academy	Ammo Cart	Dungeon	Ammo Cart
Haven	Ballista	Inferno	Ballista
Sylvan	First Aid Tent	Necropolis	First Aid Tent
Fortress	Ballista		

If a Catapult is destroyed during combat, it is automatically restored after the battle at no cost. Knowledge of the right abilities under the War Machines skill (see p.91) can enable the same behavior for the other war machines.

Ballista

The Ballista shoots arrows at your enemies. Its targets will be chosen automatically until your hero learns the Ballista ability (see p.91).



It can be bought for **1500 Gold**. The Ballista has Initiative 10 and a plentiful 50 shots. Its Hit Points, Attack, Defense and Damage values depend on the hero's mastery of the War Machines skill. The Ballista's Hit Points are additionally doubled by the Ballista ability.

Hit Points	250	350	450	550
Attack	5	10	12	15
Defense	5	10	12	15
Damage	(2-3)*M	(2-4)*M	(2-5)*M	(5-5)*M

Where M is a multiplier equal to:

$$M = \text{Hero_Attack} + \text{Hero_Knowledge}$$

For example, the Ballista of a hero with Attack 7, Knowledge 4 and Advanced War Machines will have a base damage range of 22-55.

That formula allows almost all factions to effectively use a Ballista. As can be seen in the Hero Development section (p.212), the Demon Lord naturally has the higher multiplier (75% of level-ups), followed by the Wizard (55%). The Necromancer is the least effective (25%), while the others have 40%-45% of their attributes naturally invested in Attack or Knowledge on level-ups.

First Aid Tent

The First Aid Tent heals your troops in combat. Like the Ballista, your hero needs the First Aid ability (see p.91) to actually choose its targets. Healing will then also resurrect dead creatures, and the First Aid Tent's Hit Points will be doubled.



It can be bought for **500 Gold**. The First Aid Tent has Initiative 10 and 3 healing actions. It will wait when no unit needs healing. Its Hit Points, as well as the amount of Hit Points healed depend on the hero's mastery of the War Machines skill.

Hit Points	100	200	300	400
HP Healed	10	20	50	100




Additionally, with Advanced War Machines, the First Aid Tent dispels low level curses from its targets (Dark Magic level 1 spells Weakness and Slow and various effects like Assassin's Poison). With Expert War Machines, it dispels high level curses as well (Dark Magic curses up to level 3).






Ammo Cart

The Ammo Cart provides unlimited ammo for your shooters. This is particularly valuable for shooters with a low number of shots. The number of shots they have left will stay at maximum, and start to decrease only when, and if, the Ammo Cart is destroyed.



Furthermore, the Ammo Cart increases the Attack of the ranged units in the army (including the Ballista) by 1, 2 or 3 depending on the hero mastery of the War Machines skill (Basic, Advanced or Expert).

It can be bought for  **750 Gold**. The Ammo Cart has  Initiative 10 and  Defense 5. Its Hit Points are additionally doubled by the Catapult ability.







				
	No Mastery	Basic War Machines	Advanced War Machines	Expert War Machines
 Hit Points	100	200	300	400

Catapult

The Catapult hurls boulders at castle walls and towers in an attempt to destroy them when you lay siege to a town. Your hero needs the Catapult ability (see p.91) to actually choose the section of wall to target. Note that the chance to hit the precise targeted section increases with the hero's mastery of the War Machines skill (30%, 40%, 50%). The main tower cannot be targeted before the two side towers are taken down.



The Catapult has  Initiative 10,  Defense 10 and  unlimited shots. Its Hit Points and damage dealt depends on the mastery of the War Machines skill by the hero. The Catapult's Hit Points are additionally doubled by the Catapult ability.




				
	No Mastery	Basic War Machines	Advanced War Machines	Expert War Machines
 Hit Points	1000	1100	1200	1300
 Damage	150-200	200-300	250-400	300-500

To take down castle defenses, you can also use the Earthquake spell ([Summoning Magic — see p.125](#)). The damage is randomly chosen for each section of the defenses (4 walls, gate, central tower, 2 side towers) inside the range corresponding to your hero's mastery, and is a multiple of 50. The combat log will indicate the total damage.

Town Walls, Towers and Moat

Building your defenses

Your towns are paramount to your economic and military prosperity. You should develop them, and of course, defend them. In order to help you do so, towns can be fortified with walls to prevent attackers engaging your troops, shooting towers and a moat. The Fort, Citadel and Castle have to be built to acquire these defenses. This, additionally, increases the Hit Points of the already existing defense structures.

	None			
	None	Fort	Citadel	Castle
Walls	-	200	200	300
Gate	-	200	300	400
Moat	-	-	Yes	Yes
Central Tower	-	-	400	500
Side Towers	-	-	-	400

The walls have 4 sections, 2 on each side of the gate. Only the walls and gate allow passage when destroyed. Additionally, the walls protect the defenders from range attacks, applying a 50% penalty to the enemy shooters (cumulative with the usual 50% range penalty if any, so that the damage dealt is only 25% of the base damage).

While the siege battlefield will be the usual 10x12 battlefield when no defense structure is built, it will enlarge to a 14x14 size as soon as the Fort is built in the attacked town. This means that even high-speed flyers, that won't be stopped by walls, will find it more difficult to reach the enemy. Moreover, they won't get the usual support from walkers, and may become easy prey for the defenders.

Advanced

Certain towns are specialized in improving their defenses, and have a bonus of 50 Hit Points to each defense structure (see p.167).



The Fortress has two special buildings improving the town's defenses: the Stoneworks and the Guard Post. The Stoneworks increases the Hit Points of the walls, gate and towers by 50%, making them last longer during a siege. The Guard Post adds an extra stack of Defenders to the town army when under siege. The number of Defenders in the stack depends on the town level (Town_Level) and the current month number (Month_Number):



$$\text{Number of Defenders} = 10 * \text{Town_Level} * \text{Month_Number}$$



Towers and Moat damage in Siege

The damage dealt by towers and moat increases (linearly) with the town level. The more buildings you have built, the more effective and helpful they become. That's an interesting side effect of developing a town. Moreover, the damage inflicted is not reduced by the Defense of the target or hero skills like Evasion.

The central tower of a completely built town deals 70 damage to its target. For a partially built town:

$$\text{Central Tower: Damage} = 70 * \text{Town_Level} / \text{Town_Max_Level}$$

The two side towers of a completely built town each deal 50 damage:





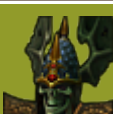
$$\text{Side Towers: Damage} = 50 * \text{Town_Level} / \text{Town_Max_Level}$$

The moat damage can be further increased by a multiplier, depending on the town faction:

$$\text{Moat: Damage} = 170 * \text{Moat_Multiplier} * \text{Town_Level} / \text{Town_Max_Level}$$

where:

- » Town_Level is the level of the town (number of buildings built).
- » Town_Max_Level is the maximum level of the town, when all the buildings and their upgrades are built. It is usually 36, except for the Dungeon (37) and Sylvan (38) towns.
- » Moat_Multiplier is usually 1, except for Inferno (1.2) and the Academy land mines (2.0).

	Town	Max Town Level	Moat Damage Multiplier	Moat Effect	Tower Creature
	Haven	36	1.0	N/A	
	Academy	36	2.0	Damage is dealt by land mines, which are removed after detonation. Casts Blind, effective for 1.25 turns.	
	Sylvan	38	1.0	50% chance to entangle for 5 turns	
	Dungeon	37	1.0	Units are poisoned and suffer 28 Poison damage for 3 turns	
	Inferno	36	1.2	N/A	
	Necropolis	36	1.0	Spells Weakness and Vulnerability are cast with Spell Power 5 and advanced mastery	
	Fortress	39	1.0	A spell is cast on the attacker and a rune is placed on a random town defender, out of 6 possible combinations (see p.237).	

Initiative

Creatures' turns in combat have a variable duration, depending on creature Initiative. The higher the value, the more often the creature will be able to act. The scale is linear: a creature of Initiative 16, for example, a Nightmare, will act twice as often as a creature with Initiative 8 such as a Pit Lord.

The default value of Initiative for the creatures ranges from 5 (Earth Elemental) to 19 (Phoenix). Heroes have an Initiative of 10 by default, but there's more to it and we'll focus on them below. Notice also that the Initiative value is shown as an integer in the various in-game information panels, even when it should have a decimal part (say a +20% to Initiative 14 should give 16.8), but the decimal part is definitely not lost, and is taken into account by the game.

The order of the creatures' coming turns is represented by their positions on the ATB bar (the bar with the creature icons at the bottom of the screen). Various events can change that order, as we will see below, but in the absence of any particular event, you can visualize the future of the combat here, and plan your moves.



Advanced

ATB stands for "Active Time Battle", and is the classic RPG system for combat turns, used in the Final Fantasy series, for instance.

The ATB Value

Each stack or hero on the battlefield has an ATB value, between 0 and 1, a bit like an ATB gauge filling itself over time. The stack gets to act when its ATB value reaches 1. Upon any normal action and without any special effect(s), this value starts again at zero, i.e., the gauge is depleted by the action, and has to re-fill.

The rate at which the ATB value increases depends linearly on the creature's Initiative. That's why a higher Initiative allows more actions: the ATB gauge is quicker to fill.

As a side note, creatures can be affected by spells or effects lasting for a certain duration (Weakness, Endurance, Freeze, etc.). This duration is expressed in "turns" in the creature information panel displaying the active effects. These turns are calculated based on an Initiative of 10, whatever the caster and the target. They are not the creature's turns.

