

HEROES V MANUAL



TRIBES OF THE EAST



PRODUCED BY THE INTERNATIONAL
HOMM V COMMUNITY

FOREWORD

This document is the result of a coordinated effort by the international HOMM community, initially 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.

Update: this is the **Tribes of the East** edition of the manual (version 3.1). For the latest version, go to:

» http://www.heroes-fr.com/en/fan_manuals.php

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» http://www.heroes-fr.com/en/fan_manuals.php

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.



- 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.



 **Heroes-fr:** www.heroes-fr.com

Stéphane Fidanza — project manager, pdf design and production, writing.



 **Age of Heroes:** www.HeroesofMightandMagic.com

Valera Koltsov — graphic design.

Paolo Angelo Sossi — writing, screenshots, proofreading.



 **Archangel Castle:** www.archangelcastle.com

Archangel Castle has taken care of the french localization, and supplied the Skills Trees (p.143) 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.70) and the mini-artifact table (p.274).

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.



Italian version

The Italian localization is managed by Paolo Angelo Sossi.



Chinese version

The Chinese localization is managed by Ubisoft China.



Additional Credits to

Aurelain for the skill wheels (p.334).

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.182), 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.303).


 A graphic with a blue border containing the text 'TABLE OF CONTENTS' in a large, glowing yellow, stylized font. The background of the graphic shows a castle with a tall spire against a blue sky with white clouds.

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HEROES



Academy Heroes



Faiz - Disrupter

Specializes in Curse of Vulnerability so that the spell not only decreases the Defence 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 a halve of his current initiative to cast these spells. Adds +4 to effective spellpower of Curse of the Netherworld.

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

All Gremlins, Master Gremlins and Saboteur Gremlins in hero's army gain +1 to their Attack and Defence 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.



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.



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



Narxes - Mentor

All Mages, Archmages and Battle Mages in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first 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.



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.



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, Firewall 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.



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

All Iron Golems, Steel Golems and Magnetic Golems in hero's army gain +1 to their Attack and Defence 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.



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

Academy Heroes - Campaign



Cyrus - 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.

» *Cyrus is an enemy hero in H5 campaign 3 (C3M3 and C3M4).*

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



Maahir - 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 he 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.

» *Maahir is the main hero of H5 single player scenario "Maahir's Gambit".*

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



Zehir - 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.

» Zehir is the main hero of H5 campaign 6 (The Mage) and ToE campaign 3 (Flying to the Rescue). He also appears in HoF single player scenario "Temptation".

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.



1 3
0 1

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.

» Eruina is the main hero of H5 single player scenario "Defiance".

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



Lightning Bolt



Ammo Cart



Kythra - Slave Driver

All Minotaurs, Minotaur Guards and Minotaur Taskmasters in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level.



1 3
0 1

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.

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.



1 3
0 1

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.

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



Sinitar - Catalyst

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



1 3
0 1

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.

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



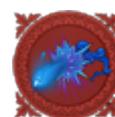
7-10
Scouts



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



Vayshan - Black Hand

All Scouts, Assassins and Stalkers in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level.



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.

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 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



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

All Blood Maidens, Blood Furies and Blood Sisteres in hero's army gain +1 to their Attack and Defence 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.



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

Dungeon Heroes - Campaign



Agbeth - Dark Mystic

Tribes of the East

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

Agbeth is a child of a cruel people living during a violent time. Sundered from their Sylvan brothers and driven underground, he has been caught up in the Dark Elves' war against the Dwarves. Agbeth is not one to be troubled by fear, however; even among his Machiavellian people Agbeth has a reputation for cold, ruthless efficiency.

» Agbeth is the main hero of ToE single player scenario "Hate Breeds Hate".

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.



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



35
Assassins



22
Blood Furies



8
Minotaur Guards



Eldritch Arrow



Raelag - 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.

» This is the H5 version of Raelag. He is the main hero of H5 campaign 4 (The Warlock), and appears in the last 2 missions of H5 campaign 6 (C6M4 and C6M5).



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



Raelag - Master of Initiative

Hammers of Fate

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.



» This is the HoF version of Raelag. He appears in HoF campaign 3 mission 4 (Dragons).

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



Ranleth - Lizard Breeder

Tribes of the East

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



Biography

Its roots as old as the Dark Elves' themselves, hatred of the Dwarves runs deep in Ygg-Chall. Ranleth comes from an old family who has guarded its lineage as it has nursed its grievances, and the greatest of these is against the Dwarves. Her family slaughtered almost to extinction twice during the Wars under the Mountain, Ranleth thinks of little other than vengeance against the Dwarves and those who would dare to befriend them.



» Ranleth is the secondary enemy hero in ToE campaign 3 mission 4 (A Flamboyant Exit).

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



Shadya - 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.

» *Shadya is the secondary hero of H5 campaign 4 (The Warlock), and appears in H5 campaign 6 mission 4 (The Alliance).*



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



Thralsai - 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

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.

» *Thralsai is the main enemy hero in HoF campaign 3 mission 4 (Dragons).*

Hammers of Fate



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.



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



Ylaya - Dark Mystic

Hammers of Fate



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.

» *Ylaya is the main hero of HoF campaign 3 (Ylaya's Quest), and appears in the last mission of ToE campaign 3 (A Flamboyant Exit).*



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

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

Hammers of Fate

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



0 2
1 2

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 scorches. 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.

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

Hammers of Fate

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



0 2
1 2

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.

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

Hammers of Fate

All Rune Priests, Rune Patriarchs and Rune Keepers in hero's army gain +1 to their Attack 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.

» Erling is an enemy hero in ToE single player scenario "Hate Breeds Hate".

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.



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

Hammers of Fate

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.

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.



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

Hammers of Fate

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 hero to teach other heroes and learn from them, effectively trading spells between spell books.

Army & Spells



18-26
Defenders



8-11
Spearwielders



0-2
Bear Riders



Ingvar - Protector

Hammers of Fate

All Defenders, Shieldguards and Mountain Guards in hero's army gain +1 to their Attack 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

Hammers of Fate

All Spearwielders, Skirmishers and Harpooners in hero's army gain +1 to their Attack 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.



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



Svea - Stormcaller

Hammers of Fate

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

Fortress Heroes - Campaign



Hangvul - Keeper of the Flame

Tribes of the East

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

Biography

A stolid priest of the Deepflame clan, Hangvul has gone to war against the Dark Elves to defend his nation. Though he carries little of his brethren's insensate hatred for his foe, Hangvul will not shirk from the battle and savagery necessary to end the Dark Elf threat.

» Hangvul is an enemy hero in ToE campaign 3 mission 3 (Summoning the Dragon) and in ToE single player scenario "Hate Breeds Hate".



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.



Intelligence

Increases normal maximum mana by 50%.

Army & Spells



18-26
Defenders



8-11
Spearwielders



1
Rune Priest



Blindness



Ammo Cart



King Tolghar - King of the Stone Halls

Hammers of Fate

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.

» King Tolghar is the final enemy hero in HoF campaign 3 mission 5 (The Decoupling), and is the main hero of HoF single player scenario "Iron Throne".



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 - Golden Tongue

Hammers of Fate

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.

» Rolf is an enemy hero in HoF campaign 2 mission 4 (The Brothers) and ToE campaign 3 mission 3 (Summoning the Dragon).



Skills & Abilities

Army & Spells



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.



18-26
Defenders



8-11
Spearwielders



0-2
Bear Riders



Wulfstan - Border Guard

Hammers of Fate

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



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.

» Wulfstan is the main hero of HoF campaign 2 (Wulfstan's Defiance), and appears in the last mission of HoF campaign 3, and the last 2 missions of ToE campaign 3.



Skills & Abilities

Army & Spells



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%.



18-26
Defenders



8-11
Spearwielders



0-2
Bear Riders

Haven Heroes



Dougal - Archer Commander

All Archers, Marksmen and Crossbowmen in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level.



Biography

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.

» Dougal is the main hero of H5 single player scenario "Hot Pursuit".



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



Ellaine - Beloved of the People

All Peasants, Conscripts and Brutes 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, Conscripts and Brutes 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



Irina - Griffin Trainer

All Griffins, Imperial Griffins and Battle 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



Klaus - Cavalry Commander

Cavaliers, Paladins and Champions 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, Squires and Vindicators in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level.



1 1
 2 1

Biography

Fighting his way up from a lowly birth with a certain grim resolve, the ordeals that Laszlo has endured have hardened his heart. Covered with scars, stern and ruthless, he hews his way into the enemy ranks like a force of nature. The "kings of battlefield", as he proudly names his infantry, have little choice but to follow their commander, causing - often involuntarily - extraordinary feats of bravery.

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 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



5-6
Footmen



5-6
Footmen



5-6
Footmen



Maeve - Windrider

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



1 1
 2 1

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.

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



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



Vittorio - Siege Engineer

Ballista receive +1 to their Attack for every level of the 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.

» Vittorio is the main hero of H5 single player scenario "Dragon Knight".



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

Haven Heroes - Campaign



Alaric - Windrider

Tribes of the East

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

Biography

An excessively fanatical priest of Elrath with delusions of grandeur, Alaric was easily seduced by Biara-as-Isabel and her promises of power and glory. Forsaking Elrath's worship - even if not entirely realising that he did so - Alaric has been drawn further and further into Biara's web of persecution, murder and paranoia.

» Alaric is the final enemy hero in ToE campaign 2 mission 5 (Hunting the Hunter).



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%.



Expert Attack

Increases damage dealt by your creatures in melee combat by 15%.



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



22-32 Peasants



7-9 Archers



0-3 Footmen



Haste



Ballista



Andreas - Siege Engineer

Hammers of Fate

Ballista receive +1 to their Attack for every level of the hero. Catapult's chance to hit the wall is increased by 2% for every hero level.

Biography

Though a good man at heart, Andreas finds it easier to follow orders than to question them. His refusal to worry about the ethics and morals of his officers makes him a useful commander, but there is some concern that he is sacrificing, piece by piece, his humanity.

» Andreas is an enemy hero in HoF campaigns 2 and 3.



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



Benedikt - Pathfinder

Tribes of the East

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



1 1
2 1

Biography

Scion of an ancient family embroiled in ancient feuds, Benedikt grew up with oaths of blood vengeance. He was surpassed by his siblings in skill at arms, and in a desperate attempt to win power and respect he pledged himself to the most fanatical arm of Alaric's new church. Now a leader among the ranks of Queen Isabel's troops, his quest for respect and position has eaten what may have remained of his soul.

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 Logistics

Increases hero's movement speed over land by 20%.

Army & Spells



22-32 Peasants



7-9 Archers



0-3 Footmen



Bertrand - Infantry Commander

Tribes of the East

All Footmen, Squires and Vindicators in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level.



1 1
2 1

Biography

A hard-drinking, tobacco-chewing leader of fighters, Bertrand is never so happy as when he is on the field of battle, leading his men into the teeth of an enemy's defenses. Uninterested in theology, religion, politics, aristocrats, gods, or philosophy, Bertrand will always be found at the head of a mass of inspired troops, charging ever forward to 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 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



5-6 Footmen



5-6 Footmen



5-6 Footmen



Duncan - Pathfinder

Hammers of Fate

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.

» Duncan appears in HoF campaign 1 (Freyda's Dilemma), in the last missions of HoF campaigns 2 and 3, and in ToE campaign 3 mission 2 (Tearing the Veil).



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



Freyda - Windrider

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

Biography

"Strike like lightning" is Freyda's motto. During her years as a student at the Imperial College of Strategy she often surprised her instructors with daring solutions based on forced marches, surprise attacks and rapid outflanking. At heart, Freyda is always impatient for the next battle to try some new twist on her favorite tactics. Though some murmured that she was promoted because she is Godric's daughter, a string of victories and exemplary leadership have silenced even the most cynical critics.

» This is the H5 version of Freyda.



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



Freyda - Vessel Of Elrath

Tribes of the East

Each time the Hero casts any spell belonging to the school of Light magic, "Divine Vengeance" spell will also be cast on a random enemy stack that meets the criteria for being affected by Divine Vengeance (it has killed someone during the combat).



1 1
 2 1

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.

» This is the HoF/ToE version of Freyda (in HoF, she had the "Windrider" specialization). She is the main hero of HoF campaign 1 (Freyda's Dilemma), and appears in ToE campaign 3 missions 2 (Tearing the Veil) and 4 (A Flamboyant Exit).

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



Gabrielle - Griffin Trainer

Tribes of the East

All Griffins, Imperial Griffins and Battle 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.



1 1
 2 1

Biography

Physically frail due to a childhood disease, with grim resolve Gabrielle swore that she would nevertheless learn to serve her kingdom in battle. She studied the mastery of griffins, taming and inspiring these ferocious creatures to excel at warfare. Finding meaning and fulfillment in her role, she resolutely turns a blind eye to the rumours circulating about her leaders.

Skills & Abilities



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%.



Basic Leadership

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

Army & Spells



22-32 Peasants



7-9 Archers



1 Griffin



Endurance



Godric - Paragon Knight

The effect of Benediction ~~is increased~~ *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.

» Godric appears in the H5 campaigns (C1M5, C3M2 and the last 3 missions of campaign 6). He is also an enemy hero in C2M1 and C3M5. Additionally, he is the main hero of H5 single player scenario "Diplomat".

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 (doesn't work on undead and mechanical).

Army & Spells



22-32 Peasants



7-9 Archers



0-3 Footmen



Divine Strength



First Aid Tent



Isabel - 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.

» This is the H5 version of Isabel. She is the main hero of H5 campaign 1 (The Queen), and appears in the last 3 missions of H5 campaign 3 (The Necromancer).

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 - Dragonblessed

Hammers of Fate

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.

» This is the HoF version of Isabel. She appears in the last 2 missions of the HoF campaign (C3M4: Dragons and C3M5: The Decoupling).



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



Laszlo - Infantry Commander

Hammers of Fate

All Footmen, Squires and Vindicators 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.

» Laszlo appears in HoF campaign 1 (Freyda's Dilemma).



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 - Archer Commander

Hammers of Fate

All Archers, Marksmen and Crossbowmen in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level.



Biography

On the outside a foppish dandy and a teller of jokes, Lorenzo comes from a family rumoured to have dark secrets and darker traditions. Regardless, they rose quickly to prominence after Isabel returned from Sheogh, though acquaintances are disturbed by the ways they flaunt their new-found power.

» Lorenzo is an enemy hero in HoF campaigns 2 and 3.

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



Nicolai - 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

Nicolai is the king of The Holy Griffin Empire.

» Nicolai appears at the end of H5 campaign 1 mission 5 (The Fall of the King), but is not playable.

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



22-32 Peasants



7-9 Archers



0-3 Footmen



Orlando - Griffin Trainer

Tribes of the East

All Griffins, Imperial Griffins and Battle 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

» Orlando is the enemy hero in ToE campaign 1 mission 3 (The Bull's Wake).



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



1 Griffin



Ornella - Pathfinder

Tribes of the East

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



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.



» Ornella and the Necromancer Giovanni are the main heroes of HoF single player scenario "The Union", and appear in ToE campaign 1 mission 1 (Last Soul Standing). Note that in HoF, Ornella had the "Suzerain" specialization.

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



Valeria - Cavalry Commander

Hammers of Fate

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



Biography

Valeria's is the eldest child of Lord Fulbert of the Wolf Duchy. Raised as a noble warrior and paladin of Elrath, she fought loyally alongside the troops of Saint Isabel and Alaric. When they showed their true nature, however, killing her father and stealing his lands, she rebelled against them. Captured and thrown into prison, her rage knows no bounds. She is willing to seek vengeance against her captors, regardless of who she must ally herself with to do so.



» Valeria is an enemy hero in HoF campaigns 2 and 3.

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

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



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.



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



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.



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



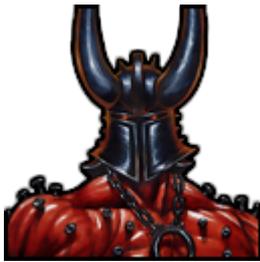
0-3
Hell Hounds



Ammo Cart



Ballista



Grawl - Hound Master

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



2 1
0 2

Biography

Wherever Grawl goes he is always accompanied by a baying, slaving pack of Hellhounds, Cerberi or Firehounds. 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.

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.



2 1
0 2

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.

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



Jezebeth - Temptress

All Succubi, Succubus Mistresses and Succubus Seducers in hero's army gain +1 to their Attack and Defence 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.

» Jezebeth is the main hero of H5 single player scenario "Falcon's Last Flight".



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.

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.



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.



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

Inferno Heroes - Campaign



Agrael - Aura of Swiftness

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.

» Agrael is the main hero of H5 campaign 2 (The Cultist) and ToE single player scenario "Agrael's Trial". He is also the main enemy hero in H5 campaign 1 mission 5 (The Fall of the King).



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

Biara - 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 unequalled in all of Sheogh. When the going gets tough, Kha-Beleth gleefully turns to Biara.

» Biara is an enemy hero in H5 campaigns (C5M1, C5M4 and C6M5) and the final enemy hero in ToE campaign 3 mission 4 (A Flamboyant Exit).



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



Guarg - 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.



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 a halve of his current initiative to cast these spells

Army & Spells



16-23
Imps



9-11
Horned Demons



0-3
Hell Hounds



Confusion



Orlando - Aura of Swiftess

Tribes of the East

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



Biography

Orlando is more than merely another Demonlord. When Agrael betrayed the Demon Sovereign and Biara was sent away to cripple the Griffin Empire and its allies, Orlando was the faithful servant that Kha-Beleth sent to foment unrest and recruit worshippers among the Necromancers, Wizards, and Free Cities. Sleazily charismatic and seductively brutal, Orlando has risen to a position of trust and power in the savage hierarchy of Sheogh.



» Orlando is the enemy hero in ToE campaign 1 mission 5 (Heart of Darkness).

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 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



16-23
Imps



9-11
Horned Demons



0-3
Hell Hounds



Sovereign - Aura of Swiftness

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

Biography

» Kha-Beleth is the final enemy hero in H5 campaign 6 mission 5 (Zehir's Hope).



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 - 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.

» Veyer is an enemy hero in H5 campaigns (C2M2 and C4M5). He is also the main hero of HoF single player scenario "In search of power".



2 1
0 3

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



Fist of Wrath



First Aid Tent

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 is increased 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.



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



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.



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



Raise Dead



First Aid Tent



Lucretia - Vampire Princess

All Vampires, Vampire Lords and Vampire Princes in hero's army gain +1 to their Attack and Defence 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.



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



Naadir - Soulhunter

Every time a group of enemy creatures dies it is replaced by a group of friendly Ghosts for the duration of the 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.



» Naadir is the main hero of H5 single player scenario "Refugee".

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



Orson - Zombie Lord

All Zombies, Plague Zombies and Rot Zombies in hero's army gain +1 to their Attack and Defence 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.



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 the 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.



» Raven is the main hero of H5 single player scenario "An Island of One's Own".

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-manuevered 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.



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.



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 creature in combat (hero must be able to learn the spell with regards to school, level, etc.) and to see the contents of the enemy inventory.

Army & Spells



20-29
Skeletons



9-11
Zombies



0-3
Ghosts



Raise Dead

Necropolis Heroes - Campaign



Arantir - Avatar Of Death

Tribes of the East

The Hero can summon a mysterious creature upon the battlefield to fight on his side. The creature's power depends on the Hero's level. If this creature dies, the Hero will lose all his Mana points.



Biography

The lords of Heresh are a cold, grim, and fanatic group. To climb high in their ranks requires not only talent, but also relentless dedication to the cause of their god, the spider-aspect of Asha. Arantir has risen high indeed, and counts as one of the greatest ever to live -- or unlive -- among them. Intense in his beliefs and dedicated to the worship of his goddess and the destruction of her demonic enemies, Arantir is a formidable leader.

» Arantir is the main hero of ToE campaign 1 (The Will of Asha).

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



Slow



Raise Dead

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

Giovanni - Soulhunter

Hammers of Fate

Every time a group of enemy creatures dies it is replaced by a group of friendly Ghosts for the duration of the 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.

» Giovanni and the Knight Ornella are the main heroes of HoF single player scenario "The Union", and appear in ToE campaign 1 mission 1 (Last Soul Standing).

0 3
1 1



Markal - 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.

» Markal is the main hero of H5 campaign 3 (The Necromancer). He also appears as the main enemy hero in H5 campaign 6 mission 3 (The Triumvirate), as well as in HoF single player scenario "Temptation".



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



Nicolai - 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

» Nicolai is the main enemy hero in H5 campaign 5 mission 5 (The Vampire Lord).



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



Ornella - Vampire Princess

Tribes of the East

All Vampires, Vampire Lords and Vampire Princes in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level.



0 3
1 1

Biography

Previously a glamorous and sensual duchess of the Griffin Empire, Ornella's curious flirtation with the Necromancers has resulted in a cataclysmic change. Once a lively woman, she has now crossed over to the other side of existence. Under the stern eyes of Arantir, she must prove her worth to his cause, aid him in his war against the Demons, and find the powers and limits of her new form.

» Ornella appears as a Necromancer in ToE campaign 1 missions 3 (The Bull's Wake) and 5 (Heart of Darkness).

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.



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).

Army & Spells



20-29
Skeletons



9-11
Zombies

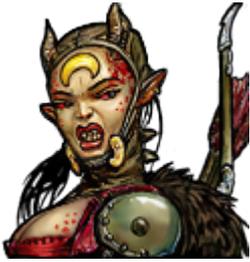


1
Vampire



Raise Dead

Stronghold Heroes



Garuna - Blood Drinker

Tribes of the East

Each killed enemy troop (summoned troops considered, too) increase the Attack of all the creatures in his army by +1 for each 6 levels of the hero.



Biography

At certain times in Orcish history there have been warriors particularly attuned to the Blood Rage inherited from their Demonic ancestors. Garuna, born of a Shaman who was participating in a ritual sacrifice in spite of her advanced pregnancy, was brought into the world in the midst of a ceremony of bloodletting and intense fervor. Unsurprisingly she has become one of those famous "Blood Drinkers", and whenever a group of enemy units is wiped out she and her own troops become even more formidable on offense.

3 0
0 1

Skills & Abilities



Basic Blood Rage

Unique Barbarian skill. Allows Stronghold creatures in hero's army to achieve a first level of rage while fighting. The resulting Blood Rage grants them appropriate combat bonuses.



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



25-37
Goblins



8-11
Centaur



0-4
Warrior



Gorshak - Blade of the Khan

Tribes of the East

Slayers, Executioners and Chieftains in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level.



Biography

Orcs produce few natural leaders, as not only bravery and intelligence but also savagery is required to gain their respect. Gorshak is unusual in this; even other leaders look up to him for the prowess he has shown. During the great drought of the Year of the Fields of Dust he led a loose coalition of seven tribes on a six-month journey through desert, fire, attack by maddened beasts, war with Dwarven renegades, and flash floods. A chief among chieftains, they fight with particular zeal when he leads them.

3 0
0 1

Skills & Abilities



Advanced Blood Rage

Unique Barbarian skill. Allows Stronghold creatures in hero's army to achieve a second level of rage while fighting. The resulting Blood Rage grants them appropriate combat bonuses.



Powerful Blow

Links a hero with a selected creature in his army. Every time this creature performs an attack, the hero will assault the same target. The hero's attack is by 3 hero levels more powerful than usual and has an additional chance to inflict a critical hit.

Army & Spells



25-37
Goblins



8-11
Centaur



1
Slayer



Haggash - Centaur Commander

Tribes of the East

Centaur Nomads and Centaur Marauders in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level. Moreover they get +1% to their starting initiative for every level of the hero.



Biography

Haggash, an orphan found wandering in the steppes near Qutugh during the Year of the Sea of Manes, was taken in by a tribe of Centaurs and raised as one of them. Now a leader of Centaur troops, her half-man half-hellsteed legions are quicker, more reliable and dangerous.

3 0
0 1

Skills & Abilities



Basic Blood Rage

Unique Barbarian skill. Allows Stronghold creatures in hero's army to achieve a first level of rage while fighting. The resulting Blood Rage grants them appropriate combat bonuses.



Basic Attack

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



Memory of our Blood

All Stronghold creatures in the Barbarian's army get from 50 up to 100 rage points (randomly) at the beginning of combat.

Army & Spells



8-11 Centaurs



8-11 Centaurs



8-11 Centaurs



Kilghan - Goblin King

Tribes of the East

The number of Goblins in the hero's army increases weekly by an amount equal to the hero's level. The joining goblins will not be upgraded unless there already are upgraded Goblins in the army, and all upgraded Goblins will be joined by with a priority to Goblin Trappers. Also, the Goblin's chance to betray the hero will be reduced by 1% per hero level.



Biography

Miscengenation is a taboo subject among the Orcs. Somehow, though, the sub-species of Goblins and Orcs mingled to provide the ruling line of Goblin lords. Smaller than Orcs, smarter than goblins, Kilghan and his kin accentuate the most dangerous aspects of both peoples. Goblins are eager to fight for him, and those that do are much less likely to flee if the battle turns against them.

3 0
0 1

Skills & Abilities



Basic Blood Rage

Unique Barbarian skill. Allows Stronghold creatures in hero's army to achieve a first level of rage while fighting. The resulting Blood Rage grants them appropriate combat bonuses.



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



25-37 Goblins



25-37 Goblins



25-37 Goblins



Ammo Cart



Kragh - Pounder

Tribes of the East

This hero can perform one special melee attack right at the beginning of combat. Moreover, all hero's attacks deal +5% damage for every level of the hero.



Biography

Kragh has been compared to "dry lightning"; thunderbolts that appear out of nowhere when the sky seems clear. He first received this nickname when an enemy he was dueling with was knocked weaponless outside the ring even before he had finished yelling his ritual challenge. Impetuous and aggressive even by Orc standards, his speed and intensity drive him to attack even before his own troops are ready.

3 0
0 1

Skills & Abilities



Basic Blood Rage

Unique Barbarian skill. Allows Stronghold creatures in hero's army to achieve a first level of rage while fighting. The resulting Blood Rage grants them appropriate combat bonuses.



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



25-37
Goblins



8-11
Centaurs



0-4
Warriors



Shak'Karukat - Wyvern Tamer

Tribes of the East

Wyverns, Foul Wyverns and Paokais in hero's army gain +1 ~~±~~2 to their Hit Points for every ~~two~~ level of the hero, starting on first level.



Biography

While Orc children as a rule are encouraged to be brave and savage, Shak'Karukat was an extreme. Largely uncontrollable starting from his teen years, his tribe feared that he would have to be exiled. It was a chance meeting with a vendor of Wyverns that saved him. Amazed by the power and cruelty of the beasts, he turned his energies into mastering them and making them even stronger. Whether it is affection or fear that drives them the Orcs cannot say, but his Wyverns are sturdier and seem to live longer in battle than others.

3 0
0 1

Skills & Abilities



Basic Blood Rage

Unique Barbarian skill. Allows Stronghold creatures in hero's army to achieve a first level of rage while fighting. The resulting Blood Rage grants them appropriate combat bonuses.



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



25-37
Goblins



8-11
Centaurs



0-4
Warriors



Telsek - Fist of the Khan

Tribes of the East

Warriors, Maulers and Warmongers in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level.



Biography

Telsek! Orc Warriors raise their heads and a fire shines in their eyes when they hear his name. Raised by a proud family of warriors, he killed his first wolf at the age of six. Heavily armed caravans of grim slavers from the Free Cities were obliterated under his leadership ; their bodies strung along the sides of the main trade routes as a warning. A champion of the common Orcs, his troops vie to outdo each other in battle and earn a word of praise from this living legend.

3 0
0 1

Skills & Abilities



Basic Blood Rage

Unique Barbarian skill. Allows Stronghold creatures in hero's army to achieve a first level of rage while fighting. The resulting Blood Rage grants them appropriate combat bonuses.



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.



Might over Magic

Decreases enemy Spell power in combat in proportion with the Barbarian Spell power.

Army & Spells



5-7
Warriors



5-7
Warriors



5-7
Warriors



Ballista



Urghat - Tracker

Tribes of the East

Increases the number of hero's movement points by 1% for every three level of the hero. Reduces a movement penalty from foreign terrain by 2% for every level of the hero.



Biography

Urghat has been nicknamed both "the Invisible" and the "the Relentless". A hunter from her earliest days, her skills in tracking and traveling meant that her clan never went hungry. During the brutal cold of the Year of the Long Frost she not only slew many Yetis who prowled the winter camps in search of food, but she also tracked one for six days through snow and ice back to its pack where she spent the next week killing off the other thirty-seven members. Accustomed to traveling far and fast on any terrain, the troops she leads always get where they are going faster.

3 0
0 1

Skills & Abilities



Basic Blood Rage

Unique Barbarian skill. Allows Stronghold creatures in hero's army to achieve a first level of rage while fighting. The resulting Blood Rage grants them appropriate combat bonuses.



Basic Logistics

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



Pathfinding

Reduces penalty for moving through rough terrain by 50%.

Army & Spells



25-37
Goblins



8-11
Centaur



0-4
Warriors

Stronghold Heroes - Campaign



Gotai - Warchief

Tribes of the East

All warcries cost less mana and grant more rage points depending on the hero's level.



Biography

A promising young war chief, Gotai's grim intensity separates him from other Orcs. While he shared their sense of clan loyalty, he was extremely - almost irrationally - loyal to Quroq, the warchief who adopted him when his own parents were killed by Yetis. With Quroq's passing, however, Gotai must find his own place in the world. Given his skills, that place is likely to be a lofty one.

3 1
0 1

» Gotai is the main hero of ToE campaign 2 (To Honor our Fathers), and appears in the last mission of ToE campaign 3 (A Flamboyant Exit).

Skills & Abilities



Advanced Blood Rage

Unique Barbarian skill. Allows Stronghold creatures in hero's army to achieve a second level of rage while fighting. The resulting Blood Rage grants them appropriate combat bonuses.



Basic Shout

The use of an activated ability from the Battlecry category delays the hero's next turn less by 10%.

Army & Spells



25-37
Goblins



8-11
Centaur



0-4
Warriors



Word of the
Chief



Rallying Cry



Kujin - Demon Hunter

Tribes of the East

If any demonic troops are present in combat, creatures in hero's army gain Demonic Rage more quickly.



Biography

Kujin is a shaman, an Orc mystic whose insights into the ways of Mother Earth and Father Sky give her access to powerful visions and magics. Beyond this, however, Kujin's natural intelligence and diplomacy have made her a respected leader as well. Tactful, wise, and learned, the Orcs say that her sole default is a lack of a sense of humour...

3 0
0 1

» Kujin appears in ToE campaign 2 (To Honor our Fathers) and in the last mission of ToE campaign 3 (A Flamboyant Exit).

Skills & Abilities



Basic Blood Rage

Unique Barbarian skill. Allows Stronghold creatures in hero's army to achieve a first level of rage while fighting. The resulting Blood Rage grants them appropriate combat bonuses.



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.



Memory of our Blood

All Stronghold creatures in the Barbarian's army get from 50 up to 100 rage points (randomly) at the beginning of combat.

Army & Spells



25-37
Goblins



8-11
Centaur



0-4
Warriors



First Aid Tent



Kunyak - Blade of the Khan

Tribes of the East

Slayers, Executioners and Chieftains in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level.



Biography

Child of a created race, Kunyak boils at the horrific conditions in which his people live. Treated as slaves and viewed as no more "human" than the Wizards' golems, the Orcs cannot tolerate this treatment. Kunyak dreams of something else; of finding a place and building a homeland where Orcs live or die by their own hands, in freedom. He is convinced that the only hope for his people is to make this dream a reality.

» *Kunyak is the main hero of ToE single player scenarios "The Cup of Thunder" and "Battle Cry Freedom".*

3 0
0 1

Skills & Abilities



Advanced Blood Rage

Unique Barbarian skill. Allows Stronghold creatures in hero's army to achieve a second level of rage while fighting. The resulting Blood Rage grants them appropriate combat bonuses.



Powerful Blow

Links a hero with a selected creature in his army. Every time this creature performs an attack, the hero will assault the same target. The hero's attack is by 3 hero levels more powerful than usual and has an additional chance to inflict a critical hit.

Army & Spells



30
Goblins



12
Shamans



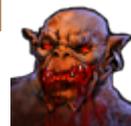
3
Slayers



Quroq - Blood Drinker

Tribes of the East

Each killed enemy troop (summoned troops considered, too) increase the Attack of all the creatures in his army by +1 for each 6 levels of the hero.



Biography

Leader of an exploited people, Quroq does not hesitate to use force, guilt, guile, or cruelty to get his way. To him it is a simple matter of efficiency, and no act is considered to be unacceptable in the pursuit of his vision of the Orcish future. He is convinced that other races and peoples will always seek to persecute and enslave the Orc tribes, and he is no stranger to the idea that the best defence is a good offence.

» *Quroq is the main hero of ToE prologue campaign (Rage of the Tribes).*

3 0
0 1

Skills & Abilities



Basic Blood Rage

Unique Barbarian skill. Allows Stronghold creatures in hero's army to achieve a first level of rage while fighting. The resulting Blood Rage grants them appropriate combat bonuses.



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



25-37
Goblins



8-11
Centaurs



0-4
Warriors



Ballista

Sylvan Heroes



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 (selecting an initial creature will cover it's upgrades as well). 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.



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 (selecting an initial creature will cover it's upgrades as well). 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 Conjuration

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



Gilraen - Blade Master

All Blade Dancers, War Dancers and Wind Dancers in hero's army gain +1 to their Attack and Defence 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 (selecting an initial creature will cover it's upgrades as well). 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, Master Hunters and Arcane Archers in hero's army gain +1 to their Attack and Defence 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

» Ossir is the main hero of H5 single player scenario "A Tear for Ossir".

Skills & Abilities



Basic Avenger

Unique Ranger's skill. Allows Ranger to choose 1 favored enemy from the Avenger's Guild in any Sylvan town (selecting an initial creature will cover it's upgrades as well). 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 Dancers, Hunters, and Druids (as well as their upgrades) 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

Army & Spells



Basic Avenger

Unique Ranger's skill. Allows Ranger to choose 1 favored enemy from the Avenger's Guild in any Sylvan town (selecting an initial creature will cover it's upgrades as well). 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.



10-14
Pixies



5-7
Blade Dancers



0-2
Hunters



Basic Leadership

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



Ballista



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.



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

Army & Spells



Basic Avenger

Unique Ranger's skill. Allows Ranger to choose 1 favored enemy from the Avenger's Guild in any Sylvan town (selecting an initial creature will cover it's upgrades as well). 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.



10-14
Pixies



5-7
Blade Dancers



0-2
Hunters



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%.



Wyngaal - Swift Striker

Creature's in hero's army have a +1% per hero level bonus to their initiative on 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

Army & Spells



Basic Avenger

Unique Ranger's skill. Allows Ranger to choose 1 favored enemy from the Avenger's Guild in any Sylvan town (selecting an initial creature will cover it's upgrades as well). 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.



10-14
Pixies



5-7
Blade Dancers



0-2
Hunters



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.



Ylthin - Unicorn Maiden

All Unicorns, Silver Unicorns and Pristine Unicorn in hero's army gain +1 to their Attack and Defence 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

Army & Spells



Basic Avenger

Unique Ranger's skill. Allows Ranger to choose 1 favored enemy from the Avenger's Guild in any Sylvan town (selecting an initial creature will cover it's upgrades as well). 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.



10-14
Pixies



5-7
Blade Dancers



1
Unicorn



Basic Light Magic

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



First Aid Tent



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 a halve of his current initiative to cast these spells

Sylvan Heroes - Campaign



Alaron - Elven Fury

Blade Dancers, Hunters, and Druids (as well as their upgrades) 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.



» Alaron only appears in dialog scenes in H5 campaigns.

Skills & Abilities



Basic Avenger

Unique Ranger's skill. Allows Ranger to choose 1 favored enemy from the Avenger's Guild in any Sylvan town (selecting an initial creature will cover it's upgrades as well). 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



Findan - 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.



» Findan is the main hero of H5 Campaign 5 (The Ranger), and appears in the last 3 missions of H5 campaign 6. He is also the main hero of HoF single player scenario "New Enemies".

Skills & Abilities



Basic Avenger

Unique Ranger's skill. Allows Ranger to choose 1 favored enemy from the Avenger's Guild in any Sylvan town (selecting an initial creature will cover it's upgrades as well). 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



Tieru - Swift Striker

Tribes of the East

Creature's in hero's army have a +1% per hero level bonus to their initiative on the start of combat.



Biography

A serious Druid who believes unquestioningly in the good of his people, Tieru is appreciated for his loyalty and dedication. He believes firmly in doing what is right, and trusts that Sylanna will give him warning should he stray from the true path. Atypically for the Elves, Tieru has been known to view the wider world, and not merely the forests of his homeland, as worthy of protection.

» *Tieru is the main hero of ToE single player scenario "The Days of Fire".*



Skills & Abilities



Basic Avenger

Unique Ranger's skill. Allows Ranger to choose 1 favored enemy from the Avenger's Guild in any Sylvan town (selecting an initial creature will cover it's upgrades as well). 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

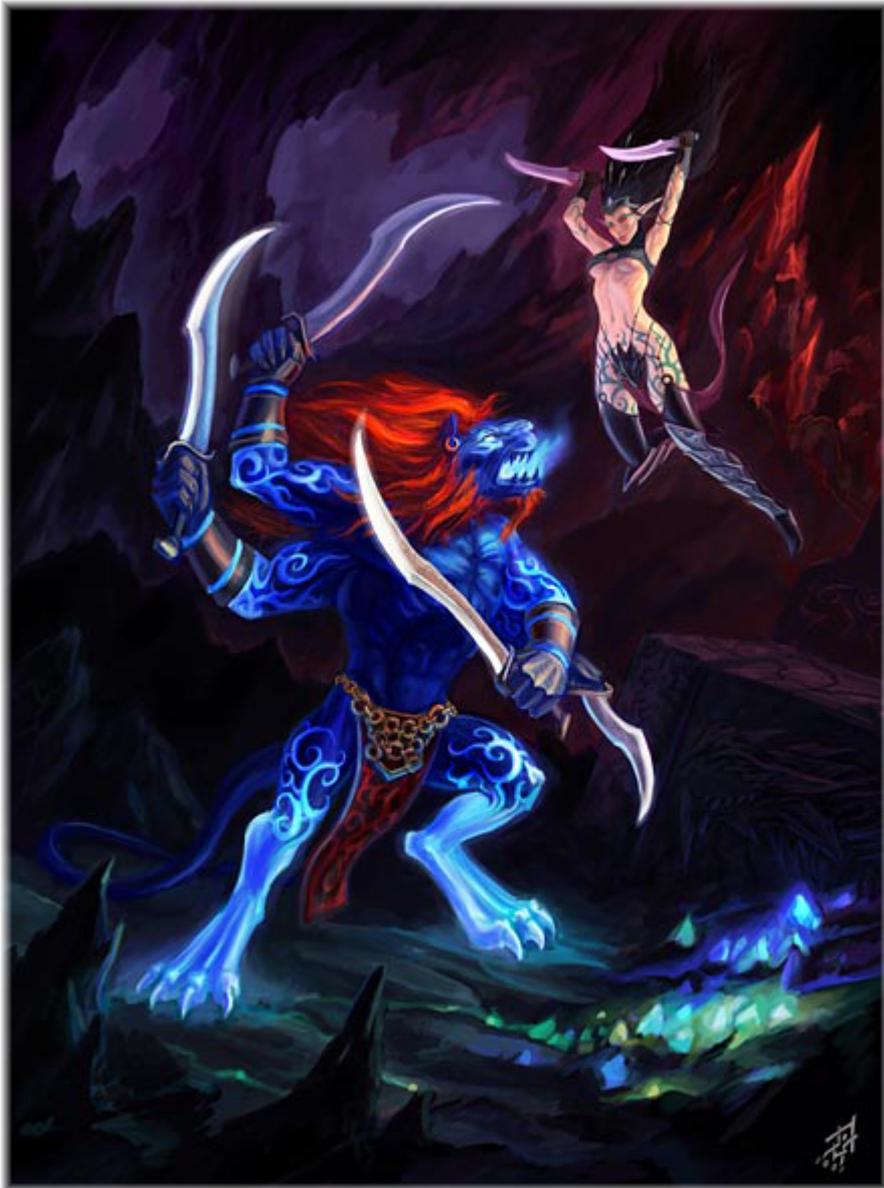


10
Sprites



16
Blade Dancers

DUEL HEROES



Galib (Academy) Level 15



2
 3
 12
 16
 0
 0
 160

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.



The hero will have a +3 bonus to his statistics due to his Enlightenment skill, randomly applied on each duel.

Army



30 Archmages



30 Archmages



10 Rakshasa Rajas



3 Titans



45 Obsidian Gargoyles



5 Storm 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 Enlightenment | Arcane Intuition
Allows hero to learn an unknown spell used by an enemy hero or creature in combat (hero must be able to learn the spell with regards to school, level, etc.) and to see the contents of the enemy inventory. |
| Basic Defense | Evasion
Decreases damage dealt to your creatures by ranged attacks by 20%. |
| 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. |
| 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). |
| | Master of Earthblood
Makes Fire Trap and Earthquake spells more powerful (effective Spellpower is increased by 4 for casting those spells). |
| | Swift Mind
Hero receives +25% bonus to Initiative at start of combat. |
| | Fog Veil
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% 25%. |

Artifacts

- | | | | |
|---|---|--|--|
| Crown of Sar-Issus
Adds +6 to hero's knowledge. | Treeborn Quiver
Adds +4 to the Attack of all shooters in the hero's army and grants them unlimited ammo | Elemental Waistband
Allows Summon Elemental spell to be equipped. Increases spellpower by +4 when Summon Elemental spell is cast | Book Of Power
Adds +1/+2/+3 to Hero's Spellpower and Knowledge depending on the Hero's Enlightenment skill. If the Hero has the Magic Insight ability he will also be able to learn the 4th circle spells. |
| Robe of Sar-Issus
Adds +6 to hero's Spellpower. | | | |

Spells

- | | | | | |
|--------------------------|-------------------------|--------------------------|----------------------------|-----------------------------|
| Slow 4 | Sorrow 5 | | | |
| Eldritch Arrow 4 | Stone spikes 5 | Lightning Bolt 5 | | |
| Divine Strength 4 | Cleansing 10 | Regeneration 8 | Righteous Might 6 | Teleportation 8 |
| Haste 4 | Endurance 6 | Deflect Missile 6 | Divine Vengeance 14 | |
| Fire Trap 8 | Arcane Crystal 8 | Wasp Swarm 5 | Earthquake 7 | Summon Elementals 17 |
| Fist of Wrath 5 | Raise Dead 9 | Blade Barrier 12 | Phantom Forces 18 | Summon Hive 15 |
| | | | | Arcane Armor 20 |
| | | | | Conjure Phoenix 35 |

Jhora (Academy) Level 15



4
 9
 7
 10
 0
 0
 100

Windspeaker

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



Army



150 Gremlin Saboteurs



115 Elemental Gargoyles



90 Magnetic Golems



63 Battle Mages



29 Djinn Viziers



11 Rakshasa Kshatras



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 Dark Magic



Advanced Summoning Magic



Master of Earthblood

Makes Fire Trap and Earthquake spells more powerful (effective Spellpower is increased by 4 for casting those spells).



Fog Veil

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% 25%.



Expert Sorcery



Magic Insight

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



Expert Destructive Magic



Master of Fire

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



Master of Ice

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



Master of Storms

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

Artifacts



Beginner's Magic Wand
Increases Spellpower by +2



Dragon Eye Ring
Adds +1 to the Hero's four primary attributes and increases initiative of all shooters in Hero's army by 10%



Runic War Harness
Increases hero's Defense and Knowledge by +2.



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



Ring of Sar-Issus
Reduces the mana cost of all hero's spells by half.

Spells



Slow
4



Weakness
4



Vulnerability
5



Suffering
5



Sorrow
5



Decay
6



Confusion
9



Eldritch Arrow
4



Ice Bolt
6



Circle of Winter
9



Firewall
16



Meteor Shower
19



Deep Freeze
11



Stone spikes
5



Lightning Bolt
5



Fireball
10



Chain Lightning
16



Armageddon
20



Implosion
18



Divine Strength
4



Haste
4



Cleansing
10



Endurance
6



Deflect Missile
6



Righteous Might
6



Fire Trap
8



Arcane Crystal
8



Wasp Swarm
5



Earthquake
7



Summon Elementals
17



Fist of Wrath
5



Raise Dead
9



Blade Barrier
12



Phantom Forces
18



Summon Hive
15

Razzak (Academy) Level 15



- 6
- 5
- 7
- 6
- 4
- 0
- 60

Golem Crafter

All Iron Golems, Steel Golems and Magnetic Golems in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level.



Army



140 Master Gremlins



140 Master Gremlins



75 Steel Golems



75 Magnetic Golems



6 Storm Titans



9 Archmages



Skills & Abilities



Advanced Artificer



Consume Artifact

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



Basic War Machines



Ballista

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



Basic Defense



Vitality

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



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.



Advanced Leadership



Diplomacy

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



Artificial Glory

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

Artifacts



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



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



Ring of Vitality
Increases maximum hit points of all creatures in hero's army 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



Fire Trap
8



Fist of Wrath
5



Wasp Swarm
5

Eruina (Dungeon) Level 15



- 9
- 4
- 10
- 4
- 2
- 0
- 40

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



14 Grim Raiders



90 Blood Furies



8 Shadow Witches



11 Shadow Matriarchs



8 Shadow Witches



80 Blood Sisters



14 Brisk Raiders



Skills & Abilities



Advanced 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.



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



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



Advanced Destructive Magic



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



Sap Magic
 Damage dealt by enemy spells is reduced by 20%.



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.



Power of Speed
 Hero acquires Mass Haste spell on advanced level.

Artifacts



Pendant of Conflux
 Hero gains 1 mana point for every 2 mana points spent by enemy hero



Dragon Eye Ring
 Adds +1 to the Hero's four primary attributes and increases initiative of all shooters in Hero's army by 10%



Trident of the Titans
 Enhances your lightning-based spells by 50%.



Ring Of Celerity
 +10% to all units' initiative during combat



Greaves of the Dwarven Kings
 Adds +4 to hero's attack and renders all creatures in hero's army immune to Slow spell.

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



8
 5
 11
 4
 -1
 0
 60

Poison Master

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



The hero will have a +5 bonus to his statistics due to his Enlightenment skill, randomly applied on each duel.

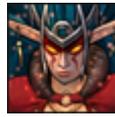
Army



14 Deep Hydras



14 Foul Hydras



18 Shadow Mistresses



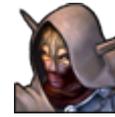
5 Black Dragons



79 Assassins



81 Stalkers



71 Stalkers



Skills & Abilities



Basic Irresistible Magic



Advanced Enlightenment



Arcane Intuition

Allows hero to learn an unknown spell used by an enemy hero or creature in combat (hero must be able to learn the spell with regards to school, level, etc.) and to see the contents of the enemy inventory.



Intelligence

Increases normal maximum mana by 50%.



Expert Logistics



Pathfinding

Reduces penalty for moving through rough terrain by 50%.



Swift Mind

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



Teleport Assault

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



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 a halve 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 a halve of his current initiative to cast these spells



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.

Artifacts



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



Book of Power
Adds +1/+2/+3 to Hero's Spellpower and Knowledge depending on the Hero's Enlightenment skill. If the Hero has the Magic Insight ability he will also be able to learn the 4th circle spells.



Sandro's Cloak
Negates enemy Mind Affect immunity



Tunic of the Carved Flesh
Increases hero's Spellpower by +3 but decreases his morale by -1

Spells



Slow
4



Weakness
4



Vulnerability
5



Blindness
10



Curse of the Netherworld
15



Vampirism
10



Sorrow
5



Decay
6



Suffering
5



Frenzy
15



Puppet Master
18



Eldritch Arrow
4



Stone spikes
5



Ice Bolt
6



Lightning Bolt
5



Haste
4



Cleansing
10



Fire Trap
8

Sinitar (Dungeon) Level 15



7
 5
 13
 7
 0
 4
 70

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



Army



70 Stalkers



50 Minotaur Guards



30 Minotaur Taskmasters



15 Deep Hydras



10 Shadow Mistresses



5 Red Dragons



Skills & Abilities



Advanced 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.



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.



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).



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.



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.



Expert Destructive Magic

Artifacts



Runic War Axe
 Increases hero's Attack and Spellpower by +2



Runic War Harness
 Increases hero's Defense and Knowledge by +2.



Evercold Icicle
 Enhances your cold-based spells by 50%.



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



Emerald Slippers
 +50% damage to earth spells



Tarot Deck
 Increases hero's Luck and Knowledge by +1.

Spells



Slow
 4



Sorrow
 5



Weakness
 4



Vulnerability
 5



Confusion
 9



Suffering
 5



Eldritch Arrow
 4



Ice Bolt
 6



Circle of Winter
 9



Firewall
 16



Meteor Shower
 19



Deep Freeze
 11



Stone spikes
 5



Lightning Bolt
 5



Fireball
 10



Chain Lightning
 16



Armageddon
 20



Implosion
 18



Haste
 4



Cleansing
 10



Deflect Missile
 6



Fire Trap
 8



Fist of Wrath
 5



Blade Barrier
 12



Phantom Forces
 18

Ebba (Fortress) Level 15



12
 7
 7
 4
 3
 0
 40

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



Army



20 Battleragers



60 Skirmishers



50 Whitebear Riders



50 Blackbear Riders



40 Berserkers



6 Magma Dragons



Skills & Abilities



Advanced Runelore



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



Basic 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 a half of his current initiative to cast these spells



Expert 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.



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



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



Expert 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.



Retribution
 The troops led by the hero inflict additional melee and ranged damage if their Morale is above zero (+5% for each point of Morale).

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



Sorrow
 5



Eldritch Arrow
 4



Stone spikes
 5



Ice Bolt
 6



Lightning Bolt
 5



Divine Strength
 4



Cleansing
 10



Regeneration
 8



Righteous Might
 6



Teleportation
 8



Haste
 4



Endurance
 6



Deflect Missile
 6



Divine Vengeance
 14



Rune of Berserking
 1



Rune of Charge
 1



Rune of Exorcism
 1



Rune of Magic Control
 1



Rune of Elemental Immunity
 1



Rune of Etherealness
 1



Fist of Wrath
 5

Helmar (Fortress) Level 15



11
 12
 10
 9
 0
 0
 90

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.



! The hero will have a +5 bonus to his statistics due to his Enlightenment skill, randomly applied on each duel.

Army



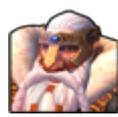
3 Lava Dragons



100 Mountain Guards



40 Harpooners



15 Rune Patriarches



10 Flame Lords



100 Shieldguards



17 Rune Keepers

Skills & Abilities



Basic Runelore



Greater Rune

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



Advanced Enlightenment



Arcane Intuition

Allows hero to learn an unknown spell used by an enemy hero or creature in combat (hero must be able to learn the spell with regards to school, level, etc.) and to see the contents of the enemy inventory.



Tap Runes

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



Basic Sorcery



Arcane Training

Reduces casting costs of all spells by 20%.



Expert Destructive Magic



Master of Fire

Grants armor-damaging effect to Fireball, Firewall 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 fire to affect enemy casters. Any time an enemy creature casts a spell it will receive damage 10 times the hero's level.



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 a halve of his current initiative to cast these spells

Artifacts



Axe of the Mountain Lords

Adds +4 to hero's attack.



Bearhide Wraps

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



Rune of Flame

Increases hero's Spellpower by +1, and grants a runic spell.



Cuirass of the Dwarven Kings

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



Greaves of the Dwarven Kings

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



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.

Spells



Eldritch Arrow
4



Lightning Bolt
5



Firewall
16



Meteor Shower
19



Stone Spikes
5



Fireball
10



Chain Lightning
16



Implosion
18



Divine Strength
4



Cleansing
10



Regeneration
8



Righteous Might
6



Teleportation
8



Haste
4



Endurance
6



Deflect Missile
6



Divine Vengeance
14



Rune of Berserking
1



Rune of Charge
1



Rune of Exorcism
1



Fire Trap
8



Arcane Crystal
8

Karli (Fortress) Level 15



10
 11
 6
 5
 0
 0
 50

Sharp Blade

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



Army



4 Magma Dragons



100 Shieldguards



80 Skirmishers



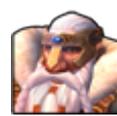
9 Thunder Thanes



75 Harpooners



24 Whitebear Riders



12 Rune Patriarchs



Skills & Abilities



Expert Runelore



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.



Basic War Machines



Runic Machines

Increases initiative of all warmachines by +3



Expert Defense



Vitality

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



Defensive Formation

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



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.



Advanced Attack



Archery

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



Flaming Arrows

Ballista under hero's command decreases enemy defense by half and deals additional elemental fire damage. Destroyed ballista will be restored in hero's army after combat.

Artifacts



Necklace of the Bloody Claw

Adds +1 damage to all creatures in hero's army.



Cuirass of the Dwarven Kings

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



Dragon Eye Ring

Adds +1 to the Hero's four primary attributes and increases initiative of all shooters in Hero's army by 10%



Ring of Machine Affinity

Adds +1 to Hero's defense. Grants an additional shot for Ballista and Catapult. First Aid Tent heals twice as many hit points. Ammo Cart increases shooter's attack by +4.



Axe of the Mountain Lords

Adds +4 to hero's attack.

Spells



Slow
4



Eldritch Arrow
4



Stone spikes
5



Ice Bolt
6



Divine Strength
4



Haste
4



Endurance
6



Rune of Berserking
1



Rune of Exorcism
1



Rune of Elemental Immunity
1



Rune of Thunderclap
1 1 1



Rune of Dragonform
1 1 1



Rune of Charge
1



Rune of Magic Control
1



Rune of Etherealness
1



Rune of Battle Rage
1 1 1

Irina (Haven) **Level 15**



- 10
- 12
- 4
- 5
- 2
- 3
- 50

Griffin Trainer
 All Griffins, Imperial Griffins and Battle 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



40 Imperial Griffins



40 Battle Griffins



19 Inquisitors



80 Squires



240 Conscripts



150 Archers



2 Angels



Skills & Abilities



Basic Counterstrike



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.



Divine Guidance

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



Expert Defense



Vitality

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



Advanced 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 Luck



Soldier's Luck

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

Artifacts



Armor of the Forgotten Hero
 Adds +2 to the four hero's primary attributes and grants 20% magic resistance to hero's army.



Necklace of the Bloody Claw
 Adds +1 damage to all creatures in hero's army.



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



Edge of Balance
 Adds +3 to Hero's Attack and subtracts -1 from Hero's Defense for "good" races or Adds +3 to Hero's Defense and subtracts -1 from Hero's Attack for "evil" races.

Spells



Weakness
 4



Decay
 6



Vulnerability
 5



Stone spikes
 5



Divine Strength
 4



Haste
 4



Cleansing
 10



Endurance
 6



Fist of Wrath
 5



Arcane Crystal
 8



Raise Dead
 9



Wasp Swarm
 5

Klaus (Haven) Level 15



- 8
- 11
- 2
- 3
- 5
- 2
- 30

Cavalry Commander

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



Army



4 Archangels



12 Paladins



7 Inquisitors



70 Squires



3 Seraphs



85 Marksmen



7 Zealots



Skills & Abilities



Advanced Counterstrike



Benediction

The Knight receives special combat ability to temporarily raise the morale, initiative, attack and defense of his troops (doesn't work on undead and mechanical).



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 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%.



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 a halve 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 a halve 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 Attack



Tactics

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

Artifacts



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



Necklace of the Lion
Increases morale by +1.



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



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



Lion Crown
Increases hero's morale and luck by +2.

Spells



Eldritch Arrow
4



Divine Strength
4



Cleansing
10



Deflect Missile
6



Resurrection
15



Haste
4



Endurance
6



Divine Vengeance
14

Vittorio (Haven) Level 15



6
 10
 3
 6
 0
 0
 60

Siege Engineer

Ballista receive +1 to their Attack for every level of the hero. Catapult's chance to hit the wall is increased by 2% for every hero level.



Army



12
Champions



125
Crossbowmen



10 Inquisitors



40 Battle
Griffins



75
Vindicators



120
Marksmen



150 Brutes



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 Dark Magic



Master of Mind

Grants mass effects to Slow and Confusion spells, but doubles the casting cost of these spells. Hero wastes only a halve of his current initiative to cast these 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).



Seal of Darkness

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



Advanced Light Magic



Master of Wrath

Grants mass effects to Righteous Might and Haste spells, but doubles the casting cost of these spells. Hero wastes only a halve of his current initiative to cast these spells. Adds +4 to effective spellpower of Holy Word spell.



Twilight

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



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



Triple Ballista

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

Artifacts



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



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



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



Ring of Machine Affinity
Adds +1 to Hero's defense. Grants an additional shot for Ballista and Catapult. First Aid Tent heals twice as many hit points. Ammo Cart increases shooter's attack by +4.



Necklace of the Lion
Increases morale by +1.

Spells



Slow
4



Weakness
4



Vulnerability
5



Suffering
5



Curse of the Netherworld
15



Vampirism
10



Sorrow
5



Decay
6



Confusion
9



Blindness
10



Stone spikes
5



Divine Strength
4



Cleansing
10



Deflect Missile
6



Teleportation
8



Haste
4



Endurance
6



Righteous Might
6



Resurrection
15



Wasp Swarm
5

Deleb (Inferno) Level 15



13
 2
 4
 5
 0
 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



70 Horned Grunts



120 Familiars



6 Arch Devils



7 Pit Spawns



20 Succubus Mistresses



15 Nightmares



54 Firehounds



Skills & Abilities



Basic Gating



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.



Basic Dark Magic



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.



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



Triple Ballista

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

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%

Spells



Slow

4



Sorrow

5



Weakness

4



Vulnerability

5



Confusion

9



Suffering

5



Eldritch Arrow

4



Ice Bolt

6



Cleansing

10



Fire Trap

8



Fist of Wrath

5



Wasp Swarm

5

Marbas (Inferno) Level 15



11
 6
 11
 9
 0
 0
 90

Spellbreaker

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



Army



70 Horned Overseers



75 Familiars



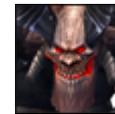
4 Arch Devils



10 Pit Lords



50 Succubus Mistresses



5 Arch Demons



80 Cerberis

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%.



Hellwrath

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



Advanced Destructive Magic



Master of Fire

Grants armor-damaging effect to Fireball, Firewall 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 Dark Magic



Master of Pain

Grants area effects to Decay and Vulnerability spells, but doubles the casting cost of these spells. Hero wastes only a halve of his current initiative to cast these spells. Adds +4 to effective spellpower of Curse of the Netherworld.

Artifacts



Dragon Teeth Necklace

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



Dragon Talon Crown

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



Dragon Flame Tongue

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



Rune of Flame

Increases hero's Spellpower by +1, and grants a runic spell.



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



Suffering

5



Frenzy

15



Sorrow

5



Vulnerability

5



Blindness

10



Eldritch Arrow

4



Ice Bolt

6



Fireball

10



Chain Lightning

16



Stone spikes

5



Lightning Bolt

5



Firewall

16



Meteor Shower

19



Cleansing

10



Fire Trap

8



Fist of Wrath

5



Wasp Swarm

5

Nymus (Inferno) Level 15



15
 5
 3
 6
 2
 3
 60

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



Army



70 Vermins



4 Arch Devils



8 Pit Lords



24 Succubus Mistresses



16 Hell Stallions



50 Cerberi



50 Horned Overseers

Skills & Abilities



Expert Gating



Consume Corpse

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



Basic Summoning Magic



Advanced Leadership



Diplomacy

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



Gate Master

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



Basic Logistics



Swift Gating

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



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% 10-35% (depending on hero luck) chance that the gated stack will summon twice as many reinforcements as normal.

Artifacts



Helm Of Chaos
 Increases hero's knowledge by +3, but decreases his defense by -1.



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.



Staff of the Netherworld
 Decreases initiative of enemy 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%



Ring of the Broken Will
 Decreases morale of enemy creatures by -2.

Spells



Weakness
 4



Eldritch Arrow
 4



Stone spikes
 5



Ice Bolt
 6



Divine Strength
 4



Haste
 4



Fire Trap
 8



Fist of Wrath
 5



Arcane Crystal
 8



Wasp Swarm
 5



Blade Barrier
 12



Phantom Forces
 18

Deirdre (Necropolis) Level 15



5	0
7	0
7	60
6	

Banshee

The effect of Banshee Howl ability *is increased* increases-as-hero gains new levels.



Army



12 Banshees



12 Ghost Dragons



9 Wraiths



170 Skeleton Archers



56 Vampire Lords



85 Rot Zombies

Skills & Abilities



Basic 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.



Advanced Light Magic



Master of Wrath

Grants mass effects to Righteous Might and Haste spells, but doubles the casting cost of these spells. Hero wastes only a halve of his current initiative to cast these spells. Adds +4 to effective spellpower of Holy Word spell.



Storm Wind

The hero calls upon the forces of nature to affect enemy flying creatures. Initiative of all enemy flyers is decreased by $\pm 20\%$ and their Speed is decreased by ± 2 .



Expert Sorcery



Magic Insight

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



Arcane Brilliance

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



Distract

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



Expert Dark Magic



Master of Pain

Grants area effects to Decay and Vulnerability spells, but doubles the casting cost of these spells. Hero wastes only a halve of his current initiative to cast these spells. Adds +4 to effective spellpower of Curse of the Netherworld.



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 3 times hero's level.

Artifacts



Ring of Caution
Increases hero attack and defense by +2, but decreases all creature's speed in hero army by -1



Sandro's Cloak
Negates enemy Mind Affect immunity



Amulet of Necromancy
Decrease rising cost by 10%.



Staff of the Netherworld
Decreases initiative of enemy creatures by 20%.



Cursed Ring
Decreases enemy luck by 2

Spells



Slow
4



Weakness
4



Vulnerability
5



Suffering
5



Frenzy
15



Vampirism
10



Sorrow
5



Decay
6



Confusion
9



Blindness
10



Puppet Master
18



Eldritch Arrow
4



Ice Bolt
6



Firewall
16



Divine Strength
4



Haste
4



Cleansing
10



Endurance
6



Deflect Missile
6



Righteous Might
6



Fist of Wrath
5



Raise Dead
9



Wasp Swarm
5



Blade Barrier
12



Phantom Forces
18

Orson (Necropolis) Level 15



8
 6
 10
 6
 0
 2
 60

Zombie Lord
 All Zombies, Plague Zombies and Rot Zombies in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level.



Army

50 Rot Zombies	24 Lich Masters	290 Skeleton Warriors	13 Wraiths	71 Poltergeists	3 Ghost Dragons	50 Plague Zombies	

Skills & Abilities

<p> Basic Necromancy</p> <p> Basic Luck</p> <p> Advanced Attack</p> <p> Advanced Summoning Magic</p> <p> Expert Defense</p>	<p> 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.</p> <p> 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.</p> <p> 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.</p> <p> Master of Life Makes <i>Fist of Wrath</i> and <i>Raise Dead</i> spells more powerful (effective Spellpower increases by 4 for casting those spells).</p> <p> Evasion Decreases damage dealt to your creatures by ranged attacks by 20%.</p>	<p> Vitality Increases hit points of all your creatures by 2 (Particularly effective for large armies)</p> <p> 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.</p>	<p> Power of Speed Hero acquires <i>Mass Haste</i> spell on advanced level.</p>
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Artifacts

<p> Necromancer's Helm Increases hero's knowledge by +2</p> <p> Tarot Deck Increases hero's Luck and Knowledge by +1.</p>	<p> Elemental Waistband Allows <i>Summon Elemental</i> spell to be equipped. Increases spellpower by +4 when <i>Summon Elemental</i> spell is cast</p> <p> Dragon Bone Greaves Adds +3 to hero's Spellpower and increases initiative of all melee non-flying units in hero's army by 10%</p>	<p> Ring of Vitality Increases maximum hit points of all creatures in hero's army by +2.</p>	<p> Ogre Club Increases Attack by +5, but decreases Initiative of all creatures in hero's army by -5%.</p>
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Spells

Slow 4	Sorrow 5	Weakness 4	Decay 6	Vulnerability 5	Suffering 5
Endurance 6	Teleportation 8				
Fire Trap 8	Arcane Crystal 8	Wasp Swarm 5	Earthquake 7	Summon Elementals 17	
Fist of Wrath 5	Raise Dead 9	Blade Barrier 12	Phantom Forces 18	Summon Hive 15	

Raven (Necropolis) Level 15



4
 7
 12
 12
 -2
 0
 120

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 the hero, starting on first level.



Army



19 Archliches



8 Spectral Dragons



170 Skeleton Warriors



50 Vampire Princes



30 Spectres



30 Poltergeists



17 Lich Masters



Skills & Abilities

Basic Necromancy

Basic Attack

Expert Sorcery

Expert Destructive Magic

Advanced Dark Magic

Cold Steel

Arcane Training
Reduces casting costs of all spells by 20%.

Master of Ice
Grants freezing effect to Ice Bolt, Circle of Winter and Deep Freeze spells.

Master of Curses
Grants mass effects to Weakness and Suffering spells, but doubles the casting cost of these spells. Hero wastes only a halve of his current initiative to cast these spells

Arcane Excellence
Showing excellent progress in the field of sorcery, the hero is granted +2 Spellpower permanently and +100 temporary mana as one-time bonus.

Cold Death
Makes Hero's casting of the spells Ice Bolt, Circle of Winter and Deep Freeze more powerful. Those spells will always deal the damage required to kill at least one creature in the target stack (if that creature has no Immunity to Cold) in addition to the normal spell damage.

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

Artifacts

Ring of Banishment
Cuts down enemy Summoning spell's efficiency. Grants the "Banish" ability to the Hero.

Runic War Harness
Increases hero's Defense and Knowledge by +2.

Skull of Markal
Increases hero's Spellpower and knowledge by +5, but decreases Morale by -2.

Ring of the Broken Will
Decreases morale of enemy creatures by -2.

Spells

- | | | | |
|----------------------------|----------------------------|------------------------------|----------------------------|
| Slow
4 | Weakness
4 | Vulnerability
5 | Suffering
5 |
| Sorrow
5 | Decay
6 | Confusion
9 | |
| Eldritch Arrow
4 | Ice Bolt
6 | Circle of Winter
9 | Meteor Shower
19 |
| Stone spikes
5 | Lightning Bolt
5 | Chain Lightning
16 | Deep Freeze
11 |
| Endurance
6 | | | |
| Fist of Wrath
5 | Raise Dead
9 | Phantom Forces
18 | |

Garuna (Stronghold) Level 15



- 11
- 8
- 2
- 3
- 3
- 5
- 30

Blood Drinker

Each killed enemy troop (summoned troops considered, too) increase the Attack of all the creatures in his army by +1 for each 6 levels of the hero.



Army



110 Goblin Witch-Doctors



42 Centaur Marauders



51 Maulers



31 Earth Daughters



22 Chieftains



27 Executioners



4 Untamed Cyclops

Skills & Abilities



Advanced Blood Rage



Powerful Blow

Links a hero with a selected creature in his army. Every time this creature performs an attack, the hero will assault the same target. The hero's attack is by 3 hero levels more powerful than usual and has an additional chance to inflict a critical hit.



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.



Stunning Blow

Every standard hero's attack moves the target back along the ATB bar for a little.



Excruciating Strike

Excruciating Strike improves the hero's attack ability. There's a 30% chance that an attack performed by the hero will deal double damage to a target.



Basic Shatter Light



Corrupt Light

All Light Magic spells cast by the enemy cost 50% more mana than usual.



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.



Luck of the Barbarian

The hero's army gets +5% Magic Proof for every point of Luck.

Artifacts



Boots of Magical Defense

Grant hero a 10% magic resistance.



Axe of the Mountain Lords

Adds +4 to hero's attack.



Armor of Valor

Increases hero's Defence and Morale by +1



Lion Crown

Increases hero's morale and luck by +2.

Spells



Call of Blood

5



Ralling Cry

8



Fear My Roar

7

Haggash (Stronghold) Level 15



11
 6
 1
 6
 1
 0
 60

Centaur Commander

Centaur, Centaur Nomads and Centaur Marauders in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level. Moreover they get +1% to their starting initiative for every level of the hero.



The hero will have a +3 bonus to his statistics due to his Enlightenment skill, randomly applied on each duel.

Army



50 Centaur Nomads



60 Centaur Marauders



110 Goblin Trappers



55 Warmongers



21 Earth Daughters



30 Chieftains



5 Untamed Cyclops



Skills & Abilities



Expert Blood Rage



Memory of our Blood

All Stronghold creatures in the Barbarian's army get from 50 up to 100 rage points (randomly) at the beginning of combat.



Basic Shatter Destruction



Basic Shatter Dark



Corrupt Dark

All Dark Magic spells cast by the enemy cost 50% more mana than usual.



Basic Enlightenment



Bloodfire

Every time when a creature in the hero's army gets Rage, it gets 50% more than usual. But if a creature loses Rage, it loses 1.5 of the usual amount, too.



Expert Shout



Shout Training

All Warcries cost 20% less mana.



Shout of Rage

The troops gain twice as more Rage points from Warcries used by the hero (but 1.5 more for the Call of Blood Warcry).



Mighty Shout

When the effect from the Warcry is calculated, the Barbarian hero's level is considered as being greater by 5 than its actual value.



Basic Attack



Archery

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

Artifacts



Ring of Banishment

Cuts down enemy Summoning spell's efficiency. Grants the "Banish" ability to the Hero.



Necklace of the Lion

Increases morale by +1.



Necromancer's Helm

Increases hero's knowledge by +2



Unicorn Horn Bow

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



Dragon Scale Armor

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



Cursed Ring

Decreases enemy luck by 2

Spells



Call of Blood

5



Ralling Cry

8



Fear My Roar

7



Word of the Chief

2



Battlecry

10



Horde's Anger

10

Shak'Karukat (Stronghold) Level 15

	 12	 1	Wyvern Tamer Wyverns, Foul Wyverns and Paokais in hero's army gain +1 +2 to their Hit Points for every two level of the hero, starting on first level.	
	 13	 0		
	 9	 30		
	 3			

Army

							
200 Goblin Trappers	200 Goblin Witch-Doctors	50 Maulers	22 Sky Daughters	13 Paokais	12 Foul Wyverns	3 Bloodyed Cyclops	

Skills & Abilities

 Advanced Blood Rage	 Might over Magic Decreases enemy Spell power in combat in proportion with the Barbarian Spell power.	 First Aid Allows manual control of the First Aid Tent. Restores the First Aid Tent after the battle if it was destroyed	 Plague Tent The hero's First Aid Tent receives an ability to damage enemy creatures.
 Advanced War Machines	 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 Swiftness Combat movement speed of all units in hero army is increased by +1.	
 Advanced Leadership	 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)	 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.
 Expert Defense			

Artifacts

 Ring of Vitality Increases maximum hit points of all creatures in hero's army by +2.	 Dragon Teeth Necklace Adds +3 to hero's Spellpower and increases initiative of all casters in hero's army by 10%	 Bearhide Wraps Increases hero's Defense by +1, and grants additional 25% Defense from cold-based spells.	 Ring of Machine Affinity Adds +1 to Hero's defense. Grants an additional shot for Ballista and Catapult. First Aid Tent heals twice as many hit points. Ammo Cart increases shooter's attack by +4.
 Ogre Club Increases Attack by +5, but decreases Initiative of all creatures in hero's army by -5%.	 Ogre Shield Increases Defense by +5, but decreases Initiative of all creatures in hero's army by -5%.	 Tunic of the Carved Flesh Increases hero's Spellpower by +3 but decreases his morale by -1	

Spells

 Ralling Cry  8	 Word of the Chief  2	 Battlecry  10
--	--	---

Anwen (Sylvan) Level 15



10
 8
 2
 4
 0
 1
 40

Sword of Sylanna

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



The hero will have a +5 bonus to his statistics due to his Enlightenment skill, randomly applied on each duel.

Army



90 Dryads



70 War Dancers



70 Wind Dancers



10 Druid Elders



17 Pristine Unicorns



10 Savage Treants



4 Crystal Dragons

Skills & Abilities



Expert Avenger



Deadeye Shot

Increases the damage Ranger will inflict attacking enemy creatures on the battlefield. 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. Ranger's attacks (including special attack "Rain of Arrows") 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 at once.



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 creature in combat (hero must be able to learn the spell with regards to school, level, etc.) and to see the contents of the enemy inventory.



Know Your Enemy

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



Advanced Defense



Vitality

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

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.



Windstrider Boots

Increases all units speed by +1



Moonblade

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



Edge of Balance

Adds +3 to Hero's Attack and subtracts -1 from Hero's Defense for "good" races or Adds +3 to Hero's Defense and subtracts -1 from Hero's Attack for "evil" races.



Ring of Vitality

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



Four Leaf Clover

Increases luck by +1.

Spells



Slow

4



Sorrow

5



Vulnerability

5



Eldritch Arrow

4



Stone spikes

5



Ice Bolt

6



Divine Strength

4



Haste

4



Cleansing

10



Endurance

6



Regeneration

8



Arcane Crystal

8

Dirael (Sylvan) Level 15



3
 8
 10
 6
 0
 3
 60

Swarm Queen
Wasp Swarm spell is more effective depending on hero level.



Army



230 Sprites



20 Wind Dancers



40 Arcane Archers



14 Druid Elders



20 Silver Unicorns



22 High Druids



5 Emerald Dragons



Skills & Abilities



Advanced Avenger



Imbue Arrow

Allows Ranger to enhance his or her arrows with attacking or cursing spells. Ranger's attacks (including special attack "Rain of Arrows") 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 at once.



Advanced Luck



Soldier's Luck

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



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.



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.



Arcane Brilliance

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



Advanced Destructive Magic



Expert Summoning Magic

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%



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



Tarot Deck
Increases hero's Luck and Knowledge by +1.

Spells



Slow
4



Vulnerability
5



Eldritch Arrow
4



Ice Bolt
6



Fireball
10



Chain Lightning
16



Stone spikes
5



Lightning Bolt
5



Firewall
16



Meteor Shower
19



Divine Strength
4



Haste
4



Cleansing
10



Endurance
6



Fire Trap
8



Arcane Crystal
8



Blade Barrier
12



Summon Elementals
17



Conjure Phoenix
35



Fist of Wrath
5



Wasp Swarm
5



Phantom Forces
18



Arcane Armor
20

Ossir (Sylvan) Level 15



- 9
- 10
- 4
- 4
- 1
- 5
- 40

Master of the Hunt
 All Hunters, Master Hunters and Arcane Archers in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level.



Army



12 Ancient Treants



90 Dryads



42 Master Hunters



27 Silver Unicorns



33 Druid Elders



40 Arcane Archers



Skills & Abilities



Advanced Avenger



Imbue Arrow

Allows Ranger to enhance his or her arrows with attacking or cursing spells. Ranger's attacks (including special attack "Rain of Arrows") 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 at once.



Advanced Defense



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 a halve of his current initiative to cast these spells



Expert Luck



Resourcefulness

In the course of adventures the hero tends to find more gold and resources and be more lucky overall.



Soldier's Luck

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



Elven Luck

The Luck bonus to damage is increased by 25%.



Basic Attack



Tactics

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

Artifacts



Boots of Magical Defense

Grant hero a 10% magic resistance.



Armor of Valor

Increases hero's Defence and Morale by +1



Treeborn Quiver

Adds +4 to the Attack of all shooters in the hero's army and grants them unlimited ammo



Unicorn Horn Bow

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



Moonblade

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



Necklace of Victory

Adds +2 to hero's attack and Spellpower.



Golden Horseshoe

Increases luck by +2.

Spells



Slow

4



Sorrow

5



Vulnerability

5



Eldritch Arrow

4



Stone spikes

5



Ice Bolt

6



Divine Strength

4



Cleansing

10



Righteous Might

6



Teleportation

8



Haste

4



Deflect Missile

6



Divine Vengeance

14



Fire Trap

8

HERO SPECIALS

Academy



Disrupter

Specializes in Curse of Vulnerability so that the spell not only decreases the Defence 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 only for Fireball.



Golem Crafter

All Iron Golems, Steel Golems and Magnetic Golems in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level.

» Heroes: Razzak.



Gremlin Master

All Gremlins, Master Gremlins and Saboteur Gremlins in hero's army gain +1 to their Attack and Defence 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

All Mages, Archmages and Battle Mages in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level.

» Heroes: Narxes.

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 $\text{Level}/3$ (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: Galib, Cyrus.

*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

All Scouts, Assassins and Stalkers in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level.

» Heroes: Vayshan.



Blood Mistress

All Blood Maidens, Blood Furies and Blood Sisterses in hero's army gain +1 to their Attack and Defence 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 Witches/Matriarches in the army. The shot uses one ammunition, and can trigger even if an enemy is adjacent. It triggers only if Eruina hits the target with a targeted damaging spell (not with mass or area spells). 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, Agbeth.

*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.313.



Lizard Breeder

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

» Heroes: Sorgal, Ranleth.

*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 $10\% + \text{Level} * 2\%$, 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**

All Minotaurs, Minotaur Guards and Minotaur Taskmasters in hero's army gain +1 to their Attack and Defence 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.

*The hero has a +10% per level bonus to his Army Power evaluation for [diplomatic calculations](#) — see [p.323](#): the global multiplier is $(1 + 0,1 * \text{Level})$.*

The second effect seems to be the same as the [Resourcefulness](#) ability — see [p.122](#).

**Keeper of the Flame**

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

» Heroes: Erling, Hangvul.

**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**

All Defenders, Shieldguards and Mountain Guards in hero's army gain +1 to their Attack and Defense for every two levels, and +1 to their Hit Points for every five levels of the hero.

» Heroes: Ingvar.

**Rider**

All Bear Riders, Blackbear Riders and Whitebear Riders in hero's army gain +1 to their Attack 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**

All Spearwielders, Skirmishers and Harpooners in hero's army gain +1 to their Attack 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.274).

Haven

**Archer Commander**

All Archers, Marksmen and Crossbowmen in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level.

» Heroes: Dougal, Lorenzo.

**Beloved of the People**

All Peasants, Conscript and Brutes 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, Conscript and Brutes 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, Paladins and Champions in hero's army get additional jousting bonus as hero gains new levels. Hero's "Retaliation Strike" ability is more powerful.

» Heroes: Klaus, Giar, Valeria.

*The Jousting bonus (5% per tile) is globally increased by $10\% + \text{Level} * 1\%$. For example at level 15 (25% bonus), the jousting bonus for 4 tiles is $1.5 = 1.25 * (1 + 4 * 5\%)$. 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, Imperial Griffins and Battle 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, Gabrielle, Orlando.



Infantry Commander

All Footmen, Squires and Vindicators in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level.

» Heroes: Laszlo, Laszlo, Bertrand.



Paragon Knight

The effect of Benediction *is increased* 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, Ornella, Benedikt.

See p.301.



Siege Engineer

Ballista receive +1 to their Attack for every level of the 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.306.



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, Nicolai.

*The Training costs are reduced by (Level-1)*2%, cumulative with other bonuses. See p.279.*



Vessel Of Elrath

Each time the Hero casts any spell belonging to the school of Light magic, "Divine Vengeance" spell will also be cast on a random enemy stack that meets the criteria for being affected by Divine Vengeance (it has killed someone during the combat).

» Heroes: Freyda.



Windrider

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

» Heroes: Freyda, Maeve, Alaric.

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

Inferno



Aura of Swiftiness

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

» Heroes: Agraal, Sovereign, Orlando.

See p.313.



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: Nymus, Biara.

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, Cerberi and Firehounds in hero's army gain +1 to their Attack and Defence for 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: Damage=20+20*Power. Power is -2+Level/5, rounded up. Deleb's 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: Grok, Gamor.

See p.301.



Spellbreaker

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

» Heroes: Marbas, Veyer.



Temptress

All Succubi, Succubus Mistresses and Succubus Seducers in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level.

» Heroes: Jezebeth.

Necropolis



Avatar Of Death

The Hero can summon a mysterious creature upon the battlefield to fight on his side. The creature's power depends on the Hero's level. If this creature dies, the Hero will lose all his Mana points.

» Heroes: Arantir.

*The Avatar of Death looks like a Spectral Dragon, but is considered a tier 8 creature. Summoning it costs 2*Hero_Level Mana. If it dies in combat, it can't be summoned for the next two days and the hero loses all his Mana points immediately. The Avatar of Death stats depends on the caster:*

8 + 2*Level
 (5*Level + 7*Power) - (7*Level + 10*Power)
 10+floor(Level/5)
 8 + 2*Level
 100 + 20*Level + 10*Power + 20*Knowledge
 6

In addition, the Avatar of Death gains abilities depending on the hero's level:

- » Level 1: Undead, Flyer, Large Creature
- » Level 8: Cursing Attack
- » Level 11: Incorporeal
- » Level 13: Death Stare
- » Level 16: Sorrow Strike
- » Level 21: Life Drain
- » Level 27: Deadly Strike



Banshee

The effect of Banshee Howl ability is increased 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 or Mummies.

**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.306), increased by 5*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: Vladimir, Nicolai.

Spell Power is increased by Level/5, rounded up.

**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 the 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 duration of the combat. The number of Ghosts depends on hero's level.

» Heroes: Naadir, Giovanni.

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.

**Vampire Princess**

All Vampires, Vampire Lords and Vampire Princes in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level.

» Heroes: Lucretia, Ornella.

**Zombie Lord**

All Zombies, Plague Zombies and Rot Zombies in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level.

» Heroes: Orson.

Stronghold**Blade of the Khan**

Slayers, Executioners and Chieftains in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level.

» Heroes: Gorshak, Kunyak.



Blood Drinker

Each killed enemy troop (summoned troops considered, too) increase the Attack of all the creatures in his army by +1 for each 6 levels of the hero.

» Heroes: Garuna, Quroq.

The Attack bonus is Level/6, rounded up.



Centaur Commander

Centaur, Centaur Nomads and Centaur Marauders in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level. Moreover they get +1% to their starting initiative for every level of the hero.

» Heroes: Haggash.



Demon Hunter

If any demonic troops are present in combat, creatures in hero's army gain Demonic Rage more quickly.

» Heroes: Kujin.

*Every time Rage Points are gained, the amount is increased by $10+2*Level$.*



Fist of the Khan

Warriors, Maulers and Warmongers in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level.

» Heroes: Telsek.



Goblin King

The number of Goblins in the hero's army increases weekly by an amount equal to the hero's level. The joining goblins will not be upgraded unless there already are upgraded Goblins in the army, ~~and all upgraded Goblins will be joined by~~ *with a priority to* Goblin Trappers. Also, the Goblin's chance to betray the hero will be reduced by 1% per hero level.

» Heroes: Kilghan.

The enemy Goblins' Treachery ability is modified as well, in the hero's favour. For example, at level 20, friendly Goblins will betray only when 90% of the stack is killed (Treachery threshold is $30\%-20\%=10\%$), while enemy Goblins betray when 50% are killed ($30\%+20\%=50\%$).



Pounder

This hero can perform one special melee attack right at the beginning of combat. Moreover, all hero's attacks deal +5% damage for every level of the hero.

» Heroes: Kragh.

*The Pounder starts combat with an ATB value of 1, giving him the first strike, but he can only use a physical attack. The damage is first computed as usual, rounded down, and then the multiplier is applied ($1+0.05*Level$) and the final result is Nival-rounded.*



Tracker

Increases the number of hero's movement points by 1% for every ~~three~~ level of the hero. Reduces a movement penalty from foreign terrain by 2% for every level of the hero.

» Heroes: Urghat.

*The hero's movement points are multiplied by $(1+0.01*Level)$. At level 10 for example, with Advanced Logistics, this gives 3300 movement points (10% bonus).*

*The foreign terrain penalty reduction is multiplicative: effective terrain penalty is equal to $Terrain_Penalty*Pathfinding_Bonus*(1-0.02*Level)$. Considering that Pathfinding_Bonus is 50%, this amounts to reducing the Pathfinding bonus directly by 1% per level. At level 10, the modifier is indeed $0.5*0.8=0.4$, and the movement cost on snow is thus $100+50*0.4=120$.*

See p.301 for more analysis.



Warchief

All warcries cost less mana and grant more rage points depending on the hero's level.

» Heroes: Gotai.

The cost of all Warcries is decreased by $1+Level/4$, rounded down, and can reach 0 (Call of Blood for instance becomes free at level 16). The Rage bonus from the Warcry is increased by the hero's level.



Wyvern Tamer

Wyverns, Foul Wyverns and Paokais in hero's army gain ~~+1~~ **+2** to their Hit Points for every ~~two~~ level of the hero, starting on first level.

» Heroes: Shak'Karukat.

*The Hit Points bonus is equal to $2 * \text{Level} - 1$.*

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, War Dancers and Wind Dancers in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level.

» Heroes: Gilraen.



Elven Fury

Blade Dancers, Hunters, and Druids (as well as their upgrades) get Enraged ability.

» Heroes: Talanar, Alaron.