For example, a Mass Endurance spell cast on Sprites (Initiative 14) and Treants (Initiative 7), with a duration of 10 turns will last the same *time* on both. But the Sprite will have 14 *actions* during this time, while the Treants will have only 7 (not counting waiting or any other modifying effect).



Advanced

There is no way to see this ATB value while playing. But the previous comment allows you to see the passing of time: any creature with an active effect displays the remaining duration of the effect. Thus, each time the ATB Bar stops to wait for your action, you can see how much time has passed, and with some mathematics, calculate the ATB value increase during this time: during the time t , the ATB value of a stack of Initiative I has increased by $t \cdot I / 10$.

Starting Combat

When starting a battle, the starting ATB values are randomly decided: each stack receives an ATB value between 0 and 0.25. From there, the ATB values increase the usual way, depending on the stack's Initiative, and the first to reach 1 is the first to play.

This system allows for some randomization and surprises in combat, forcing the players to adapt their strategies to the situation. However, high initiative units will still get their first turn before low initiative units, as their ATB value will increase faster. For example, a Nightmare (Initiative 16) starting at 0 (worst case), would get his first turn before a Pit Lord (Initiative 8) starting at 0.25 (best case). This means that the Nightmare will always go first, and often act twice before the Pit Lord can act.

There are many modifying factors to units' initiative (see below), but only a few affect their starting positions specifically. The **Swift Mind** ability, available under Logistics for Fortress heroes, gives the hero a 0.25 bonus to the **starting ATB value**, which is then located in the [0.25;0.5] interval. The creatures in the army are not affected.



The Sylvan hero Wyngaal has the **Swift Striker** specialization: all the creatures in Wyngaal's army have a bonus to their **starting ATB value** of 0.02 per hero level. So, instead of starting somewhere in the [0;0.25] interval, they start between $0.02 \times \text{level}$ and $0.25 + 0.02 \times \text{level}$. For example, at level 15, their starting ATB value will be in [0.30;0.55]. Being almost sure to strike first, and maybe even twice before the enemy moves, you can expect Emerald Dragons under Wyngaal's command to be particularly deadly!



In-Combat Modifiers

Apart from a "real action" when its turn comes (attack, move, cast a spell, use a special ability), a creature or hero can **Wait** or **Defend**. Upon waiting, the ATB Value of the stack is reset to 0.5, instead of 0. That allows the creature to delay its next action, without losing a complete turn. Upon defending, the creature takes a defensive pose for the turn: its ATB value is reset to 0 and its defense is increased by 30% until its next action.



Sometimes, creatures can have good or bad **Morale** (see p.230). Good morale resets the creature's ATB value to 0.5 instead of 0 after the creature's action. Bad morale resets the ATB value to 0.5 before the creature's action.



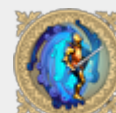
There are many skills, abilities, spells and artifacts that modify the creatures' turns in combat, either directly or through improving Initiative. These effects are described in their respective sections. Some of them, however, directly act on the ATB value, and deserve some further elaboration below:



Divine Guidance (Leadership) adds 0.33 to the ATB value of the target, capped to 1: if the value is already higher than 0.67, you will lose part of the boost, but the point can be to act before your enemy, rather than act more often. This ability is only accessible to Knights.



Teleport Assault (Logistics) adds 0.5 to the ATB value of the teleported stack, capped to 1. Accessible to Demon Lords, Warlocks and Wizards, the effect is clearly superior to the Knight's Divine Guidance, since the boost is higher, and you get to teleport the unit. However, it costs 8 Mana, while Divine Guidance can be cast for free. That can be a problem for Warlocks in particular.



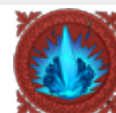
When cast with **Tremors** knowledge (War Machines), **Earthquake** damages and stuns all the creatures behind the castle walls in a siege (including friendly ones). The damage is $10 + 5 \times \text{Power}$. The stunning effect is a 0.1 ATB value reduction. This ability can be learned by Demon Lords, Warlocks and Wizards.



The Fortress passive ability **Distract** (Sorcery) decreases the ATB value of the enemy hero by 0.15 after his/her casting a spell. Depending on the usual ATB reset value of the hero, the actual result can be negative. For example, it is reset to -0.05 when the enemy hero knows Basic Sorcery ($0.1 - 0.15 = -0.05$), or 0.35 when casting a mass spell (usually resetting ATB to 0.5).



When cast with **Master of Ice** knowledge (Destructive Magic), **Ice Bolt** and **Circle of Winter** have a Freezing effect: when hit by **Ice Bolt**, the target is frozen for 0.3 turns (spell turns of Initiative 10), during which its ATB value does not increase (an effective reduction by $0.3 \times 10 / \text{Initiative}$).



Circle of Winter has the same effect, except it is divided between the targets: if 2 targets are hit, the Freezing effect duration is 0.15 turns. If 3 targets are hit, it's 0.1 instead of 0.15, etc.



Freezing effectiveness doesn't depend on whether the target is about to act or has just acted.



When cast with **Master of Storms** knowledge (Destructive Magic), **Lightning Bolt** and **Chain Lightning** have a Stunning effect: the ATB value of the (first) target is *multiplied* by 0.7 (it was 0.3 before patch 1.2). For example, an ATB value of 0.80 gets reduced to 0.56, while an ATB value of 0.10 gets reduced to 0.07.



With the balance change of patch 1.2, Freezing is always better than Stunning. Before 1.2, Stunning was more effective than Freezing against stacks almost ready to act, but dropped to next to uselessness on stacks that had just acted. Note that "just acted" here is not about the order, but the not-displayed-in-game ATB value: the last creature to have acted could already have nearly refilled its ATB gauge.



When summoned by the **Phantom Forces** spell, clones get an ATB value depending on the caster Level (not Spell Power): $ATB = 0.4 + 0.02 * \text{Level}$.



Phoenix and Elementals summoned by **Conjure Phoenix** or **Summon Elementals** get a random ATB value, multiple of 0.05 between 0 and 0.25.



Bash is a Squire ability, shared with the Footman and the Conscript. Upon attacking the enemy, they have a chance to stun it. The stunned enemy does not retaliate, and its ATB value is reset to 0. Despite the verbal similarity, this "stun" has nothing to do with the previous "Stunning" effect of the Lightning spells.



Warding Arrows is a Master Hunter ability, causing his arrows to sometimes delay the target's next turn as it is hit. More precisely, a warding arrow reduces the target's ATB value by 0.2.



Arael's specialization, **Aura of Swiftiness**, increases the Initiative of the creatures in his army by 1% per hero level. That means a level 10 Arael will boost the Initiative of his army by 10%. As he tends to have already fast troops, like Nightmares or Cerberi, this makes sure that they have the first strike in combat, and often even twice over.



On the contrary, Raelag's **Intimidate** decreases the Initiative of enemy creatures by 1% per Raelag's level. While Arael favors him having fast troops, Raelag's makes him more effective *against* fast troops, as the net effect will be higher. In Hammers of Fate, Raelag cumulates the two effects into a new specialty: **Master of Initiative** grants his army +1% Initiative per level, while decreasing enemy troops' Initiative by 1% per level at the same time.



Finally, the Week of Idleness and the Week of Calm reduce the Initiative of creatures by 20%. The first one affects Haven, Sylvan, Academy and Fortress creatures, while the second targets Necropolis, Inferno and Dungeon creatures.

Heroes Initiative

Heroes can perform different actions: wait and defend (even if defending doesn't make much sense since they cannot be attacked), directly attack an enemy stack, use a special ability or cast a spell. For all these, they have an Initiative of 10. However, by mastering the Sorcery skill, they can shorten the time to wait for their next action after casting a spell.

With no Sorcery knowledge, the hero ATB value is reset to 0 after casting a spell, as usual. However, it is reset to 0.1 with Basic Sorcery, 0.2 with Advanced Sorcery and 0.3 with Expert Sorcery. Note that this happens only when casting a spell, not when using an ability (Benediction, Consume Corpse...) or attacking.



There are, however, a few abilities that makes it even shorter: Imbue Arrow (Avenger - Rangers), Mark of the Wizard (Artificer - Wizards), Retaliation Strike (Training - Knights), Mark of the Damned (Gating - Demon Lords) and Mark of the Necromancer (Dark Magic - Necromancers). These reset the hero's ATB value to 0.5 after imbuing/linking/marketing... In the case of Imbue Arrow, later attacks actually using the imbued spell reset the Ranger's ATB value to 0, like any other attack.



In the same spirit, the Dark Magic and Light Magic Master of... abilities add Mass versions of some spells. When these Mass spells are cast, the ATB value of the caster is reset to 0.5, whatever his/her mastery of the Sorcery skill. The normal versions of the spells do not profit from this faster casting.





Jhora the Wizard has the Windspeaker specialization, allowing her to act even more quickly in combat. She gets a 0.05 bonus to her Initiative per level, for spellcasting as well as any other action. For example, she starts at 10.05 at level 1, and reaches 11 at level 20. Moreover, she also starts with basic Sorcery, which makes sure you won't have to chase that skill. How noticeable is the speed increase? The few percents per level do not seem like much, but they at least allow Jhora to systematically act before her enemies, which can often turn into a devastating strategic asset.



Luck

The Luck value ranges from -5 to +5. Each point gives 10% chance to get a good luck strike (if positive), or a bad luck strike (if negative). +5 gives a 50% chance of good luck for instance. Only the creatures' normal attack is subject to Luck (except for Warlock's Luck, applying Luck rolls to damaging spells as well).