Master of the Hunt

All Hunters, Master Hunters and Arcane Archers in hero's army gain +1 to their Attack and Defence 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 5% per hero Level. Base reduction of ATB value (0.2/0.4/0.6) is multiplied by $(1 + 0.02 * \text{Level} / 3)$. For example, at Level 20 with Expert Summoning Magic, damage is increased by 100% and target ATB value is reduced by $(1 + 0.02 * 20 / 3) * 0.6 = 0.68$.*



Swift Striker

Creature's in hero's army have a +1% per hero level bonus to their initiative on the start of combat.

» Heroes: Wyngaal, Tieru.

The bonus is a 0.01 per Level increase to the starting ATB value of the creatures in combat — see p.311.



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, Silver Unicorns and Pristine Unicorn in hero's army gain +1 to their Attack and Defence 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 15%.

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).

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

- » Demon Lord: requires Master of Ice (Destructive Magic)
- » Knight: requires Master of Ice (Destructive Magic)
- » Necromancer: requires Master of Ice (Destructive Magic)
- » Ranger: requires Master of Ice (Destructive Magic)
- » Runemage: requires Master of Ice (Destructive Magic)
- » Warlock: requires Master of Ice (Destructive Magic)
- » Wizard: requires Master of Ice (Destructive Magic)



Excruciating Strike

Excruciating Strike improves the hero's attack ability. There's a 30% chance that an attack performed by the hero will deal double damage to a target.

- » Barbarian: requires Stunning Blow (Attack)
- » Demon Lord: requires Mark of the Damned (Gating)



Flaming Arrows

Ballista under hero's command decreases enemy defense by half and deals additional elemental fire damage. Destroyed ballista will be restored in hero's army after combat.

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

- » Barbarian: requires Archery (Attack)
- » Demon Lord: requires Battle Frenzy (Attack), Hellfire (Gating), Excruciating Strike (Attack)
- » Knight: requires Archery (Attack)
- » Necromancer: requires Archery (Attack)
- » Ranger: requires Archery (Attack)
- » Runemage: requires Archery (Attack)
- » Warlock: requires Archery (Attack)
- » Wizard: requires Archery (Attack)



Nature's Wrath

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

- » Ranger: requires Battle Frenzy (Attack)



Offensive Formation

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

[See p.326.](#)

- » Runemage: requires Tactics (Attack)



Power of Speed

Hero acquires Mass Haste spell on advanced level.

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

- » Demon Lord: requires Battle Frenzy (Attack)
- » Knight: requires Battle Frenzy (Attack)
- » Necromancer: requires Battle Frenzy (Attack)
- » Ranger: requires Battle Frenzy (Attack)
- » Runemage: requires Battle Frenzy (Attack)
- » Warlock: requires Battle Frenzy (Attack)
- » Wizard: requires Battle Frenzy (Attack)



Retribution

The troops led by the hero inflict additional melee and ranged damage if their Morale is above zero (+5% for each point of Morale).

The bonus is limited to 25%.

- » Barbarian: requires Battle Frenzy (Attack), Battle Elation (Leadership)
- » Knight: requires Battle Frenzy (Attack), Expert Trainer (Training)
- » Ranger: requires Battle Frenzy (Attack), Battle Commander (Leadership), Rain of Arrows (Avenger)
- » Runemage: requires Offensive Formation (Attack), Runic Attunement (Leadership)
- » Warlock: requires Battle Frenzy (Attack), Aura of Swiftmess (Leadership), Dark Ritual (Elemental Chains)
- » Wizard: requires Battle Frenzy (Attack), Artificial Glory (Leadership), Consume Artifact (Artificer)



Stunning Blow

Every standard hero's attack moves the target back along the ATB bar for a little.

The target's ATB value is decreased by 0.1.

- » Barbarian: requires Battle Frenzy (Attack), Powerful Blow (Blood Rage)



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

Not for Barbarians — see "Shatter Dark"



Basic Dark Magic

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



Advanced Dark Magic

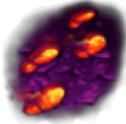
Allows hero to learn Dark Magic spells of the fourth circle and makes Dark Magic even more effective.



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 **3 times** hero's level.

*Damage = 3*Level, each time a non-flying enemy stack moves, not per tile.*

- » Demon Lord: requires Master of Pain (Dark Magic), Suffering Strike (Dark Magic)
- » Knight: requires Master of Pain (Dark Magic)
- » Necromancer: requires Master of Pain (Dark Magic)
- » Ranger: requires Master of Pain (Dark Magic)
- » Runemage: requires Master of Pain (Dark Magic)
- » Warlock: requires Master of Pain (Dark Magic)
- » Wizard: requires Master of Pain (Dark Magic)



Dark Renewal

Should it happen that any magic spell is resisted by target, the hero gains back all the mana spent to cast that spell.

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.

- » Demon Lord: requires Master of Curses (Dark Magic)
- » Knight: requires Master of Curses (Dark Magic)
- » Necromancer: requires Master of Curses (Dark Magic), Master of Pain (Dark Magic), Mark of the Necromancer (Necromancy)
- » Ranger: requires Master of Curses (Dark Magic)
- » Runemage: requires Master of Curses (Dark Magic)
- » Warlock: requires Master of Curses (Dark Magic)
- » Wizard: requires Master of Curses (Dark Magic)



Fallen Knight

Dedicated to learning all the secrets of Dark Magic, the Knight becomes a pariah among his or her own kind. Troops under knight's control suffer -1 penalty to morale, but all Dark Magic spells cast by the Knight are now more powerful (effective Spellpower is +5 for casting those spells).

- » Knight: requires Retaliation Strike (Training)



Master of Curses

Grants mass effects to Weakness and Suffering spells, but doubles the casting cost of these spells. Hero wastes only a 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 a 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 a half of his current initiative to cast these spells. Adds +4 to effective spellpower of Curse of the Netherworld.



Seal of Darkness

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

- » Demon Lord: requires Master of Mind (Dark Magic)
- » Knight: requires Master of Mind (Dark Magic)
- » Necromancer: requires Master of Mind (Dark Magic)
- » Ranger: requires Master of Mind (Dark Magic)
- » Runemage: requires Master of Mind (Dark Magic)
- » Warlock: requires Master of Mind (Dark Magic)
- » Wizard: requires Magic mirror (Artificer)

**Shrug Darkness**

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

- » Demon Lord: requires Master of Mind (Dark Magic)
- » Knight: requires Master of Mind (Dark Magic)
- » Necromancer: requires Master of Mind (Dark Magic)
- » Ranger: requires Master of Mind (Dark Magic)
- » Runemage: requires Master of Mind (Dark Magic)
- » Warlock: requires Master of Mind (Dark Magic)
- » Wizard: requires Master of Mind (Dark Magic)

**Suffering Strike**

Any standard hero's attack applies the effect of Suffering spell to the target.

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

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

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.

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

» Necromancer: requires Protection (Defense)



Defend Us All

Increases the hero's Defense by +2 and grants him a one-time reinforcement of Goblins. The number of Goblins depends on the current week's number.

The joining Goblins are, in order of preference, Goblin Trappers, Goblin Witch-Doctors, then standard Goblins. The number of Goblins is equal to 15 times the number of the week (15 in Week 1, 90 in Week 6...). The value is capped at 120.

» Barbarian: requires Vitality (Defense)



Defensive Formation

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

See p.326.

» Runemage: requires Vitality (Defense)



Evasion

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



Hellwrath

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

» Demon Lord: requires Protection (Defense), Hellfire (Gating)



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.

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

- » Barbarian: requires Evasion (Defense)
- » Demon Lord: requires Evasion (Defense)
- » Knight: requires Expert Trainer (Training), Stand Your Ground (Defense)
- » Necromancer: requires Evasion (Defense)
- » Ranger: requires Evasion (Defense)
- » Runemage: requires Evasion (Defense)
- » Warlock: requires Evasion (Defense)
- » Wizard: requires Evasion (Defense)



Power of Endurance

Hero acquires Mass Endurance spell on advanced level.

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

- » Demon Lord: requires Vitality (Defense)
- » Knight: requires Vitality (Defense)
- » Necromancer: requires Vitality (Defense)
- » Ranger: requires Vitality (Defense)
- » Runemage: requires Vitality (Defense)
- » Warlock: requires Vitality (Defense)
- » Wizard: requires Vitality (Defense)



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.

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.180).

- » Barbarian: requires Defend Us All (Defense), Tactics (Attack)
- » Demon Lord: requires Stand Your Ground (Defense), Tactics (Attack)
- » Knight: requires Stand Your Ground (Defense), Tactics (Attack)
- » Necromancer: requires Stand Your Ground (Defense), Tactics (Attack)
- » Ranger: requires Stand Your Ground (Defense), Tactics (Attack)
- » Runemage: requires Defensive Formation (Defense), Greater Rune (Runelore)
- » Warlock: requires Stand Your Ground (Defense), Tactics (Attack)
- » Wizard: requires Stand Your Ground (Defense), Tactics (Attack)



Protection

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



Resistance

Hero gains +2 defense permanently.

- » All Classes: requires Protection (Defense)



Stand Your Ground

Troops under hero's control get an additional +30% bonus to their defense carrying out the Defend command.

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

- » All Classes: requires Vitality (Defense)



Vitality

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

Destructive Magic

Not for Barbarians — see "Shatter Destruction"



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 Hero's casting of the spells Ice Bolt, Circle of Winter and Deep Freeze more powerful. Those spells will always deal the damage required to kill at least one creature in the target stack (if that creature has no Immunity to Cold) in addition to the normal spell damage.

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.

- » Demon Lord: requires Master of Ice (Destructive Magic)
- » Knight: requires Master of Ice (Destructive Magic)
- » Necromancer: requires Master of Ice (Destructive Magic)
- » Ranger: requires Master of Ice (Destructive Magic)
- » Runemage: requires Master of Ice (Destructive Magic)
- » Warlock: requires Master of Ice (Destructive Magic)
- » Wizard: requires Master of Ice (Destructive Magic)



Fiery Wrath

When attacking, the troops led by the hero will inflict an additional Fire damage that equals to 10% of the damage inflicted by this attack. (Enemies who have Immunity to Fire suffer no additional damage).

- » Demon Lord: requires Secrets of destruction (Destructive Magic)
- » Knight: requires Expert Trainer (Training), Master of Fire (Destructive Magic)
- » Necromancer: requires Secrets of destruction (Destructive Magic)
- » Ranger: requires Secrets of destruction (Destructive Magic)
- » Runemage: requires Secrets of destruction (Destructive Magic)
- » Warlock: requires Secrets of destruction (Destructive Magic)
- » Wizard: requires Secrets of destruction (Destructive Magic)



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.

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

- » Demon Lord: requires Secrets of destruction (Destructive Magic)
- » Knight: requires Secrets of destruction (Destructive Magic)
- » Necromancer: requires Secrets of destruction (Destructive Magic)
- » Ranger: requires Secrets of destruction (Destructive Magic)
- » Runemage: requires Master of Fire (Destructive Magic)
- » Warlock: requires Secrets of destruction (Destructive Magic)
- » Wizard: requires Secrets of destruction (Destructive Magic)



Mana Burst

The hero calls upon the forces of fire 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 Master of Fire (Destructive Magic)
- » Knight: requires Master of Fire (Destructive Magic)
- » Necromancer: requires Master of Fire (Destructive Magic)
- » Ranger: requires Master of Fire (Destructive Magic)
- » Runemage: requires Master of Fire (Destructive Magic)
- » Warlock: requires Master of Fire (Destructive Magic)
- » Wizard: requires Master of Fire (Destructive Magic)



Master of Fire

Grants armor-damaging effect to Fireball, Firewall 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, Circle of Winter and Deep Freeze spells.

See p.311 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.311](#) for more details about the stunning effect.

**Sap Magic**

Damage dealt by enemy spells is reduced by 20%.

- » Demon Lord: requires Master of Storms (Destructive Magic)
- » Knight: requires Master of Storms (Destructive Magic)
- » Necromancer: requires Master of Storms (Destructive Magic)
- » Ranger: requires Master of Storms (Destructive Magic)
- » Runemage: requires Ignite (Destructive Magic), Refresh Rune (Runelore)
- » Warlock: requires Master of Storms (Destructive Magic)
- » 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.

- » Demon Lord: requires Master of Fire (Destructive Magic)
- » Knight: requires Master of Fire (Destructive Magic)
- » Necromancer: requires Master of Fire (Destructive Magic)
- » Ranger: requires Master of Fire (Destructive Magic)
- » Runemage: requires Master of Fire (Destructive Magic)
- » Warlock: requires Master of Fire (Destructive Magic)
- » Wizard: requires Master of Fire (Destructive Magic)

Enlightenment

Only for Barbarians



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



Battle Lore

The Barbarian hero can learn Warcries from other heroes, even if he does not have corresponding prerequisites, and can teach other heroes those Warcries he knows, if they have corresponding prerequisites. He can also learn the Warcries used by enemy heroes in combat.



Bloodfire

Every time when a creature in the hero's army gets Rage, it gets 50% more than usual. But if a creature loses Rage, it loses 1.5 of the usual amount, too.



Dark Revelation

Hero qualifies for additional free level up as one-time bonus.

» Barbarian: requires Stamina (Enlightenment)



Intelligence

Increases normal maximum mana by 50%.

Mana regeneration rate is not increased.

» Barbarian: requires Battle Lore (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).

» Barbarian: requires Intelligence (Enlightenment)



Stamina

The hero gains +2 Defense and a one-time +10% HP bonus for all creatures in his army for the next combat.

Enlightenment

Not for Barbarians



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)
- » Knight: requires Scholar (Enlightenment)
- » Necromancer: requires Scholar (Enlightenment)
- » Ranger: requires Scholar (Enlightenment)
- » Runemage: requires Scholar (Enlightenment)
- » Warlock: requires Scholar (Enlightenment)
- » Wizard: requires Scholar (Enlightenment)



Arcane Intuition

Allows hero to learn an unknown spell used by an enemy hero or creature in combat (hero must be able to learn the spell with regards to school, level, etc.) and to see the contents of the enemy inventory.

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



Dark Revelation

Hero qualifies for additional free level up as one-time bonus.

- » Demon Lord: requires Intelligence (Enlightenment)
- » Necromancer: requires Intelligence (Enlightenment)
- » Warlock: requires Intelligence (Enlightenment)



Graduate

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

- » Demon Lord: requires Intelligence (Enlightenment)
- » Knight: requires Intelligence (Enlightenment)
- » Necromancer: requires Intelligence (Enlightenment)
- » Ranger: requires Intelligence (Enlightenment)
- » Runemage: requires Intelligence (Enlightenment)
- » Warlock: requires Intelligence (Enlightenment)
- » Wizard: requires Intelligence (Enlightenment)



Intelligence

Increases normal maximum mana by 50%.

Mana regeneration rate is not increased.



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 Arcane Exaltation (Enlightenment), Eternal Servitude (Necromancy)

**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).

- » Demon Lord: requires Intelligence (Enlightenment), Scholar (Enlightenment)
- » Knight: requires Intelligence (Enlightenment), Scholar (Enlightenment)
- » Necromancer: requires Intelligence (Enlightenment), Scholar (Enlightenment)
- » Ranger: requires Intelligence (Enlightenment), Scholar (Enlightenment)
- » Runemage: requires Intelligence (Enlightenment), Scholar (Enlightenment)
- » Warlock: requires Intelligence (Enlightenment), Scholar (Enlightenment)
- » Wizard: requires Wizard's Reward (Enlightenment)

**Scholar**

Allows hero to teach other heroes and learn from them, 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.

*Mana restored is equal to 0.5*Knowledge.*

- » Runemage: requires Arcane Intuition (Enlightenment)

**Wizard's Reward**

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

- » Demon Lord: requires Intelligence (Enlightenment)
- » Knight: requires Intelligence (Enlightenment)
- » Necromancer: requires Intelligence (Enlightenment)
- » Ranger: requires Intelligence (Enlightenment)
- » Runemage: requires Intelligence (Enlightenment)
- » Warlock: requires Intelligence (Enlightenment)
- » Wizard: requires Intelligence (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 Diplomacy (Leadership)



Aura of Swiftess

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

- » Barbarian: requires Recruitment (Leadership)
- » Demon Lord: requires Recruitment (Leadership)
- » Ranger: requires Recruitment (Leadership)
- » Warlock: requires Recruitment (Leadership)
- » Wizard: requires Artificial Glory (Leadership), March of the Golems (Logistics)



Battle Commander

Adds +2 to Ranger's attack permanently. War Dancers join the Ranger's army to fight for his or her cause as one-time bonus. The number of War Dancers depends upon the number of the week.

*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.*

- » Ranger: requires Recruitment (Leadership)



Battle Elation

Every time when a Morale effect is triggered with a creature in the hero's army, it gains 50 Rage points.

- » Barbarian: requires Recruitment (Leadership), Memory of our Blood (Blood Rage)



Diplomacy

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

See [p.323](#)



Divine Guidance

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

The ATB value of the target is increased by 0.33, capped to 1 — see [p.311](#).

- » Barbarian: requires Battle Elation (Leadership), Stunning Blow (Attack)
- » Demon Lord: requires Recruitment (Leadership), Diplomacy (Leadership), Dark Revelation (Enlightenment)
- » Knight: requires Recruitment (Leadership), Retaliation Strike (Training)
- » Ranger: requires Battle Commander (Leadership)
- » Runemage: requires Recruitment (Leadership), Runic Attunement (Leadership)
- » Warlock: requires Recruitment (Leadership), Diplomacy (Leadership), Dark Revelation (Enlightenment)
- » Wizard: requires Artificial Glory (Leadership), March of the Golems (Logistics)



Empathy

Each time when the Morale effect is triggered with any of the creatures in the hero's army, the hero moves 10% forward along the ATB bar. Accordingly, when a negative Morale effect is triggered, the hero moves 10% back.

- » Barbarian: requires Diplomacy (Leadership)
- » Demon Lord: requires Diplomacy (Leadership), Arcane Exaltation (Enlightenment)
- » Knight: requires Divine Guidance (Leadership)
- » Necromancer: requires Diplomacy (Leadership), Arcane Exaltation (Enlightenment)
- » Ranger: requires Diplomacy (Leadership)
- » Runemage: requires Diplomacy (Leadership), Arcane Exaltation (Enlightenment)
- » Warlock: requires Diplomacy (Leadership), Arcane Exaltation (Enlightenment)
- » Wizard: requires Diplomacy (Leadership), Arcane Exaltation (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.

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

» Necromancer: requires Eternal Servitude (Necromancy)

**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 Greater Rune (Runelore)

Light Magic

Not for Barbarians — see "Shatter Light"



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.

See p.316

- » Demon Lord: requires Master of Abjuration (Light Magic)
- » Knight: requires Master of Abjuration (Light Magic)
- » Necromancer: requires Master of Abjuration (Light Magic)
- » Ranger: requires Master of Abjuration (Light Magic)
- » Runemage: requires Master of Abjuration (Light Magic)
- » Warlock: requires Master of Abjuration (Light Magic)
- » Wizard: requires Master of Abjuration (Light Magic)



Fire Resistance

Creatures under Hero's control receive only 50% damage from all fire spells attacks and are immune to armor damaging effects of Master of Fire ability.

- » Demon Lord: requires Hellfire (Gating)
- » Knight: requires Master of Abjuration (Light Magic)
- » Necromancer: requires Master of Abjuration (Light Magic)
- » Ranger: requires Master of Abjuration (Light Magic)
- » Runemage: requires Master of Abjuration (Light Magic)
- » Warlock: requires Master of Abjuration (Light Magic)
- » Wizard: requires Master of Abjuration (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.

*The resurrection works as the Resurrection spell with Expert mastery, with hero Level instead of Spell Power: the resurrected Hit Points are equal to 240+30*Level. Unlike Resurrection however, all creatures (including Gargoyles, Golems and Fire/Magma/Lava 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.*

- » Knight: requires Master of Abjuration (Light Magic), Benediction (Training), Master of Blessings (Light Magic)



Master of Abjuration

Grants mass effects to Deflect Missile and Endurance spells, but doubles the casting cost of these spells. Hero wastes only a halve 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 a halve 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 a halve 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.

- » Demon Lord: requires Master of Wrath (Light Magic)
- » Knight: requires Master of Wrath (Light Magic)
- » Necromancer: requires Master of Wrath (Light Magic)
- » Ranger: requires Storm Wind (Light Magic), Imbue Arrow (Avenger)
- » Runemage: requires Master of Wrath (Light Magic)
- » Warlock: requires Master of Wrath (Light Magic)
- » Wizard: requires Master of Wrath (Light Magic)

**Storm Wind**

The hero calls upon the forces of nature to affect enemy flying creatures. Initiative of all enemy flyers is decreased by $\pm 20\%$ and their Speed is decreased by ± 2 .

- » Demon Lord: requires Master of Wrath (Light Magic)
- » Knight: requires Master of Wrath (Light Magic)
- » Necromancer: requires Master of Wrath (Light Magic)
- » Ranger: requires Master of Wrath (Light Magic)
- » Runemage: requires Master of Wrath (Light Magic)
- » Warlock: requires Master of Wrath (Light Magic)
- » Wizard: requires Master of Wrath (Light Magic)

**Suppress Light**

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

- » Demon Lord: requires Master of Abjuration (Light Magic)
- » Knight: requires Master of Abjuration (Light Magic)
- » Necromancer: requires Master of Abjuration (Light Magic)
- » Ranger: requires Master of Abjuration (Light Magic)
- » Runemage: requires Master of Abjuration (Light Magic)
- » Warlock: requires Master of Abjuration (Light Magic)
- » Wizard: requires Magic mirror (Artificer)

**Twilight**

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

- » Knight: requires Fallen Knight (Dark Magic)
- » Necromancer: requires Banshee Howl (Necromancy)
- » Warlock: requires 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

» All Classes: requires Pathfinding (Logistics)



Familiar Ground

All creatures in hero's army receive +2 movement speed if the battle is taking place on grass terrain.

» Knight: requires Pathfinding (Logistics)

» Ranger: requires Pathfinding (Logistics), 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. The usual army info is displayed on enemy heroes with Silent Stalker ability.



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.

Enemy heroes with Scouting ability will see the usual army info.

- » Barbarian: requires Scouting (Logistics)
- » Demon Lord: requires Scouting (Logistics)
- » Knight: requires Scouting (Logistics)
- » Necromancer: requires Scouting (Logistics)
- » Ranger: requires Deadeye Shot (Avenger)
- » Runemage: requires Scouting (Logistics)
- » Warlock: requires Scouting (Logistics)
- » Wizard: requires Scouting (Logistics)

**Snatch**

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

Snatch also works at sea. Loading into a ship uses no movement point. Landing costs a standard movement (100 or 141 — see p.299).

- » Barbarian: requires Warpath (Logistics)
- » Demon Lord: requires Pathfinding (Logistics), Hellfire (Gating)
- » Knight: requires Pathfinding (Logistics), Scouting (Logistics)
- » Necromancer: requires Pathfinding (Logistics), Scouting (Logistics)
- » Ranger: requires Pathfinding (Logistics), Silent Stalker (Logistics)
- » Runemage: requires Pathfinding (Logistics), Scouting (Logistics)
- » Warlock: requires Pathfinding (Logistics), Scouting (Logistics)
- » Wizard: requires Pathfinding (Logistics), Scouting (Logistics)

**Swift Gating**

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

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

- » Demon Lord: requires Consume Corpse (Gating)

**Swift Mind**

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

The bonus is a 0.25 bonus to the hero's starting ATB value, bringing him/her into [0.25;0.5] — see p.310.

- » Barbarian: requires Scouting (Logistics)
- » Demon Lord: requires Scouting (Logistics)
- » Knight: requires Scouting (Logistics)
- » Necromancer: requires Scouting (Logistics), Arcane Intuition (Enlightenment)
- » Ranger: requires Scouting (Logistics)
- » Runemage: requires Scouting (Logistics), Arcane Intuition (Enlightenment)
- » Warlock: requires Scouting (Logistics), Arcane Intuition (Enlightenment)
- » Wizard: requires Scouting (Logistics), Arcane Intuition (Enlightenment)

**Teleport Assault**

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

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.311.

- » Demon Lord: requires Pathfinding (Logistics), Swift Gating (Logistics)
- » Runemage: requires Pathfinding (Logistics)
- » Warlock: requires Pathfinding (Logistics)
- » Wizard: requires Pathfinding (Logistics)

**Warpath**

The hero gets 250 additional movement points for every victory on the map.

- » All Classes: requires Pathfinding (Logistics)

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.

- » Barbarian: requires Soldier's Luck (Luck)
- » Demon Lord: requires Soldier's Luck (Luck)
- » Knight: requires Soldier's Luck (Luck)
- » Necromancer: requires Banshee Howl (Necromancy)
- » Runemage: requires Soldier's Luck (Luck)
- » Warlock: requires Soldier's Luck (Luck)
- » Wizard: requires Soldier's Luck (Luck)



Dwarven Luck

Twice more chance to resist enemy spell

Dwarven Luck works like Soldier's Luck (see p.318), by giving the stack's magic resistance 2 chances to trigger.

- » Runemage: requires Magic Resistance (Luck)



Elven Luck

The Luck bonus to damage is increased by 25%.

- » Ranger: requires Soldier's Luck (Luck), Resourcefulness (Luck), Rain of Arrows (Avenger)



Luck of the Barbarian

The hero's army gets +5% Magic Proof for every point of Luck.

- » Barbarian: requires Magic Resistance (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.318.



Spoils of War

After every combat won, the hero earns a certain amount of money and resources, in proportion to the hiring costs of all killed enemy creatures.

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%.*

- » All Classes: requires Resourcefulness (Luck)

**Swarming Gate**

There's a ~~15-30%~~ **10-35%** (depending on hero luck) chance that the gated stack will summon twice as many reinforcements as normal.

*The chance is 10%+Luck*5%, and 10% if Luck is negative. Swarming Gate only doubles the Gating skill bonus, not the other bonuses (Gate Master, Gate Keeper).*

» Demon Lord: requires Soldier's Luck (Luck)

**Tear of Asha Vision**

The hero now 'feels' the location of the Tear of Asha in his or her very heart. Digging for a Tear of Asha somewhere around its actual location is much more likely to be a success.

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

» All Classes: requires Resourcefulness (Luck)

**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.

*The chance to do double damage is the same as usual: Luck*10%, with no bad Luck if Luck is negative.*

» Demon Lord: requires Soldier's Luck (Luck), Arcane Brilliance (Sorcery)

» Ranger: requires Soldier's Luck (Luck), Arcane Brilliance (Sorcery)

» Runemage: requires Soldier's Luck (Luck), Arcane Brilliance (Sorcery)

» Warlock: requires Soldier's Luck (Luck), Magic Resistance (Luck), Dark Ritual (Elemental Chains)

» Wizard: requires Soldier's Luck (Luck), Arcane Brilliance (Sorcery)

Shatter Dark

Only for Barbarians — replaces "Dark Magic"

**Basic Shatter Dark**

All the Dark Magic spells of 1st to 3rd circles cast by the enemy are decreased by one mastery level (Expert to Advanced, etc.). The Spellpower of spells cast initially with no mastery level is decreased by 25%.

**Advanced Shatter Dark**

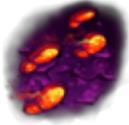
All the Dark Magic spells of 1st to 3rd circles cast by the enemy are decreased by two mastery levels. 4th circle spells cast by the enemy are decreased by one mastery level. At one mastery level below None, Spellpower is decreased by 25%. At 2 mastery levels below None, Spellpower is decreased by 50%.

**Expert Shatter Dark**

All the Dark Magic spells of 1st to 3rd circles cast by the enemy are decreased by two mastery levels. 4th and 5th circle spells cast by the enemy are decreased by one mastery level. At one mastery level below None, Spellpower is decreased by 25%. At 2 mastery levels below None, Spellpower is decreased by 50%.

Abilities**Corrupt Dark**

All Dark Magic spells cast by the enemy cost 50% more mana than usual.

**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 3 times hero's level.

*Damage = 3*Level, each time a non-flying enemy stack moves, not per tile.*

» Barbarian: requires Corrupt Dark (Shatter Dark)

**Detain Dark**

If anyone casts any Dark Magic spell, his next turn is delayed by 25% longer than normal.

**Suffering Strike**

Any standard hero's attack applies the effect of Suffering spell to the target.

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

» Barbarian: requires Corrupt Dark (Shatter Dark), Powerful Blow (Blood Rage)

**Weaken Dark**

If anyone casts any Dark Magic spell, his Spellpower is considered as 25% lower than normal.

Shatter Destruction

Only for Barbarians — replaces "Destructive Magic"



Basic Shatter Destruction

All the Destructive Magic spells of 1st to 3rd circles cast by the enemy are decreased by one mastery level (Expert to Advanced, etc.). The Spellpower of spells cast initially with no mastery level is decreased by 25%.



Advanced Shatter Destruction

All the Destructive Magic spells of 1st to 3rd circles cast by the enemy are decreased by two mastery levels. 4th circle spells cast by the enemy are decreased by one mastery level. At one mastery level below None, Spellpower is decreased by 25%. At 2 mastery levels below None, Spellpower is decreased by 50%.



Expert Shatter Destruction

All the Destructive Magic spells of 1st to 3rd circles cast by the enemy are decreased by two mastery levels. 4th and 5th circle spells cast by the enemy are decreased by one mastery level. At one mastery level below None, Spellpower is decreased by 25%. At 2 mastery levels below None, Spellpower is decreased by 50%.

Abilities



Corrupt Destruction

All Destruction Magic spells cast by the enemy cost 50% more mana than usual.



Detain Destruction

If an enemy casts any Destruction Magic spell, his next turn is delayed by 25% longer than normal.



Fiery Wrath

When attacking, the troops led by the hero will inflict an additional Fire damage that equals to 10% of the damage inflicted by this attack. (Enemies who have Immunity to Fire suffer no additional damage).

» Barbarian: requires Corrupt Destruction (Shatter Destruction), Might over Magic (Blood Rage), Powerful Blow (Blood Rage)



Mana Burst

The hero calls upon the forces of fire to affect enemy casters. Any time an enemy creature casts a spell it will receive damage 10 times the hero's level.

» Barbarian: requires Corrupt Destruction (Shatter Destruction)



Weaken Destruction

If an enemy casts any Destruction Magic spell, his Spellpower is considered as 25% lower than normal.

Shatter Light

Only for Barbarians — replaces "Light Magic"



Basic Shatter Light

All the Light Magic spells of 1st to 3rd circles cast by the enemy are decreased by one mastery level (Expert to Advanced, etc.). The Spellpower of spells cast initially with no mastery level is decreased by 25%.



Advanced Shatter Light

All the Light Magic spells of 1st to 3rd circles cast by the enemy are decreased by two mastery levels. 4th circle spells cast by the enemy are decreased by one mastery level. At one mastery level below None, Spellpower is decreased by 25%. At 2 mastery levels below None, Spellpower is decreased by 50%.



Expert Shatter Light

All the Light Magic spells of 1st to 3rd circles cast by the enemy are decreased by two mastery levels. 4th and 5th circle spells cast by the enemy are decreased by one mastery level. At one mastery level below None, Spellpower is decreased by 25%. At 2 mastery levels below None, Spellpower is decreased by 50%.

Abilities



Corrupt Light

All Light Magic spells cast by the enemy cost 50% more mana than usual.



Detain Light

If an enemy casts any Light Magic spell, his next turn is delayed by 25% longer than normal.



Fire Resistance

Creatures under Hero's control receive only 50% damage from all fire spells attacks and are immune to armor damaging effects of Master of Fire ability.

» Barbarian: requires Might over Magic (Blood Rage)



Refined Mana

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

» Barbarian: requires Corrupt Light (Shatter Light)



Storm Wind

The hero calls upon the forces of nature to affect enemy flying creatures. Initiative of all enemy flyers is decreased by $\pm 20\%$ and their Speed is decreased by ± 2 .

» Barbarian: requires Detain Light (Shatter Light)



Weaken Light

If an enemy casts any Light Magic spell, his Spellpower is considered as 25% lower than normal.

Shatter Summoning

Only for Barbarians — replaces "Summoning Magic"



Basic Shatter Summoning

All the Summoning Magic spells of 1st to 3rd circles cast by the enemy are decreased by one mastery level (Expert to Advanced, etc.). The Spellpower of spells cast initially with no mastery level is decreased by 25%.



Advanced Shatter Summoning

All the Summoning Magic spells of 1st to 3rd circles cast by the enemy are decreased by two mastery levels. 4th circle spells cast by the enemy are decreased by one mastery level. At one mastery level below None, Spellpower is decreased by 25%. At 2 mastery levels below None, Spellpower is decreased by 50%.



Expert Shatter Summoning

All the Summoning Magic spells of 1st to 3rd circles cast by the enemy are decreased by two mastery levels. 4th and 5th circle spells cast by the enemy are decreased by one mastery level. At one mastery level below None, Spellpower is decreased by 25%. At 2 mastery levels below None, Spellpower is decreased by 50%.

Abilities



Back to the Void

All the creatures led by the hero inflict twice as much damage on Summoned enemies.

» Barbarian: requires Might over Magic (Blood Rage)



Corrupt Summoning

All Summoning Magic spells cast by the enemy cost 50% more mana than usual.



Detain Summoning

If an enemy casts any Summoning Magic spell, his next turn is delayed by 25% longer than usual.



Fog Veil

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%~~ 25%.

» Barbarian: requires Weaken Summoning (Shatter Summoning)



Weaken Summoning

If an enemy casts any Summoning Magic spell, his Spellpower is considered as 25% lower than normal.

Shout

Only for Barbarians — replaces "Sorcery"



Basic Shout

The use of an activated ability from the Battlecry category delays the hero's next turn less by 10%.



Advanced Shout

The use of an activated ability from the Battlecry category delays the hero's next turn less by 20%.



Expert Shout

The use of an activated ability from the Battlecry category delays the hero's next turn less by 30%.

Abilities



Distract

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

» Barbarian: requires Mighty Shout (Shout)



Mana Regeneration

Doubles mana regeneration



Mighty Shout

When the effect from the Warcry is calculated, the Barbarian hero's level is considered as being greater by 5 than its actual value.

» Barbarian: requires Shout Training (Shout)



Shout Training

All Warcries cost 20% less mana.



Shout of Rage

The troops gain twice as more Rage points from Warcries used by the hero (but 1.5 more for the Call of Blood Warcry).

Sorcery

Not for Barbarians — see "Shout"



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.

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

- » Demon Lord: requires Magic Insight (Sorcery)
- » Knight: requires Magic Insight (Sorcery)
- » Necromancer: requires Magic Insight (Sorcery)
- » Ranger: requires Magic Insight (Sorcery)
- » Runemage: requires Magic Insight (Sorcery)
- » Warlock: requires Magic Insight (Sorcery)
- » Wizard: requires Magic Insight (Sorcery)



Arcane Excellence

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

- » Demon Lord: requires Arcane Training (Sorcery)
- » Knight: requires Arcane Training (Sorcery)
- » Necromancer: requires Arcane Training (Sorcery)
- » Ranger: requires Arcane Training (Sorcery)
- » Runemage: requires Arcane Training (Sorcery)
- » Warlock: requires Arcane Training (Sorcery), Erratic Mana (Sorcery)
- » Wizard: requires Arcane Training (Sorcery), Consume Artifact (Artificer)



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 Arcane Training (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.

- » Demon Lord: requires Arcane Training (Sorcery), Mana Regeneration (Sorcery)
- » Knight: requires Arcane Training (Sorcery), Mana Regeneration (Sorcery)
- » Necromancer: requires Arcane Training (Sorcery), Mana Regeneration (Sorcery)
- » Ranger: requires Arcane Training (Sorcery), Mana Regeneration (Sorcery)
- » Runemage: requires Arcane Training (Sorcery), Mana Regeneration (Sorcery)
- » Warlock: requires Arcane Training (Sorcery), Mana Regeneration (Sorcery)
- » Wizard: requires Arcane Training (Sorcery), Magic mirror (Artificer)



Distract

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

Enemy hero's ATB value is decreased by 0.15 after casting a spell. The resulting value can be negative. See p.311.

- » Demon Lord: requires Arcane Brilliance (Sorcery)
- » Knight: requires Arcane Brilliance (Sorcery)
- » Necromancer: requires Arcane Brilliance (Sorcery)
- » Ranger: requires Arcane Brilliance (Sorcery)
- » Runemage: requires Arcane Brilliance (Sorcery)
- » Warlock: requires Arcane Brilliance (Sorcery)
- » Wizard: requires Arcane Brilliance (Sorcery)

**Erratic Mana**

Mana cost of spells cast by the hero is randomly reduced by up to 50% (actual reduction is determined while casting is in progress).

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

- » Demon Lord: requires Mana Regeneration (Sorcery)
- » Knight: requires Mana Regeneration (Sorcery)
- » Necromancer: requires Mana Regeneration (Sorcery)
- » Ranger: requires Mana Regeneration (Sorcery)
- » Runemage: requires Mana Regeneration (Sorcery)
- » Warlock: requires Empowered Spells (Elemental Chains)
- » Wizard: requires Mana Regeneration (Sorcery)

**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

*Mana regeneration rate is doubled to 2*Knowledge Mana Points per day.*

**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.

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.

- » Demon Lord: requires Consume Corpse (Gating)

Summoning Magic

Not for Barbarians — see "Shatter Summoning"



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. Deals some damage to all of the summoned or gated stacks depending on hero's level.

*The damage is equal to $10 * (\text{Level} + \text{Summoning_Magic_Mastery})$, where the Summoning Magic mastery starts at 0 for no mastery and grows up to 3 for Expert Summoning Magic.*

- » Demon Lord: requires Master of Conjuraton (Summoning Magic)
- » Knight: requires Master of Conjuraton (Summoning Magic)
- » Necromancer: requires Master of Conjuraton (Summoning Magic), Banshee Howl (Necromancy), Master of Life (Summoning Magic)
- » Ranger: requires Master of Conjuraton (Summoning Magic)
- » Runemage: requires Master of Conjuraton (Summoning Magic)
- » Warlock: requires Master of Conjuraton (Summoning Magic)
- » Wizard: requires Magic mirror (Artificer)



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 group of elementals of opposite alignment is automatically summoned to fight for the hero's cause.

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.

- » Demon Lord: requires Master of Conjuraton (Summoning Magic)
- » Knight: requires Master of Conjuraton (Summoning Magic)
- » Necromancer: requires Master of Conjuraton (Summoning Magic)
- » Ranger: requires Master of Conjuraton (Summoning Magic)
- » Runemage: requires Master of Conjuraton (Summoning Magic)
- » Warlock: requires Master of Conjuraton (Summoning Magic)
- » Wizard: requires Master of Conjuraton (Summoning Magic)



Exorcism

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

- » Demon Lord: requires Mark of the Damned (Gating)
- » Ranger: requires Imbue Arrow (Avenger)
- » Runemage: requires Fine Rune (Runelore)
- » Warlock: requires Empowered Spells (Elemental Chains)
- » Wizard: requires Mark of the Wizard (Artificer)



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 Hellfire (Gating)
- » Knight: requires Master of Conjuraton (Summoning Magic)
- » Necromancer: requires Master of Conjuraton (Summoning Magic)
- » Ranger: requires Master of Conjuraton (Summoning Magic)
- » Runemage: requires Master of Conjuraton (Summoning Magic)
- » Warlock: requires Master of Conjuraton (Summoning Magic)
- » Wizard: requires Master of Conjuraton (Summoning Magic)



Fog Veil

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%~~ 25%.

- » Demon Lord: requires Master of Earthblood (Summoning Magic)
- » Knight: requires Master of Earthblood (Summoning Magic)
- » Necromancer: requires Master of Earthblood (Summoning Magic)
- » Ranger: requires Master of Earthblood (Summoning Magic)
- » Runemage: requires Master of Earthblood (Summoning Magic)
- » Warlock: requires Master of Earthblood (Summoning Magic)
- » Wizard: requires Master of Earthblood (Summoning Magic)



Haunted Mines

After capturing an enemy mine the Necromancer is able to haunt it. Some Ghosts will appear in mine's garrison, the number of summoned Ghosts depends upon the number of the week.

The number of Ghosts starts at 5 and increases by 5 every two weeks: $5 * \text{ceil}(\text{Week_Num}/2)$, where *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.

» Necromancer: requires Master of Life (Summoning Magic), Herald Of Death (Leadership)



Master of Conjuration

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 Earthblood (Summoning Magic), Exorcism (Summoning Magic)

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.306.



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).

- » Barbarian: requires Goblin Support (War Machines), Might over Magic (Blood Rage)
- » Demon Lord: requires Catapult (War Machines), Hellfire (Gating)
- » Knight: requires Catapult (War Machines)
- » Necromancer: requires Catapult (War Machines)
- » Ranger: requires Catapult (War Machines)
- » Runemage: requires Catapult (War Machines)
- » Warlock: requires Catapult (War Machines)
- » Wizard: 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.



Goblin Support

If there is an Ammo Cart in the hero's army, there will be one Goblin joining his army every day.

If the army does not contain any upgraded Goblin, a standard Goblin will join. Otherwise, an upgraded Goblin will join if possible, preferably a Goblin Trapper.

- » Barbarian: requires Catapult (War Machines)



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.

Damage dealt by Plague Tent is always equal to Hit Points healed by First Aid Tent — see p.306.

- » Barbarian: requires First Aid (War Machines)
- » Demon Lord: requires First Aid (War Machines)
- » Necromancer: requires First Aid (War Machines)
- » Warlock: requires First Aid (War Machines)



Remote Control

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

One War Machine is randomly picked, except the Catapult.

- » Wizard: requires Catapult (War Machines), Mark of the Wizard (Artificer)

**Runic Machines**

Increases initiative of all warmachines by +3

- » Runemage: requires Fine Rune (Runelore)

**Tremors**

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

*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.311.*

- » Demon Lord: requires Mark of the Damned (Gating)
- » Necromancer: requires Banshee Howl (Necromancy)
- » Runemage: requires Refresh Rune (Runelore)
- » Warlock: requires Empowered Spells (Elemental Chains)
- » Wizard: requires Remote Control (War Machines)

**Triple Ballista**

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

- » Barbarian: requires Ballista (War Machines)
- » Demon Lord: requires Ballista (War Machines), Hellfire (Gating)
- » Knight: requires Ballista (War Machines)
- » Necromancer: requires Ballista (War Machines)
- » Ranger: requires Ballista (War Machines)
- » Runemage: requires Ballista (War Machines)
- » Warlock: requires Ballista (War Machines)
- » Wizard: requires Ballista (War Machines)

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 Mentoring (Enlightenment), Arcane Excellence (Sorcery), Tremors (War Machines)

Avenger (Ranger)



Basic Avenger

Unique Ranger's skill. Allows Ranger to choose 1 favored enemy from the Avenger's Guild in any Sylvan town (selecting an initial creature will cover it's upgrades as well). 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 enemies from the Avenger's Guild in any Sylvan town (selecting an initial creature will cover it's upgrades as well). 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 enemies from the Avenger's Guild in any Sylvan town (selecting an initial creature will cover it's upgrades as well). 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 enemies from the Avenger's Guild in any Sylvan town (selecting an initial creature will cover it's upgrades as well). 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

Increases the damage Ranger will inflict attacking enemy creatures on the battlefield. 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.303.