A good luck strike deals twice the damage. A bad luck strike deals half the damage. This multiplier is global, and takes into account all other possible damage modifiers beforehand (except Avenger — see p.209).

An easy way to improve your luck is through the Luck skill (p.87). Your hero gains one point of Luck for every level of the skill (Basic +1, Advanced +2, Expert +3). There are also several locations on the adventure map that you can visit (p.182), like the Faerie Ring or the Fountain of Fortune. Additionally, several artifacts (p.126) increase the Luck of your army or decrease that of the enemy, like the Four Leaf Clover (+1 Luck) or the Cursed Ring (-2 to enemy Luck).



Some town buildings also modify the luck of their defenders (Sylvan's Sparkling Fountain — p.165) or decrease that of their assailants (Inferno's Infernal Loom — p.156). Haven and Sylvan's grail structures — the ones you can only built by bringing the Tears of Asha, namely Elrath's Sentinel (p.153) and the Daughter of Sylanna (p.165), do an even better job by increasing the Luck of all the player's heroes by 2.



Morale

Morale values range from -5 to +5, each point giving a 10% chance to get good (or bad) morale in combat. For instance, +4 gives you a 40% chance of good morale after a creature's action, while -3 gives 30% chance of bad morale before a creature's action. Note that heroes are not subject to morale, nor are the undead creatures, as well as elemental, mechanical and war machine units (unless your hero has the Artificial Glory ability — see p.84).



Morale's effect has already been unveiled in the Initiative section. Good morale allows a creature to act more often, while bad morale makes it act less often. See p.227 for more details.

Morale, like Luck, has its own supporting skill: Leadership (see p.84), providing +1 point to Morale per level. Of course, you'll also find adventure map locations and artifacts that give you a Morale boost, such as an Oasis or Tattered Flag.

The Morale of creatures also depends on the composition of the army. Creatures are more comfortable fighting alongside their allies rather than their centuries-old foes. Relationships between factions can be summarized by the good vs evil opposition. The "good" factions (Academy, Haven, Sylvan) are allies with each other, and are enemies of the "evil" alliance (Dungeon, Inferno, Necropolis). Add to that the Neutrals, who are considered as allies with everyone. All these relationships are presented in the table below:

	Academy	Haven	Sylvan	Fortress	Neutrals	Dungeon	Inferno	Necropolis
Academy	-	Ally	Ally	Ally	Ally	Enemy	Enemy	Enemy
Haven	Ally	-	Ally	Ally	Ally	Enemy	Enemy	Enemy
Sylvan	Ally	Ally	-	Ally	Ally	Enemy	Enemy	Enemy
Fortress	Ally	Ally	Ally	-	Ally	Enemy	Enemy	Enemy
Neutrals	Ally	Ally	Ally	Ally	-	Ally	Ally	Ally
Dungeon	Enemy	Enemy	Enemy	Enemy	Ally	-	Ally	Ally
Inferno	Enemy	Enemy	Enemy	Enemy	Ally	Ally	-	Ally
Necropolis	Enemy	Enemy	Enemy	Enemy	Ally	Ally	Ally	-

To obtain the Morale value of a stack, there are 4 rules to follow:

1. Start with the **Hero's Morale**: this value is already modified by Leadership, artifacts, locations visited...
2. Add (or subtract) the **Relationships within the Army** modifier for an army of at least two stacks:

- » 1 faction only: +1 Morale bonus,
- » 2 allied factions: no bonus,
- » 3 or more allied factions: -1 Morale penalty,
- » 2 enemy factions only: -1 Morale penalty,
- » any other case: -2 Morale penalty.

3. Add (or subtract) the **Relationship with the Hero** modifier:

- » +1 if the Hero is of the same faction,
- » 0 for an ally,
- » -2 for an enemy.

4. Consider any **special case**: Minotaurs have at least +1 Morale (due to Bravery), Undead are not affected by Morale, some town buildings affect Morale (like Tavern giving +1 to the defenders)...

Notes:

- » Only rules 3 and 4 can depend on the stack. Rules 1 and 2 apply the same values to all the stacks in the army.
- » The "army" is composed of the troops engaged in combat. Any stack left at rest during the Tactics phase isn't considered for the combat.

Advanced

If your army has only one stack, rule 2 gives no Morale bonus. But if you split that stack in 2, even splitting a stack of 100 creatures into 99+1 will result in both relishing a +1 Morale bonus.

Example: A Haven Hero has +3 Morale (due to Expert Leadership for instance), and an army of:



Archangels (Haven)



Nightmares (Inferno)



Unicorns (Sylvan)

- » Rule 1 (Hero Morale) gives each stack +3 Morale.
- » Rule 2 (Relationships within the Army) gives each stack -2 Morale ("3 factions with allies and enemies" falls into the "any other case" category).
- » Rule 3 (Relationship with the Hero) depends on the stack.
- » Rule 4 doesn't apply (or so we assume).

This gives, for each stack:



Archangels

Relationship with the Hero: Same Faction,
+1 Morale
Morale of the stack: $3-2+1 = +2$.



Unicorns

Relationship with the Hero: Allied, +0
Morale
Morale of the stack: $3-2+0 = +1$.



Nightmares

Relationship with the Hero: Enemy, -2
Morale
Morale of the stack: $3-2-2 = -1$.



Dispelling Spell Effects

The more general way of dispelling spell effects from a stack is to cast the **Cleansing** spell (Light Magic — see p.123). However, the success of Cleansing is not guaranteed, and depends on the relative level of the dispeller and the original caster of the curse/blessing.



A second way is to cast the opposite spell, when one exists: Light Magic blessings Haste (+Initiative), Divine Strength (+Damage) and Righteous Might (+Attack) are respectively opposed to Dark Magic curses Slow (-Initiative), Weakness (-Damage) and Suffering (-Attack). Casting one of these dispels the opposite spell before applying its own effect instead. This happens even if the second spell is less powerful than the first.

For example, let's assume Suffering is cast on Paladins (Attack 24) with advanced mastery, decreasing their Attack by 9, to 15. Then Righteous Might is cast on them at basic mastery: this first dispels the Suffering effect and then applies the +6 Attack bonus, leaving the Paladins with 30 Attack.

Note that Endurance (Light Magic) and Vulnerability (Dark Magic) are not opposite, and do not cancel each other.

Magical Immunity dispels all spell effects, curses (Vulnerability included) and blessings, from the target before granting it the immunity. Both the dispel and immunity are restricted to level 1-4 spells, unless Magical Immunity is cast with Expert mastery. Being a level 2 spell, Cleansing can not dispel the immunity.



However, the Wraith's Harm Touch will dispel it, as well as any Light Magic blessing (note that Arcane Armor belongs to the Summoning Magic school). Conversely, the Paladin's Lay Hands removes all Dark Magic effects, in addition to healing the target.

As mentioned in the War Machines subsection (see p.223), the First Aid Tent can also dispel curses, if the hero is at least Advanced in the War Machines skill.

Added in Hammers of Fate, the dwarven ability **Eternal Light** (Light Magic) makes dispelling all the Light spells cast by the hero twice as hard (the chance to dispel is divided by 2). When blessed, units have 50% resistance to the opposite curse (like Slow vs Haste). Only the Wraith's Harm Touch will be able to systematically remove the blessings.



Triggering Creature Abilities

Creature Abilities with Chances

Several creature abilities do not trigger every time, but instead have a certain chance to trigger:

- » **Bash**: Conscript, Footman, Squire
- » **Warding Arrows**: Master Hunter
- » **Blinding Attack**: Silver Unicorn
- » **Fear Attack**: Hell Charger, Nightmare
- » **Whip Strike**: Shadow Matriarch
- » **Crippling Wound**: Spearwielder, Skirmisher
- » **Paw Strike**: Blackbear Rider
- » **Mark of Fire**: Rune Priest, Rune Patriarch
- » **Deadly Strike**: Death Knight

The Death Knight's **Deadly Strike** has the simpler mechanics here: it gives a fixed 25% probability to kill half of the target stack.

For all the others, the probability to trigger is a value between 5% and 75%, defined by the following formulas:

» If TotalHP > TotalTargetHP, then

$$\text{Chance} = 25\% + 3\% * (\text{TotalHP} / \text{TotalTargetHP})$$

» If $\text{TotalHP} \leq \text{TotalTargetHP}$, then

$$\text{Chance} = 25\% - 3\% * (\text{TotalTargetHP} / \text{TotalHP})$$

where:

- » TotalHP is the total Hit Points amount of the stack with the ability.
- » TotalTargetHP is the total Hit Points amount of the target stack.
- » The chance is clipped in the [5%;75%] interval.

For "low-level" abilities (**Bash**, **Warding Arrows** and **Paw Strike**), TotalTargetHP is the amount of Hit Points **before** the hit (before the first shot for Master Hunters). These abilities will not trigger on retaliation strikes. Warding Arrows can trigger on each shot, but only works for ranged attacks, not the Master Hunters' melee attacks.

The Rune of Thunderclap grants the dwarven creature a chance to reset its target's ATB value to 0 on attacks and retaliation strikes. This chance follows the same probability as above, with TotalTargetHP taken **before** the hit. Note that the ability remains active on the dwarven creature until it triggers.



The triggering probability of **Paw Strike** additionally depends on the number of tiles walked to the target of the attack: each tile gives a probability roll as above, effectively increasing the global triggering probability. For example, if the Riders walk 3 tiles to their target, Paw Strike gets 3 chances to trigger, each computed as above. Note that if the Riders do not move (walked tiles=0), Paw Strike will not trigger.