Imbue Arrow

Allows Ranger to enhance his or her arrows with attacking or cursing spells. Ranger's attacks (including special attack "Rain of Arrows") 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 no ATB to choose the imbuing spell, and can act again right away.



Rain of Arrows

Grants Ranger an ability to attack all enemy creatures which are present in his favorite enemy list at once.

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.303.



Nature's Luck

Units in hero army always have luck rolled on attacks.

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

» Ranger: requires Elven Luck (Luck), Familiar Ground (Logistics), Refined Mana (Light Magic)

Blood Rage (Barbarian)



Basic Blood Rage

Unique Barbarian skill. Allows Stronghold creatures in hero's army to achieve a first level of rage while fighting. The resulting Blood Rage grants them appropriate combat bonuses.



Advanced Blood Rage

Unique Barbarian skill. Allows Stronghold creatures in hero's army to achieve a second level of rage while fighting. The resulting Blood Rage grants them appropriate combat bonuses.



Expert Blood Rage

Unique Barbarian skill. Allows Stronghold creatures in hero's army to achieve a third level of rage while fighting. The resulting Blood Rage grants them appropriate combat bonuses.



Ultimate Blood Rage

Unique Barbarian skill. Decreases by 25% the number of points needed by Stronghold creatures to achieve their next level of Rage.

Abilities



Memory of our Blood

All Stronghold creatures in the Barbarian's army get from 50 up to 100 rage points (randomly) at the beginning of combat.

The rage points bonus is a multiple of 10, between 50 and 100.



Might over Magic

Decreases enemy Spell power in combat in proportion with the Barbarian Spell power.

The enemy's Spellpower is decreased by half the Barbarian's Spellpower.



Powerful Blow

Links a hero with a selected creature in his army. Every time this creature performs an attack, the hero will assault the same target. The hero's attack is by 3 hero levels more powerful than usual and has an additional chance to inflict a critical hit.

If the linked creature uses a ranged attack, the hero delivers his usual attack. If it uses a melee attack, the hero delivers an attack as if he was 3 levels higher. The hero has an additional 10% chance to deliver a critical blow dealing double damage (giving 40% with Excruciating Strike, and 10% without). The Barbarian spends only half a turn to place the link.



Absolute Rage

All stronghold creatures in hero's army get additional 500 points of rage at the beginning of combat.

» Barbarian: requires Divine Guidance (Leadership), Excruciating Strike (Attack), Brimstone Rain (War Machines)

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 Warlock's Luck (Luck), Arcane Excellence (Sorcery), Master of Ice (Destructive Magic), Master of Storms (Destructive Magic), Master of Fire (Destructive Magic), Elemental Vision (Elemental Chains)

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, Arch Devils and Arch Demons 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. The Demon Lord's maximum Mana can not be exceeded.



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 $10 * (\text{Power} + 1)$ of Fire damage. It drains 5 Mana from the Demon Lord spell points, each time it triggers.*



Mark of the Damned

The hero 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.303. 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 Flaming Arrows (Attack), Teleport Assault (Logistics), Corrupted Soil (Dark Magic)

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 75 damage dealt (a counter is increased with every damage dealt, and 1 Mana is restored each time it reaches 75). 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.

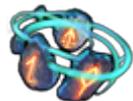
» Necromancer: requires Dark Renewal (Dark Magic), Banish (Summoning Magic), Lord of the Undead (Enlightenment)

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 Preparation (Defense), Runic Armour (Summoning Magic), Sap Magic (Destructive Magic)

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 (doesn't work on undead and mechanical).

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.303. The Knight can protect only one unit at a time. Only half a turn is spent when choosing the protected target.



Unstoppable Charge

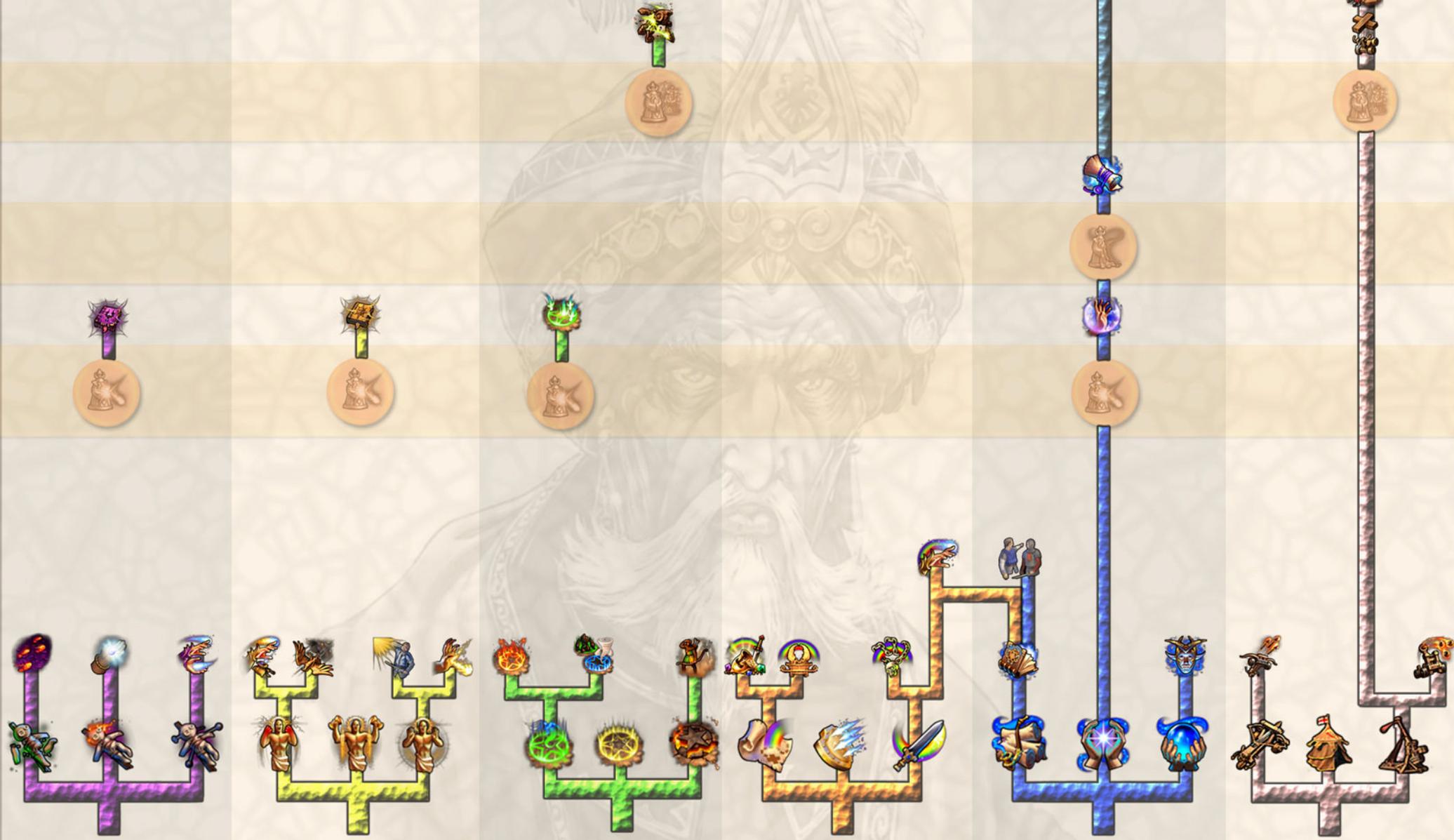
Hero's Retaliation Strike ability inflicts triple damage.

» Knight: requires Guardian Angel (Light Magic), Last Stand (Defense), Empathy (Leadership)

SKILL TREES



Academy



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Dark Magic

Light Magic

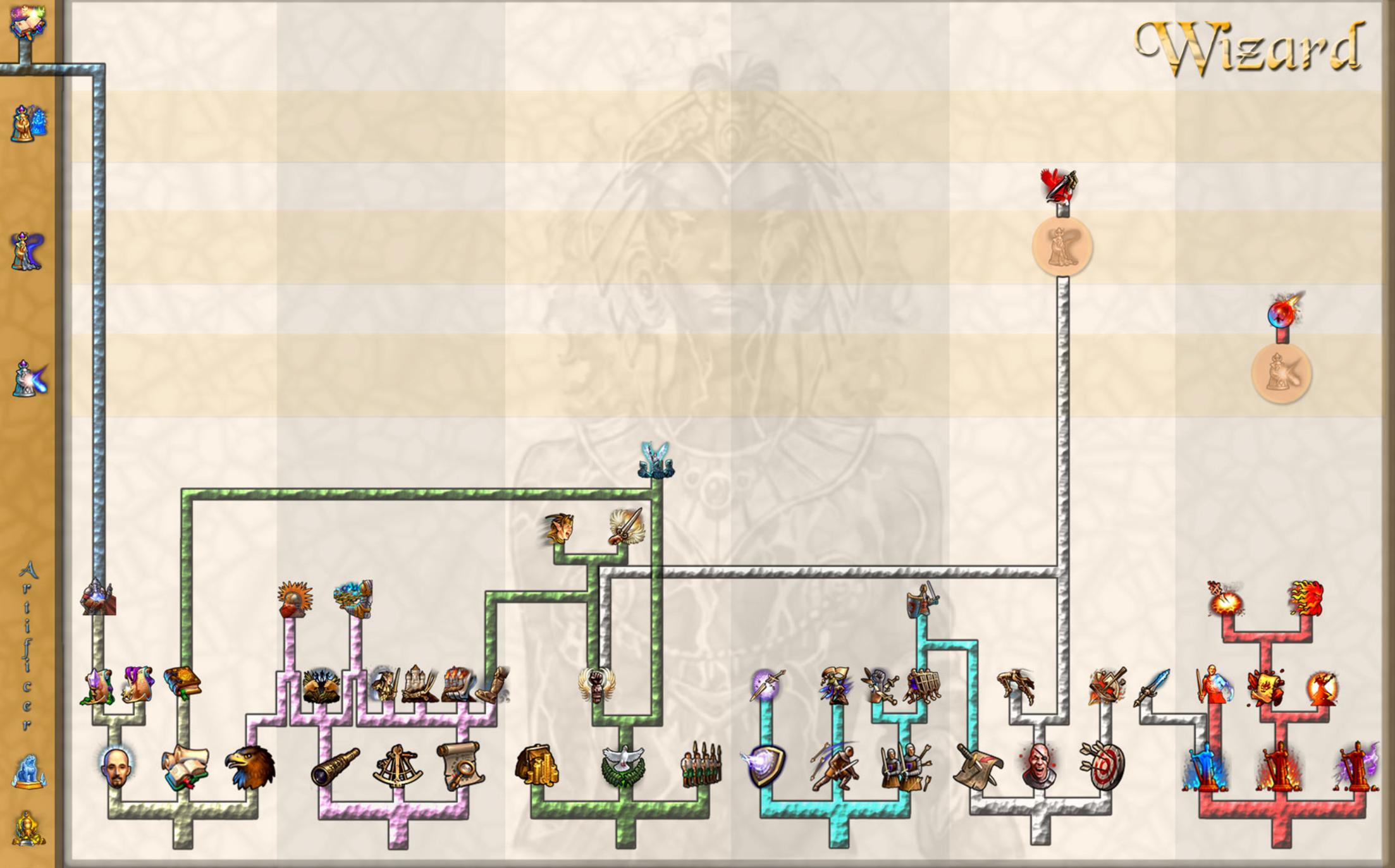
Summoning Magic

Luck

Sorcery

War Machines

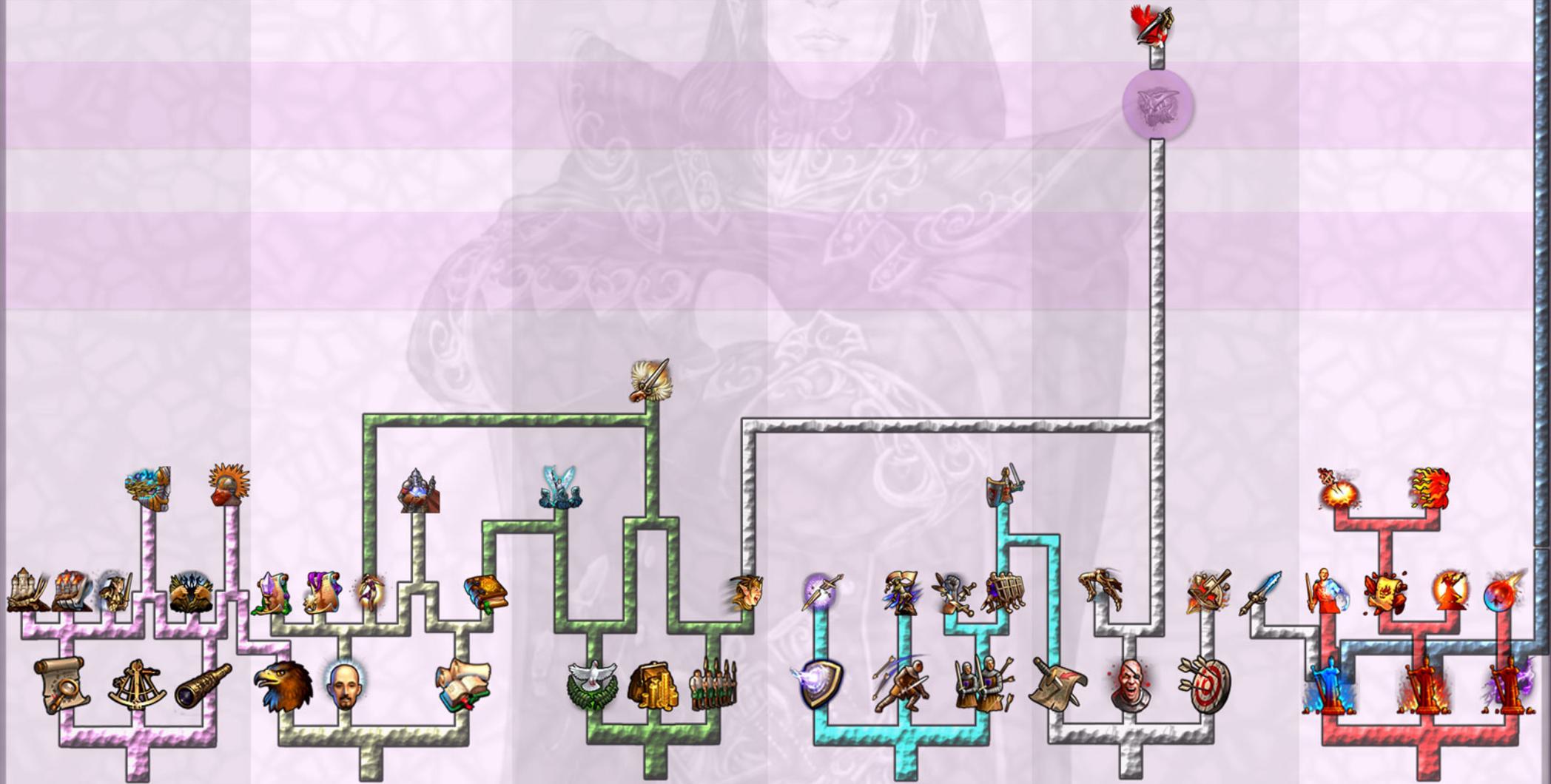
Wizard



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Enlightenment			Logistics			Leadership			Defense			Attack			Destructive Magic		

Dungeon



Logistics

Enlightenment

Leadership

Defense

Attack

Destructive Magic

Progressive Magic

Haven



War Machines

Summoning Magic

Sorcery

Dark Magic

Light Magic

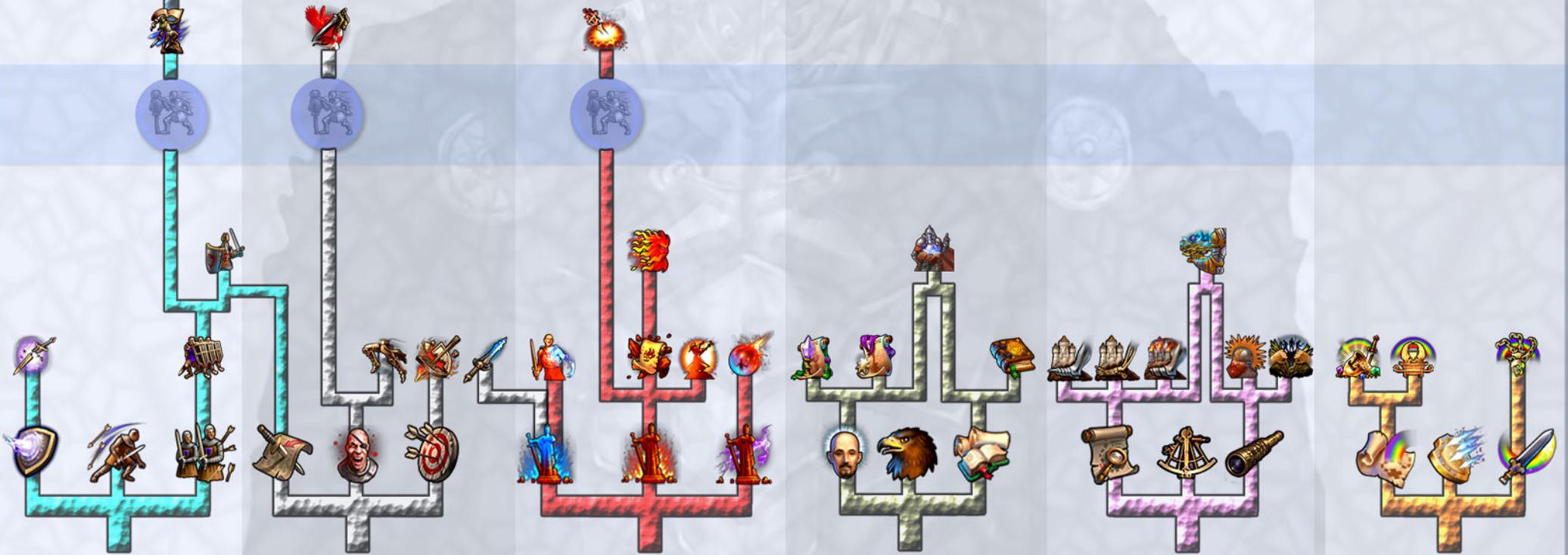
Leadership

Practical

Knight



Training



Defense

Attack

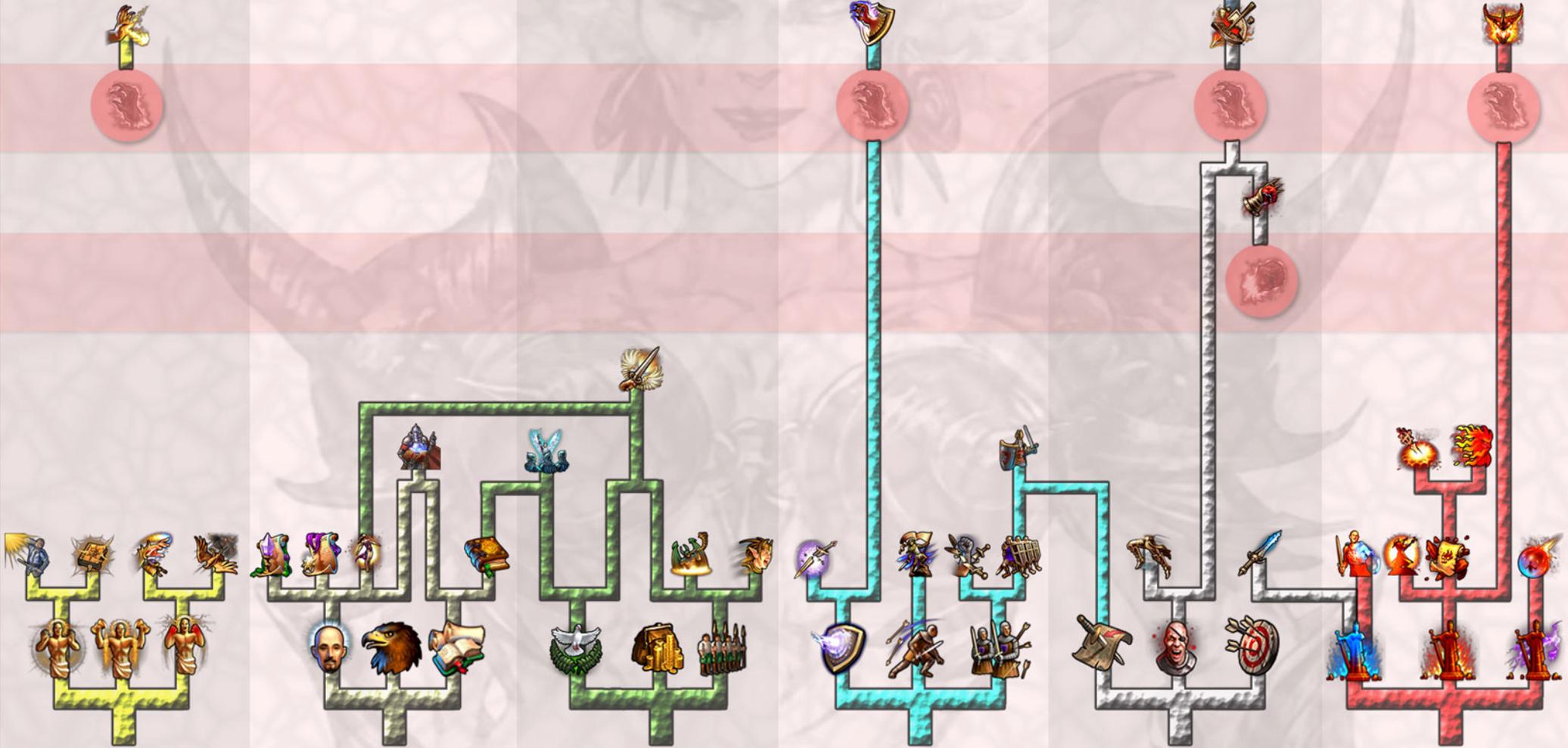
Destructive Magic

Enlightenment

Logistics

Luck

Inferno

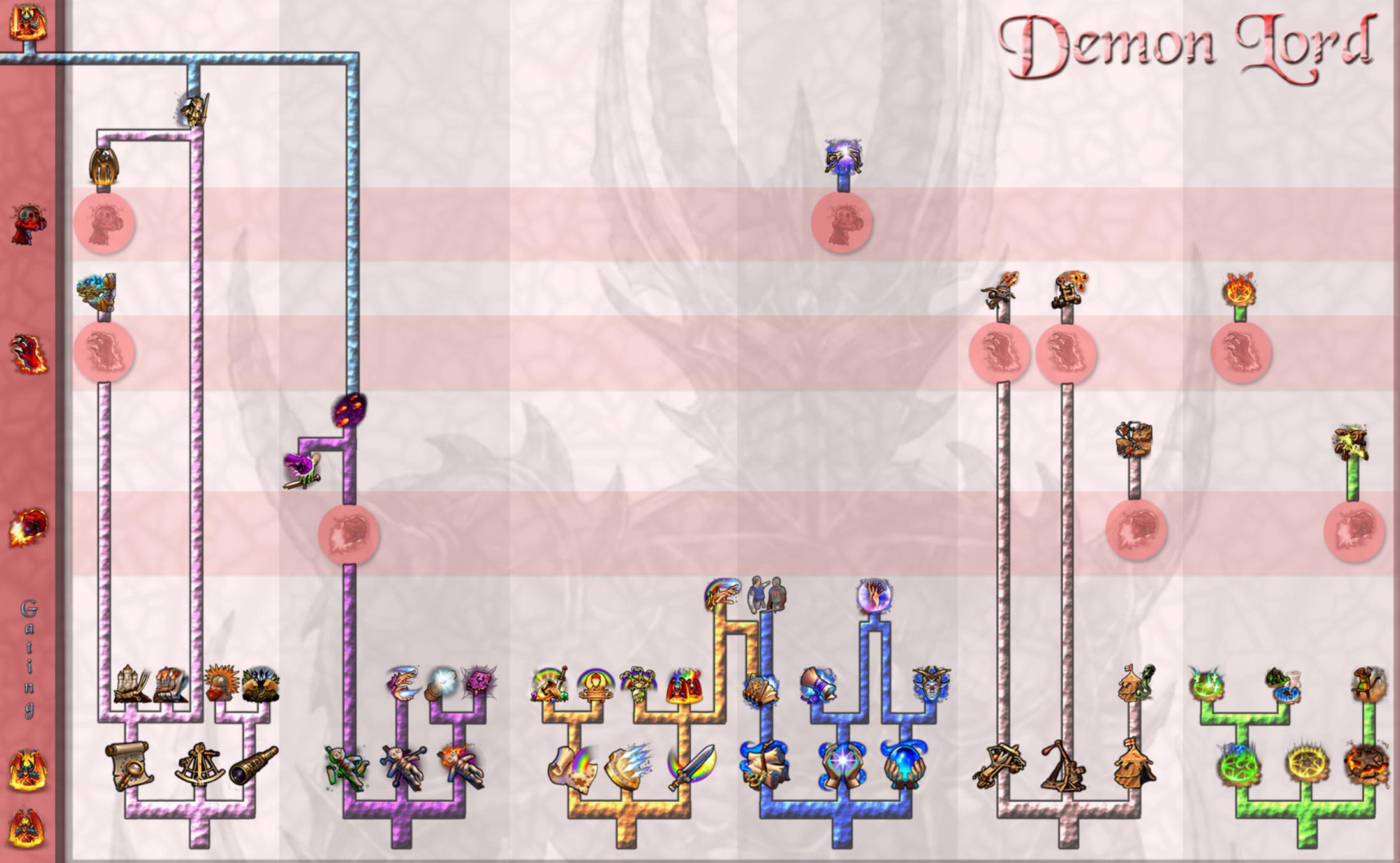


Light Magic	Enlightenment	Leadership	Defense	Attack	Destructive Magic

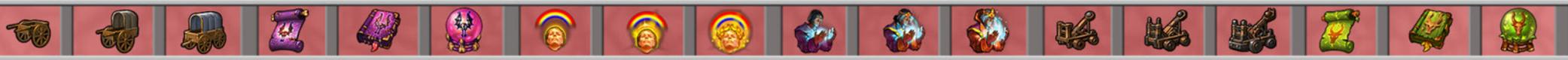
Gating



Demon Lord



Game



Logistics

Dark Magic

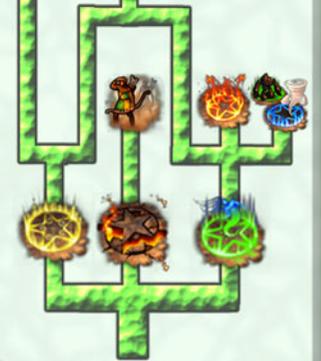
Luck

Sorcery

War Machines

Summoning Magic

Necropolis



Luck



War Machines



Logistics



Enlightenment



Leadership



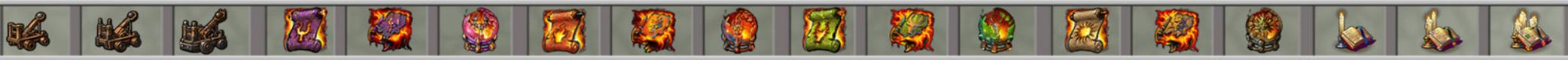
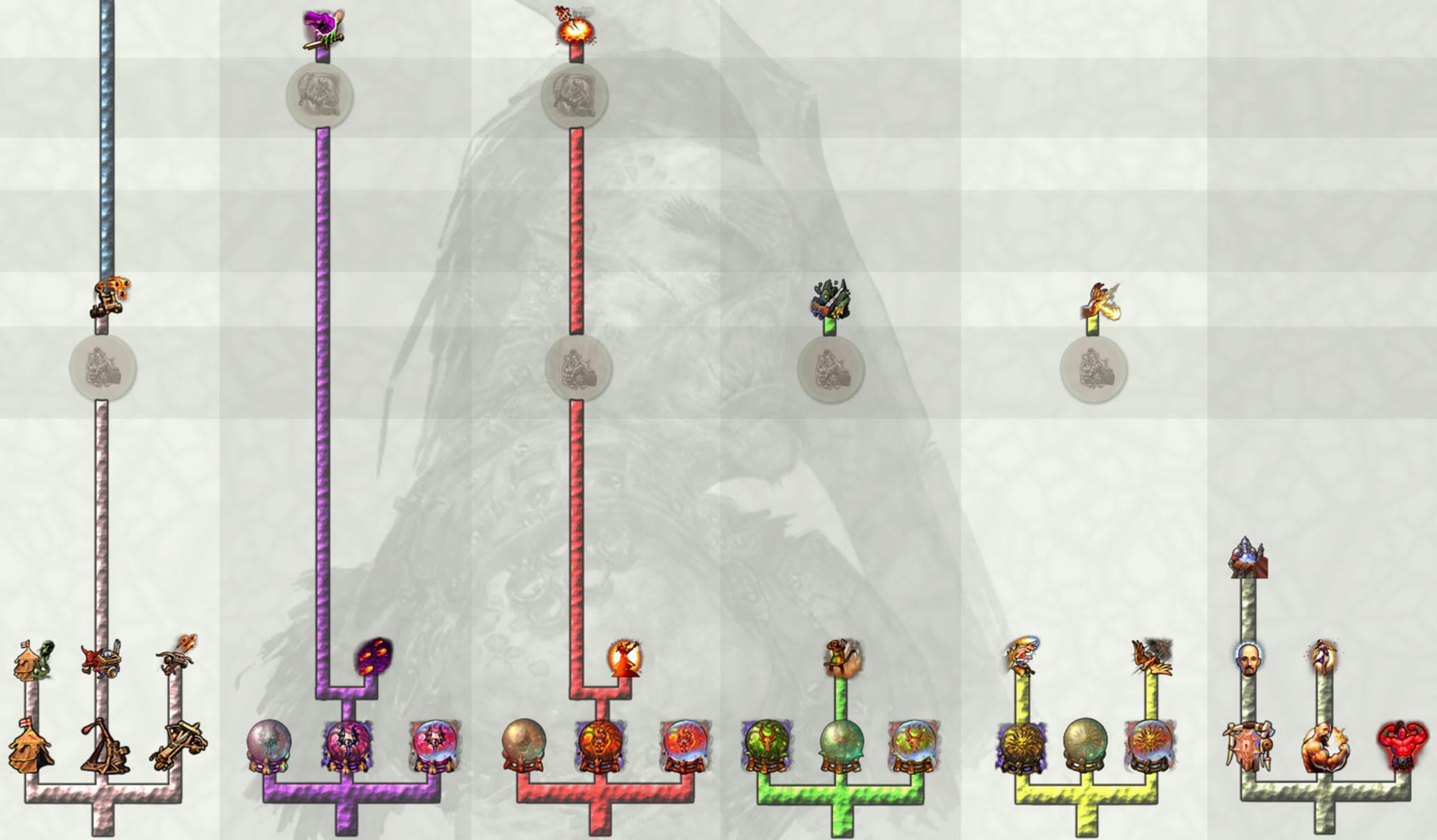
Summoning Magic

Necromancy

Barbarian



Blood Rage



War Machines

Shatter Dark

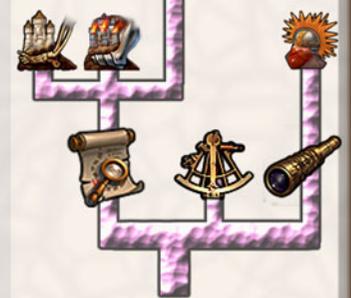
Shatter Destruction

Shatter Summoning

Shatter Light

Enlightenment

Sylvan



Dark Magic

Enlightenment

Summoning Magic

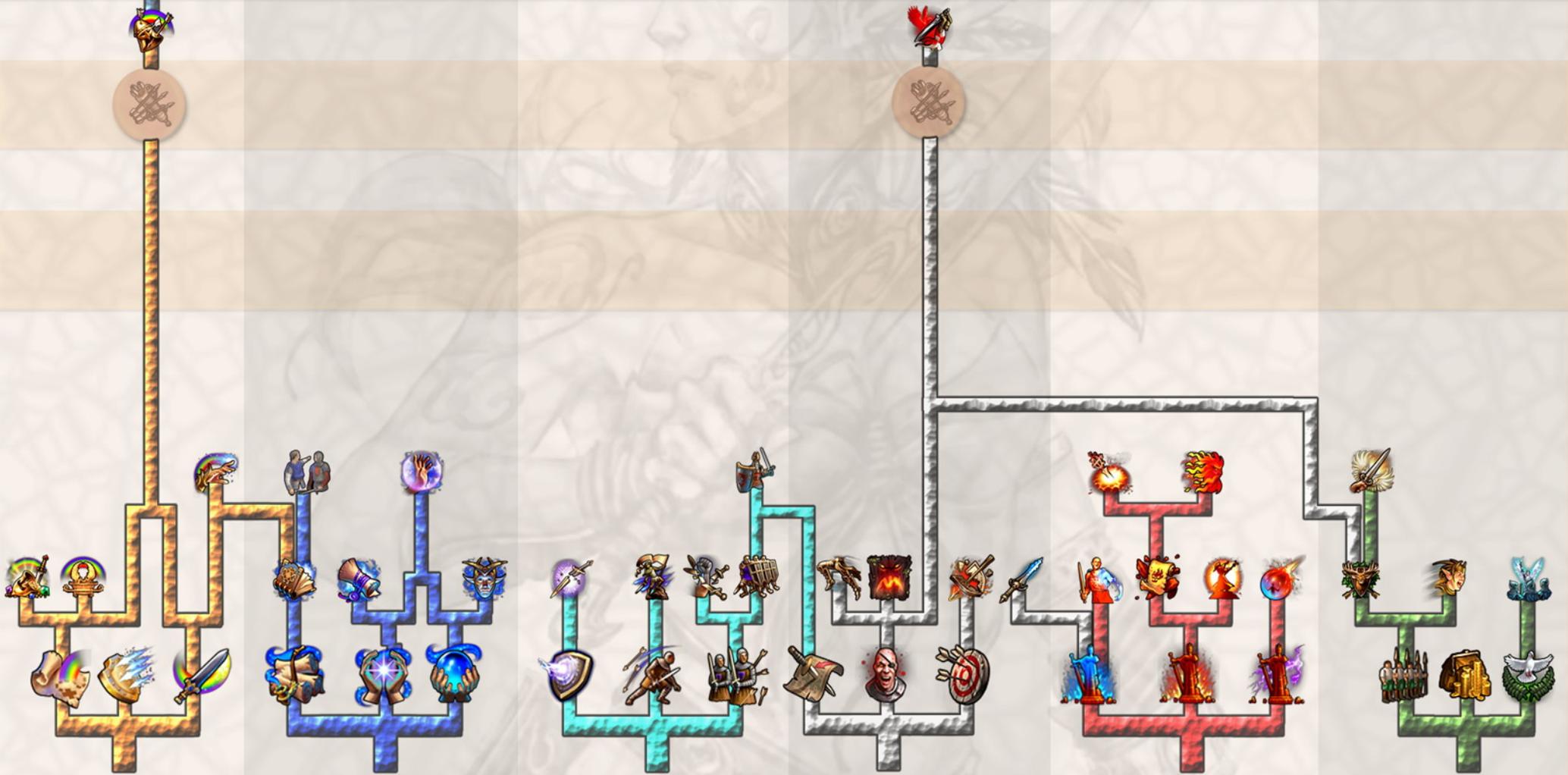
War Machines

Light Magic

Logistics



Ranger



Luck	Luck	Luck	Sorcery	Sorcery	Sorcery	Defense	Defense	Attack	Attack	Attack	Destructive Magic	Destructive Magic	Destructive Magic	Leadership	Leadership	Leadership

CREATURES

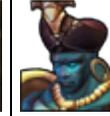
! In a town where the corresponding upgraded dwelling is built, a base creature can be upgraded in any of its 2 upgrades, and an upgraded creature can be retrained in the other upgrade:

- » the **upgrading cost** is the difference between the upgrade's and the base unit's costs
- » the **retrain cost** is 10% of the cost of the creature to be retrained into

Casters' spellbooks are detailed in the Game Mechanics section (see p.303), along with their spell mastery and spellpower calculations.

Neutral Creatures										
	Wolf	Fire Elemental	Water Elemental	Air Elemental	Earth Elemental	Mummy	Death Knight	Manticore	Phoenix	
										
Attack	5	10	8	8	8	8	23	15	33	Attack
Defense	3	5	8	6	11	9	23	15	33	Defense
Damage	3 - 5	11 - 20	8 - 12	5 - 7	10 - 14	20 - 30	25 - 35	30 - 50	30 - 50	Damage
Hit Points	25	43	43	30	75	50	90	120	150	Hit Points
Speed	6	6	5	8	5	3	7	5	10	Speed
Initiative	14	8	10	17	5	15	10	9	19	Initiative
Shots/Mana		50 / -	- / 12			- / 20				Shots/Mana
Abilities	Pack Hunter, Howl.	Shooter, Elemental, Immune to Fire, Fire Shield.	Caster, Elemental, Immune to Water.	Flyer, No Enemy Retaliation, Elemental, Immune to Air.	Unlimited Retaliation, Elemental, Immune to Earth, Magic-proof 50%.	Caster, Undead, Hexing Attack.	Large Creature, Undead, Cursing Attack, Deadly Strike.	Large Creature, Flyer, Poisonous Attack.	Large Creature, Flyer, Immune to Fire, Fire Shield, Rebirth.	Abilities
# / Week	8	4	4	4	4	3	2	2	1	# / Week
Cost	150	400	400	400	400	900	1200	1800	10000	Cost
Power / Exp	355 / 31	829 / 60	795 / 57	813 / 59	856 / 63	1542 / 112	2560 / 270	2523 / 164	8576 / 700	Power / Exp

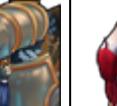
Academy Creatures							
	Gremlin	Stone Gargoyle	Iron Golem	Mage	Djinn	Rakshasa Rani	Colossus
							
Attack	2	3	5	10	11	25	27
Defense	2	4	5	10	10	20	27
Damage	1 - 2	1 - 1	3 - 5	7 - 7	12 - 14	15 - 23	40 - 70
Hit Points	5	15	18	18	40	120	175
Speed	3	6	4	4	7	5	6
Initiative	7	9	7	10	12	9	10
Shots/Mana	5 / -			3 / 10			
Abilities	Shooter.	Flyer, Elemental, Enraged, Immune to Air.	Mechanical, Immune to Slow, Magic-proof 50%.	Shooter, Caster, No Range Penalty, Magic Attack.	Large Creature, Flyer, Random Curse, Magic-proof 25%.	Large Creature, No Enemy Retaliation.	Large Creature, Immune to Mind Control.
# / Week	20	14	9	5	3	2	1
Cost	22	45	100	250	460	1400	2700+1 
Power / Exp	63 / 6	113 / 10	243 / 21	498 / 36	839 / 55	2108 / 120	4822 / 242

Upgraded Academy Creatures														
	Master Gremlin	Gremlin Saboteur	Obsidian Gargoyle	Elemental Gargoyle	Steel Golem	Magnetic Golem	Archmage	Battle Mage	Djinn Sultan	Djinn Vizier	Rakshasa Raja	Rakshasa Kshatra	Titan	Storm Titan
														
Attack	2	5	3	2	6	6	10	12	14	13	25	27	30	30
Defense	2	3	5	6	6	4	10	9	14	13	20	20	30	30
Damage	1 - 2	1 - 2	1 - 2	1 - 2	5 - 7	5 - 7	7 - 7	7 - 7	14 - 19	14 - 19	23 - 30	25 - 35	40 - 70	40 - 70
Hit Points	6	6	20	20	24	20	30	29	45	50	140	135	190	190
Speed	5	5	7	7	4	4	4	4	8	8	6	7	6	6
Initiative	11	12	10	11	7	9	10	10	12	12	8	8	10	10
Shots/Mana	7 / -	7 / -					4 / 25	6 / 10					5 / -	5 / -
Abilities	Shooter, Repair.	Shooter, Sabotage.	Flyer, Elemental, Enraged, Immune to Air, Immune to Fire, Immune to Water.	Flyer, Aura of Fire / Ice / Lightning Vulnerability, Enraged, Elemental.	Unlimited Retaliation, Mechanical, Immune to Slow, Magic-proof 75%.	Mechanical, Enchanted Armor, Magnetism.	Shooter, Caster, No Range Penalty, Magic Attack, Energy Channel.	Shooter, Caster, Dampen Magic, Magic Attack, No Range Penalty.	Large Creature, Flyer, Random Blessing, Magic-proof 50%.	Large Creature, Flyer, Wheel of Fortune, Magic-proof 75%, Immune to Air.	Large Creature, No Enemy Retaliation, Dash.	Large Creature, Whirlwind, Dash.	Large Creature, Shooter, No Melee Penalty, Immune to Mind Control, Call Lightning.	Large Creature, Shooter, No Melee Penalty, Immune to Mind Control, Stormcaller.
# / Week	20	20	14	14	9	9	5	5	3	3	2	2	1	1
Cost	35	35	70	70	150	150	340	340	630	630	1700	1700	3300+2 	3300+2 
Power / Exp	105 / 12	105 / 12	172 / 18	180 / 19	357 / 34	355 / 34	643 / 50	642 / 50	1126 / 80	1096 / 81	2535 / 160	2581 / 161	6095 / 290	6095 / 291

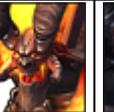
Dungeon Creatures							
	Scout	Blood Maiden	Minotaur	Dark Raider	Hydra	Shadow Witch	Shadow Dragon
							
Attack	3	4	5	9	15	18	25
Defense	3	2	2	7	12	18	24
Damage	2 - 4	5 - 7	4 - 7	7 - 12	7 - 14	17 - 24	45 - 70
Hit Points	10	16	31	40	80	80	200
Speed	5	7	5	6	5	4	9
Initiative	10	14	8	11	7	10	10
Shots/Mana	5 / -					4 / 11	
Abilities	Shooter, No Melee Penalty, Range Pen..	Strike and Return.	Bravery.	Large Creature, Rider Charge.	Large Creature, No Enemy Retaliation, Enraged, Three-headed Attack.	Shooter, Caster.	Large Creature, Flyer, Fire Breath.
# / Week	7	5	6	4	3	2	1
Cost	60	125	140	300	550	1400	3000+1 
Power / Exp	180 / 12	333 / 21	342 / 25	598 / 40	968 / 57	2193 / 136	5234 / 269

Upgraded Dungeon Creatures														
	Assassin	Stalker	Blood Fury	Blood Sister	Minotaur Guard	Minotaur Taskmaster	Grim Raider	Brisk Raider	Deep Hydra	Foul Hydra	Shadow Matriarch	Shadow Mistress	Black Dragon	Red Dragon
														
Attack	4	5	5	5	5	6	10	12	15	15	20	20	30	30
Defense	3	4	3	4	2	5	9	9	15	14	20	20	30	30
Damage	2 - 4	3 - 5	5 - 7	3 - 8	4 - 7	5 - 8	7 - 14	7 - 12	9 - 14	9 - 12	17 - 27	20 - 30	45 - 70	45 - 60
Hit Points	14	15	16	21	35	40	60	60	125	125	90	100	240	235
Speed	5	6	8	8	5	5	8	8	5	5	4	5	9	9
Initiative	12	12	16	14	8	9	11	12	7	8	10	11	10	11
Shots/Mana	5 / -										4 / 14	- / 14		
Abilities	Shooter, No Melee Penalty, Range Pen., Poisonous Attack.	Poisonous Attack, Invisibility.	No Enemy Retaliation, Strike and Return.	No Enemy Retaliation, Strike and Return, Immune to Weakness.	Double Attack, Bravery.	Aura of Bravery.	Large Creature, Rider Charge, Lizard Bite.	Large Creature, Lizard Bite, Wheeling Attack.	Large Creature, No Enemy Retaliation, Enraged, Six-headed attack, Regeneration.	Large Creature, Acid Blood, Enraged, No Enemy Retaliation, Six-headed attack.	Shooter, Caster, Whip Strike.	Caster, Whip Strike, Invisibility.	Large Creature, Flyer, Immune to Magic, Fire Breath.	Large Creature, Flyer, Fire Breath, Incinerate.
# / Week	7	7	5	5	6	6	4	4	3	3	2	2	1	1
Cost	100	100	175	175	200	200	450	450	800	800	1700	1700	3700+2 	3700+2 
Power / Exp	295 / 23	290 / 22	484 / 35	477 / 34	474 / 38	488 / 39	812 / 59	833 / 61	1324 / 85	1333 / 86	2537 / 155	2622 / 156	6443 / 353	6389 / 349

Haven Creatures								
	Peasant	Archer	Footman	Griffin	Priest	Cavalier	Angel	
								
Attack	1	4	4	7	12	23	27	Attack
Defense	1	3	8	5	12	21	27	Defense
Damage	1 - 1	2 - 4	2 - 4	5 - 10	9 - 12	20 - 30	45 - 45	Damage
Hit Points	3	7	16	30	54	90	180	Hit Points
Speed	4	4	4	7	5	7	6	Speed
Initiative	8	9	8	15	10	11	11	Initiative
Shots/Mana		10 / -			7 / -			Shots/Mana
Abilities	Taxpayer.	Shooter, Scatter Shot.	Enraged, Large Shield, Bash.	Large Creature, Flyer, Unlimited Retaliation, Imm. to Blind.	Shooter, No Melee Penalty.	Large Creature, Jousting.	Large Creature, Flyer.	Abilities
# / Week	22	12	10	5	3	2	1	# / Week
Cost	15	50	85	250	600	1300	2800+1	Cost
Power / Exp	41 / 4	140 / 12	201 / 17	524 / 38	1086 / 70	2185 / 115	4866 / 212	Power / Exp

Upgraded Haven Creatures															
	Conscript	Brute	Marksman	Crossbowman	Squire	Vindicator	Imperial Griffin	Battle Griffin	Inquisitor	Zealot	Paladin	Champion	Archangel	Seraph	
															
Attack	1	2	4	5	5	8	9	7	16	20	24	24	31	35	Attack
Defense	2	1	4	4	9	8	8	12	16	14	24	20	31	25	Defense
Damage	1 - 2	1 - 2	2 - 8	2 - 8	2 - 5	2 - 5	5 - 15	6 - 12	9 - 12	9 - 12	20 - 30	20 - 35	50 - 50	25 - 75	Damage
Hit Points	6	6	10	10	26	26	35	52	80	80	100	100	220	220	Hit Points
Speed	4	4	4	4	4	4	7	7	5	5	8	8	8	8	Speed
Initiative	8	8	8	8	8	8	15	10	10	10	12	12	11	11	Initiative
Shots/Mana			12 / -	10 / -					7 / 12	7 / 15				- / 14	Shots/Mana
Abilities	Bash, Taxpayer.	Taxpayer, Assault.	Shooter, Precise Shot.	Shooter, No Range Penalty.	Enraged, Large Shield, Shield Allies, Bash.	Large Shield, Cleave, Enraged.	Large Creature, Flyer, Unlimited Retaliation, Imm. to Blind, Battle Dive.	Large Creature, Flyer, Unlimited Retaliation, Imm. to Blind, Rush Dive, Battle Frenzy.	Shooter, Caster, No Melee Penalty.	Shooter, Caster, No Melee Penalty, Purge.	Large Creature, Jousting, Lay Hands, Immune to Frenzy.	Large Creature, Jousting, Champion Charge.	Large Creature, Flyer, Resurrect Allies.	Large Creature, Flyer, Caster.	Abilities
# / Week	22	22	12	12	10	10	5	5	3	3	2	2	1	1	# / Week
Cost	25	25	80	80	130	130	370	370	850	850	1700	1700	3500+2	3500+2	Cost
Power / Exp	72 / 8	72 / 8	199 / 19	203 / 20	287 / 28	299 / 29	716 / 58	697 / 58	1487 / 100	1523 / 100	2520 / 160	2520 / 160	6153 / 332	6003 / 322	Power / Exp

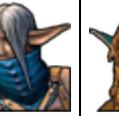
Inferno Creatures								
	Imp	Horned Demon	Hell Hound	Succubus	Hell Charger	Pit Fiend	Devil	
								
Attack	2	1	4	6	13	21	27	Attack
Defense	1	3	3	6	13	21	25	Defense
Damage	1 - 2	1 - 2	3 - 5	6 - 13	8 - 16	13 - 26	36 - 66	Damage
Hit Points	4	13	15	20	50	110	166	Hit Points
Speed	5	5	7	4	7	4	7	Speed
Initiative	13	7	13	10	16	8	11	Initiative
Shots/Mana				6 / -		- / 10		Shots/Mana
Abilities	Demonic, Mana Destroyer.	Demonic, Enraged.	Demonic.	Shooter, Demonic, Ranged Retaliation.	Large Creature, Demonic, Fear Attack.	Large Creature, Caster, Demonic.	Large Creature, Flyer, Demonic.	Abilities
# / Week	16	15	8	5	3	2	1	# / Week
Cost	25	40	110	240	550	1400	2666+1	Cost
Power / Exp	75 / 7	101 / 10	259 / 21	511 / 37	1069 / 77	2102 / 129	4868 / 245	Power / Exp

Upgraded Inferno Creatures															
	Familiar	Vermin	Horned Overseer	Horned Grunt	Cerberus	Firehound	Succubus Mistress	Succubus Seducer	Nightmare	Hell Stallion	Pit Lord	Pit Spawn	Arch Devil	Arch Demon	
															
Attack	3	3	3	3	4	4	6	6	18	18	22	27	32	32	Attack
Defense	2	3	4	2	2	3	6	6	18	17	21	23	29	31	Defense
Damage	2 - 3	1 - 4	1 - 4	1 - 4	4 - 6	3 - 5	6 - 13	6 - 13	8 - 16	10 - 17	13 - 31	13 - 31	36 - 66	36 - 66	Damage
Hit Points	6	6	13	13	15	15	30	32	66	66	120	140	199	211	Hit Points
Speed	5	6	5	4	8	8	4	4	8	8	4	6	7	6	Speed
Initiative	13	13	8	8	13	13	10	9	16	15	8	9	11	10	Initiative
Shots/Mana							6 / -	6 / -			- / 20				Shots/Mana
Abilities	Demonic, Mana Stealer.	Demonic, Siphon Mana.	Demonic, Enraged, Explosion.	Demonic, Enraged, Leap.	No Enemy Retaliation, Demonic, Three-headed Attack.	Demonic, Three-headed Attack, No Enemy Retaliation, Fire Breath.	Shooter, Demonic, Ranged Retaliation, Chain Shot.	Shooter, Demonic, Ranged Retaliation, Seduction, Immune to Puppet Master.	Large Creature, Demonic, Fear Attack, Frightful Aura.	Large Creature, Demonic, Searing Aura, Fear Attack.	Large Creature, Caster, Demonic, Vorpall Sword.	Large Creature, Demonic, Blade of Slaughter, Magic-proof 50%.	Large Creature, Flyer, Demonic, Summon Pit Lords.	Large Creature, Flyer, Demonic, Teleport Other.	Abilities
# / Week	16	16	15	15	8	8	5	5	3	3	2	2	1	1	# / Week
Cost	45	45	60	60	160	160	350	350	780	780	1666	1666	3666+2	3666+2	Cost
Power / Exp	124 / 13	127 / 13	150 / 16	149 / 16	370 / 33	338 / 30	694 / 55	680 / 54	1415 / 100	1434 / 101	2360 / 150	2448 / 157	5850 / 311	5860 / 312	Power / Exp

Necropolis Creatures								
	Skeleton	Zombie	Ghost	Vampire	Lich	Wight	Bone Dragon	
								
Attack	1	1	5	6	15	24	27	Attack
Defense	2	2	4	6	15	22	28	Defense
Damage	1 - 1	1 - 2	2 - 4	6 - 8	12 - 17	21 - 25	15 - 30	Damage
Hit Points	4	17	16	30	50	95	150	Hit Points
Speed	5	4	5	6	3	6	6	Speed
Initiative	10	6	10	11	10	11	11	Initiative
Shots/Mana					5 / -			Shots/Mana
Abilities	Undead.	Undead, Enraged.	Flyer, Undead, Incorporeal.	No Enemy Retaliation, Undead, Life Drain.	Large Creature, Shooter, Undead, Death Cloud.	Large Creature, Undead.	Large Creature, Flyer, Undead.	Abilities
# / Week	20	15	9	5	3	2	1	# / Week
Cost	19	40	100	250	620	1400	1600+1 	Cost
Power / Exp	54 / 5	105 / 10	232 / 20	518 / 38	1166 / 70	2204 / 120	3174 / 166	Power / Exp

Upgraded Necropolis Creatures															
	Skeleton Archer	Skeleton Warrior	Plague Zombie	Rot Zombie	Spectre	Poltergeist	Vampire Lord	Vampire Prince	Archlich	Lich Master	Wraith	Banshee	Spectral Dragon	Ghost Dragon	
															
Attack	1	2	2	2	5	6	9	9	19	21	26	23	30	31	Attack
Defense	2	6	2	3	4	5	9	9	19	19	24	23	28	27	Defense
Damage	1 - 2	1 - 3	2 - 3	1 - 3	4 - 6	4 - 6	7 - 11	5 - 13	17 - 20	17 - 21	25 - 30	22 - 27	25 - 35	27 - 36	Damage
Hit Points	5	5	17	19	19	20	35	40	55	55	100	110	160	150	Hit Points
Speed	4	5	4	4	5	6	7	8	3	4	6	6	7	7	Speed
Initiative	10	10	7	7	10	9	11	11	10	10	11	11	11	11	Initiative
Shots/Mana	8 / -								6 / 16	5 / 19					Shots/Mana
Abilities	Shooter, Undead.	Undead, Large Shield, Magic-proof 25%, Bash, Shield Allies.	Undead, Enraged, Weakening Strike.	Undead, Festering Aura, Enraged.	Flyer, Undead, Incorporeal, Mana Drain.	Flyer, Undead, Incorporeal, Steal Ammunition.	Flyer, No Enemy Retaliation, Undead, Life Drain.	Flyer, Undead, Life Drain, Torpor.	Large Creature, Shooter, Caster, Undead, Death Cloud.	Large Creature, Shooter, Caster, Undead.	Large Creature, Undead, Harm Touch.	Large Creature, Undead, Death Wail.	Large Creature, Flyer, Undead, Cursing Attack, Death Stare.	Large Creature, Flyer, Undead, Sorrow Strike.	Abilities
# / Week	20	20	15	15	9	9	5	5	3	3	2	2	1	1	# / Week
Cost	30	30	60	60	140	140	380	380	850	850	1700	1700	1900+2 	1900+2 	Cost
Power / Exp	84 / 10	85 / 10	150 / 15	145 / 15	327 / 31	331 / 31	739 / 60	757 / 62	1539 / 100	1541 / 101	2588 / 155	2449 / 156	3905 / 220	3872 / 221	Power / Exp

Sylvan Creatures							
	Pixie	Blade Dancer	Hunter	Druid	Unicorn	Treant	Green Dragon
							
Attack	1	3	4	7	12	19	27
Defense	1	2	1	7	12	27	25
Damage	1 - 2	2 - 5	4 - 7	7 - 9	10 - 20	7 - 17	30 - 50
Hit Points	5	12	10	34	57	175	200
Speed	7	6	5	5	7	6	8
Initiative	12	11	10	10	12	7	12
Shots/Mana			12 / -	5 / 12			
Abilities	Flyer, No Enemy Retaliation, Spray Attack.		Shooter, Elves Double Shot.	Shooter, Caster.	Large Creature, Aura of Magic Resistance.	Large Creature, Enraged, Entangling Roots.	Large Creature, Flyer, Acid Breath.
# / Week	10	9	7	4	3	2	1
Cost	35	70	120	320	630	1100	2500+1 
Power / Exp	100 / 8	191 / 15	309 / 24	635 / 43	1072 / 70	1717 / 100	4942 / 212

Upgraded Sylvan Creatures														
	Sprite	Dryad	War Dancer	Wind Dancer	Master Hunter	Arcane Archer	Druid Elder	High Druid	Silver Unicorn	Pristine Unicorn	Ancient Treant	Savage Treant	Emerald Dragon	Crystal Dragon
														
Attack	2	2	5	6	5	6	12	12	17	15	19	21	31	30
Defense	1	1	3	6	4	5	9	8	17	15	29	27	27	26
Damage	2 - 2	2 - 3	3 - 5	4 - 6	5 - 8	8 - 9	9 - 14	10 - 14	10 - 20	9 - 24	10 - 20	12 - 20	33 - 57	30 - 60
Hit Points	6	6	12	12	14	14	33	34	77	80	181	175	200	200
Speed	7	7	6	7	5	5	4	4	7	7	6	6	9	9
Initiative	15	14	15	15	10	11	10	10	12	12	7	7	14	14
Shots/Mana	- / 10				16 / -	16 / -	7 / 15	7 / 15						
Abilities	Flyer, Caster, No Enemy Retaliation, Spray Attack.	Flyer, No Enemy Retaliation, Spray Attack, Symbiosis.	War Dance Combo.	Agility.	Shooter, Elves Double Shot, Warding Arrows.	Shooter, Force Arrow, No Range Penalty.	Shooter, Caster, Mana Feed.	Shooter, Caster, Channeling.	Large Creature, Blinding Attack, Aura of Magic Resistance.	Large Creature, Blinding Attack, Child of the Light.	Large Creature, Enraged, Take Roots, Entangling Roots.	Large Creature, Enraged, Entangling Roots, Rage of the forest, Immune to Slow.	Large Creature, Flyer, Immune to Earth, Acid Breath.	Large Creature, Flyer, Prismatic Breath.
# / Week	10	10	9	9	7	7	4	4	3	3	2	2	1	1
Cost	55	55	120	120	190	190	440	440	900	900	1400	1400	3400+2 	3400+2 
Power / Exp	169 / 16	174 / 16	311 / 29	308 / 28	433 / 37	447 / 39	846 / 62	862 / 64	1441 / 95	1457 / 96	1993 / 135	2032 / 136	6028 / 300	5905 / 301

Fortress Creatures							
	Defender	Spear-wielder	Bear Rider	Brawler	Rune Priest	Thane	Fire Dragon
							
Attack	1	4	5	6	10	15	25
Defense	4	4	10	6	6	24	32
Damage	1 - 1	1 - 2	4 - 5	2 - 6	12 - 15	8 - 12	40 - 50
Hit Points	7	9	25	20	60	100	230
Speed	4	4	6	5	3	8	5
Initiative	9	9	10	12	8	11	9
Shots/Mana		2 / -			5 / 15		
Abilities	Enraged, Large Shield, Armoured.	Shooter, Crippling Wound.	Large Creature, Enraged.	Immune to Mind Control.	Shooter, Caster, Fire Proof 50%, Mark Of Fire.	Large Creature, Flyer, Storm Strike.	Large Creature, Elemental, Immune to Fire, Fire Shield, Fire Breath.
# / Week	18	14	7	6	3	2	1
Cost	24	45	130	160	470	1300	2700+1
Power / Exp	70 / 7	115 / 10	304 / 24	318 / 27	932 / 70	2109 / 115	4883 / 212

Upgraded Fortress Creatures														
	Shield-guard	Mountain Guard	Skirmisher	Harpooner	Blackbear Rider	Whitebear Rider	Berserker	Battlerager	Rune Patriarch	Rune Keeper	Flame Lord	Thunder Thane	Magma Dragon	Lava Dragon
														
Attack	1	2	4	5	6	8	7	7	9	10	15	16	30	30
Defense	5	6	4	3	14	12	7	7	9	9	24	23	40	35
Damage	1 - 2	1 - 2	2 - 3	2 - 5	5 - 6	5 - 6	3 - 8	3 - 7	14 - 17	17 - 20	21 - 26	9 - 13	40 - 50	44 - 55
Hit Points	12	12	12	10	30	30	25	30	60	65	120	145	280	275
Speed	4	4	4	4	7	7	5	5	3	3	8	8	5	5
Initiative	9	8	9	9	11	11	12	11	10	9	11	10	9	9
Shots/Mana			4 / -	4 / -					5 / 25	5 / 25				
Abilities	Enraged, Large Shield, Armoured, Shield Wall.	Enraged, Large Shield, Armoured, Hold Ground, Defensive Stance.	Shooter, No Melee Penalty, Crippling Wound.	Shooter, Harpoon Strike, Armoured.	Large Creature, Enraged, Armoured, Paw Strike.	Large Creature, Enraged, Bear Roar.	Immune to Mind Control, Berserker Rage.	Giant Slayer, Bash, Immune to Mind Control, Battle Rage.	Shooter, Caster, Immune to Fire, Mark Of Fire, Crossfire.	Shooter, Caster, Immune to Fire, Mark Of Fire.	Large Creature, Flyer, Immune to Fire, Flamewave, Flamestrike.	Large Creature, Flyer, Storm Strike, Immune to Air, Storm Bolt.	Large Creature, Elemental, Immune to Fire, Fire Breath, Magma Shield.	Large Creature, Elemental, Immune to Fire, Liquid Flame Breath.
# / Week	18	18	14	14	7	7	6	6	3	3	2	2	1	1
Cost	40	40	65	65	185	185	220	220	700	700	1700	1700	3400+2	3400+2
Power / Exp	115 / 12	113 / 12	171 / 17	171 / 17	419 / 36	422 / 36	434 / 41	434 / 41	1308 / 100	1329 / 101	2477 / 160	2437 / 161	6100 / 329	6070 / 326

Stronghold Creatures								
	Goblin	Centaur	Warrior	Shaman	Slayer	Wyvern	Cyclops	
								
Attack	1	3	5	5	11	17	29	Attack
Defense	1	1	2	5	8	17	27	Defense
Damage	1 - 1	2 - 4	2 - 5	6 - 9	7 - 10	15 - 25	40 - 52	Damage
Hit Points	3	6	12	30	34	90	220	Hit Points
Speed	4	5	4	5	6	6	5	Speed
Initiative	12	11	10	11	11	10	9	Initiative
Shots/Mana		8 / -		- / 8				Shots/Mana
Abilities	Raging Blood, Cowardice, Treachery.	Large Creature, Shooter, Raging Blood, Maneuver.	Enraged, Raging Blood.	Caster, Raging Blood.	Cleave, Raging Blood.	Large Creature, Flyer, Regeneration.	Large Creature, Raging Blood, Swallow Goblin.	Abilities
# / Week	25	14	11	5	5	2	1	# / Week
Cost	10	50	80	260	350	1250	2900+1 	Cost
Power / Exp	42 / 4	121 / 11	190 / 17	492 / 35	695 / 70	2058 / 115	4790 / 212	Power / Exp

Upgraded Stronghold Creatures															
	Goblin Trapper	Gob.Witch-Doctor	Centaur Nomad	Centaur Marauder	Mauler	Warmonger	Sky Daughter	Earth Daughter	Executioner	Chieftain	Foul Wyvern	Paokai	Untamed Cyclops	Bloodeyed Cyclops	
															
Attack	1	2	4	4	6	4	7	10	14	13	21	19	30	28	Attack
Defense	3	1	2	4	4	6	9	7	10	15	18	19	27	28	Defense
Damage	1 - 1	1 - 2	3 - 6	3 - 5	4 - 6	3 - 5	6 - 9	7 - 11	8 - 12	10 - 12	20 - 27	20 - 25	45 - 57	35 - 50	Damage
Hit Points	7	5	9	10	12	20	35	35	40	48	105	120	225	235	Hit Points
Speed	4	5	5	6	5	4	4	5	7	7	7	7	5	6	Speed
Initiative	10	9	10	10	11	9	12	12	12	12	10	10	9	10	Initiative
Shots/Mana			8 / -	6 / -			- / 12	- / 8			10	10	9	10	Shots/Mana
Abilities	Raging Blood, Cowardice, Set Snares.	Raging Blood, Cowardice, Defile Magic.	Large Creature, Shooter, Raging Blood, Maneuver.	Large Creature, Shooter, Raging Blood, No Melee Penalty.	Enraged, Raging Blood, Assault.	Raging Blood, Fierce Retaliation, Enraged, Taunt.	Caster, Raging Blood, Sacrifice Goblin.	Caster, Raging Blood, Sacrifice Goblin, Hexing Attack, Swift Attack.	Frightful Aura, Bravery, Cleave, Raging Blood.	Raging Blood, Commanding Presence, Order of the Chief.	Large Creature, Flyer, Regeneration, Venom.	Large Creature, Flyer, Lightning Breath, Imm. to Blind, Scavenger.	Large Creature, Raging Blood, Swallow Goblin, Goblin Thrower, Crush. Blow, Range Pen..	Large Creature, Raging Blood, Swallow Goblin, Goblin Thrower, Evil-eye, Range Pen..	Abilities
# / Week	25	25	14	14	11	11	5	5	5	5	2	2	1	1	# / Week
Cost	20	20	70	70	120	120	360	360	500	500	1600	1600	3450+2 	3450+2 	Cost
Power / Exp	69 / 8	66 / 8	174 / 18	181 / 19	254 / 25	265 / 26	680 / 54	692 / 55	926 / 100	895 / 101	2571 / 160	2572 / 161	5937 / 317	5937 / 317	Power / Exp

CREATURE ABILITIES

Acid Blood

Being attacked, this creature splashes out some acid, covering four tiles from the direction of the attack and delivering 25 percent of normal damage to the enemies.

The acid damage is physical (it is calculated like the Hydra's normal attack against the target).

» Creatures: Foul Hydra.

Acid Breath

This creature attacks all the targets within the random radius of the selected direction.

This ability is the same as [Fire Breath](#) — p.172.

» Creatures: Green Dragon, Emerald Dragon.

Agility

Up to the next turn, this creature gains a +2 Defense bonus for every tile it walks.

For its first turn in combat, the creature's Defense is increased as if it had walked its full movement range.

» Creatures: Wind Dancer.



Armoured

This creature is resistant to all spells and effects that decrease Defense.

» Creatures: Defender, Shieldguard, Blackbear Rider, Mountain Guard, Harpooner.

Assault

This creature has a chance to deliver another blow after the first one.

The probability is computed after the first blow, and after the enemy's retaliation. The second blow, if any, is thus delivered after the retaliation. See p.318 for triggering chances.

» Creatures: Brute, Mauler.

Aura of Bravery

This creature increases the Morale of all friendly stacks that stand on tiles adjacent to it to +1 in the battle and all adjacent friendly stacks have positive Morale (no less than +1).

» Creatures: Minotaur Taskmaster.

Aura of Fire Vulnerability

This creature suffers increased damage from Fire-based spells; this effect is extended to all neighboring stacks, including friendly ones.

Damage suffered is increased by 50%.

» Creatures: Elemental Gargoyle.

Aura of Ice Vulnerability

This creature suffers increased damage from Ice-based spells; this effect is extended to all neighboring stacks, including friendly ones.

Damage suffered is increased by 50%.

» Creatures: Elemental Gargoyle.

Aura of Lightning Vulnerability

This creature suffers increased damage from lightning-based spells; this effect is extended to all neighboring stacks, including friendly ones.

Damage suffered is increased by 50%.

» Creatures: Elemental Gargoyle.

Aura of Magic Resistance

For this creature and all friendly units located on tiles adjacent to it, magic resistance is increased 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. See p.318 for triggering chances.

» Creatures: Conscript, Footman, Squire, Skeleton Warrior, Battlerager.

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.

**Battle Rage**

When this creature suffers damage, its Initiative is temporarily increased by +2, and its Attack by +5.

The Battle Rage buff lasts for 2 turns and is not cumulative.

» Creatures: Battlerager.

**Bear Roar**

This creature has a chance to frighten a target and its neighbors when attacking (small creatures are more disposed to fear). If successful the attacker gets +1 to its Morale and +10% to its Health.

When frightened, a target has its ATB value reset to 0 (like with the Fear Attack). The Roar has a chance to frighten the enemies located on the 6 adjacent front tiles of the Whitebear Rider. The chance is computed separately for each of the targets. Small creatures' chance to not be frightened is halved (chance to be frightened is thus at least 50% — see p.318). If at least one enemy is frightened, then the target stack does not retaliate, and the Riders receive +1 to Morale and +10% to Health for 2 turns.

» Creatures: Whitebear Rider.

**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.

Blade of Slaughter

Deals additional damage to each creature in target stack (+2 damage per creature *in the target stack*).

The +2 damage bonus is added after all the multiplying bonuses.

» Creatures: Pit Spawn.

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 and basic mastery (1.6 turns). See p.318 for triggering chances.

» Creatures: Silver Unicorn, Pristine Unicorn.

Bravery

Creature always has positive morale (no less than +1).

» Creatures: Minotaur, Minotaur Guard, Executioner.

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).

See the Game Mechanics section p.303 for the casters' spellbooks.

» Creatures: Inquisitor, Pit Fiend, Pit Lord, Archlich, Sprite, Druid, Druid Elder, Mage, Archmage, Shadow Witch, Shadow Matriarch, Water Elemental, Rune Priest, Rune Patriarch, Zealot, Seraph, Mummy, Shaman, Sky Daughter, Shadow Mistress, High Druid, Lich Master, Battle Mage, Rune Keeper, Earth Daughter.

Chain Shot

This 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 affect Demonic creatures.

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.

Channeling

This creature can increase the hero's Spell Power by its own Spell Power value, but not greater than the hero's Knowledge. The effect lasts until the end of the combat or until the creature dies, and is not cumulative (activated ability).

» Creatures: High Druid.

Child of the Light

Any Light Magic spell, except damage-dealing ones, cast by anyone, will also be applied on this creature on Expert level.

» Creatures: Pristine Unicorn.

Cleave

If this creature's attack kills at least one creature in the target stack, it performs an additional strike.

» Creatures: Vindicator, Slayer, Executioner.

Commanding Presence

This creature increases all the neighboring *adjacent* friendly stacks' Initiative by +1.
 » Creatures: Chieftain.

Cowardice

Suffering damage from a melee attack, this creature tries to run off to the nearest unoccupied location within its movement range.
The creature retaliates only if it cannot flee.
 » Creatures: Goblin, Goblin Trapper, Goblin Witch-Doctor.

Crippling Wound

In a successful attack, this creature has an additional chance of decreasing the target's Speed (-50%) (-40%) and Initiative (-30%) (-20%).
The target is wounded for 2 turns. See p.318 for triggering chances.
 » Creatures: Spearwielder, Skirmisher.



Crossfire

The creature attack area has the shape of a cross.
The attack only hurts enemy stacks.
 » Creatures: Rune Patriarch.

Crushing Blow

This creature always attacks a 4-tiles area and has a chance to zero the target's Initiative by its blow. It can also demolish walls and towers while besieging towns.
The attack hits all targets within a 2x2 area, including allied creatures. If at least one enemy stack is stunned, the target stack does not retaliate. Damage against walls and towers is 10 per Cyclops in the stack. See p.318 for triggering chances.
 » Creatures: Untamed Cyclops.

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 basic mastery.
 » Creatures: Spectral Dragon, Death Knight.

Dampen Magic

This creature completely defends all neighboring friendly stacks from distant Mage attacks.
 » Creatures: Battle Mage.

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, Rakshasa Kshatra.



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.

Death Stare

This creature decreases all enemy stacks' Morale by -1.
 » Creatures: Spectral Dragon.



Death Wail

This creature can deal damage on all enemy stacks, except mechanicals and undead, within the range of 3 tiles from it. The damage amount depends on the particular enemy's Morale and its distance from the creature (activated ability).
*Base damage is equal to (10-Target_Morale)*2*Nb_Banshee, where Nb_Banshee is the number of Banshees in the attacking stack. Targets adjacent to the Banshee suffer their base damage, while targets one tile further suffer half of it, and targets 2 tiles further only 25% of it.*
*For example, with a stack of 8 Banshees, an adjacent target with Morale 2 will suffer 2*8*(10-2)=128 damage. A target 2 tiles further with Morale -1 will suffer 2*8*(10+1)/4=44 damage.*
 » Creatures: Banshee.

Defensive Stance

This creature has an extra bonus to its Defense while it remains standing in its starting position during the combat.
Until it moves, the creature has a +5 bonus to its Defense.
 » Creatures: Mountain Guard.



Defile Magic

The Witch Doctors have a certain chance of defiling the spells cast by their targets (Casters only), either weakening them, increasing their cost, or making them fail. This defilement has a chance to backfire, duplicating a negative spell effect on the unlucky Goblins. (activated ability)
 See p.327.
 » Creatures: Goblin Witch-Doctor.



Demonic

This creature belongs to inferno. The Chain shot (Succubus Mistress ability) does not affect it but it is vulnerable to Holy Word spell.

- » Creatures: Imp, Familiar, Horned Demon, Horned Overseer, Hell Hound, Cerberus, Succubus, Succubus Mistress, Hell Charger, Nightmare, Pit Fiend, Pit Lord, Devil, Arch Devil, Vermin, Horned Grunt, Firehound, Succubus Seducer, Hell Stallion, Pit Spawn, Arch Demon.

Double Attack

Creature strikes two blows at the target in a single attack.

- » Creatures: Minotaur Guard.

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, Elemental Gargoyle, Lava Dragon.

Elves Double Shot

Nothing can hinder creature from firing two full shots at the enemy instead of just one.

- » Creatures: Hunter, Master Hunter.

Enchanted Armor

This creature is absolutely immune to all kinds of magic except those that inflict direct physical damage. Any spells that deal magical damage heals half of its damage HP (with resurrection).

Irresistible Magic has no effect on Enchanted Armor.

- » Creatures: Magnetic Golem.

**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.

The spells' cost is reduced by 25%, and rounded down.

- » Creatures: Archmage.

Enraged

This creature's Attack increases during combat when any stack of friendly units dies (except resurrected creatures or creatures summoned on battlefield by magic).

See p.324.

- » 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, Vindicator, Warrior, Mauler, Horned Grunt, Foul Hydra, Savage Treant, Rot Zombie, Elemental Gargoyle, Mountain Guard, Whitebear Rider, Warmonger.

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, Savage Treant.

**Evil-eye**

The Bloodeyed Cyclops will use his eye to smite his foes with a powerful beam, decreasing their Luck by 3. This beam can penetrate over two tiles, so that it can go through a small creature and hit the one behind it, damaging them both in the process.

The effect is permanent. It can be removed by Cleansing and Purge, but not by Lay Hands or the First Aid Tent.

- » Creatures: Bloodeyed Cyclops.

Explosion

Using this ability, once per battle, the creature can explode all the creatures on adjacent cells, making fire damage on them.

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.305](#) 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. See p.318 for triggering chances.

- » Creatures: Hell Charger, Nightmare, Hell Stallion.

Festering Aura

This creature decreases all its neighbors' Attack *by -3*, Defense by -2 and their Morale by -1, regardless of who owns them. Undead creatures are immune to this effect.

- » Creatures: Rot Zombie.

**Fierce Retaliation**

The creatures inflicts double its normal damage in retaliation.

- » Creatures: Warmonger.

Fire Breath

During attack, creature damages not only the target but any other unit positioned directly behind it.

The Firehound deals only 75% damage to secondary targets.

- » Creatures: Shadow Dragon, Black Dragon, Fire Dragon, Magma Dragon, Firehound, Red Dragon.

Fire Proof 50%

Attacking fire spells deals 50% less damage to this creature.
 » Creatures: Rune Priest.

Fire Shield

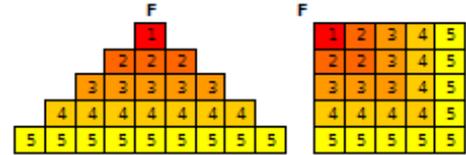
When this creature is subjected to melee attack, its Fireshield inflicts a certain amount of damage to the attacker, regardless of whether it has counter-attack ability.
The attacker suffers 20% of the damage dealt to its target as elemental fire damage.
 » Creatures: Fire Elemental, Phoenix, Fire Dragon.

Flamestrike

Once per combat this creature can attack any selected enemy on the field dealing it 20% more damage and subjecting it to "Mark of Fire" (activated ability).
 » Creatures: Flame Lord.

Flamewave

Attacking an enemy, this creature has a chance to produce a fire wave dealing physical damage to all enemies in a random radius in the targeted direction.
The wave is a 5 tiles long cone, starting on the target tile and 9 tiles wide at its end. Each row receives less damage: with D as base damage, the n-th row damage is D/n, before applying the Attack/Defense modifiers.
 See p.318 for triggering chances.
 » Creatures: Flame Lord.



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, Devil, Arch Devil, Ghost, Spectre, Vampire Lord, Bone Dragon, Spectral Dragon, Pixie, Sprite, Green Dragon, Emerald Dragon, Stone Gargoyle, Obsidian Gargoyle, Djinn, Djinn Sultan, Shadow Dragon, Black Dragon, Air Elemental, Phoenix, Thane, Flame Lord, Battle Griffin, Seraph, Manticore, Wyvern, Foul Wyvern, Arch Demon, Red Dragon, Dryad, Crystal Dragon, Poltergeist, Vampire Prince, Ghost Dragon, Elemental Gargoyle, Djinn Vizier, Thunder Thane, Paakai.

Force Arrow

This creature's ranged attack ignores 50 percent of the target's Defense and has an extra chance to thrust the target back one tile and ~~stun~~ it.
 See p.318 for triggering chances.
 » Creatures: Arcane Archer.

Frightful 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, Executioner.

Giant Slayer

This creature's Attack and Defense increase temporarily by +4, if the target is a Large Creature.
 » Creatures: Battlerager.

Goblin Thrower

This creature can use friendly Goblins from the neighboring stacks as missiles to throw them at the enemy (activated ability).
One (preferably uninjured) Goblin is taken from the targeted adjacent stack to be used as ammunition.
 » Creatures: Untamed Cyclops, Bloodeyed Cyclops.

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 target (activated ability).
The normal creature attack is unchanged. When Harm Touch is used instead, exactly one target creature is killed.
 » Creatures: Wraith.

Harpoon Strike

This creature can drag the target up one tile closer to it (activated ability).
The standard damage is dealt.
 » Creatures: Harpooner.

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, Earth Daughter.

Hold Ground

This creature cannot be removed elsewhere by the enemy while it remains standing in its starting position in the combat.
 » Creatures: Mountain Guard.

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.

Immune to Air

Air Magic spells cannot harm this creature.
 » Creatures: Stone Gargoyle, Obsidian Gargoyle, Air Elemental, Djinn Vizier, Thunder Thane.

Immune to Blind

This creature cannot be blinded.

» Creatures: Griffin, Imperial Griffin, Battle Griffin, Paokai.

Immune to Earth

Earth Magic spells cannot harm this creature.

» Creatures: Emerald Dragon, Earth Elemental.

Immune to Fire

Fire Magic spells cannot harm this creature.

» Creatures: Obsidian Gargoyle, Fire Elemental, Phoenix, Rune Patriarch, Flame Lord, Fire Dragon, Magma Dragon, Rune Keeper, Lava Dragon.

Immune to Frenzy

This creature is immune to Frenzy spell.

» Creatures: Paladin.

Immune to Magic

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

» Creatures: Black Dragon.

Immune to Mind Control

This creature is immune to mind-affecting spells.

» Creatures: Colossus, Titan, Brawler, Berserker, Storm Titan, Battlerager.

Immune to Puppet Master

This creature is immune to Puppet Master spell.

» Creatures: Succubus Seducer.

Immune to Slow

This creature cannot be slowed down.

» Creatures: Iron Golem, Steel Golem, Savage Treant.

Immune to Water

Water Magic spells cannot harm this creature.

» Creatures: Obsidian Gargoyle, Water Elemental.

Immune to Weakness

This creature is immune to Weakness spell.

» Creatures: Blood Sister.

Incinerate

This creature can fly up to attack the enemy on an adjacent tile, delivering 50 percent greater damage and suffering no retaliation.

» Creatures: Red Dragon.



Incorporeal

This creature is incorporeal so any non-magical attack against it has only 50% chance of inflicting damage. *There can be at most 2 hits/misses in a row on all Incorporeal stacks, after which the third try will be forced to miss (after 2 hits) or hit (after 2 misses). This counter is global (for all stacks), not tied to each stack.*

» Creatures: Ghost, Spectre, Poltergeist.

Invisibility

Once per combat, this creature can become invisible to the enemy for 3 turns. If the creature attacks anyone, ~~has its path blocked by enemy units~~ or stops on a tile adjacent to a hostile stack it will be disclosed. *If an enemy movement is blocked by an invisible unit, the enemy stops and performs a melee attack.* Enemies do not retaliate to the attacks of invisible creatures. No enemy spells or effects (except area ones) will affect an invisible creature (activated ability).

» Creatures: Stalker, Shadow Mistress.

**Jousting**

Creature gets a 5% bonus to damage it inflicts during attack for each tile it covered on the battlefield before the attack.

» Creatures: Cavalier, Paladin, Champion.

Large Creature

This creature is bigger than others and occupies four squares on the field.

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, Flame Lord, Fire Dragon, Magma Dragon, Battle Griffin, Champion, Seraph, Manticore, Centaur, Centaur Nomad, Wyvern, Foul Wyvern, Cyclops, Untamed Cyclops, Hell Stallion, Pit Spawn, Arch Demon, Brisk Raider, Foul Hydra, Red Dragon, Pristine Unicorn, Savage Treant, Crystal Dragon, Lich Master, Banshee, Ghost Dragon, Djinn Vizier, Rakshasa Kshatra, Storm Titan, Whitebear Rider, Thunder Thane, Lava Dragon, Centaur Marauder, Paokai, Bloodeyed Cyclops.

Large Shield

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

» Creatures: Footman, Squire, Defender, Shieldguard, Vindicator, Skeleton Warrior, Mountain Guard.

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.

Leap

This creature can leap on any enemy target, at great distance, getting a 10% attack bonus for every tile it goes over. After the leap, the demon lands on the tile next to the target, and is exposed to ~~double bonus~~ *triple damage* retaliation. The leap can't be longer than twice the Grunt's normal movement range, and it can't be shorter than two tiles (activated ability).

» Creatures: Horned Grunt.

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, Vampire Prince.

Lightning Breath

This creature deals damage on all enemies that stand near its target, the damage dealt by such an attack is shared equally between the targets.

» Creatures: Paokai.

Liquid Flame Breath

In addition to its normal damage, this creature leaves a fire wall in the place where it has attacked its target. *The fire wall lasts for 2 turns, and deals 10 damage per turn per every Lava Dragon in the stack (at the end of the target's turn). Friendly units are damaged as well. With a warlock hero, it can trigger the bonus elemental damage as if a fire spell had been cast.*

» Creatures: Lava Dragon.

Lizard Bite

Performs an attack against neighbouring enemy and inflicts half the regular damage, if this enemy is attacked by an allied creature.

» Creatures: Grim Raider, Brisk Raider.

Magic Attack

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

» Creatures: Mage, Archmage, Battle Mage.

Magic-proof 25%

Attacking spells inflict 25% less damage to this creature.

» Creatures: Djinn, Skeleton Warrior.

Magic-proof 50%

Attacking spells inflict 50% less damage to this creature.

» Creatures: Iron Golem, Djinn Sultan, Earth Elemental, Pit Spawn.

Magic-proof 75%

Attacking spells inflict 75% less damage to this creature.

» Creatures: Steel Golem, Djinn Vizier.

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.

Magnetism

Finding itself under the effect area of a Destruction Magic spell together with any other stacks, this creature will absorb some of the damage that would normally go to the other units affected by this spell. Half of this absorbed damage will be converted to hit points for the Golems (doesn't apply to the Armageddon spell).

For each other stack under the area spell (except other Magnetic Golems), the Magnetic Golems redirect to themselves 5% of the damage per weekly growth in their stack. For example, 70 Magnetic Golems will channel to themselves 35% of the damage to others ($70/9=7.8$, rounded down to 7). The total damage they suffer is then actually converted to healing by their Enchanted Armor ability.

» Creatures: Magnetic Golem.

Mana Destroyer

Creature destroys some of the enemy hero's mana at the beginning of creature's first turn. 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 $19 * \text{Mana drained}$).*

» 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 creature's first turn 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.

**Maneuver**

Suffering melee damage, this creature tries to run off from the attacker to the nearest unblocked location within its movement range, shooting and dealing half its normal damage from there.

» Creatures: Centaur, Centaur Nomad.

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 p.318 for triggering chances.

» Creatures: Rune Priest, Rune Patriarch, Rune Keeper.