Advanced

The total chance is then $1-(1-P)^t$, where P is the first attempt chance as calculated above and t is the number of tiles walked.

For the other abilities (**Blinding Attack**, **Fear Attack**, **Whip Strike**, **Crippling Wound** and **Mark of Fire**), TotalTargetHP is the amount of Hit Points **after** the hit: target's Hit Points will be lower resulting in a better chance for the ability to trigger (TotalHP is always considered before any retaliation strike as the ability effect is applied before retaliation). Fear Attack and Mark of Fire can only trigger on attacks (Mark of Fire: shooting attacks only). Blinding Attack, Whip Strike and Crippling Wound can trigger on retaliation strikes as well (Crippling Wound: shooting and melee).

Example: a stack of 100 Squires (26 HP) attacks a stack of 10 Dark Raiders (40 HP).

TotalHP = $26 * 100 = 2600$

TotalTargetHP (before attack) = $40 * 10 = 400$

TotalHP > TotalTargetHP: Chance = $25\% + 3\% * (2600/400) = 44.5\%$

Soldier's Luck

When the hero has the Soldier's Luck ability, the creature abilities discussed above will get an additional chance to trigger, if the first doesn't. In the example above, if the Squires' Bash did not trigger within the first 44.5%, then dice would be rolled a second time, with the same 44.5% probability, giving it a second chance.



Note that Soldier's Luck **only** works on the listed above abilities (Bash, Warding Arrows, Blinding Attack, Fear Attack, Whip Strike, Crippling Wound, Paw Strike, Mark of Fire, Deadly Strike) and on the Rune of Thunderclap induced ability.

Advanced

Mathematically, the total chance with Soldier's Luck is $1-(1-P)^2$, where P is the first attempt chance as calculated above. In the Squires vs Dark Raiders example, $P=44.5\%$, leading to a total chance of triggering of about 69.2% with Soldier's Luck.

With Soldier's Luck, Paw Strike gets 2 chances per walked tile: $1-(1-P)^{2t}$.

Hill Fort Prices

When visiting a Hill Fort, heroes can upgrade their troops for a price. Lower level creatures are cheaper to upgrade as they normally are in-town (where you also have to build the upgraded building). Higher level creatures are more expensive.

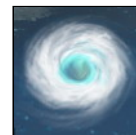


The normal upgrade cost is what you pay in-town, with the appropriate buildings, to upgrade a creature: it is the difference of the cost of the upgraded unit with the cost of the unupgraded unit. The ratios to normal upgrade costs in the Hill Fort are as follows:

	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7
Cost Ratio	Free	50%	100%	125%	150%	175%	200%

Whirlpools

When entering a whirlpool (at sea), the hero is transported to another (random) whirlpool. But this comes at a price, since part of the army is lost in the watery maelstrom: half of the stack of lowest level is lost, rounded down (unless the hero has only one stack with one creature).



The "lowest level" here distinguishes between upgraded and base creatures, with the latter being always lower than the former. With that in mind, if there are several stacks of the same lowest level, the first one is taken, in the order of the army slots in the hero's army panel (note that the popup on the adventure screen may display an incorrect order).

For example, if the army is composed of 1000 Archers in the first slot and 1 Stone Gargoyle in the second, 500 Archers will drown in the whirlpool. If the two stacks are exchanged, then the Stone Gargoyle will drown. If the Gargoyle is an Obsidian Gargoyle (upgraded) instead, then 500 Archers will be lost, whatever their position in the army.

Dungeon Ritual Pit

The Ritual Pit is the Dungeon special building where creatures can be sacrificed to boost Blood Maiden/Fury (tier 2) and Minotaur/Minotaur Guard (tier 3) weekly growth. These boosts are really useful to increase Dungeon's creature production, undoubtedly its main weakness. The neutral creatures joining the army can be put to good use here, instead of lowering morale or taking up slots in the hero's army.



With a base weekly growth of 5, Blood Maiden/Fury has the lowest growth rate of any tier 2 creatures by far. It is even lower than all tier 3 creatures, and in fact equivalent to tier 4. The average growth of the five other tier 2 creatures is 13, resulting in a mean stack size ratio of 2.6!!

Minotaurs are slightly better, with a base weekly growth of 6, still lower than the five other tier 3 creatures, but closer to their 8.6 average. However, without the high Speed and Initiative that make the Blood Furies so powerful, along with their No Enemy Retaliation ability, Minotaurs should be hoarded to be the real tank unit they are meant to be.

The Ritual Pit can solve this problem, provided you have some meat to sacrifice: it keeps track of the total number of Hit Points that have been sacrificed in this town, whatever the sacrificed creatures were. When this total reaches certain thresholds, the corresponding bonus is awarded, possibly several at a time if the sacrifice is big enough. The same total is used for the two scales (Blood Maiden/Fury and Minotaurs) independently, so every sacrifice tends to increase both growth rates.

A Blood Maiden/Fury growth increase is awarded for each n:

$300 * 2^{n-1}$, i.e. 300 Hit Points, 600, 1200, 2400... (x2 each step)





A Minotaur (Guard) growth increase is awarded for each n:

$1200 * 3^{n-1}$, i.e. 1200 Hit Points, 3600, 10800... (x3 each step)



Note that there is no special treatment for Dungeon creatures (a Scout for example counts for 10 Hit Points). This gives the following progression (the resulting growth is indicated between brackets):

Sacrificed Hit Points		
	Blood Maiden/Fury Growth: 5	Minotaurs Growth: 6
♥ 300	+1 (6)	
♥ 600	+2 (7)	
♥ 1200	+3 (8)	+1 (7)
♥ 2400	+4 (9)	
♥ 3600		+2 (8)
♥ 4800	+5 (10)	
♥ 9600	+6 (11)	
♥ 10800		+3 (9)
♥ 19200	+7 (12)	
♥ 32400		+4 (10)
♥ 38400	+8 (13)	
♥ 76800	+9 (14)	
♥ 97200		+5 (11)

Raise Dead and Resurrect spells



Since patch 1.3, the Raise Dead and Resurrect mechanics has been changed: the target stack's maximum Hit Points are decreased by 20% (Raise Dead) or 10% (Resurrect) each time the spell is cast. The maximum amount that can be healed by these spells is also scaled so that the maximum number of creatures raised/resurrected doesn't change.



Maximum Hit Points value

Each unit has a maximum Hit Points value (maxHP), and a reducing parameter (r) starting at 1. The actual maximum Hit Points value (cur_maxHP) is the result of applying the reduction to maxHP:

$$\text{cur_maxHP} = r * \text{maxHP}, \text{ rounded to the nearest integer}$$

This reducing parameter is decreased by 0.2 upon casting Raise Dead, and by 0.1 upon casting Resurrect. Note that cur_maxHP won't get lower than 1% of the normal maximum Hit Points, rounded down but at least 1.

Maximum amount of Hit Points healed

When healing or resurrecting creatures having a reduced maximum Hit Points value ($r < 1$), only Raise Dead and Resurrect compensate for the lower actual cur_maxHP. Other methods (First Aid Tent, Drain Life, Repair...) heal the usual amount of Hit Points, therefore resurrecting more creatures.

For example, if a stack of Vampire (maxHP=30) drains 120 Hit Points, 4 Vampires will be raised. But if the stack has been raised 3 times already with Raise Dead (cur_maxHP=12), then 10 Vampires will be raised by the same 120 drained Hit Points.

Diplomacy

Courage and Mood

Each neutral stack on the adventure map has two parameters that describe their tendency to fight: courage and mood. Note that the Logistics ability "Silent Stalker" allows a hero to see the courage of neutral monsters on the adventure map.



- » **Courage** decides if the creatures always fight (ALWAYS_FIGHT), always join (ALWAYS_JOIN) or if their behavior is more versatile (CAN_FLEE_JOIN).
- » **Mood** describe how likely they are to join you or fiercely fight your army: Friendly, Aggressive, Hostile or Wild.

Army power

For neutral armies, the army power is the sum of the neutral units' Power value. For player armies, each stack power is modified by the stack's Morale, Luck and some Artefacts:

$$\text{Stack_Power} = \text{base_power} * (1 + C * \text{Stack_Morale}) * (1 + C * \text{Stack_Luck}) * \text{artifact_mod}$$

where C is a parameter with the (exact) value:

- » $C = 0.0173$, if Morale, Luck > 0
- » $C = 0.0122$, if Morale, Luck < 0

$$\text{artifact_mod} = (1 + \Delta \text{Initiative} / 10)$$

Δ Initiative is the Initiative increase of the stack induced by the hero artifacts.

Example: an army is composed of 1 stack of 100 Peasants, having +5 Morale and +3 Luck. The hero has an artifact increasing Peasant's Initiative by 10%. Peasants have Power 41 and Initiative 8 (leading to an Initiative increase of 0.8):



$$\text{Stack_Power} = 41 * 100 * (1 + 5 * 0.0173) * (1 + 3 * 0.0173) * (1 + 0.8 / 10) = 5060$$

Will they join or fight?

The following calculation only occurs if the monsters' courage is CAN_FLEE_JOIN.

Step 1 - Power ratio:

$$\text{Power_Ratio} = \text{Hero_army_power} / \text{Neutrals_army_power}$$

Step 2 - Evaluating the enemy

From the monsters mood and hero diplomacy is derived a mood coefficient, which is compared to the power ratio after adding some randomness. If the neutral army is really stronger than the hero's army, then you're up for a fight.

- » Mood_Coef = 0.5 for a **Friendly** mood
- » Mood_Coef = 1.0 for a **Aggressive** mood
- » Mood_Coef = 1.5 for a **Hostile** mood
- » Mood_Coef = 2.0 for a **Wild** mood
- » If the hero has the **Diplomacy** ability, then Mood_Coef is reduced by 0.2



A join threshold and fight limit are derived from this Mood_Coef, and compared to Power_Ratio:

$$\text{Join_Threshold} = \text{random}(1; 7) * \text{Mood_Coef}$$

$$\text{Fight_Limit} = \text{Join_Threshold} + 3 * \text{Mood_Coef}$$

- » Case 1: if Power_Ratio < Join_Threshold, the neutrals will **fight**.
- » Case 2: if Join_Threshold < Power_Ratio < Fight_Limit, the neutrals will **fight or join for money**.
- » Case 3: if Power_Ratio > Fight_Limit, the neutrals will **flee or join for free**.

Step 3 - Negotiating

A chance to join is derived from the creatures' mood, and influenced by some of the hero's army characteristics:

- » Chance_To_Join = 10% for a **Friendly** mood
- » Chance_To_Join = 5% for a **Aggressive** mood
- » Chance_To_Join = 0% for a **Hostile** mood
- » Chance_To_Join = -5% for a **Wild** mood

Chance to join modifiers:

- » +5% if the hero and neutrals have the **same alignment** (good/evil)
- » +5% if the hero and neutrals belong to the **same faction**
- » +5% if the hero's army contains a stack of the **same creatures** as the neutral army (base and upgraded units are considered different here)
- » +5% if the hero's army contains a stack of the **same but upgraded creatures** as the neutral army (for example, neutrals are Peasant and the hero's army contains Conscripts)
- » +10% if the hero has the **Diplomacy** ability
- » +20% if the hero has a **creature specialization** in the neutral creature type

The resulting Chance_To_Join gives the actual percentage chance for the neutrals to join your army.

- » If they do join, they
 - » **join for free** (case 3). If you turn down the offer, they flee.
 - » **ask for money** (case 2). The price is then 3 times their normal recruiting price (only 2 times with Diplomacy). If you don't have the money, or turn down the offer, the neutrals engage the fight.
- » If they don't join, they either **flee** (case 3) or **fight** (case 2).

Splitting of Neutral Armies

When attacking a neutral army, the number of stacks it is split into depends on the relative power of the two armies: **the more powerful your army is, the less stacks you will face**. Note that the splitting is decided before Tactics phase, and considers the power of the complete army:

- » The basic number of stacks is 4, 3 or 2, depending on the relative power of the armies (see above for the power calculation): $\text{Power_Ratio} = \text{Attacker_Army_Power} / \text{Neutral_Army_Power}$
 - » if Power_Ratio < 0.5, the number of stacks starts at 4
 - » if 0.5 < Power_Ratio < 1, the number of stacks starts at 3
 - » if Power_Ratio > 1, the number of stacks starts at 2
- » Then, there is a chance that this basic number of stacks is changed:
 - » 30% chance to be increased by 1,
 - » 30% chance to be decreased by 1,
 - » 40% chance to stay the same.
- » Finally, there is a 50% chance that one of the stacks is upgraded.

Enraged

A creature with the Enraged ability will get a bonus to its Attack in combat when friendly stacks are killed (except resurrected or summoned stacks). The bonus depends on the relative power of the killed stack to the deployed army: the more powerful the stack was the bigger the bonus.

The Enraged troops receive a fraction of the killed stack's Attack, equal to the fraction of Power "lost" by the army:

$$\text{Enraged_Attack_Bonus} = \text{Attack_Killed} * (\text{Power_Killed} / \text{Power_Army})$$



where

- » Enraged_Attack_Bonus is rounded down, but at least 1
- » Attack_Killed is the base Attack of the killed stack (without the hero/spells modifiers)
- » Power_Killed is the Power of the killed stack
- » Power_Army is the total power of the deployed army (units left out of the combat in the Tactics phase are ignored)

Once obtained, the bonus is permanent until the end of the combat, and multiple Enraged bonuses are cumulative.

Example: let's say the army is composed of 100 Scouts and 1 Hydra, and the stack of 100 Scouts is killed.













- » Attack_Killed = 3
- » Power_Killed = 100 * 180 = 18000
- » Power_Army = 100 * 180 + 1 * 968 = 18968
- » Enraged_Attack_Bonus = 3 * 18000 / 18968 = 2.84, rounded down to 2



The Hydra's Attack is increased by 2.

Fortress Moat Effect

The Fortress moat has a rather peculiar effect: when an attacker enters it, it triggers an offensive spell cast on the attacker and a defensive rune cast on a random town defender. A particular spell is tied to a particular rune, and there are 6 possible combinations:

Offensive Spell		Defensive Rune	
	Shock (as the "Master of Storms" effect)	Rune of Thunderclap	
	Freeze (as the "Master of Ice" effect)	Rune of Berserking	
	Slow (with mastery Advanced and Spellpower 3)	Rune of Magic Control	
	Mark of Fire (as the Rune Priest ability effect)	Rune of Elemental Immunity	
	Burn (as the "Master of Fire" effect)	Rune of Etherealness	
	Shock (as the "Master of Storms" effect)	Divine Guidance (as the Knight's Leadership ability)	

Dwarven Formations



Offensive Formation and Defensive Formation are two abilities available to the Fortress heroes, related to the Attack and Defense skills respectively. They give a bonus to the Attack (resp. Defense) of Dwarven creatures in hero's army when close to each other on the battlefield. Only Fortress creatures are taken into account for these formations, and can receive a bonus. The bonus gets bigger when the adjacent stacks are stronger.



The bonus depends on the relative Power of the stack and its adjacent allied dwarven stacks:

$$\text{Bonus} = \text{floor}[10 * \log(\text{POWER_ADJACENT} / \text{POWER_STACK})]$$

where

- » floor() means rounded down
- » log() is the base 10 logarithm
- » POWER_STACK is the Power Rating of the stack
- » POWER_ADJACENT is the total Power Rating of the adjacent dwarven allied troops
- » the maximum bonus is 10

Note that the formula does not depend on the hero level. Here are the precomputed 10 (rounded) thresholds for POWER_ADJACENT/POWER_STACK:

Bonus	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
	1.259	1.585	1.995	2.512	3.162	3.981	5.012	6.310	7.943	10

Examples:

- 1 stack of 10 Shieldguards, next to a stack of 20:
the stack of 10 gets a +3 bonus (no bonus for the stack of 20).
- 3 stacks of 10 Shieldguards in a triangle formation:
each gets +3 bonus.
- 200 Shieldguards next to 20 Magma Dragons:
200 Shieldguards: Power = $200 \times 115 = 23000$
20 Magma Dragons: Power = $20 \times 6100 = 122000$
No bonus for Dragons, +7 bonus for Shieldguards ($122000/23000=5.3$)



DIFFICULTY LEVELS

Easy

AI behavior

The AI will not cast spells higher than level 3, and will move straight towards the enemy units, targeting melee units, flyers and shooters/casters in this order.








The AI has only half creature growth, and builds only every second day. It hires 1+Controlled_Towns heroes (where Controlled_Towns is the number of controlled towns), with a maximum of 8. It only gives a moderate importance to towns.

Neutral Monsters

Neutral stacks are 50% smaller, but experience per unit killed is doubled so that the total amount of experience gained is the same.

Neutral stacks' quantities grow by 5% at the start of each week.

Starting Resources

Human	Computer
 40000 Gold	 5000 Gold
 50 Wood	 10 Wood
 50 Ore	 10 Ore
 20 Sulfur	 3 Sulfur
 20 Mercury	 3 Mercury
 20 Gem	 3 Gem
 20 Crystal	 3 Crystal

Normal

AI behavior















The AI will not cast spells higher than level 3, and will move straight towards the enemy units, targeting melee units, flyers and shooters/casters in this order.

The AI builds only every second day. It hires 1+Controlled_Towns heroes, with a maximum of 8. It only gives a moderate importance to towns.

Neutral Monsters

Neutral stacks' quantities grow by 9% at the start of each week.

Starting Resources

Human	Computer
 30000 Gold	 10000 Gold
 30 Wood	 10 Wood
 30 Ore	 10 Ore
 15 Sulfur	 5 Sulfur
 15 Mercury	 5 Mercury
 15 Gem	 5 Gem
 15 Crystal	 5 Crystal

Hard

AI behavior

The AI has no spell restriction and may cast area of effect spells between units. It moves its stacks depending on the positions on the enemy units, avoiding to be reached first, and targets flyers, shooters/casters and melee units in this order.


The AI builds every day if possible. It hires 2+Controlled_Towns heroes (where T is the number of controlled towns), with a maximum of 14. It gives a higher importance to towns, is more aggressive towards human players than other computer players, and flees more easily than in Normal difficulty.

Neutral Monsters

In the campaigns, neutral stacks are 30% bigger, but experience per unit killed is reduced so that the total amount of experience gained is the same. In scenarios and multiplayer maps, the stacks are 12% bigger and there is no experience reduction.

Neutral stacks' quantities grow by 10% at the start of each week.

Starting Resources

Human	Computer
 20000 Gold	 20000 Gold
 20 Wood	 20 Wood
 20 Ore	 20 Ore
 10 Sulfur	 10 Sulfur
 10 Mercury	 10 Mercury
 10 Gem	 10 Gem
 10 Crystal	 10 Crystal

Heroic

AI behavior

The AI has no spell restriction and may cast area of effect spells between units. It moves its stacks depending on the positions on the enemy units, avoiding to be reached first, and targets shooters/casters, flyers and melee units in this order.