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, Magnetic 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, Firehound, Blood Sister, Foul Hydra, Dryad.

No Melee Penalty

Shooter has no penalty for damage inflicted during melee attack.

» Creatures: Priest, Inquisitor, Titan, Scout, Assassin, Skirmisher, Zealot, Storm Titan, Centaur Marauder.

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, Arcane Archer, Battle Mage.

Order of the Chief

This creature can hasten the chosen friendly unit's turn, while dealing damage on them (activated ability).

*With Stack_Size being the Chieftains' stack size: the targeted friendly stack suffers Stack_Size damage, and its ATB value is increased by $\text{Stack_Size} * 0.01$, limited to 0.6. Note that the damage is not limited.*

» Creatures: Chieftain.

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 moved to attack.

A Treant entangling enemy stacks can suffer the Initiative drop, but will not be pushed aside (the entangled stacks will remain entangled). See p.318 for triggering chances.

» 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). Each Assassin and Stalker does 1 damage for the next 3 actions. Each Manticore does 4 damage for the next 10 actions.

» Creatures: Assassin, Manticore, Stalker.

**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.

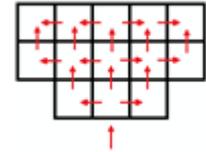
Prismatic Breath

This creature attacks all the targets within the random radius in the selected direction.

The Prismatic Breath will hit 1 to 5 tiles, starting at the target and spreading in a random direction behind it. The number of tiles hit depends on the creature's Luck:

$1 + (\text{random}(1;10) + \text{Luck}) / 2$, rounded down and limited to 5.

» Creatures: Crystal Dragon.

**Purge**

This creature has a certain chance to remove a positive effect from an enemy it attacks.

If the ability triggers, and the target has multiple removable effects, one will be randomly chosen. See p.318 for triggering chances.

» Creatures: Zealot.

Rage of the forest

This creature can increase its Attack at the expense of its Defense, taking half the points of the latter and adding them to the former, which lasts until the end of the combat, and gains an extra bonus to its Initiative. Doing so, Treants lose the ability to entangle enemies (activated ability).

The bonus to Initiative is +5.

» Creatures: Savage Treant.

**Raging Blood**

This creature has demon blood, which makes it subject to the "Blood Rage" effect. This effect temporarily improves its battle statistics, making it more aggressive and helping it absorb damage.

» Creatures: Goblin, Goblin Trapper, Centaur, Centaur Nomad, Warrior, Mauler, Shaman, Sky Daughter, Slayer, Executioner, Cyclops, Untamed Cyclops, Goblin Witch-Doctor, Centaur Marauder, Warmonger, Earth Daughter, Chieftain, Bloodeyed Cyclops.

Random Blessing

This creature can cast a random Blessing or Curse at the selected target. Spells can be cast at both friendly (positive effect spells) and enemy (negative effect spells) creatures (activated ability).

» Creatures: Djinn Sultan.

Random Curse

This creature can cast a random Curse spell at the selected target (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.

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, Untamed Cyclops, Bloodeyed Cyclops.

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, Succubus Seducer.

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

This creature restores its health by 30-50 hit points each turn.

» Creatures: Deep Hydra, Wyvern, Foul Wyvern.

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.

Rush Dive

Once per combat this creature can perform an air attack against all the enemies in a line in the selected direction (activated ability).

This ability is only available if the stack of Battle Griffins contains at least one weekly growth (5) of creatures. When activated, the stack takes off and disappears from the battlefield for 1 turn, before performing the attack on all targets without any retaliation. Each target suffers 75% of the Battle Griffins normal damage.

» Creatures: Battle Griffin.

Sabotage

This creature can switch off any Mechanical enemy for one turn, if the target's Hit Points are lower than 10 times its own (activated ability).

Mechanical targets include Golems, Ammo Cart, Ballista, First Aid Tent, Catapult and Town Towers.

» Creatures: Gremlin Saboteur.

**Sacrifice Goblin**

This creature can sacrifice neighboring Goblins to gain mana and increase its Attack, Defense and Morale by 1 point until the end of combat for every oblation (the total bonus is limited to 5 points). The amount of gained mana is equal to twice the hit points of the sacrificed goblin. Activated ability.

One (preferably uninjured) Goblin is sacrificed from the targeted adjacent stack. The creature's Mana can exceed its maximum.

» Creatures: Sky Daughter, Earth Daughter.

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.

Scavenger

This creature can restore its health and even their numbers by devouring the enemy corpses lying on the battlefield within its movement range (activated ability).

Health gained is equal to 20% of the dead stack's Hit Points.

» Creatures: Paokai.

Searing Aura

Once an enemy creature that is within 1 tile range from this creature takes its turn, it suffers fire damage in proportion with the number of creatures who have this ability.

At the beginning of its turn, any enemy creature adjacent to the Hell Stallions suffers 10 points of Fire damage per Hell Stallion in the stack.

» Creatures: Hell Stallion.

Seduction

Once per combat the Succubus is able to gain control over any enemy creature. Succubi and creatures with immunity to Mind Control are not affected by this ability. The ability's duration depends on the difference in power between the Seducers and their victims, ranging from 4 turns (target is four times weaker than the Succubus) to the point where it can't be used (target is more than four times stronger than the Succubus). The Succubus' initiative ATB value does not increase for the time of the effect's duration. Activated ability.

The duration is equal to $2 + \log_2(\text{Succubus_Power}/\text{Target_Power})$, where \log_2 is the base 2 logarithm. The effect disappears if the seducing stack is killed. It can be removed by Cleansing, Lay Hands and Purge, but not by the First Aid Tent.

» Creatures: Succubus Seducer.

**Set Snares**

This creature can set a snare, invisible to the enemy, on the battlefield. When an enemy falls into the snare, it has a chance to lose some of its original movement range or even come to a halt. If the snare misfires, the Initiative of the creature that has set it will be zeroed (activated ability).

See p.327.

» Creatures: Goblin Trapper.

Shield Allies

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

» Creatures: Squire, Skeleton Warrior.

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, Centaur, Centaur Nomad, Succubus Seducer, Arcane Archer, High Druid, Lich Master, Gremlin Saboteur, Battle Mage, Storm Titan, Harpooner, Rune Keeper, Centaur Marauder.

Siphon Mana

This creature can steal mana from enemy heroes and give it to friendly creatures (activated ability).

0.125 Mana is drained per creature in the stack (half the "Mana Drain" amount). The mana is distributed equally among friendly casters.

» Creatures: Vermin.

Six-headed attack

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

» Creatures: Deep Hydra, Foul Hydra.

Sorrow Strike

When this creature attacks an enemy, the spell Sorrow (Basic Expert level) is automatically cast on the target.

» Creatures: Ghost Dragon.

Spray Attack

Creature simultaneously attacks three adjacent tiles occupied by the enemy.

» Creatures: Pixie, Sprite, Dryad.

Steal Ammunition

Once per combat, this creature can steal some ammo from the enemy stacks within its movement range (activated ability).

The number of ammunitions stolen is equal to the size of the stealing stack divided by its weekly growth.

» Creatures: Poltergeist.

Storm Bolt

Once per battle, this creature can attack any chosen target with Storm Strike (activated ability).

» Creatures: Thunder Thane.

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, Thunder Thane.

Stormcaller

This creature can create a local thundercloud in the selected area of the field. All units in this area take some electrical damage every turn. Shooters also get a penalty to their ranged attacks. The damage and the penalty depend on the number of creatures that created this thundercloud (activated ability).

*The thundercloud is a 3x3 area and lasts for 3 turns. The shooting penalty is Stack_Size*1%, with a maximum of 90%. The air damage is equal to 10*Stack_Size. It is applied when the thundercloud is created and at the end of the turn of any unit under it. Its damage is reduced by Lightning protection, and can be resisted. Friendly units are affected as well, even the Storm Titans that created it. Two thunderclouds can not be overlapped.*

» Creatures: Storm Titan.

Strike and Return

Creature attacks and returns to its previous position.

» Creatures: Blood Maiden, Blood Fury, Blood Sister.

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.

**Swallow Goblin**

This creature can restore its health by eating a Goblin from a stack in its neighborhood (activated ability).

One (preferably uninjured) Goblin is eaten from the targeted adjacent stack to restore the Cyclops to full health (without resurrection).

» Creatures: Cyclops, Untamed Cyclops, Bloodeyed Cyclops.

Swift Attack

This creature can't be counterattacked by the enemies who are under the effect of Slow spell.

» Creatures: Earth Daughter.

Symbiosis

Once per combat, this creature can heal and resurrect Treants, or be healed by them (activated ability).

The target stack receives 4 Hit Points per Dryad, and the Dryad stack is healed by 20 Hit Points per target in return.

» Creatures: Dryad.

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.

Taunt

This creature has a chance of distracting the **an adjacent** enemy's **melee** attack, directed initially against another friendly stack in its neighborhood, to itself.

See p.318 for triggering chances.

» Creatures: Warmonger.

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, Conscript, Brute.

Teleport Other

The Arch Demon can target any creature stack that is within its movement range, regardless of who owns it, and teleport them to the unoccupied tile that is the closest possible to himself (activated ability).

» Creatures: Arch Demon.

Three-headed Attack

The creature can attack simultaneously all enemy creatures standing on three adjacent cells.

The Cerberus and Firehound attack 3 adjacent tiles. The Hydra attacks 6 adjacent tiles. The Firehound deals only 75% damage to secondary targets.

» Creatures: Cerberus, Hydra, Firehound.

Torpor

This creature has a chance to put an enemy into deep slumber by its attack. The sleeping enemy is not able to move or attack until it wakes up or it is attacked. Moreover, it gets maximal damage from the Vampires' Prince's attack and it does not retaliate to the attack that wakes it up. This ability will not work on Undead, Mechanical or Elemental creatures.

The target is put to sleep for 2 turns. All three types of Vampires do maximum damage against sleeping stacks. See p.316 for dispelling methods, and p.318 for triggering chances.

» Creatures: Vampire Prince.

**Treachery**

When the number of these creatures falls below 30 percent of their original numbers, they change sides.

A stack can only betray once per combat, and stays with its new master after the combat (if not killed).

» Creatures: Goblin.

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, Skeleton Warrior, Rot Zombie, Poltergeist, Vampire Prince, Lich Master, Banshee, Ghost Dragon.

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.

Venom

Attacking the enemy, this creature poisons it. The venom's effect lasts for three more turns, dealing damage on the target on each of its turns.

*The damage per turn is equal to 5*Stack_Size, with Stack_Size being the Foul Wyverns' stack size at the time of poisoning. The poison effect can be removed by Lay Hands and the First Aid Tent, but not by Cleansing or Purge.*

» Creatures: Foul Wyvern.

**Vorpall 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. See p.318 for triggering chances.

» 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.

Wheel of Fortune

Three times per combat, this creature can randomly increase the Luck value of a chosen friendly stack or decrease it on a chosen enemy stack (activated ability).

The Luck buff (or debuff) is a random value between 1 and 3. The effect is not cumulative, and opposite effects additionally dispel each other. The effect can be removed by Cleansing and Purge, but not by Lay Hands or the First Aid Tent. The duration is equal to the caster stack Spell Power.

» Creatures: Djinn Vizier.

**Wheeling Attack**

On its way to its main target, this creature attacks all enemy stacks adjacent to its route, delivering 25% of its normal damage to them without suffering retaliation.

» Creatures: Brisk Raider.

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 Frenzy. (The spell does not work on undead, elemental and mechanical units.)

The spell is cast with spell power 3. See p.318 for triggering chances.

» Creatures: Shadow Matriarch, Shadow Mistress.

Whirlwind

Attacking an enemy, this creature always attacks a 6-tile area (the half of its adjacent tiles in front of it), delivering damage to all enemies who are within it.

» Creatures: Rakshasa Kshatra.



Introduction

Faction - Magic School alignments

Each faction is bound to two magic schools, in accordance with the chances of skill levelling (see p.293).

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	Stronghold	-	-

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.

Magic among Barbarians: Warcries and Talismans

Barbarian heroes cannot learn spells from magic guilds, nor cast spells from artifacts (magic tomes, magic scrolls and wands, Elemental Waistband...). When Barbarian heroes visit a Magic Shrine (adventure location usually teaching a spell to the visiting hero) or loot a battle site that would give them a spell as reward (Pyramid, Dragon Utopia, ...), they gain experience instead (1000*Spell_Level).

Although opposed to magic, Barbarians still have use of Mana in combat: they can use **Warcries** to boost their troops or hinder enemy creatures. Warcries come in three levels, and can be learned in special Stronghold buildings (similar to magic guilds). The four magic skills are of course useless to Barbarians, and instead they learn corresponding Shatter Magic skills, allowing them to reduce the effect of enemy magic. Sorcery is also replaced by a similar skill, Shout, targeting Warcries instead of spells.

On the adventure map, Barbarians can actually cast Adventure spells through special objects, **Talismans of Earth & Sky**, that can be bought only by Barbarian heroes in their towns' "Walker's Hut" building. There are 4 levels of Talismans, corresponding to the 4 Adventure spells, and the hero can upgrade his Talisman in town, when he reaches the required level.

Talisman level 1

- » **Required hero level:** 1
- » **Cost:** 1000, 3, 3
- » **Unlocked spell:** Vessel of Shalassa

Talisman level 2

- » **Required hero level:** 10
- » **Cost:** 1000, 2, 2, 2, 2, 2, 2
- » **Unlocked spell:** Summon Creatures

Talisman level 3

- » **Required hero level:** 15
- » **Cost:** 1500, 3, 3, 3, 3, 3, 3
- » **Unlocked spell:** Instant Travel

Talisman level 4

- » **Required hero level:** 20
- » **Cost:** 1500, 4, 4, 4, 4, 4, 4
- » **Unlocked spell:** Town Portal



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.299). The hero uses half his/her movement for the day. Instant Travel can also be used at sea, but only to another sea location.

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)

Barbarian Warcryes

Level 1

**Ralling Cry** 8

Blessing Tribes of the East

Increases morale of all creatures in army for ~~two~~ three turns depending on the hero's level and gives additional rage points to the Stronghold creatures (Morale bonus does not work on undead, elemental and mechanical units.).

Required Hero level: 2

Army Rage Points boost: +20

The Morale boost is equal to $1 + \text{Hero_Level}/8$.

**Call of Blood** 5

Blessing Tribes of the East

Selected friendly Stronghold creature gets additional number of rage points depending on hero's level.

Required Hero level: 2

Army Rage Points boost: 0 (only the target receives Rage Points)

The target receives $\text{Hero_Level} * 10$ additional Rage Points.

Level 2

**Word of the Chief** 2

Blessing Tribes of the East

Hero attacks the selected friendly creature (dealing his standard damage). This attack hastens the creature's turn, depending on the hero's level. Moreover, the target creature gets an additional number of rage points. This warcy does not work on undead, elemental and mechanical units.

Required Hero level: 6

Army Rage Points boost: +30

The target's ATB value is increased by $0.1 + 0.02 * \text{Hero_Level}$, and he receives an additional +30 Rage Points bonus.

**Fear My Roar** 7

Curse Tribes of the East

Hero has a chance to scare selected enemy creature, depending on the ratio between the hero's and the creature's levels. Independently of the success, all Stronghold creatures in the hero's army get additional rage points. This warcy does not work on creatures immune to mind control effects.

Required Hero level: 6

Army Rage Points boost: +30

The effect is similar to the Nightmare's Fear Attack. The chance to frighten the target is $50\% + (\text{Hero_Level} - \text{Target_Level}) * 5\%$.

Level 3

**Battlecry** 10

Blessing Tribes of the East

For one turn increases the Attack of all creatures in hero's army (depending on hero's level) and their Speed (by +1). Also gives additional rage points to all Stronghold creatures in the army.

Required Hero level: 11

Army Rage Points boost: +40

The attack bonus is equal to $\text{Hero_Level}/2$.

**Horde's Anger** 10

Direct Damage Tribes of the East

Selected enemy receives magical damage equal to the number of creatures in the hero's army. Moreover, all Stronghold creatures in hero's army gain additional points to their rage.

Required Hero level: 11

Army Rage Points boost: +40

Horde's Anger is reduced by magic protection and can be resisted. It can not be reflected by Magic Mirror.

Dark Magic

Level 1

Weakness 4 Curse
 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

	$t = 50\%$
	$t = 35\%$
	$t = 20\%$
	$t = 0\%$

Slow 4 Curse
 Makes target enemy stack take fewer actions in combat. Initiative of the target is decreased.
 Master of Mind adds Mass Slow. 8

		-25% Initiative
		-30% Initiative
		-35% Initiative
		-40% Initiative

Sorrow 5 Curse Tribes of the East
 Decreases morale and luck of selected enemy creature

	-1 Luck / Morale
	-2 Luck / Morale
	-3 Luck / Morale
	-4 Luck / Morale

Level 2

Vulnerability 5 Curse
 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

		-3 Defense
		-4 Defense
		-5 Defense
		-6 Defense

Decay 6 Curse
 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 $32+8*Power$. Duration depends on Dark Magic mastery.
 Master of Pain adds Mass Decay (4x4 Area effect). 12

		2 turns
		3 turns
		4 turns
		5 turns

Level 3

Suffering 5 Curse
 Weakens the target enemy unit to decrease its Attack.
 Master of Curses adds Mass Suffering. 10

		-3 Attack
		-6 Attack
		-9 Attack
		-12 Attack

Confusion 9 Curse
 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

	50%
	70%
	90%
	100%

Level 4

Frenzy 15 Mind Control
 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 (The spell does not work on undead, elemental and mechanical units).
 Target damage (min and max) is increased depending on the caster's mastery. If the caster is Expert in Dark Magic, the effect lasts 2 actions, otherwise it lasts only one action. The effect can not be dispelled by Cleansing.

		Power*1%
		Power*2%
		Power*3%
		Power*3%

Blindness 10 Curse
 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).
 Duration depends on the caster's mastery. At Expert mastery, blinded stacks can not retaliate.

		0.15*Power
		0.2*Power
		0.25*Power
		0.25*Power

Level 5



Puppet Master 18

Mind Control

Gives the hero temporary control over selected enemy unit. Unit under this spell can't counter-attack (The caster should have an Expert Dark Magic skill to gain the control over 7 level creatures). The spell does not work on undead, elemental and mechanical units.

- 0.15*Power
- 0.2*Power
- 0.25*Power
- 0.25*Power

*Control will be lost if Puppet Master is cast on another target. The target's Initiative is multiplied by 0.03*Power during the control (0.01*Power with no mastery). The multiplier can not be greater than 1. Duration depends on the caster's mastery.*



Curse of the Netherworld 15

Direct Damage

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.

- 8+2*Power
- 12+3*Power
- 30+6*Power
- 144+12*Power



Vampirism 10

Blessing Tribes of the East

Selected friendly creature gets all Undead attributes and the ability to drain life just like vampires.

While this spell is active, the target is unaffected by Morale, and becomes immune to mind altering effects like Blindness or Puppet Master. These effects are dispelled if they were active. The drain life effect is cumulative with any natural Life Drain ability. The spell can't be cast on Mechanical or Elemental creatures. Life drained is a fraction of the damage dealt, depending on the Dark Magic mastery of the caster.

- 10%+Power*2%
- 20%+Power*2%
- 30%+Power*2%
- 50%+Power*2%

Destructive Magic

Level 1

 **Eldritch Arrow**  4  *Direct Damage*   48+8*Power
 Shoots magic missile to deal non-physical damage to the selected enemy creature.

 **Stone spikes**  5  *Direct Damage*   24+8*Power
 Deals earth damage to all creatures in target area (cross form)

Level 2

 **Lightning Bolt**  5  *Direct Damage*   11+11*Power
 Deals lightning damage to selected enemy unit.
 *Master of Storms adds Stunning effect (see p.311).*

 **Ice Bolt**  6  *Direct Damage*   60+12*Power
 Deals ice damage to selected enemy unit.
 *Master of Ice adds Freezing effect (frozen for 0.3 turns).*

Level 3

 **Fireball**  10  *Direct Damage*   11+11*Power
 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).*

 **Circle of Winter**  9  *Direct Damage*   60+12*Power
 Deals ice damage to all units surrounding the target spot.
 *Master of Ice adds Freezing effect (frozen for 0.3 turns).*

 **Firewall**  16  *Direct Damage*   9+9*Power
 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).
 *Master of Fire adds Armor-damaging effect (-50% defense).*

Level 4

 **Chain Lightning**  16  *Direct Damage*   10+10*Power
 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.311).*

 **Meteor Shower**  19  *Direct Damage*   9+9*Power
 Deals massive earth damage to all creatures in target area.
Meteor Shower has a target area of 5x5.

Level 5

 **Implosion**  18  *Direct Damage*   12+12*Power
 Deals earth damage to a single targeted enemy unit.



Armageddon 🔵 20

🔥 *Direct Damage*

Deals massive fire damage to all creatures and war machines on a battlefield and local physical damage in the point of impact.

- 📊 🔥 9+9*Power
- 📊 🔥 12+12*Power
- 📊 🔥 15+15*Power
- 📊 🔥 30+30*Power

*Creatures in the center of the battlefield (4x4 square) are hit by the rock, and suffer **extra physical damage** (thus ignoring Magic Protection, Resistance and Immunities) equal to*

- 📊 🔥 5+5*Power
- 📊 🔥 10+10*Power
- 📊 🔥 15+15*Power
- 📊 🔥 20+20*Power

Large creatures have to be completely inside the target area to be hit by the rock.

🔥 *Master of Fire adds Armor-damaging effect (-50% defense).*



Deep Freeze 🔵 11

💧 *Direct Damage*

🏠 *Tribes of the East*

Freezes the target, immediately inflicting ice damage and causing it to suffer increased physical damage during a certain amount of time due to frostbites.

- 📊 🔥 10+10*Power
- 📊 🔥 14+14*Power
- 📊 🔥 15+15*Power
- 📊 🔥 30+30*Power

*Any physical damage suffered by the target in the next turn is increased by (Power+1)*3% (only (Power+1)*1% with no mastery).*

🧊 *Master of Ice adds Freezing effect (frozen for 0.3 turns).*

Light Magic

Level 1

 **Divine Strength**  4 Blessing

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

	t = 50%
	t = 65%
	t = 80%
	t = 100%

 **Haste**  4 Blessing

Causes the selected friendly unit to act more frequently in combat. Initiative of the target is increased.

 Master of Wrath adds Mass Haste.  8

	 +10% Initiative
	 +20% Initiative
	 +30% Initiative
	 +40% Initiative

Level 2

 **Endurance**  6 Blessing

Increases the selected friendly unit's defense strength. Spellpower determines the duration of effect.

 Master of Abjuration adds Mass Endurance.  12

	 +3 Defense
	 +6 Defense
	 +9 Defense
	 +12 Defense

 **Cleansing**  10 Blessing

Dispels 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

	40% base chance
	60% base chance
	80% base chance
	100% base chance

 **Regeneration**  8 Blessing Tribes of the East

The target creature gains health regeneration on its turn. Does not work on Undead, Mechanical and Elemental creatures.

*The target regenerates $\heartsuit 75\%+\text{Power}*5\%$ of its maximum Hit Points at the beginning of its turn.*

	 1 turn
	 2 turns
	 3 turns
	 4 turns

Level 3

 **Righteous Might**  6 Blessing

Affected creature is filled with rage and a lust for blood, it gains bonus to attack.

 Master of Wrath adds Mass Righteous Might.  12

	 +3 Attack
	 +6 Attack
	 +9 Attack
	 +12 Attack

 **Deflect Missile**  6 Blessing

Makes the selected friendly unit receive less damage from ranged attacks. Damage reduction depends on Light Magic mastery, and is multiplicative with other ranged damage reductions.

 Master of Abjuration adds Mass Deflect Missile.  12

	-25%
	-40%
	-55%
	-70%

Level 4

 **Magical Immunity**  7 Blessing

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 spells up to some level, depending on the caster's mastery. Only on Expert mastery is he immune to all spells.

	Max. Level: 2
	Max. Level: 3
	Max. Level: 4
	Max. Level: 5

 **Teleportation**  8 Displacement

Teleports targeted friendly creature to another location on a battlefield (Only expert in Light Magic can teleport creatures over town walls)



Divine Vengeance 14 Direct Damage Tribes of the East

Inflicts magical damage to selected creature that depends on the number of enemies selected creature killed from the beginning of combat.

*The damage inflicted depends on the target's "frags": the number of creatures killed multiplied by their tier. For example, killing 5 peasants gives 5 frags, while killing 1 Paladin gives 6 frags. Killing a summoned creature gives no frag. In the damage formula, F is the **square root** of the target's frags.*

- $1 * F * (Power + 7)$
- $2 * F * (Power + 7)$
- $3 * F * (Power + 7)$
- $4 * F * (Power + 7)$

Level 5



Word of Light 15 Direct Damage

Deals holy damage to all undead and infernal creatures on a battlefield. Note: Orc units are also affected due to their demonic blood.

Master of Wrath adds +4 to the effective Spell Power of the caster.

- $8 + 2 * Power$
- $12 + 3 * Power$
- $30 + 6 * Power$
- $144 + 12 * Power$



Resurrection 15 Resurrection

Permanently resurrects creatures in target friendly stack. Every use of this spell will decrease the hit points of the target stack by 10% of the initial hit points, until the end of the combat.

Health resurrected depends on Light Magic mastery.

- $20 + 5 * Power$
- $40 + 10 * Power$
- $60 + 15 * Power$
- $240 + 30 * Power$

Runic Magic

Level 1

 **Rune of Charge**  1 Blessing Hammers of Fate
 Creature speed increases by 100% until the end of the turn for one action.
The rune is also used on waiting or defending.

 **Rune of Berserking**  1 Blessing Hammers of Fate
 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.

Level 2

 **Rune of Magic Control**  1 Blessing Hammers of Fate
 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.

 **Rune of Exorcism**  1 Blessing Hammers of Fate
 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.

Level 3

 **Rune of Elemental Immunity**  1 Blessing Hammers of Fate
 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 Hammers of Fate
 Creature gets incorporeality for one turn.

Level 4

 **Rune of Thunderclap**  1  1 Blessing Hammers of Fate
 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.318). It can trigger on attacks and retaliation strikes, and is improved by Soldier's Luck.

 **Rune of Resurrection**  1  1 Resurrection Hammers of Fate
 Ressurrects 40% of killed creatures in the stack.

Level 5

 **Rune of Battle Rage**  1  1 Blessing Hammers of Fate
 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 Hammers of Fate
 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

 **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

 **Raise Dead**  9 Resurrection

Reanimates living creatures in target friendly stack. Undead creatures are brought back to "life". All other living 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

 **Arcane Crystal**  8 Summoning Tribes of the East

Creates a crystal on the selected place on the field, blocking the way until the end of combat or until the crystal is attacked and destroyed.

The crystal has  1 Hit Point and  0 Defense, and is considered a tier 1 creature. It explodes when destroyed, dealing damage to the adjacent creatures, depending on the Summoning Magic mastery of the caster.

 Master of Earthblood adds 4 to the effective Spell Power of the caster.

		40+8*Power
		60+12*Power
		80+16*Power
		100+20*Power

Level 3

 **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

 **Earthquake**  7 Object Damage

Earthquake damages town walls during a siege.

As well as Towers and Gate. Each defense section gets damaged by a random value, multiple of 50, inside the specified damage range.

 Master of Earthblood adds 4 to the effective Spell Power of the caster (improves the Tremors ability).

		0 - 100
		0 - 200
		50 - 300
		100 - 400

 **Blade Barrier**  12 Summoning Tribes of the East

Temporarily creates a wall, three squares long, on the selected part of the field. The wall has additional 75% Defense only suffers 25% damage from the Range and Magical Attacks and returns physical damage equal to the number of lost Hit Points to the melee attackers.

The Barrier can not be attacked by the hero's physical attack, but is damaged by the Eathquake spell. Each of the three 1-tile barrier segments is an independent object, which Hit Points depend on the Summoning Magic mastery of the caster.

 Master of Earthblood adds 4 to the effective Spell Power of the caster.

		20+5*Power
		40+8*Power
		60+10*Power
		96+12*Power

Level 4



Summon Elementals 17

Summons fire, earth, water or air elementals (depending on the battlefield terrain) to fight for the hero's cause.

The number of summoned Elementals depends on the caster's mastery.

Master of Conjuration adds 4 to the effective Spell Power of the caster.

Summoning

- 0.5*Power
- 0.75*Power
- 1*Power
- 2*Power



Summon Hive 15

Creates a wasp hive on the selected place of the field. A swarm of wasps from this hive will attack enemy creatures until the end of combat or until the hive is attacked and destroyed (The hive will not attack undead, elemental and mechanical units).

When its turn comes, the Hive automatically casts Wasp Swarm at expert level (with the Spell Power of its summoner), on the nearest enemy that can be affected by that spell, if any. The spell is cast using the Hive's summoner mana, at the complete mana cost (possible discounts are ignored).

The Hive has 10, 25, 50 or 100 Hit Points, depending on the Summoning Magic mastery of the caster. Its Defense is equal to the caster's Level, and it is immune to magic. It is considered a tier 8 creature, with Power 10000. Its Initiative depends on the Summoning Magic mastery of the caster. When summoned, it enters the battlefield with a random ATB value between 0.5 and 1.

Summoning Tribes of the East

- 2+0.25*Power
- 5+0.25*Power
- 5+0.25*Power
- 10+0.25*Power

Level 5



Arcane Armor 20

Encloses target stack with magical energy shield that partly drains all damage dealt to the stack.

The shield's Hit Points depend on the caster's mastery. It drains 25% of the damage dealt to the target. At Expert mastery, it drains 50% of the damage.

Blessing

- 250+50*Power
- 500+50*Power
- 600+60*Power
- 600+60*Power



Conjure Phoenix 35

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 depend on the caster's Level and Spellpower (Power). Effective Spellpower is reduced (rounded up) at lower masteries.

10 + 2*Level

10*Power - 15*Power

15

10 + 2*Level

300 + 30*Power

7

Summoning

- Eff. Power: 25%
- Eff. Power: 33%
- Eff. Power: 50%
- Eff. Power: 100%

Master of Conjuration adds 4 to the effective Spell Power of the caster (before reduction).

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.



Edge of Balance
 Minor - Weapon - Cost: 5500
 Adds +3 to Hero's Attack and subtracts -1 from Hero's Defense for "good" races or Adds +3 to Hero's Defense and subtracts -1 from Hero's Attack for "evil" races.



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 at Advanced Mastery level (unless the Hero's Mastery level is higher). The wand has a limited number of uses and can be recharged at a Magic Guild. Barbarian heroes find it shameful to use such magical items in combat. *The spell is always cast with Advanced mastery and Spellpower 8. Wands usually have 6 charges, except Wands of Ice Bolt (3), Fireball (3), Haste (4), Endurance (4), Slow (5), Suffering (5) and Vulnerability (10).*



Ogre Club
 Major - Weapon - Cost: 8500
 Increases Attack by +5, but decreases Initiative of all creatures in hero's army by -5%.
 Part of the "Weapons of Might" set.



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
 Part of the "Runeforce" set.



Unicorn Horn Bow
 Major - Weapon - Cost: 12000
 Negates range penalties for all shooting units in hero's army.
 Part of the "Archer's Dream" set.



Dragon Flame Tongue
 Major - Weapon - Cost: 14000
 Adds +2 to hero's attack and defense. Grants a 50% protection from cold-based spells
 Part of the "Power of Dragons" set.



Staff of the Netherworld
 Relic - Weapon - Cost: 17000
 Decreases initiative of enemy creatures by 20%.
 Part of the "Death's Embrace" set.



Staff of Sar-Issus
 Relic - Weapon - Cost: 20000
 Negates enemy magic resistance. Magic protection and immunities, if any, are not affected and still remain.
 Part of the "Sar-Issus Regalia" set.

Shield



Magic Scroll
 Major - Shield - Cost: 5000
 Allows casting of a magic spell at Advanced Mastery level from this scroll (unless the Hero's Mastery level is higher).



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%.

Part of the "Weapons of Might" set.

Book Of Power

Major - Shield - Cost: 9000

Adds +1 to Hero's Spellpower and Knowledge if the Hero does not have any Enlightenment skills. Adds +2 to Hero's Spellpower and Knowledge if this Hero has the Advanced Enlightenment skill or +3 to Hero's Spellpower and Knowledge if he has the Expert Enlightenment skill. If the Hero has the Magic Insight ability he will also be able to learn the 4th circle spells.



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: 10500

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



Part of the "Power of Dragons" set.

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.



Part of the "Armor of Dwarven Kings" set.

Tome of Dark Magic

Relic - Shield - Cost: 20000

Allows all Dark Magic spells to be cast without any skill in this school. *The spells are cast with the hero's mastery. "Master of" abilities add no mass/area spell and no bonus for spells only known through the Tome.*



Tome of Destruction Magic

Relic - Shield - Cost: 20000

Allows all Destruction Magic spells to be cast without any skill in this school. *The spells are cast with the hero's mastery. Empowered spells are not added to Warlock's spellbook for spells only known through the Tome. The Freezing/Stunning/Burning effects from "Master of" abilities will however work.*



Tome of Light Magic

Relic - Shield - Cost: 20000

Allows all Light Magic spells to be cast without any skill in this school. *The spells are cast with the hero's mastery. "Master of" abilities add no mass/area spell and no bonus for spells only known through the Tome.*

Tome of Summoning Magic

Relic - Shield - Cost: 20000

Allows Summoning Magic spells to be cast without any skill in this school. *The spells are cast with the hero's mastery. "Master of" abilities add no bonus for spells only known through the Tome.*



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.



Horn of Plenty

Major - Pocket - Cost: 10000

Grants some random resource every day. *The resource type depends on the day of the week (Monday: 2-4 Wood, Tuesday: 2-4 Ore, Wednesday: 1-2 Sulfur, Thursday: 1-2 Gems, Friday: 1-2 Mercury, Saturday: 1-2 Crystals, Sunday: 500-750 Gold).*



Shackles of the Last Man

Relic - Pocket - Cost: 20000

Prevents you and all your foes from retreating from combat.



Skull of Markal

Relic - Pocket - Cost: 22000

Increases hero's Spellpower and knowledge by +5, but decreases Morale by -2.

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

Dragon Bone Greaves
 Major - Boots - Cost: 10500



Adds +3 to hero's Spellpower and increases initiative of all melee non-flying units in hero's army by 10%
 Part of the "Power of Dragons" set.



Boots of the Open Road
 Major - Boots - Cost: 11000
 Allows hero to traverse rough terrain without any penalties.



Boots of the Swift Journey
 Major - Boots - Cost: 15000
 Increases hero's movement over land.



Sandals of the Blessed
 Relic - Boots - Cost: 16000
 Adds +1 to the Hero's four primary attributes and +1 to both Morale and Luck.

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.
 Part of the "Armor of Dwarven Kings" set.



Boots Of Levitation
 Relic - Boots - Cost: 20000
 Hero can move over the sea

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.

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.
 Part of the "Will of Urgash" set.



Turban of Enlightenment
 Major - Helm - Cost: 6000
 All experience gained by hero is increased by 10%.
 Part of the "Vestment of Enlightenment" set.



Crown of Leadership
 Major - Helm - Cost: 7000
 Adds +1 to Hero's Morale. Doubles "Estates", "Diplomacy" and "Recruitment" abilities' effect. *If the hero has the Diplomacy ability, the bonuses for the neutral armies to join are doubled (see p.323):*
 » the -0.2 Diplomacy contribution to Mood_Coef is doubled to -0.4 (step 2)
 » the +10% Diplomacy contribution to Chance_To_Join is doubled to +20% (step 3)
 » if neutrals join for money, they cost only their normal price.



Dragon Talon Crown
 Major - Helm - Cost: 10500
 Adds +3 to hero's knowledge and increases initiative of all war machines in hero's army by 10%
 Part of the "Power of Dragons" set.



Lion Crown
 Relic - Helm - Cost: 12000
 Increases hero's morale and luck by +2.
 Part of the "Lion's Spirit" set.



Crown of Sar-Issus
 Relic - Helm - Cost: 15000
 Adds +6 to hero's knowledge.
 Part of the "Sar-Issus Regalia" set.



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.
 Part of the "Armor of Dwarven Kings" set.



Mask of Equity
Relic - Helm - Cost: 20000

During combat with an enemy Hero of superior level, it equalizes the Hero's level (by increasing Hero's primary stats) to the enemy Hero's level.

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

Increases hero's Defence and Morale by +1



Runic War Harness
Major - Cuirass - Cost: 10000

Increases hero's Defense and Knowledge by +2.

Part of the "Runeforce" set.



Scale Mail of Enlightenment
Major - Cuirass - Cost: 10000

All experience gained by hero is increased by 20%.

Part of the "Vestment of Enlightenment" set.



Dragon Scale Armor
Major - Cuirass - Cost: 10500

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

Part of the "Power of Dragons" set.



Robe of Sar-Issus
Relic - Cuirass - Cost: 15000

Adds +6 to hero's Spellpower.

Part of the "Sar-Issus Regalia" set.



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.

Part of the "Armor of Dwarven Kings" set.



Armor of the Forgotten Hero
Relic - Cuirass - Cost: 28000

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

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.
Part of the "Lion's Spirit" set.



Treeborn Quiver
Major - Cloak - Cost: 7000

Adds +4 to the Attack of all shooters in the hero's army and grants them unlimited ammo

Part of the "Archer's Dream" set.



Bag of Endless Gold
Major - Cloak - Cost: 10000

Provides +1000 gold per day to your cause.



Dragon Wing Mantle
Major - Cloak - Cost: 10500

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

Part of the "Power of Dragons" set.



Cloak of Death's Shadow
Relic - Cloak - Cost: 13000

Decreases morale and luck of enemy creatures by -2.

Part of the "Death's Embrace" set.



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



Ring of Banishment
 Minor - Ring - Cost: 4800
 Cuts down enemy Summoning spell's efficiency. Grants the "Banish" ability to the Hero. *The Summon Elementals spell summons only half of the Elementals, the conjured Phoenix, Blade Barrier and Hive have only half of their usual Hit Points.*



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.
 Part of the "Death's Embrace" set.



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.
 Part of the "Will of Urgash" set.



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 the Hero's four primary attributes and increases initiative of all shooters in Hero's army by 10%
 Part of the "Power of Dragons" set.



Ring of Speed
 Relic - Ring - Cost: 17000
 Increases initiative of all your creatures by 20%.



Ring of Machine Affinity
 Relic - Ring - Cost: 20000
 Adds +1 to Hero's defense. Grants an additional shot for Ballista and Catapult. First Aid Tent heals twice as many hit points. Ammo Cart increases shooter's attack by +4.



Ring of Sar-Issus
 Relic - Ring - Cost: 20000
 Reduces the mana cost of all hero's spells by half.
 Part of the "Sar-Issus Regalia" set.

Necklace



Necklace of the Lion
 Minor - Necklace - Cost: 3000
 Increases morale by +1.
 Part of the "Lion's Spirit" set.



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.



Necklace of Victory
 Major - Necklace - Cost: 10000
 Adds +2 to hero's attack and Spellpower.



Dragon Teeth Necklace
 Major - Necklace - Cost: 10500
 Adds +3 to hero's Spellpower and increases initiative of all casters in hero's army by 10%
 Part of the "Power of Dragons" set.



Amulet of Necromancy
 Relic - Necklace - Cost: 7000
 Decrease rising cost by 10%.
 Part of the "Death's Embrace" set.



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.

ARTIFACT SETS

Archer's Dream

Set bonuses

- » For 2 items: All shooters move backward along the ATB bar 30% less than usual while shooting.

Set bonuses for Ranger

- » For 2 items: Ranger moves backward along the ATB bar 30% less than usual while shooting.
The effect also triggers on Deadeye Shot and Rain of Arrows.



Unicorn Horn Bow
Major - Weapon - Cost: 12000

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



Treeborn Quiver
Major - Cloak - Cost: 7000

Adds +4 to the Attack of all shooters in the hero's army and grants them unlimited ammo.

Armor of Dwarven Kings

Set bonuses

- » For 2 items: Grants an additional +40% Magic Proof capacity to all the creatures in the Hero's army.
- » For 4 items: Casts "Endurance" and "Deflect Missile" spells at the expert level to all friendly creatures at the start of combat.
The spells are cast for 10 turns.

Set bonuses for Runemage

- » For 2 items: Increases Runemage's Spellpower by +10%
The bonus is at least 1, applied last.



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.



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.



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.



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.

Death's Embrace

Set bonuses

- » For 2 items: Decreases speed of all enemy creatures by -1.
- » For 4 items: Enemy creatures that fail the morale check get a -20% penalty to their Attack and Defense until the start of next turn.

Set bonuses for Necromancer

- » For 2 items: "Banshee Howl" will now decrease enemy's Morale and Luck by -2 and its Initiative by -20%. Moreover, the use of this ability will only move the Hero 50% backwards along the ATB bar. *The effect is cumulative with the Banshee specialist's bonus.*
- » For 4 items: Decrease rising cost by 25% (this bonus stack with effect of Amulet of Necromancy).



Cloak of Death's Shadow
Relic - Cloak - Cost: 13000

Decreases morale and luck of enemy creatures by -2.



Staff of the Netherworld
Relic - Weapon - Cost: 17000

Decreases initiative of enemy creatures by 20%.



Ring of the Unrepentant
Minor - Ring - Cost: 7000

Immunity to Word of Light spell.



Amulet of Necromancy
Relic - Necklace - Cost: 7000

Decrease rising cost by 10%.

Lion's Spirit

Set bonuses

- » For 3 items: Each time a positive 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 Morale effect is negative, the hero is moved backwards).

Set bonuses for Knight

- » For 2 items: Knight's attacks (including Retaliation Strike) decrease enemy morale by -2.



Lion Crown
Relic - Helm - Cost: 12000

Increases hero's morale and luck by +2.



Cape of the Lion's Mane
Major - Cloak - Cost: 6000

Increases morale by +2.



Necklace of the Lion
Minor - Necklace - Cost: 3000

Increases morale by +1.

Power of Dragons

Set bonuses

- » For 2 items: Adds +1 to all hero's parameters.
- » For 4 items: Provides a bonus of +5 Attack and Defense to all tier 7 creatures in hero's army, also increasing their hit points by +20.
- » For 6 items: Adds another +3 to all hero's parameters (cumulative with the 2 items bonus).
- » For 8 items: Reinforces hero's army with one tier 7 creature every day. *The creature is from the hero's native town, preferably the classic upgrade, then the alternate upgrade, then the base creature, in this order.*



Dragon Scale Armor
Major - Cuirass - Cost: 10500

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



Dragon Scale Shield
Major - Shield - Cost: 10500

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



Dragon Bone Greaves
Major - Boots - Cost: 10500

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



Dragon Wing Mantle
Major - Cloak - Cost: 10500

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



Dragon Teeth Necklace
Major - Necklace - Cost: 10500

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



Dragon Talon Crown
Major - Helm - Cost: 10500

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



Dragon Eye Ring
Major - Ring - Cost: 13000

Adds +1 to the Hero's four primary attributes and increases initiative of all shooters in Hero's army by 10%



Dragon Flame Tongue
Major - Weapon - Cost: 14000

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

Runeforce

Set bonuses

» For 2 items: Adds +1 to all hero's parameters.