The AI builds every day if possible. It hires 1+2*Controlled_Towns heroes, with a maximum of 17. It gives a still higher importance to towns, is even more aggressive towards human players than other computer players, and flees even more easily than in Hard difficulty.

Neutral Monsters

In the campaigns, neutral stacks are 50% bigger, but experience per unit killed is reduced so that the total amount of experience gained is the same. In scenarios and multiplayer maps, the stacks are 40% bigger and there is no experience reduction.

Neutral stacks' quantities grow by 11% at the start of each week.

Starting Resources

Human	Computer
 10000 Gold	 30000 Gold
 10 Wood	 30 Wood
 10 Ore	 30 Ore
 5 Sulfur	 15 Sulfur
 5 Mercury	 15 Mercury
 5 Gem	 15 Gem
 5 Crystal	 15 Crystal



SPHINX RIDDLES

What house formed the first ruling dynasty in what is now the Holy Griffin Empire?

1. Falcon
2. Griffin
3. Stag



1500



Boots of the Swift Journey



3000

Who was the Seventh Dragon?

1. Sar-Elam
2. Urgash
3. Kha-Beleth



5000



Dragon Scale Shield



50000

Who was the first and greatest wizard of Ashan?

1. Sar-Elam
2. Sar-Shazzar
3. Cyrus



15000



Magic Scroll



20000

What is the Heart of the Griffin?

1. A fragment of King Alexei's soul
2. A popular minstrel romance
3. A savory culinary specialty



15000



Boots of Magical Defense



20000

Who is Nicolai's father?

1. Alexei IV
2. Vladimir I
3. Peter the Great



15000



Ring of Vitality



20000

What is the most powerful artifact that a faction can obtain?

1. The Tear of Asha
2. The Golden Horseshoe
3. The Heart of the Griffin



15000



Trident of the Titans



20000

How many Elemental Dragons guide and rule Ashan?

1. 6
2. 2
3. 4



15000



Dragon Eye Ring



20000

Who is Asha?

1. The Dragon of Order
2. Nicolai's mother
3. The first Queen of the Dark Elves



15000



Dragon Talon Crown



20000

What is Talonguard?

1. The Haven capital
2. A legendary sword
3. Dark Elf nail polish



15000



Necklace of the Lion



20000

Tieru lives on...

1. Dragonmist island
2. Twilight island
3. Government pension



15000



Sextant of the Sea Elves



20000

Irollan is...

1. The Elven kingdom
2. The Dragon of Earth
3. Findan's Unicorn



15000



Four Leaf Clover



20000

Who has slain the greater number of demons?

1. Alexei
2. Kha Beleth
3. Tieru



15000



Necklace of the Lion



20000

What is the most powerful creature of the Silver Cities?

1. The Titan
2. The Emerald Dragon
3. The Loukoum



15000



Trident of the Titans



20000

What is the aspect of Asha worshipped by the Necromancers?

1. The Spider
2. The Crescent Moon
3. The Killer Rabbit



15000



Necklace of the Bloody Claw



20000

What is Sheogh?

1. The Demons' jailworld
2. The Angels' skycity
3. A legendary dragon



15000



Ring of Vitality



20000

The Shadow Dragons are the children of...

1. Malassa
2. Sylanna
3. Elrath



15000



Boots of Magical Defense



20000

Dark Elf cuisine is famous for its...

1. Hot spices
2. Low-carb ingredients
3. Ability to fight back



15000



Bag of Endless Gold



20000

What happens when an Elf reaches maturity?

1. He undergoes a vision quest
2. He crafts his own bow
3. He gets married



15000



Sack of Endless Gold



20000

Where do Elves write their stories?

1. On tattoos
2. On trees
3. On books



15000



Phoenix Feather Cape



20000

What is the rarest metal extracted by Dark Elves?

1. Shadowsteel
2. Starsilver
3. Heavy Metal



15000



Shield of Crystal Ice



20000

What is the colour of Isabel's hair?

1. Brown
2. Red
3. She's bald



15000



Sack of Endless Gold



20000

What can you use the Sextant of the Sea Elves for?

1. To sail faster on sea
2. To summon Water Elementals
3. To decorate your desk



15000



Magic Scroll



20000

What is the ritual weapon of the Dark Elf Witches?

1. The snake-whip
2. The fang-dagger
3. The broomstick



15000



Turban of Enlightenment



20000

What makes Nur unique among the Academy heroes?

1. She is a Djinni
2. She is a girl
3. She has no magic power



15000



Ring of Lightning Protection



20000

What is Agrael's unique ability?

1. He is extremely fast
2. He has special fire magic
3. All the girls fall for him



15000



Boots of the Swift Journey



20000

Markal always carries the skull of ...

1. His patroness, Queen Fiona
2. His mentor, Sandro
3. His archenemy, Cyrus



15000



Necklace of the Bloody Claw



20000

Raelag becomes Lord of the...

1. Shadowbrand Clan
2. Nightshard Clan
3. Drizzt Fanclub



15000



Sword of Might



20000

High King Alaron has lost the support of the...

1. Emerald Dragons
2. Silver Unicorns
3. Ancient Treants



15000



Sextant of the Sea Elves



20000

What is Freyda's relationship to Godric?

1. She is his daughter
2. She is his niece
3. She is his squire



15000



Four Leaf Clover



20000

What is the favoured resource of the Demons?

1. Sulfur
2. Mercury
3. Gems



15000



Sack of Endless Gold



20000



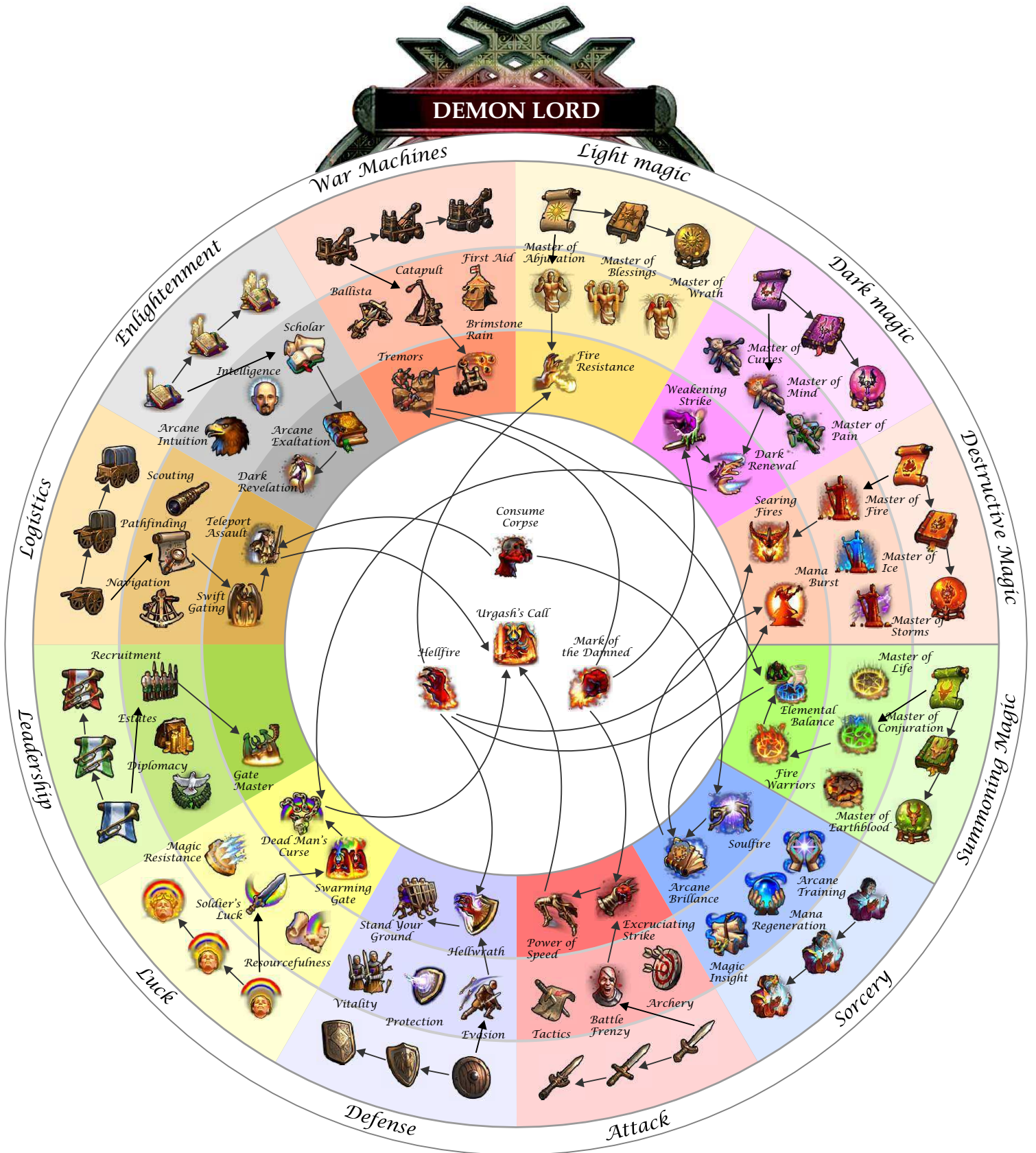
APPENDIX SKILL WHEELS



HEROES V

OF MIGHT AND MAGIC

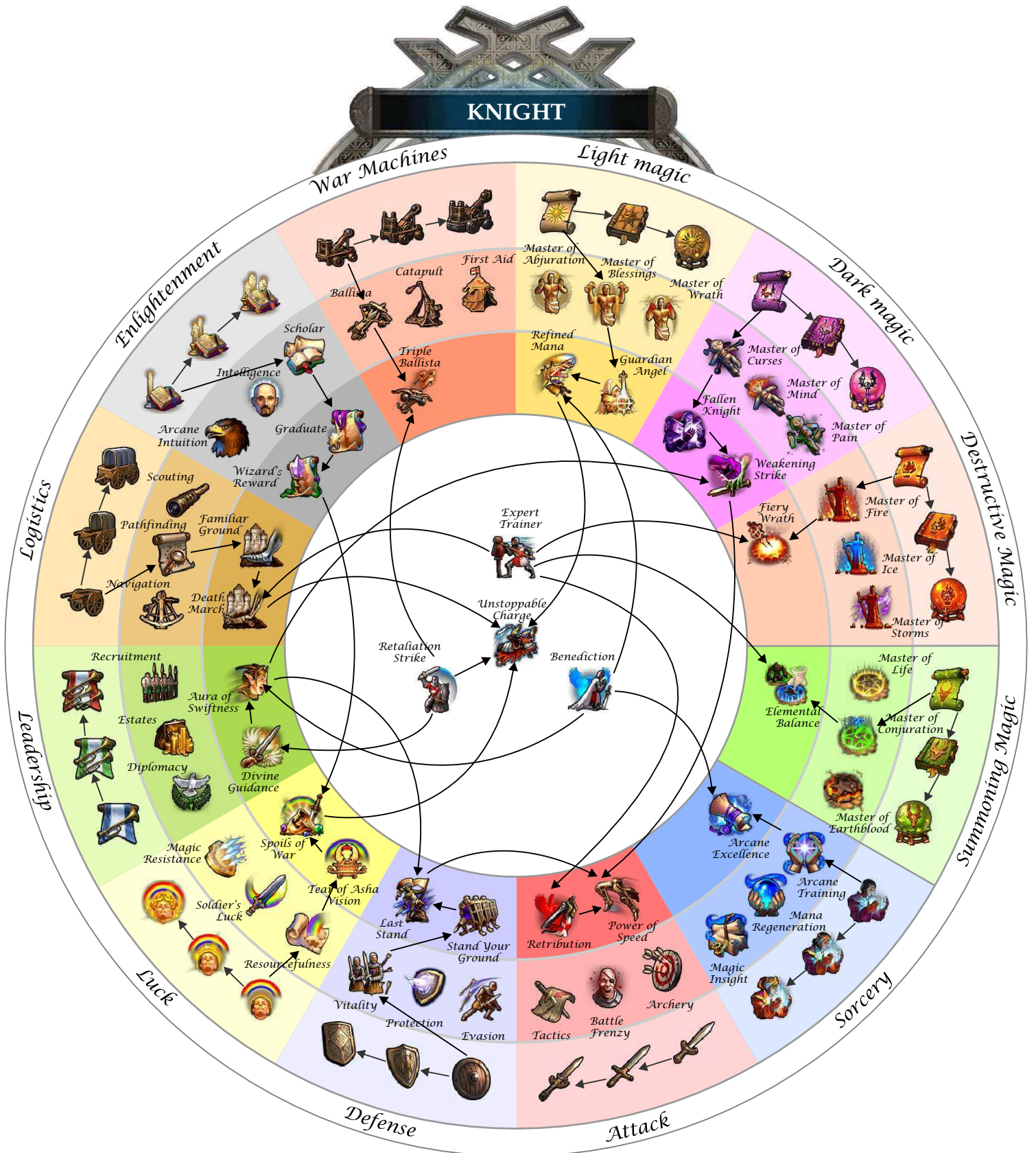
SKILLWHEEL



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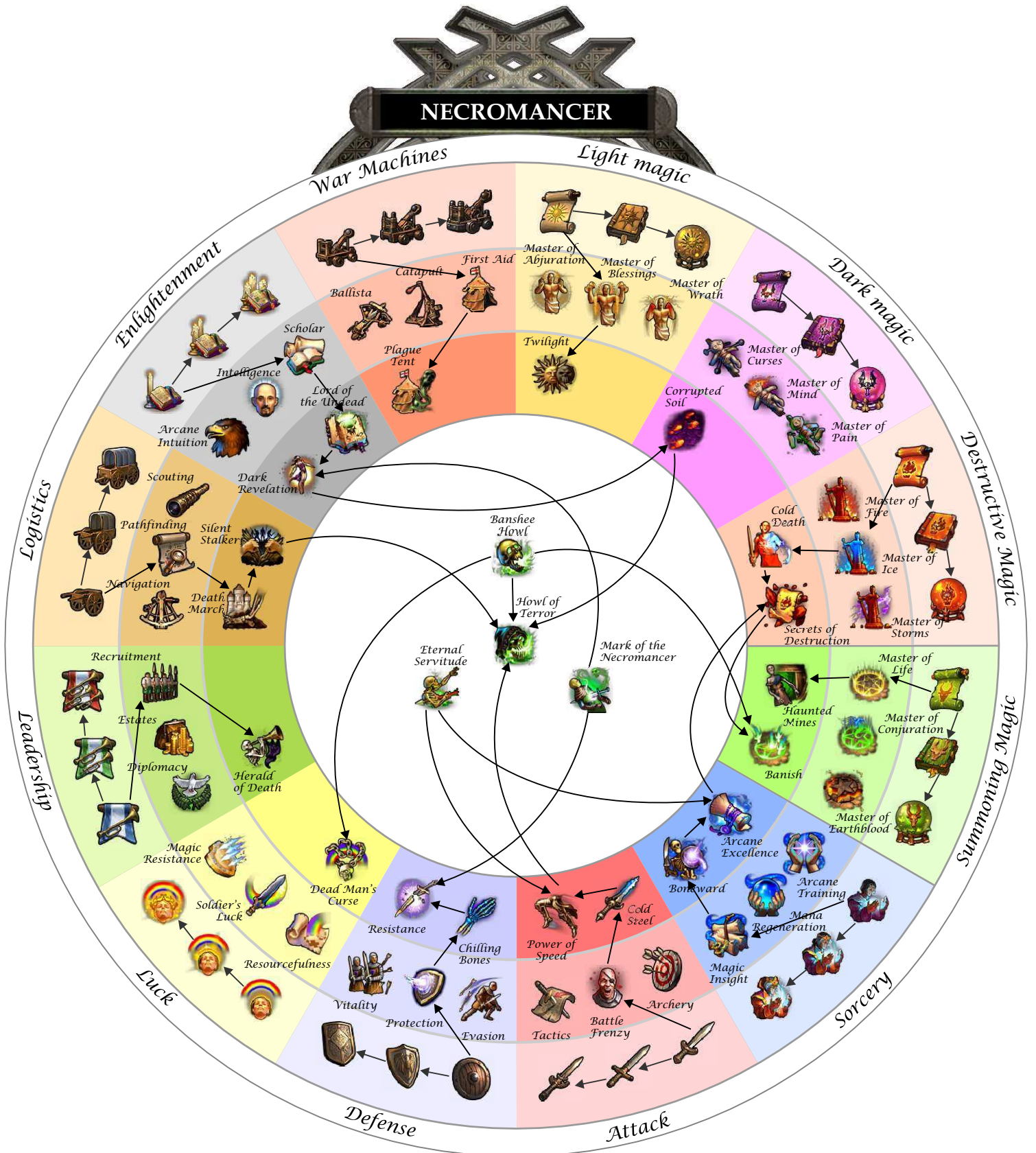
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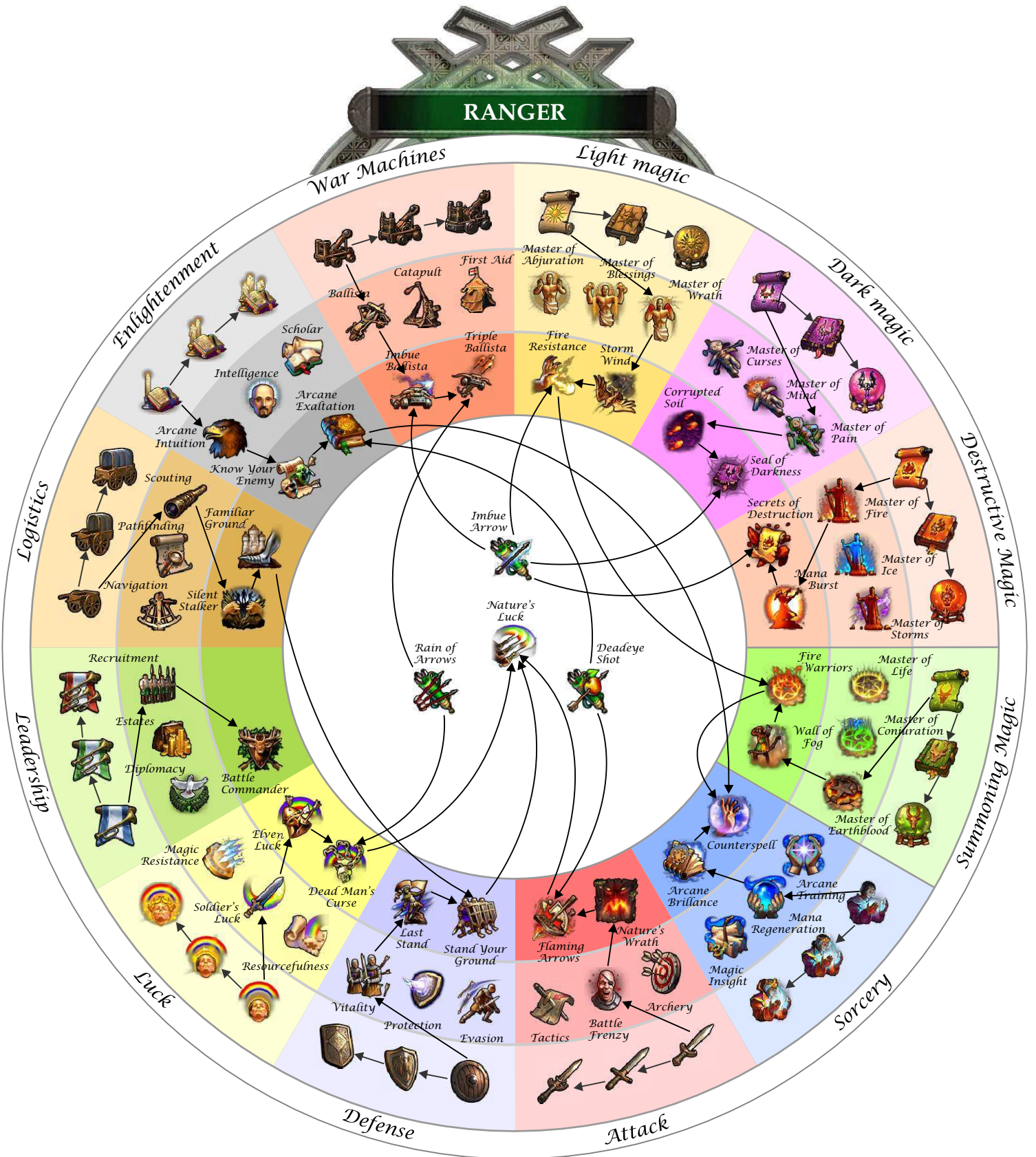