Set bonuses for Warlock

» For 2 items: Doubles Warlock's "Elemental Vision" ability effect.



Runic War Axe

Major - Weapon - Cost: 10000

Increases hero's Attack and Spellpower by +2



Runic War Harness

Major - Cuirass - Cost: 10000

Increases hero's Defense and Knowledge by +2.

Sar-Issus Regalia

Set bonuses

» For 2 items: Doubles Mana and Spellpower of all casters in hero's army.

» For 4 items: Hero moves backward along the ATB bar 10% less than usual while casting any spell.

Set bonuses for Wizard

» For 2 items: Wizard moves backward along the ATB bar 10% less than usual while casting any spell.



Robe of Sar-Issus

Relic - Cuirass - Cost: 15000

Adds +6 to hero's Spellpower.



Staff of Sar-Issus

Relic - Weapon - Cost: 20000

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



Crown of Sar-Issus

Relic - Helm - Cost: 15000

Adds +6 to hero's knowledge.



Ring of Sar-Issus

Relic - Ring - Cost: 20000

Reduces the mana cost of all hero's spells by half.

Vestment of Enlightenment

Set bonuses

» For 2 items: Increases the amount of experience gained by the Hero by +15%
The bonus is additive, and cumulative with the artifacts' bonus, for a total of 45%.



Turban of Enlightenment

Major - Helm - Cost: 6000

All experience gained by hero is increased by 10%.



Scale Mail of Enlightenment

Major - Cuirass - Cost: 10000

All experience gained by hero is increased by 20%.

Weapons of Might

Set bonuses

» For 2 items: Increases Attack of all creatures in hero's army by +3 and their Hit Points by +2.

Set bonuses for Barbarian

» For 2 items: Barbarian hero moves backward along the ATB bar 30% less than usual while attacking.
The effect also triggers on Powerful Blow.



Ogre Club

Major - Weapon - Cost: 8500

Increases Attack by +5, but decreases Initiative of all creatures in hero's army by -5%.



Ogre Shield

Major - Shield - Cost: 8500

Increases Defense by +5, but decreases Initiative of all creatures in hero's army by -5%.

Will of Urgash

Set bonuses

» For 2 items: Increases hero's Attack by +5.

Set bonuses for Demon Lord

» For 2 items: Improves Demonlord's Gating ability allowing the hero to summon 25% more creatures than usual.



Helm Of Chaos

Minor - Helm - Cost: 5500

Increases hero's knowledge by +3, but decreases his defense by -1.



Ring of the Broken Will

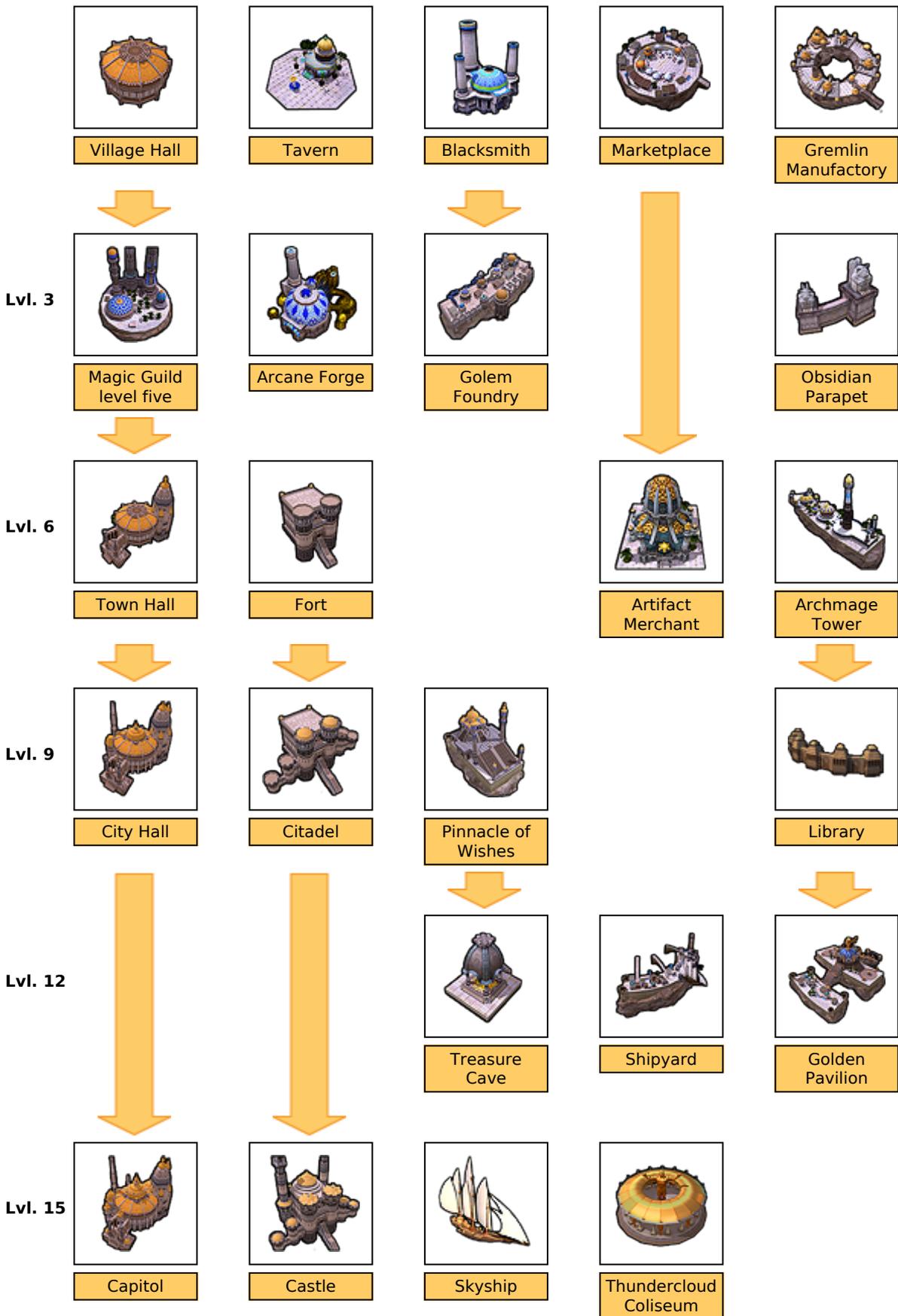
Major - Ring - Cost: 7000

Decreases morale of enemy creatures by -2.

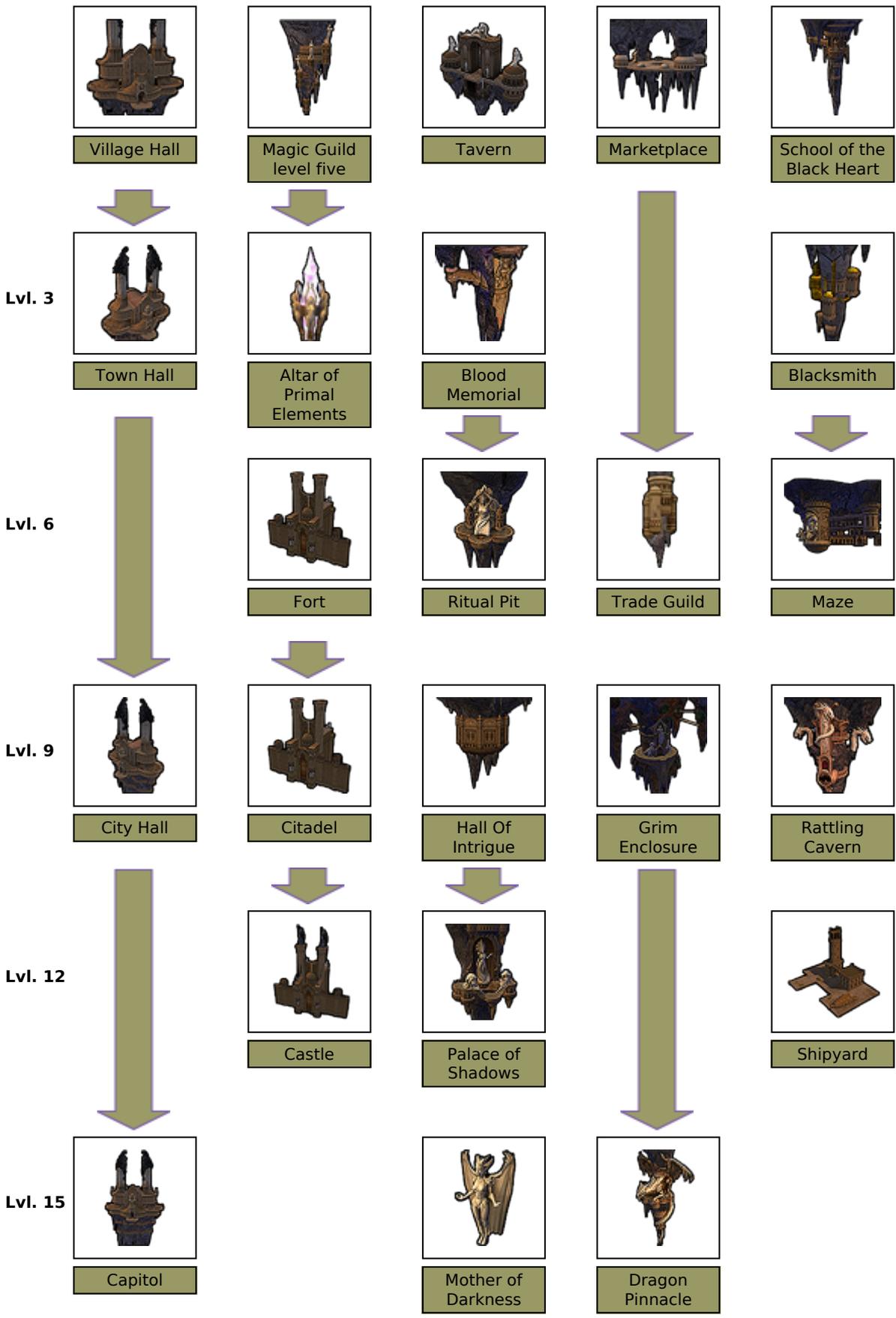
CITY PLANS



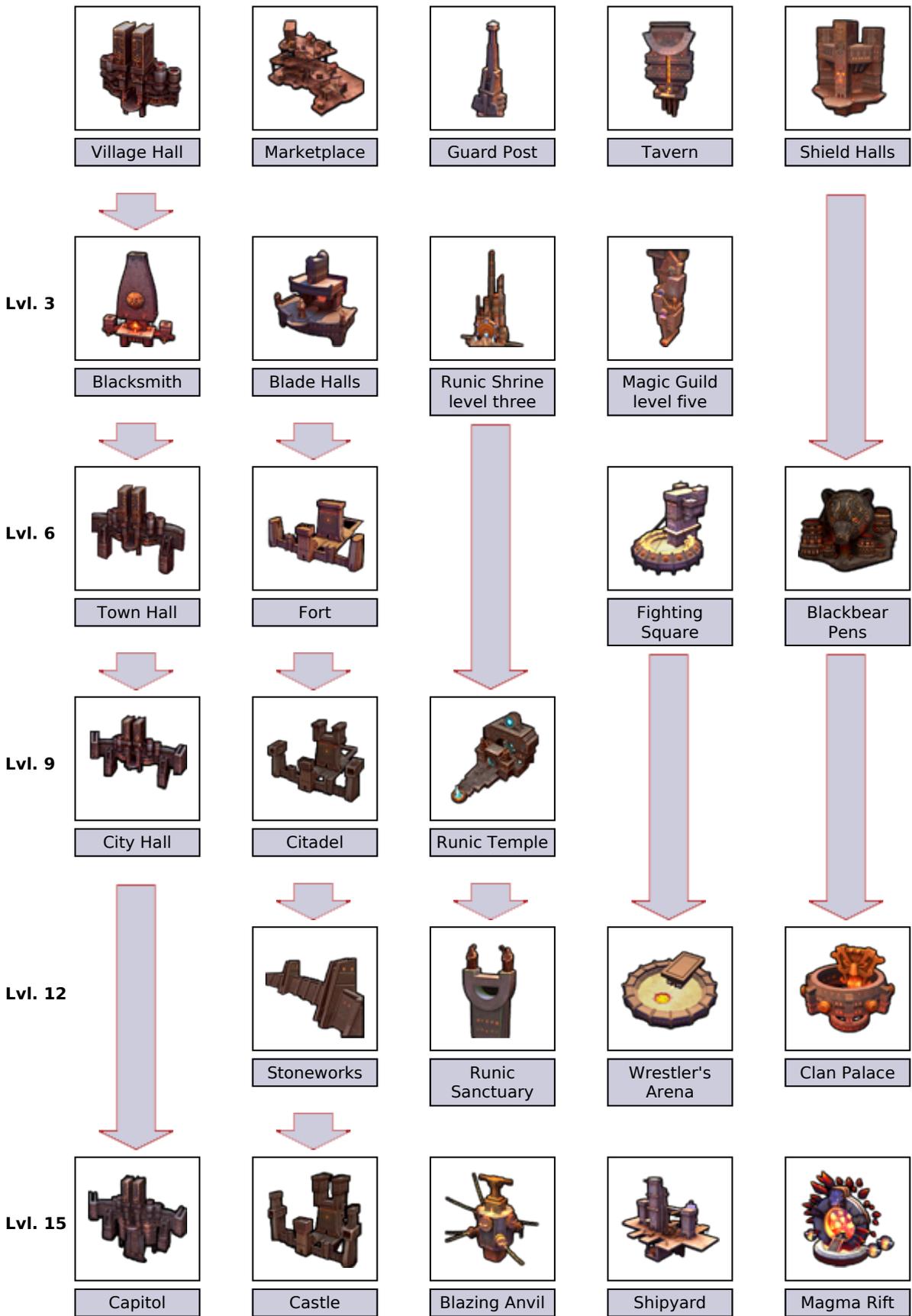
Academy City Plan



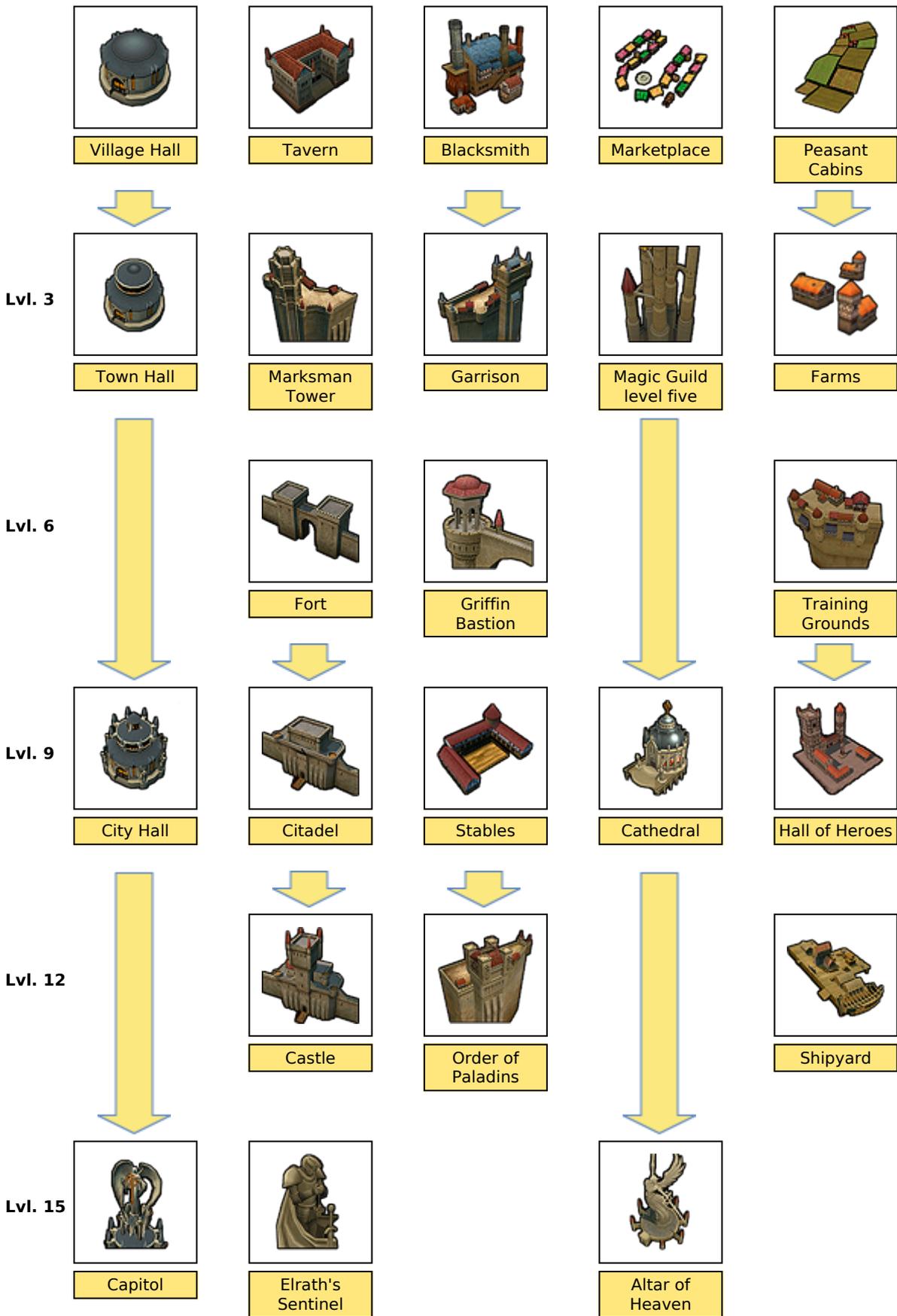
Dungeon City Plan



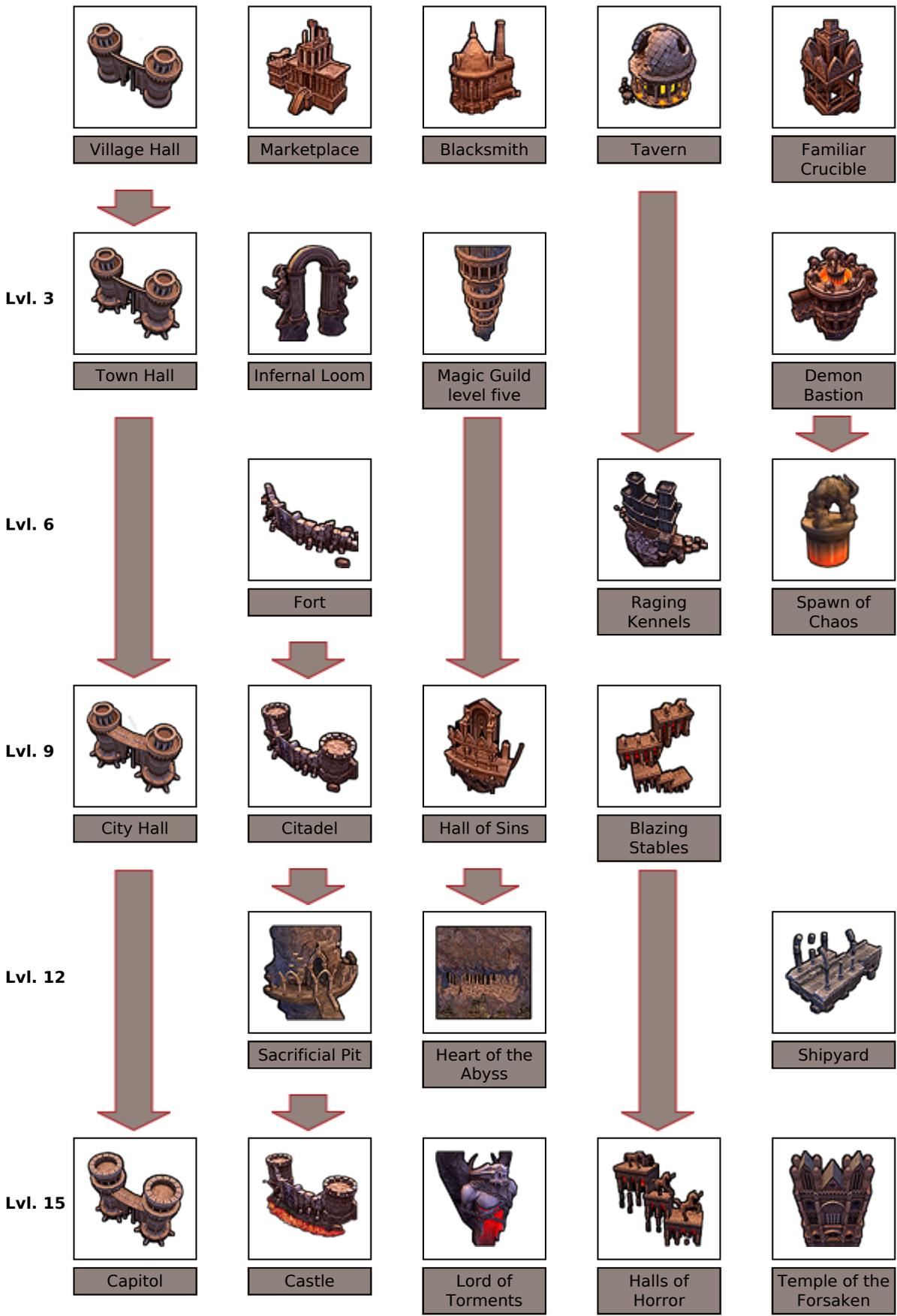
Fortress City Plan



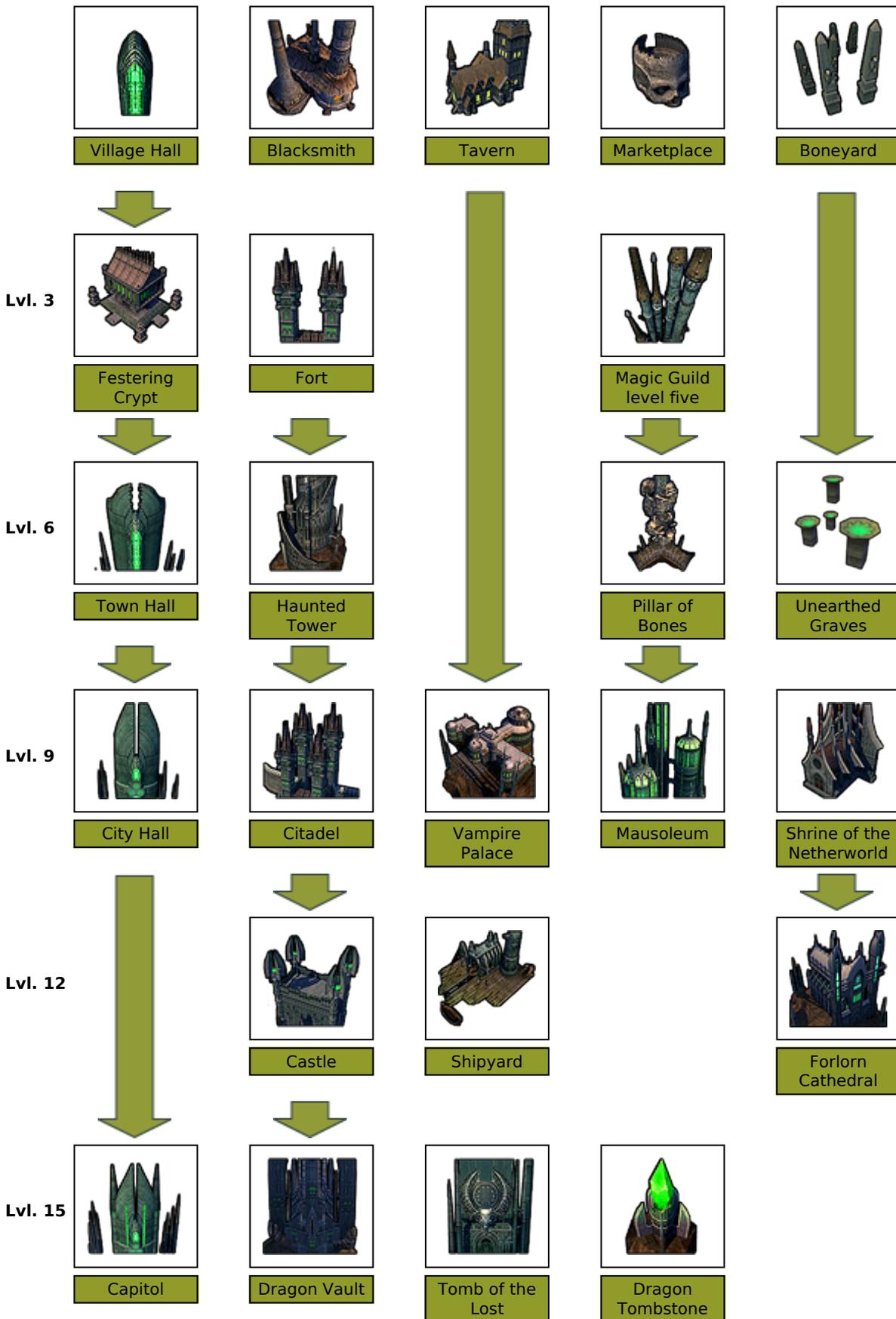
Haven City Plan



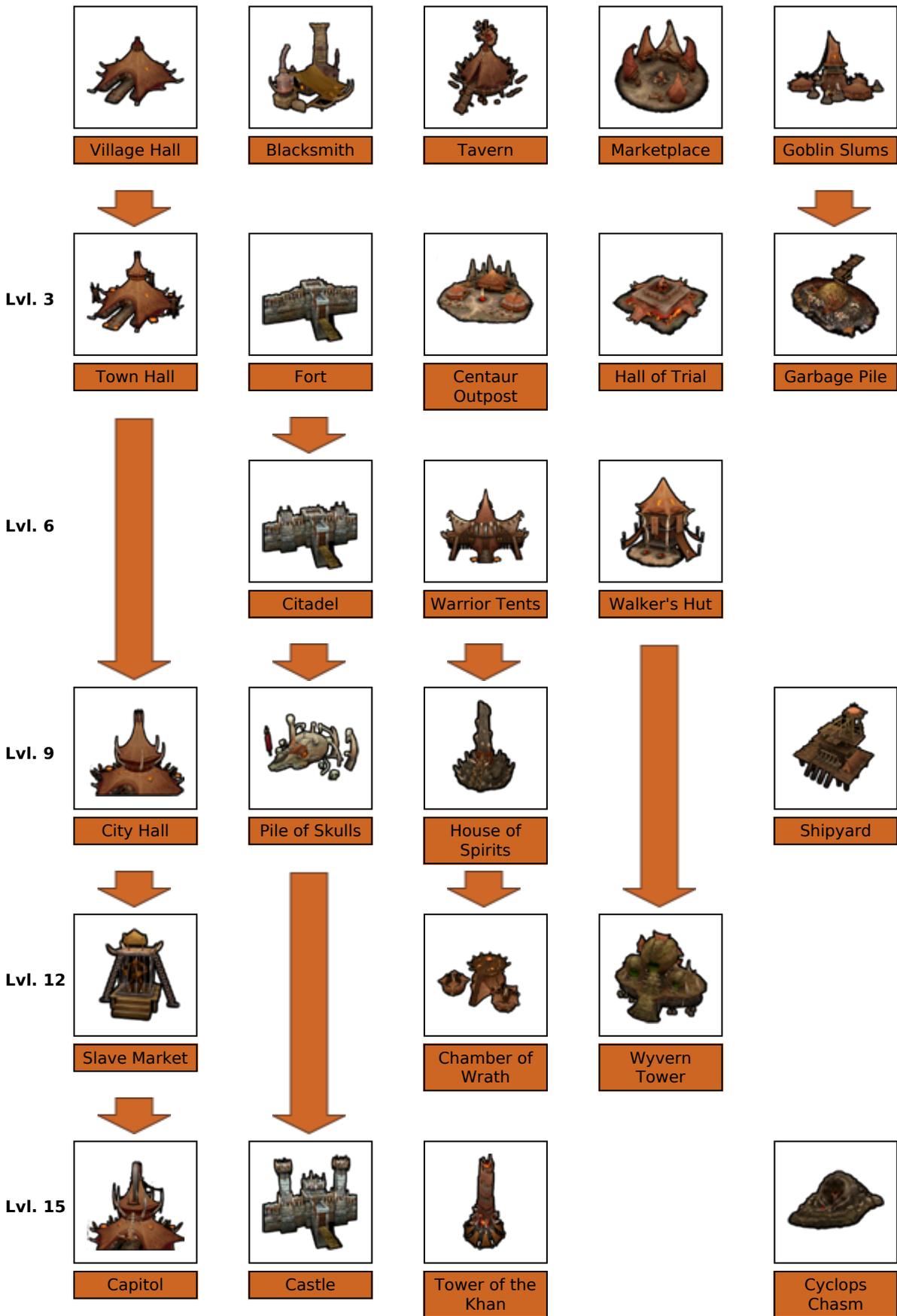
Inferno City Plan



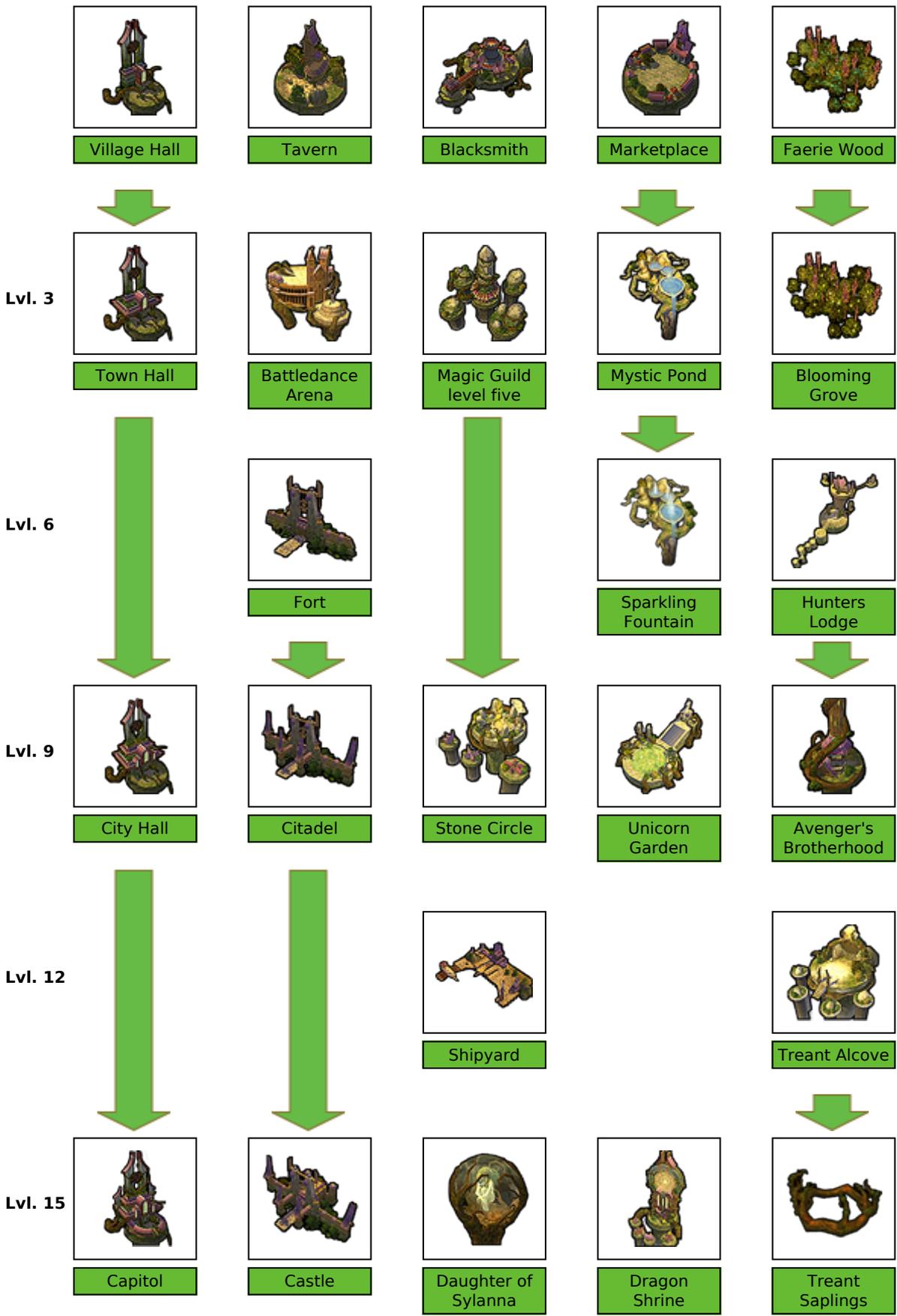
Necropolis City Plan



Stronghold 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 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 exchange resources and sell artifacts (exchange rates decrease with each Marketplace you own).

Artifacts can be sold at 50% of their value.

» **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 Carts. 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.

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).

See p.273.

- » **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, Djinn Sultan and Djinn Vizier 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 or Gremlin Saboteurs 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 or Elemental 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 or Magnetic 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 or Battle Mages 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** Djinnns 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 or Djinn Viziers 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 or Rakshasa Kshatras 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 or Storm 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 exchange resources and sell artifacts (exchange rates decrease with each Marketplace you own).

Artifacts can be sold at 50% of their value.

- » **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 Carts. 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.

See p.276.

- » **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

Sacrificing creatures here boost creature growth for Blood Fury, Blood Maiden, Blood Sister, as well as for Minotaur, Minotaur Guard and Minotaur Taskmaster.

See p.321.

- » **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 or Stalkers 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 or Blood Sisters 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 or Minotaur Taskmasters 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 or Brisk 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 or Foul 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 or Shadow Mistresses 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 or Red 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 Fort.
The Citadel increases base creature growth by 50% and 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 Citadel.
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 exchange resources and sell artifacts (exchange rates decrease with each Marketplace you own).

Artifacts can be sold at 50% of their value.

- » **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, Berserker and Battlerager growth by +4 per week.

- » **Cost:** 1000, 5, 5.
- » **Requires:** Town Level 12, Fighting Ring.



Guard Post

The Guard Post ~~allows you to add~~ *automatically adds* a stack of additional units directly to the battlefield when defending the town from a siege.

See p.308.

- » **Cost:** 1000, 10.



Stoneworks

When Stoneworks are built, the walls of town are harder to destroy during a siege.

Increases the Hit Points of the walls, gate and towers by 50%.

- » **Cost:** 1000, 5, 5.
- » **Requires:** Town Level 12, Citadel.



Runic Sanctuary

Boosts Rune Priest, Rune Patriarch and Rune Keeper 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 or Mountain Guards 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 or Harpooners 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.

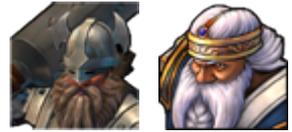
- » **Cost:** 1200, 10, 10.
- » **Requires:** Town Level 6, Shield Barracks.



**Blackbear Pens** - Dwelling Level 3

An upgrade of the Bear Pens.
The Blackbear Pens allow you to recruit **7** Blackbear Riders or Whitebear 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 or Battleragers 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 or Rune Keepers 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** Flame Lords or Thunder Thanes per week.

- » **Cost:** 8000, 10, 10.
- » **Requires:** Town Level 12, Clan Halls.

**Lava Fissure** - Dwelling Level 7

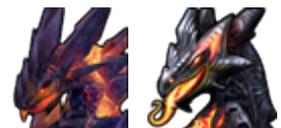
The Lava Fissure allows you to recruit **1** Fire Dragon per week.

- » **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 or Lava 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 exchange resources and sell artifacts (exchange rates decrease with each Marketplace you own).

Artifacts can be sold at 50% of their value.

- » **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 Ballistae. 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).

See p.279.

» **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.

Gives +600 movement points each day until the end of the current week.

» **Cost:** 2000, 10, 5.
» **Requires:** Town Level 9.



Farms

The Farms boosts Peasant, Conscript and Brute 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 or Brutes 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 or Crossbowmen 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 or Vindicators 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 or Battle 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 or Zealots 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 or Champions 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 or Seraph 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 exchange resources and sell artifacts (exchange rates decrease with each Marketplace you own).

Artifacts can be sold at 50% of their value.

- » **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 Ballistae. 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.

See p.281.

» **Cost:** 1000, 2, 2.
 » **Requires:** Town Level 3.



Spawn of Chaos

The Spawn of Chaos increases Horned Demon, Horned Overseer and Horned Grunt growth by +2 per week.

» **Cost:** 1500, 5.
 » **Requires:** Town Level 6, Demon Tower.



Halls of Horror

The Halls of Horror increase Hell Charger, Nightmare and Hell Stallion 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.

The experience gained is three times the Hit Points sacrificed.

- » **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 or Vermins 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 or Horned Grunts 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** Cerberis or Firehounds 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 or Succubus Seducers 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 or Hell Stallions 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.

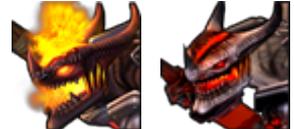
- » **Cost:** 5000, 10, 10.
- » **Requires:** Town Level 12, Hall of Temptations.

**Heart of the Abyss** - Dwelling Level 6

An upgrade of the Heart of the Pit.

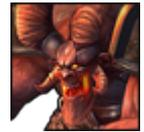
The Heart of the Abyss allows you to recruit **2** Pit Lords or Pit Spawns per week.

- » **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.

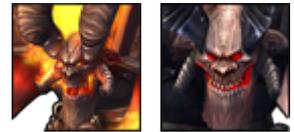
- » **Cost:** 10000, 10, 10, 5.
- » **Requires:** Town Level 15.

**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 or Arch Demon 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 exchange resources and sell artifacts (exchange rates decrease with each Marketplace you own).

Artifacts can be sold at 50% of their value.

- » **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 Tents. 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.

See p.283.

» **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).

Upgraded creatures are transformed into the unupgraded undead creature of the same level.

» **Cost:** 1000, 5.
 » **Requires:** Town Level 9.



Unearthed Graves

Boosts Skeleton, Skeleton Archer and Skeleton Warrior growth by +6 per week.

» **Cost:** 500, 5.
 » **Requires:** Town Level 6, Graveyard.



Dragon Tombstone

Boosts Bone Dragon, Spectral Dragon and Ghost 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 or Skeleton Warriors 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 or Rot 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 or Poltergeists 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 or Vampire Princes 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 or Lich Masters 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 or Banshees 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 or Ghost Dragon per week.

- » **Cost:** 🏠 8000, 🪦 20, 🗿 10, 🐉 15.
- » **Requires:** Town Level 15, Dragon Graveyard.



Stronghold Buildings

Stronghold Standard Buildings

**Village Hall**

The Village Hall allows you to purchase town structures and earns your kingdom 500 gold per day.

**Town 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**

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**

The Capitol earns your kingdom 4000 gold per day.

- » **Cost:** 🏠 10000.
- » **Requires:** Town Level 15, Slave Market.

**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% and adds a keep and moat-like terrain obstacles to a town's Defenses.

- » **Cost:** 🏠 5000, 🪨 5, 🏹 5.
- » **Requires:** Town Level 6, 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, 🏹 15.
- » **Requires:** Town Level 15, Pile of Skulls.

**Tavern**

The Tavern allows you to recruit heroes and increases morale of troops defending the city by +1.

- » **Cost:** 🏠 500, 🪨 5.

**Marketplace**

With the Marketplace you can exchange resources and sell artifacts (exchange rates decrease with each Marketplace you own).

Artifacts can be sold at 50% of their value.

- » **Cost:** 🏠 500, 🪨 5.

**Resource Silo**

The Resource Silo provides you with an additional +1 mercury each day.

- » **Cost:** 🏠 5000, 🏹 5.
- » **Requires:** Marketplace.

**Blacksmith**

The Blacksmith provides your armies with Ballistae. 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 9.

Stronghold Magic Buildings**Hall of Trial**

Allows a visiting hero to learn the Warcry kept within. Grants him both first level Warcries.

» **Cost:** 2000, 5, 5.

» **Requires:** Town Level 3.

**Hall of Courage**

An upgrade of the Hall of Trial.
Grants hero random second level Warcry.

» **Cost:** 3000, 5, 5, 2, 2, 2, 2.

» **Requires:** Town Level 3, Hall of Trial.

**Hall of Might**

An upgrade of the Hall of Courage.
Grants hero random third level Warcry.

» **Cost:** 4000, 5, 5, 4, 4, 4, 4.

» **Requires:** Town Level 3, Hall of Courage.

**Garbage Pile**

Increases Goblin, Goblin Trapper and Goblin Witch-Doctor Growth by +6 per week.

» **Cost:** 100, 1, 1, 1, 1.

» **Requires:** Town Level 3, Goblin Slums.

**Walker's Hut**

Provides a Barbarian Hero with a Talisman that will allow him to cast Adventure Map spells.

» **Cost:** 1500, 4, 4, 1, 1, 1, 1.

» **Requires:** Town Level 6.

**Pile of Skulls**

Improves "Blood Rage" ability granting 50 points of rage to the army at the start of combat.

See p.290.

» **Cost:** 2000, 5, 4, 4.

» **Requires:** Town Level 9, Citadel.

**Slave Market**

Slave Market allows you to sell creatures from your army to gain money. The selling price depends on number of marketplaces in your kingdom. You can make a profit when you have more than one marketplace.

The selling price is equal to 95% of the hiring price, plus 5% per owned Marketplace.

» **Cost:** 3500, 10, 10, 4, 2, 4.

» **Requires:** Town Level 12, City Hall.

**Tower of the Khan - Grail Structure**

The Tower of the Khan increases weekly creature growth by 50%, provides your empire with additional 5000 gold each day, and boosts Attack for all heroes by +4. Tear of Asha is required to build this structure.

Stronghold Dwellings



Goblin Slums - Dwelling Level 1

The Goblin Slums allow you to recruit **25** Goblins per week.

» **Cost:** 🏠 400.



Goblin Shacks - Dwelling Level 1

An upgrade of the Goblin Slums.

The Goblin Shacks allow you to recruit **25** Goblin Trappers or Goblin Witch-Doctors per week.