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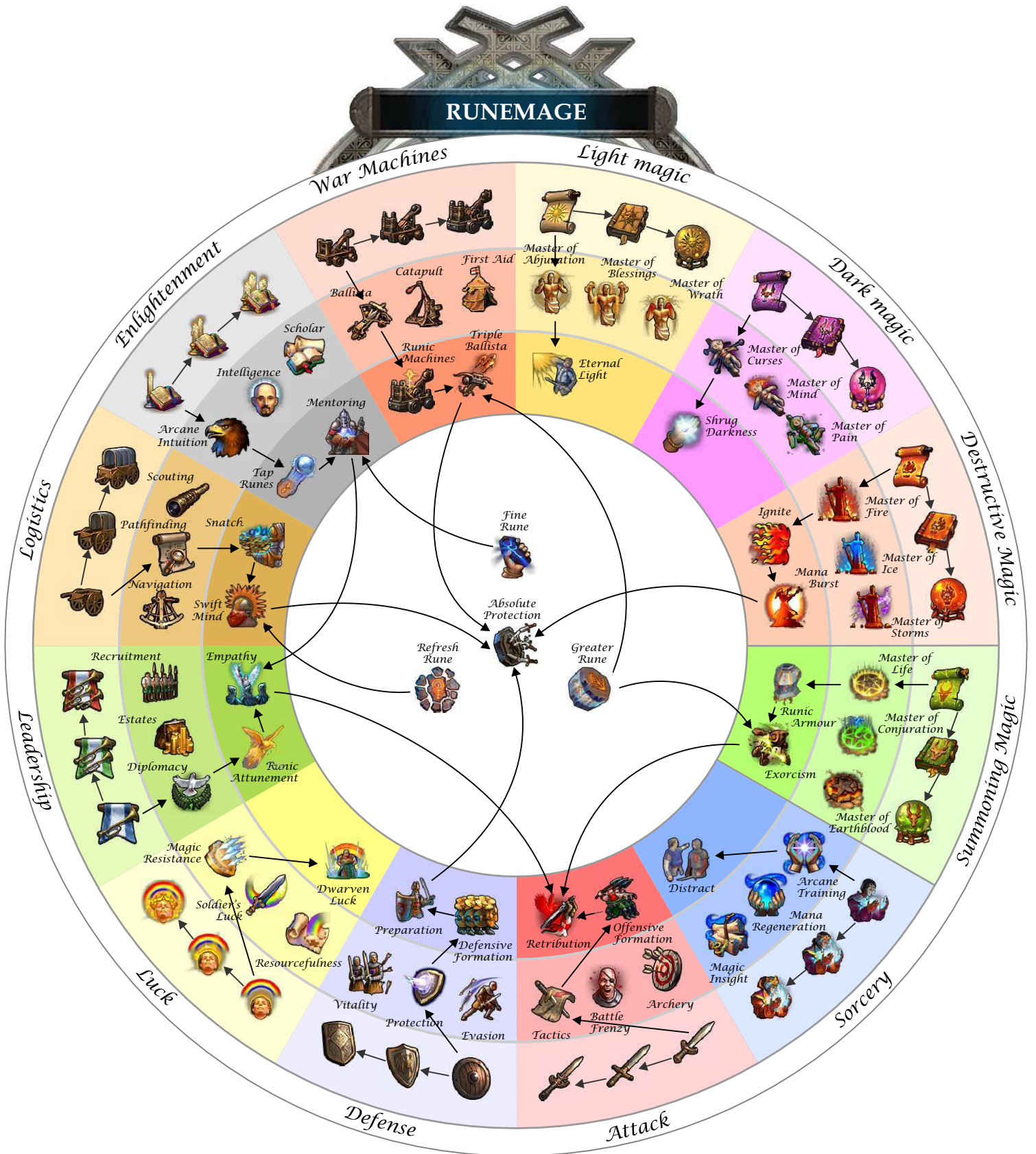
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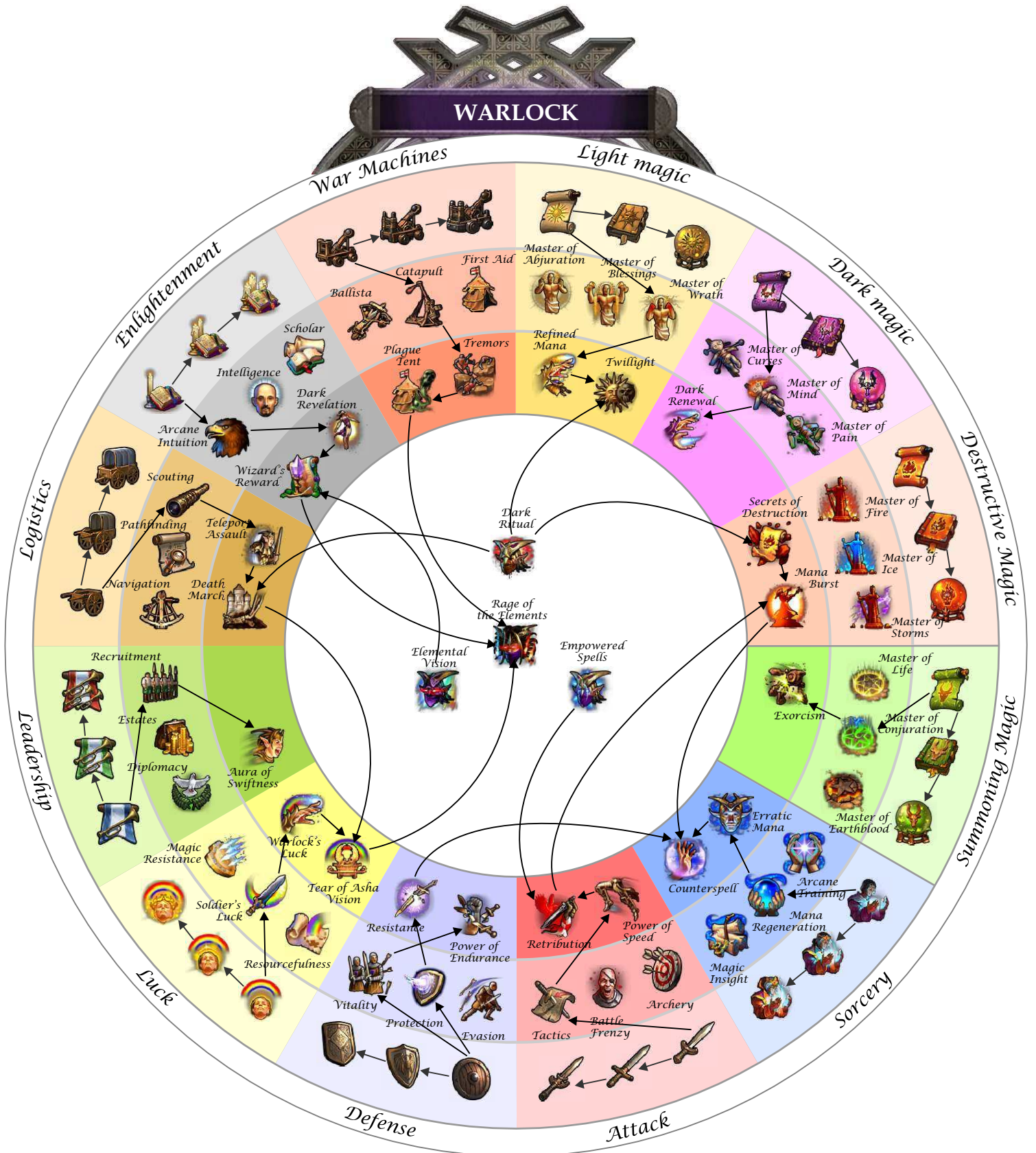
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HEROES V

OF MIGHT AND MAGIC

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HEROES V

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