» **Cost:** 🏠 1500, 🧱 5.

» **Requires:** Goblin Slums.



Centaur Outpost - Dwelling Level 2

The Centaur Outpost allows you to recruit **14** Centaurs per week.

» **Cost:** 🏠 1100, 🧱 5.

» **Requires:** Town Level 3.



Centaur Camp - Dwelling Level 2

An upgrade of the Centaur Outpost.

The Centaur Camp allows you to recruit **14** Centaur Nomads or Centaur Marauders per week.

» **Cost:** 🏠 2500, 🧱 10, 🧱 3.

» **Requires:** Town Level 3, Centaur Outpost.



Warrior Tents - Dwelling Level 3

The Warrior Tents allow you to recruit **11** Warriors per week.

» **Cost:** 🏠 2000, 🧱 5.

» **Requires:** Town Level 6.



War Pavillion - Dwelling Level 3

An upgrade of the Warrior Tents.

The War Pavillion allows you to recruit **11** Maulers or Warmongers per week.

» **Cost:** 🏠 3100, 🧱 5, 🧱 10, 🧱 4.

» **Requires:** Town Level 6, Warrior Tents.



House of Spirits - Dwelling Level 4

The House of Spirits allows you to recruit **5** Shamans per week.

» **Cost:** 🏠 3200, 🧱 5, 🧱 9, 🧱 5.

» **Requires:** Town Level 9, Warrior Tents.



House of Bones - Dwelling Level 4

An upgrade of the House of Spirits.

The House of Bones allows you to recruit **5** Sky Daughters or Earth Daughters per week.

» **Cost:** 🏠 4400, 🧱 5, 🧱 5, 🧱 7, 🧱 7.

» **Requires:** Town Level 9, House of Spirits.



Chamber of Wrath - Dwelling Level 5

The Chamber of Wrath allows you to recruit **5** Slayers per week.

» **Cost:** 🏠 4500, 🧱 5, 🧱 10, 🧱 5.

» **Requires:** Town Level 12, House of Spirits.



Chamber of Rage - Dwelling Level 5

An upgrade of the Chamber of Wrath.

The Chamber of Rage allows you to recruit **5** Executioners or Chieftains per week.

» **Cost:** 🏠 6000, 🧱 5, 🧱 15, 🧱 5, 🧱 5.

» **Requires:** Town Level 12, Chamber of Wrath.



**Wyvern Cliff** - Dwelling Level 6

The Wyvern Cliff allows you to recruit **2** Wyverns per week.

- » **Cost:** 🏠 7000, 🪦 20, 🌋 5.
- » **Requires:** Town Level 12, Walker's Hut.

**Wyvern Tower** - Dwelling Level 6

An upgrade of the Wyvern Cliff.

The Wyvern Tower allows you to recruit **2** Foul Wyverns or Paokais per week.

- » **Cost:** 🏠 9500, 🪦 15, 🌋 5, 🌋 10.
- » **Requires:** Town Level 12, Wyvern Cliff.

**Cyclops Chasm** - Dwelling Level 7

The Cyclops Chasm allows you to recruit **1** Cyclops per week.

- » **Cost:** 🏠 10000, 🪦 15, 🪦 7, 🌋 5.
- » **Requires:** Town Level 15.

**Cyclops Abyss** - Dwelling Level 7

An upgrade of the Cyclops Chasm.

The Cyclops Abyss allows you to recruit **1** Untamed Cyclops or Bloodeyed Cyclops per week.

- » **Cost:** 🏠 11000, 🪦 20, 🪦 10, 🌋 10.
- » **Requires:** Town Level 15, Cyclops Chasm.



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 exchange resources and sell artifacts (exchange rates decrease with each Marketplace you own).

Artifacts can be sold at 50% of their value.

» **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 Tents. 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.

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, Sprite and Dryad growth by +4 per week

- » **Cost:** 500, 5, 5.
- » **Requires:** Town Level 3, Faerie Trees.



Treat Saplings

Boosts Treant, Ancient Treant and Savage 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 or Dryads 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 or Wind 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 or Arcane Archers 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 or High Druids 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 or Pristine 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.

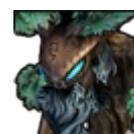
- » **Cost:** 4000, 15, 5, 5, 3.
- » **Requires:** Town Level 12.

**Treant Alcove** - Dwelling Level 6

An upgrade of the Treant Arches.

The Treant Alcove allows you to recruit **2** Ancient Treants or Savage 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 or Crystal 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:** All the troops guarding this town get +2 bonus to their Attack and Defense.

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:** All the enemies assaulting this town get -1 penalty to their Attack and Defense.

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 tinkerers, 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 of this town do more damage to an 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 of this town 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 of this town do more damage to an 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:** All the troops guarding this town get +1 bonus to their Morale.

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:** All the troops guarding this town get +1 bonus to their Luck.

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:** All the troops guarding this town get +2 bonus to their Attack and Defense.

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 gargoyle. 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 of this town do more damage to an 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:** All the enemies assaulting this town get -1 penalty to their Luck.

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:** All the enemies assaulting this town get -1 penalty to their Morale.

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:** All the enemies assaulting this town get -1 penalty to their Attack and Defense.

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 of this town 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:** All the troops guarding this town get +1 bonus to their Luck.

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:** +2 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:** All the enemies assaulting this town get -2 penalty to their Attack.

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 Gudmund'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 of this town 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 of this town do more damage to an 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:** All the enemies assaulting this town get -1 penalty to their Morale.

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:** All the troops guarding this town get +1 bonus to their Luck.

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:** *+3 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 Hrrall

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:** All the troops guarding this town get +2 bonus to their Defense.

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 of this town do more damage to an 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 of this town 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:** *All the troops guarding this town get +1 bonus to their Luck.*

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

Unsurprisingly, Gryphon Hill's symbol is a griffin. After all, the town is situated among the hills where these majestic creatures hunt, nest and breed, almost every inhabitant of the town is involved in their capture, training, or sustenance.

» **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:** All the troops guarding this town get +1 bonus to their Attack and Defense.

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 of this town do more damage to an 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:** All the troops guarding this town get +1 bonus to their Morale.

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:** All the troops guarding this town get +1 bonus to their Attack and Defense.

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:** All the enemies assaulting this town get -1 penalty to their Morale.

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 of this town do more damage to an 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 of this town 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:** All the enemies assaulting this town get -1 penalty to their Luck.

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 of this town do more damage to an 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:** All the enemies assaulting this town get -2 penalty to their Attack and Defense.

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

"Abandon all hope" is written on a banner made of human skin and bones that hangs above the gates of Bel-zeri. That's both the town's motto and a warning of the powerful defensive spell that affects anybody who dares to attack it.

» **Luck - 1:** All the enemies assaulting this town get -1 penalty to their Luck.

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:** All the enemies assaulting this town get -1 penalty to their Morale.

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:** All the troops guarding this town get +1 bonus to their Attack and Defense.

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-illum 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 of this town are harder to destroy
Each defense structure (walls, towers and gate) has 50 more Hit Points.

Stronghold**Alagh-Tolui**

The oldest Orcish Shaman lives in Alagh-Tolui. Her mind is far less clear than it used to be when she was young, and her memory's even worse, so few treats her predictions seriously. But the guess-works, spattering from her mouth like grain from a worn-out sack, are very popular among the local population, and often have inconceivable sequences. These conjectures are so numerous that Alagh-Tolui is the best source for rumor and gossip in all the lands.

» **Information Center:** The town's thieves guild offers more information (counts as 2 thieves guilds).

Altan

Gold has no value for the warriors of Altan, for you can't buy valor or glory in the bloody battles for it. The Orcs believe that the thirst for possessing filthy lucre will do nothing but hamper them in fighting bravely. That is why, before they march off for war, the warriors carry their gold to the Shaman's tent: by giving it up, they hope to become even braver and to please the spirits. Due to that reason, money is always plentiful in the town's treasury.

» **Mountains of Gold:** Adds 250 Gold to daily income.

Baishin-gal

The shooting towers of Baishin-gal have been built by mighty Cyclops. The best of them used to help the town build its defenses. Dread and formidable creatures used their shattering power to make the structures of Baishin-gal much taller than those in other towns. Thanks to the comfortable platforms, good visibility, and unique bows presented to the archers by the Cyclops, they deal some really great damage to the enemy.

» **Heavy towers:** Shooting towers of this town do more damage to an enemy
Defense towers have a 25% bonus to damage.

Bayar

Traders from all over the country arrive to Bayar for taking part in the famous monthly Orcish Fair. This is the only place to find the best wares, sold for the neighborhood's lowest prices.

» **Merchant's Fair:** The town's marketplace offers better rates (counts as 2 marketplaces).

Darlakh

The physicians of Darlakh hold sacred the lives and safety of their warriors. This is the reason why the best First Aid Tents are made here - but in exchange for Ballistae, for which the town does not have time or resources left.

» **First Aid Tent Specialist:** The town's blacksmith also offers First Aid Tents at normal price.

Harakh

The garrison guards of Harakh are famous for their mistrustful attitude towards aliens. For the whole history of the town, not even a single spy managed to infiltrate behind its walls. That is because of a mighty Cyclops who stands in its gate and marks all the hostile designs of the strangers with his single eye. The defenders of Harakh trust that no one will ever betray his kinsfolk and open the gate in case of siege, and this faith nourishes their steadfastness and bravery in the most dangerous of battles.

» **defense + 1:** All the troops guarding this town get +1 bonus to their Defense.

Osol-Aih

The armies that attack Osol-Aih see its tall structures from a distance. Every step they make towards the stronghold increases their doubt. The town's defenses inspire fear even in the veterans of the fiercest wars. The people of Osol-Aih have adorned its walls with the dead bodies of their enemies and set great bone trumpets on the towers, and wind always wails in them, instilling terror into the enemies.

» **Morale - 1:** All the enemies assaulting this town get -1 penalty to their Morale.

Oyugun

The legendary Curse Stone is kept in Oyugun. Ancient runes that the winds of the Steppes have dented on its sides bear the most terrible spells of the Orcish people. Many young Shamans want to visit Oyugun in order to touch the artifact, read the ancient letters and perceive the wisdom they are hiding.

» **Tier 4 Military Trainer:** +1 to tier 4 creature's growth.

Qulan

A file of seething Quicksilver Lakes extends from Qulan. The Alchemist from all over the world hold this place sacred and come here to take some magical Mercury.

» **Mercury Wealth:** +2 Mercury per week (on day 1).

Qutugh

Qutugh is located in a backwater district of the Orcish lands. Here, in the endless windswept steppes, the strongest and sturdiest Centaurs are born. The Chiefs of all the Clans of the great nomadic people are eager to have them in their armies.

» **Tier 2 Military Trainer:** +1 to tier 2 creature's growth.

Saruul

Saruul is the oldest of the Orcs' towns. It was Kuynak himself, the one who once delivered his people from oppression and then destroyed the enemy fleet with the Cup of Rain, who founded the town. Heroes still believe that the spirit of Kuynak soars over the walls of Saruul, and one who starts his service in this town will become great.

» **Heroes Hiring Place:** Save 10% gold when recruiting heroes.

Shagnakh

The Orcs are allergic to the scent of sulfur because it reminds them too clearly of the Demons they hate. That is why most of their sulfur is extracted in the hills near Shagnakh: the town's dwellers are famous for being absolutely unable to feel smells, which makes them able to stand the stench of sulfur much longer than the other Orcs.

» **Sulfur Wealth:** +2 Sulfur per week (on day 1).

Shugui

Deserts and steppes are not the best places for good wood. But Shugui is a lucky place: great, impassable thickets surround it, and thanks to them, the local dwellers have never been short of wood. It is rumored that trees grow so well near Shugui because of the numerous Light Elves who have been unfortunate to be taken captive by the Orcs and then buried under the forests' roots.

» **Wood Producer:** The Resource Silo produces one extra Wood each day.

Suren-Oroi

Few dare to try and take Suren-Oroi by force. The town stands on a naked rock of stone, and the only trail that meanders towards its gate along the very edge of a deep chasm is winding and narrow. Even the swiftest of the Scouts were unable to run fast there, so the enemies who try to take that route are sure to find themselves under the accurate shots of the archers who stand on the town's towers.

» **attack - 2:** All the enemies assaulting this town get -2 penalty to their Attack.

Surghaal

Ancient Surghaal is legendary among the Orcs, for the best masters of warfare, absolutely competent with the art of bludgeon wielding, live behind its walls. They all are heroes of bloody battles, and the younger warriors have much to learn from them. Nowadays, every Orc dreaming of proving himself at the battlefield is eager to join Surghaal's garrison.

» **Tier 3 Military Trainer:** +1 to tier 3 creature's growth.

Temur

Once upon a time, the ore veins of Temur have been the main source of iron for all the Orcish weapon smiths. But it came to pass that the stocks of ore were depleted. The best Shamans gathered in the underground mines and spent a month drawing secret blood runes on their walls and burning thousands of Goblins in order to complete the great magical canvas. In the end of their terrible rite, the earth gave ore back - and in amounts far greater than it used to be before.

» **Ore Producer:** The Resource Silo produces one extra Ore each day.

Ull-Dash

The Orcs of Ull-Dash never trust in luck, and hope not that fortune will extend a helping hand when they prepare to defend the town from enemy forces. Understanding that in the heat of the fight one can only rely on himself, they forge their own luck.

» **Luck + 1:** All the troops guarding this town get +1 bonus to their Luck.

Uulzakh

Orcish Shamans prefer to avoid this town, for there are rumors about an artifact hidden somewhere in proximity that decreases magical power. The same reason has made Uulzakh the stamping-ground for the Goblins: their chances for finding themselves sacrificed at an altar are far less than in other places. That is why the Goblin community of Uulzakh has been prospering for many decades already.

» **Tier 1 Military Trainer:** +2 to tier 1 creature's growth.

Vachir

The archers of Vachir are far more brisk and skilful than those of other towns, which is why they need much more arrows than the usual representatives of this military profession. To provide enough arrows to their archers, the town's smiths had to give up making Ballistae in order to produce more reliable Ammo Carts.

» **Ammo Cart Specialist:** *The town's Blacksmith also offers Ammo Carts at normal price.*

Zogsokh

Not every Catapult is able to negotiate the walls of Zogsokh. They have been erected by the best of the stonemasons working in union with the wisest of the Clan elders. Great boulders that form their base have been sprinkled with enemy blood, and the saps of secret herbs of the Steppes have been mixed into the cement that consolidates the stones. That ritual has made Zogsokh a real fortress.

» **Strong walls:** Castle walls of this town 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:** All the enemies assaulting this town get -1 penalty to their Attack and Defense.

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:** All the troops guarding this town get +1 bonus to their Luck.

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 of this town do more damage to an 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:** All the troops guarding this town get +1 bonus to their Morale.

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 of this town 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:** This town provides the owner with 500 gold per day, and increases morale and luck of the guarding troops by +2.

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.299),
- » creatures get a +1 Attack and +1 Defense bonus in combat.



Grass

Normal movement speed.

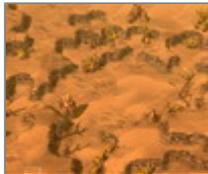
- » **Natives:** Haven, Sylvan
- » **Elementals:** Air, Earth



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



Taiga

Slows movement by 20% (25% cost penalty).

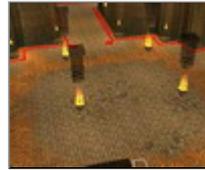
- » **Natives:** Stronghold
- » **Elementals:** Air, Earth



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)

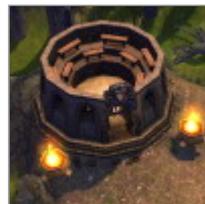
Increases movement speed by 33% (25% cost bonus).

Adventure Map Locations



Arcane Library

If no spell can create gold or other precious matter from thin air, why not make magic itself an article of trade? Any hero can exchange resources here for spells of the fourth and fifth circles.



Arena

Adds + 2 attack or defense once per hero



Artifact Merchant

Smugglers in this wagon can sell you some artifacts at a steep cost.

Recharges on the first day of each month.



Astrologer's Tower

The Astrologer observing the movement of celestial bodies is the one who can foretell the future. He can disclose the effect of future weeks and even change it for an appropriate reward.



Buoy

Increases morale for the next battle.

Gives +1 Morale.



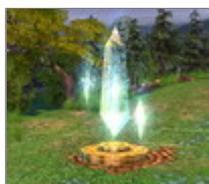
Cartographer

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.
A hero can use the well only once per day.



Eye of the Magi

Reveals nearby lands to someone visiting a Hut of the Magi.



Faerie Ring

Raises luck for the next battle.
Gives +1 Luck.



Fortuitous Sanctuary

Not only a hero needs an encouragement but his army needs it as well. In this sanctuary, creatures can get various bonuses to their parameters for the next battle. The type of the bonus depends on the day of the week.

See p.321.



Fountain of Fortune

Changes luck for the next battle.

Randomly gives +3 Luck, +2 Luck or -1 Luck.



Fountain of Youth

Raises morale for the next battle and grants extra movement points.

Gives +400 movement points and +1 Morale.



Garden of the Wee Folk

Provides some gems or gold once per week.

Provides 500 Gold or a few Gems.



Garrison

Military outpost guarding the road.



Hill Fort

Allows to upgrade and re-upgrade creatures in hero's army.

See p.319 for the upgrade costs.



Hut of the Magi

Reveals areas of the map within a certain radius of Eyes of the Magi



Idol of Fortune

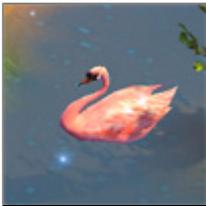
Raises hero's luck or morale (or both) for the next battle.

Gives +1 Luck on day 1/3/5 of the week, +1 Morale on day 2/4/6, and both on day 7.



Inferno Town ruins

Ruins of a demon town, destroyed by fire and sword
These ruins have no active effect.



Lake of the Scarlet Swan

Raises hero's luck for the next battle but takes away all remaining movement points.
Gives +2 Luck. All remaining movement points for the day are lost.



Lean-To

Contains a few resources.



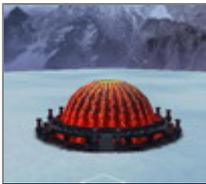
Library of Enlightenment

A citadel of enlightenment in the lands of turmoil. Knowledge and Spellpower can be increased by +2 here if the hero is experienced enough.
The Library of Enlightenment requires a hero of level 10 or more.



Lighthouse

Raises movement points of all sailing heroes of the player who controls it.
Each Lighthouse under the player control gives +500 movement points to his sailing heroes.



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.



Memory Mentor

This old mage looks like one who has attained absolute mastery of the mind and the spirit. He is ready to share his knowledge with anyone who's willing to help him finance his arcane studies. Any hero can completely change previously learnt skills and abilities here.



Mercenary Camp

Adds +1 attack once per hero.



Mermaid Rock

Raises hero's luck for the next battle.
Gives +1 Luck.



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.



Mother Earth Shrine

Improves hit points of all creatures in hero's army by +10% for next battle.



Oasis

Raises morale for the next battle and grants some extra movement points.
Gives +800 movement points and +1 Morale.



Obelisk

Contains a part of the puzzle map.



Outpost

Military outpost guarding the road.



Planetarium
Adds +1 Spellpower once per hero.



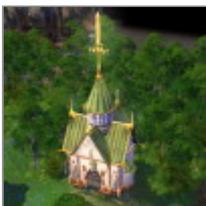
Prison
You can free the imprisoned hero, who, in return, will pledge loyalty to your cause.



Redwood Observatory
Reveals surrounding lands.
Reveals a circle of 30 tiles of radius.



Sacrificial Altar
Magnetic and terrifying place where heroes can be enlightened by mysterious forces if they are willing to sacrifice their own creatures or artifacts, depending on their faction.



Sanctuary
Allows hero to take refuge in this holy place.
All remaining movement points for the day are lost.



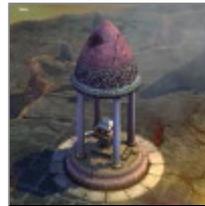
School of Magic
A powerful mage living in this ancient tower is ready to give you a lesson. You can increase your Spellpower or your Knowledge by +1 here.



Seer Hut
Offers a reward for completing a quest



Shipyard
Builds boats to traverse the sea.
Ships cost 1000 Gold and 10 Wood, as in the towns' Shipyard.



Shrine of Magic Gesture
Teaches one decent spell of the second circle.
Barbarian heroes visiting this shrine will not learn any spell, but instead gain a one-time bonus of 2000 experience points.



Shrine of Magic Incantation
Teaches one mediocre spell of the first circle.
Barbarian heroes visiting this shrine will not learn any spell, but instead gain a one-time bonus of 1000 experience points.



Shrine of Magic Thought
Teaches one powerful spell of the third circle.
Barbarian heroes visiting this shrine will not learn any spell, but instead gain a one-time bonus of 3000 experience points.



Signpost
A signpost to warn and guide travelers.



Sirens
Kill 30% of hero's army but grant him experience for every killed creature.
Experience granted is equal to Hit Points taken.



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.
See p.331 for the Sphinx Riddles.



Spring of Eldritch Renewal
Doubles hero's maximum mana once per week.



Stables
Increases hero's movement points till the end of the week.
Gives +600 movement points each day until the end of the current 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.
Gives +400 movement points, +1 Morale and +1 Luck.



Tavern
 Allows recruiting of a new hero.



Temple
 Raises hero's morale for the next battle.
Gives +1 Morale on day 1-6 of the week, +2 Morale on day 7.



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.
The trade rates are the same as when owning 3 Marketplaces.



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.
Provides 500 Gold on first week, and 1000 Gold later on.



Whirlpool
 Transports a ship to another distant whirlpool.
See p.320 for details.



Windmill
 Provides a small amount of random resource once per week.
Provides 3-6 of a random resource, except Wood.



Witch Hut
 Allows hero to learn a new skill or improve a known one.

Battle Sites

! The terrestrial battle sites are reset exactly one month after being looted. Guardians and rewards are randomly chosen each time.

Spells rewards are random, and do not depend on the hero's magic skills. Until the hero learns the correct mastery to use them, if he doesn't yet, they will stay invisible in the hero's spellbook. They will appear when usable.

Barbarian heroes can not learn spells as rewards, but will gain 1000*Spell_Level experience instead.



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. Drive them out and get their treasures if you are brave enough, ...but be sure the dragons will return one day.

- » *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** • **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

Sunken Temple



Eons ago, this building was a glorious temple. Now its crumbled ruins lay fast asleep at the bottom of the ocean floor, where even the sun can no longer find a footing. But the peaceful silence around it is not a guarantee of safety. And no adventurer should never enter it alone.

- » *Guardians:* Strong army of 8-11 Giants and/or 4-7 Titans, accompanied by 40-100 Water Elementals.
- » *Reward:* 🏆 **12000-20000** • 2-3 spells of level 4-5 • 1-2 relic artifacts • 2-4 major artifacts • 0-3 minor artifacts.



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

! In the Military Posts, some tier 4 to 7 non-upgraded creatures can be recruited. The guarding army is composed of the base weekly growth (4/3/2/1) of tier 4/5/6/7 base creatures of the faction, and is regenerated at the start of each week.



Refugee Camp

Some high level creatures may be recruited at this building.
(base weekly growth of level 4/5/6 base creatures and classic upgrades, plus Ghosts/Spectres, but no neutrals, dwarves, orcs or any alternate upgrade)



Elemental Conflux

Elementals may be recruited at this dwelling.



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.



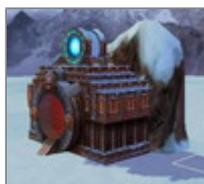
Blade Barracks

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.



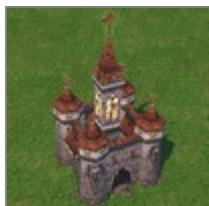
Archers Tower

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.



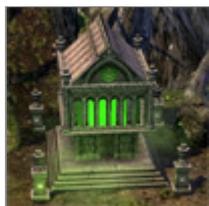
Inferno Military Post

Boosts weekly growth of some high level Inferno creatures throughout owner's empire. Those creatures may be recruited at this dwelling.



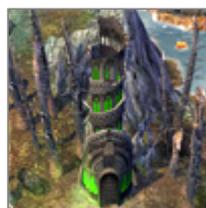
Graveyard

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.



Goblin Slum

Boosts Goblins growth throughout owner's empire. Goblins may be recruited at this building.



Centaur Outpost

Boosts Centaurs growth throughout owner's empire. Centaurs may be recruited at this building.



Warrior tents

Boosts Warriors growth throughout owner's empire. Warriors may be recruited at this building.



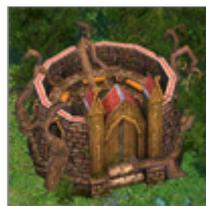
Stronghold Military Post

Boosts weekly growth of some high level Stronghold creatures throughout owner's empire. Allows to recruit those creatures at this dwelling.



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. Provides *N* units of a random resource and 100*N Gold. *N* is 4-6 for Wood/Ore, and 4-5 for rare resources.



Crystals

A pile of crystals. Provides 2-4 Crystals.



Gems

A pile of gems. Provides 2-4 Gems.

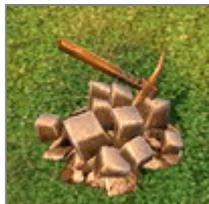


Gold

A pile of gold. Provides 500-1000 Gold.



Mercury
A cauldron of mercury.
Provides 2-4 Mercury.



Ore
A pile of ore.
Provides 4-7 Ore.



Sulfur
A heap of sulfur.
Provides 2-4 Sulfur.



Treasure Chest
Old chest containing gold or precious artifacts.
Offers a choice between Gold or Experience, randomly 1000Gold/500Exp or 1500Gold/1000Exp or 2000Gold/1500Exp. In 4% of the cases, it contains a minor artifact instead.



Wood
A pile of wood.
Provides 4-7 Wood.

Sea Treasures



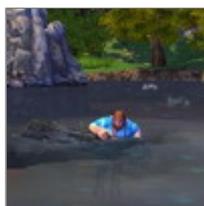
Floatsam
Floating remnants of a shipwreck.
May provide 5 Wood, 5 Wood and 200 Gold, or 10 Wood and 500 Gold.



Sea Chest
Shabby wooden chest resting on the waves.
May provide 1500 Gold.



Shipwrecked Footman
Save the shipwrecked soldier, and you may receive a reward.
Gives an artifact or 2000 Gold.



Shipwrecked Peasant
If you can save this seasick and shipwrecked peasant, he may be willing to offer a reward.
Gives an artifact or 500-1000 Gold.



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 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 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

A week when swans dance at lakes.

Week of Butterfly

A week which often has sudden storms.

Week of Antelope

The lions' favourite week.

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 take 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 Lion

Not a good week to be an antelope.

Week of Deer

The week of hunting contest.

Week of Owl

A good week for night flights.

Week of Wurm

A week when the weekly Wurm 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

Gold, Ore and Wood income from towns and mines is halved. No income for Sulfur, Gems, *Mercury* and Crystals.

Week of Jewels

Double Gem and Crystal income.

Week of Alchemy

Double income of Mercury and Sulfur.

Week of Gold

Double Gold income from all sources.

Week of Harvest

Double Wood and Ore income.

Adventuring

Week of Flame

Double growth for Rune Priests, Rune Patriarches and ~~Flame~~ *Rune* Keepers. 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, Fortress and Academy factions reduced by 20% during battles.

Week of Calm

Initiative of all creatures from Necropolis, Stronghold, Inferno and Dungeon factions reduced by 20% during battles.

Week of Feebleness

Defense of all creatures from Haven, Sylvan, Fortress and Academy factions reduced by 20% during battles.

Week of Infirmary

Defense for all creatures from Necropolis, Stronghold, Inferno and Dungeon factions reduced by 20% during battles.

Week of Sorrow

Morale and luck for all creatures from Haven, Sylvan, Fortress and Academy factions reduced by 2 during battles.

Week of Light

Luck and morale for all creatures from Stronghold, 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 Fire and Ice

Fire and ice spells deal double damage 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

One third of all creatures that are inside any dwellings will die at the beginning of this week. Weekly growth is cut to one third of normal.

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.

Week of Conjunction

Triple growth for all creatures. Triple income of all resources from mines and towns.

Creatures' Weeks**Week of Peasant**

Double growth for Peasants, Conscripts and Brutes.

Week of Archer

Double growth for Archers, Marksmen and Crossbowmen.

Week of Footman

Double growth for Footmen, Swordsmen and Vindicators.

Week of Griffin

Double growth for Griffins, Imperial Griffins and Battle Griffins.

Week of Priest

Double growth for Priests, Inquisitors and Zealots.

Week of Cavalier

Double growth for Cavaliers, Paladins and Champions.

Week of Angel

Double growth for Angels, Archangels and Seraphs.

Week of Gremlin

Double growth for Gremlins, Master Gremlins and Gremlins Saboteur.

Week of Gargoyle

Double growth for Gargoyles, Obsidian Gargoyles and Elemental Gargoyles.

Week of Golem

Double growth for Iron Golems, Steel Golems and Magnetic Golems.

Week of Magi

Double growth for Mages, Archmages and Battle Mages.

Week of Djinn

Double growth for Djinn, Djinn Sultans and Djinn Viziers.

Week of Rakshasa

Double growth for Rakshasa Rani, Rakshasa Raja and Rakshasa Kshatra.

Week of Colossus

Double growth for Colossi, Titans and Storm Titans.

Week of Pixie

Double growth for Pixies, Sprites and Dryads.

Week of War Dancer

Double growth for Blade Dancers, War Dancers and Wind Dancers.

Week of Hunter

Double growth for Hunters, Master Hunters and Arcane Archers.

Week of Druid

Double growth for Druids, Druid Elders and High Druids.

Week of Unicorn

Double growth for Unicorns, Silver Unicorns and Pristine Unicorns.

Week of Treant

Double growth for Treants, Ancient Treants and Savage Treants.

Week of Green Dragon

Double growth for Green, Emerald and Crystal Dragons.

Week of Imp

Double growth for Imps, Familiars and Vermins.

Week of Demon

Double growth for Demons, Horned Demons and Horned Grunts.

Week of Hellhound

Double growth for Hell Hounds, Cerberi and Firehounds.

Week of Succubus

Double growth for Succubi and Succubus Mistresses and Succubus Seducers.

Week of Nightmare

Double growth for Hell Chargers, Nightmares and Hell Stallions.

Week of Pit Lord

Double growth for Pit Fiends, Pit Lords and Pit Spawns.

Week of Devil

Double growth for Devils, Archdevils and Arch Demons.

Week of Assassin

Double growth for Scouts, Assassins and Stalkers.

Week of Witch

Double growth for Blood Maidens, Blood Furies and Blood Sisters.

Week of Minotaur

Double growth for Minotaurs, Minotaur Guards and Minotaur Taskmasters.

Week of Raider

Double growth for Grim Raiders, Dark Raiders and Brisk Raiders.

Week of Hydra

Double growth for Hydras, *Chaos Deep* Hydras and Foul Hydras.

Week of Matron

Double growth for Shadow Witches, Shadow Matriarchs and Shadow Mistresses.

Week of Dragon

Double growth for Shadow Dragons, Black Dragons and Red Dragons.

Week of Skeleton

Double growth for Skeletons, Skeleton Archers and Skeleton Warriors.

Week of Walking Dead

Double growth for Zombies, Plague Zombies and Rot Zombies.

Week of Wight

Double growth for Ghosts, Spectres and Poltergeists.

Week of Vampire

Double growth for Vampires, Vampire Lords and Vampire Prince.

Week of Lich

Double growth for Liches, Archliches and Lich Masters.

Week of Wight

Double growth for Wights, Wraiths and Banshees.

Week of Bone Dragon

Double growth for Bone Dragons, Spectral Dragons and Ghost Dragons.

Week of Defender

Double growth for Defenders, Shieldguards and Mountain Guards.

Week of Spears

Double growth for Spearwielders, Skirmishers and Harpooners.

Week of Bear

Double growth for Bear Riders, Blackbear Riders and Whitebear Riders.

Week of Rage

Double growth for Brawlers, Berserkers and Battleragers.

Week of Flame

Double growth for Rune Priests, Rune Patriarches and Flame *Rune* Keepers. Movement of all heroes increased by 50%.

Week of Thane

Double growth for Thanes, Flame Lords and Thunder Thanes.

Week of Salamander

Double growth for Fire Dragons, Magma Dragons and Lava Dragons.

Week of Goblin

Double growth for Goblins, Goblin Trappers and Goblin Witch-Doctors.

Week of Centaur

Double growth for Centaurs, Centaurs Nomads and Centaurs Marauders.

Week of Orc

Double growth for Warriors, Maulers and Warmongers.

Week of Shaman

Double growth for Shamans, Sky Daughters and Earth Daughters.

Week of Chieftain

Double growth for Slayers, Executioners and Chieftains.

Week of Wyvern

Double growth for Wyverns, Foul Wyverns and Paokais.

Week of Cyclops

Double growth for Cyclops, Untamed Cyclops and Bloodeyed Cyclops.

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. It is automatically updated each time the hero enters a town with the Arcane Forge built, if his Knowledge is higher.



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										
K = 2	-1									
K = 3										
K = 4										
K = 5										
K = 6										
K = 7										
K = 8										
K = 9										
K = 10										
K = 11										
K = 12										
K = 13										
K = 14										
K = 15	-2									
K = 16										
K = 17										
K = 18										
K = 19										
K = 20										
K = 21										
K = 22										
K = 23										
K = 24										
K = 25										
K = 26										
K = 27										
K = 28										
K = 29										
K = 30	-3									
K = 31										
K = 32										
K = 33										
K = 34										
K = 35										
K = 36										
K = 37										
K = 38										
K = 39										
K = 40										
K = 41										
K = 42										
K = 43										
K = 44										
K = 45	-4									
K = 46										
K = 47										
K = 48										
K = 49										
K = 50										
K = 51										
K = 52										
K = 53										
K = 54										
K = 55										
K = 56										
K = 57										
K = 58										
K = 59										
K = 60	-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. You can then add more effects, refocus the mini-artifact's boost on different characteristics, or just keep the resources for something else.

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 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.



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.

Elements associated with Destructive Spells

The spells from the other magic schools will not grant you any elemental 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
Firewall	3	🔥 Fire
Chain Lightning	4	⚡ Air
Meteor Shower	4	🪨 Earth
Armageddon	5	🔥 Fire
Deep Freeze	5	💧 Water
Implosion	5	🪨 Earth

Elemental Chains Levels



Basic Irresistible Magic

» **Effect:** 10% elemental damage bonus



Advanced Irresistible Magic

» **Effect:** 20% elemental damage bonus
 » **Requires:** Basic Irresistible Magic



Expert Irresistible Magic

» **Effect:** 30% elemental damage bonus
 » **Requires:** Advanced Irresistible Magic



Ultimate Irresistible Magic

» **Effect:** 40% 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:** Warlock's Luck (Luck), Arcane Excellence (Sorcery), Master of Ice, Master of Storms, Master of Fire (Destructive Magic), Elemental Vision (Elemental Chains)

Strategies

Similar to Counterstrike, the Elemental Chains racial 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 (see p.293). Of course, there is always the Altar of Primal Elements available in-town, with a stackable 10% bonus.



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

Advanced

As for some other rounded-down integer values in the game, the "Nival rounding" is applied: $Nival_floor(x) = \lceil x \rceil - 1$, resulting in $Nival_floor(150) = 149$, for example.

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.



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.

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 their upgrades)
- » **Effect on Quantity:** Reinforcements are 45% of the gated troops
- » **Requires:** Expert Gating

Gating Boosters



Urgash's Call (Gating)

- » **Effect on Speed:** Gated units appear instantly
- » **Requires:** Flaming Arrows (Attack), Teleport Assault (Logistics), Corrupted Soil (Dark Magic)



Gate Master (Leadership)

- » **Effect on Quantity:** 20% more reinforcements
- » **Requires:** Recruitment (Leadership)



Swift Gating (Logistics)

- » **Effect on Speed:** Gating units spend only 25% of their turn to call in reinforcements
- » **Requires:** Consume Corpse (Gating)



Swarming Gate (Luck)

- » **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 (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 Gating works to improve the power of Gating, 3/4 of its abilities do not, a very similar structure to Artificer. Gating's major modifiers derive from other skills, such as Leadership, Logistics, and Luck. If you want to improve gating more easily, concentrate on learning abilities from these "three Ls", which you can combine with Urgash's Call, if you want to seek the Demon Lord's absolute ability (see the [Hero Development section, on page 293](#)).



Necropolis: Necromancy

Necromancy is the result of practicing the dark arts to raise creatures from the dead. Necromancers are 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%	+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:** Eternal Servitude (Necromancy)



Lord of the Undead (Enlightenment)

- » **Effect:** +5% Necromancy
- » **Requires:** Arcane Exaltation (Enlightenment), Eternal Servitude (Necromancy)



Amulet of Necromancy (artifact)

- » **Effect:** Reduces rising costs by 10%.



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 current amount of Dark Energy in your pool is displayed in the Dark Energy bar, just below the resources bar. Its maximum value 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 Bones 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

Advanced

The formula giving the values is: $\text{Hero_Bonus} = \text{Nival_floor}[\text{Necro_Mastery} * (\text{Level}-5)^{1.4}]$, for levels higher than 6. "Necro_Mastery" is the Necromancy mastery, from 1 (Basic), to 4 (Ultimate).

Dark Energy: how much does it cost?

Raising an undead creature costs points of Dark Energy, depending on the power of the creature:

$$\text{Dark Energy Cost} = \text{Power}/25, \text{ rounded down}$$

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 quantities, round down your result after multiplying.

When an upgraded creature is about to be raised, you will be given the choice of which alternate upgrade to raise.

									
DE: 2	1.50	3.00	3.00	2.00	3.00	3.00	6.00	6.00	6.00
									
	8.00	8.00	10.50	1.50	3.50	2.50			

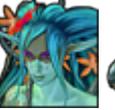
									
DE: 3	2.80	4.00	4.00	4.00	5.60	5.60	2.00	2.40	2.40

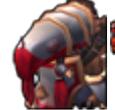
					
4.00	5.60	6.00	3.60	4.80	4.00

				
DE: 4	3.06	1.53	3.65	1.41

						
DE: 6	1.88	3.06	1.53	1.53	4.12	4.71

				
0.82	1.41	1.41	1.41	2.35

							
DE: 9	3.75	1.88	0.63	10.00	3.13	3.75	0.75

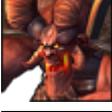
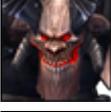
									
DE: 13	3.68	5.47	1.58	1.58	5.26	6.95	6.95	0.63	0.63

					
13.16	13.16	3.16	0.95	1.05	2.63

					
DE: 20	1.33	2.67	4.00	4.00	1.33

										
DE: 29	5.14	5.71	5.71	1.71	1.83	1.43	1.71	1.94	2.29	2.74

				
DE: 46	2.16	1.36	0.72	1.20

									
DE: 61	2.91	2.91	1.20	1.24	1.09	1.05	2.91	3.27	3.64
									
	2.18	2.18	2.36	1.27	1.27				
									
DE: 88	2.32	3.68	0.84	0.95	1.05	1.89	4.95		
									
DE: 103	2.40	2.80	3.32	3.98	4.22	3.62	3.50	2.40	2.80
									
	3.50	3.80	3.80	2.00	2.40	2.90	2.10	2.40	4.40
									
DE: 126	2.67	2.67	1.60						
									
DE: 156	2.50	2.50	3.00	2.94					

The creatures that do not appear in this table can not be raised as undead, being of mechanical (Gargoyles, Golems), elemental (Elementals, Phoenix, Fire Dragons) or divine nature (Angels, Unicorns).

Undead creatures themselves are not raised through Necromancy, but through the separate channel of the Eternal Servitude ability (see p.140).

Strategies

Necromancy is one of 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 most needed to improve your prowess in Necromancy.

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 (or its upgrades) 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. If you haven't fulfilled this requirement, you're unable to choose that desired creature as your favoured enemy. In version 3.0 (Tribes of the East), once you choose a creature, the base creature and both its upgrades are considered your favoured enemies, making Avenger actually far more useful.

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.

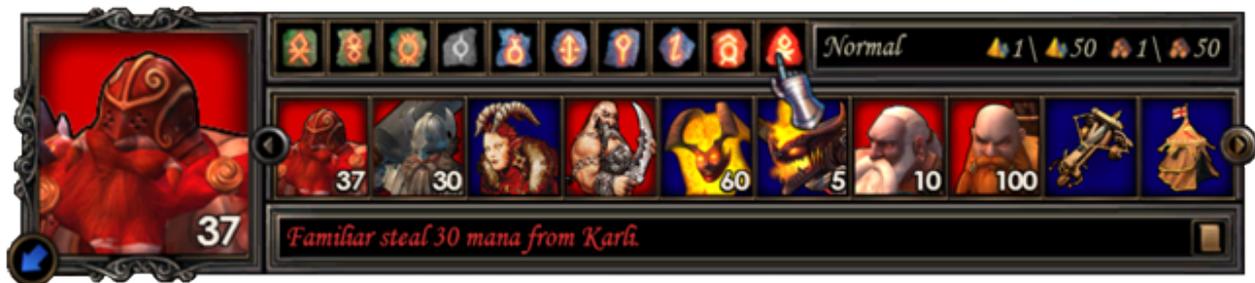
Fortress: Runelore

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.191](#). 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.219](#). 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:** Greater Rune (Runelore)



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.



Stronghold: Blood Rage

Orcs have been created by experimenting with demon blood, in order to obtain stronger and fiercer soldiers. This demonic inheritance still manifests itself by Orcs building up their rage in combat, and unlocking bonuses at various stages of rage.

Orcs creatures (except Wyverns, Foul Wyverns and Paokais) have a Rage counter in combat, usually starting at 0, and gain Rage Points when performing various actions. They can also lose Rage Points when waiting or defending, or being taken control over. Gaining Rage Points, they can attain 3 Rage Levels that will unlock bonuses for the stack. The bonuses depend on the creature, as listed in the table below.

Rage Levels:

- » Rage Level 1:  200 Rage Points
- » Rage Level 2:  500 Rage Points
- » Rage Level 3:  1000 Rage Points

Of course, only Barbarian heroes are able to usefully channel the rage of their troops, and even they will need to advance in their Blood Rage racial skill to allow the bonuses to trigger. Barbarians can also use Warcries ([see p.184](#)) to increase their troops' Rage Points.

Rage Points have the additional use of absorbing part of the damage suffered by the creature. The fraction of the damage absorbed depends on the hero's Blood Rage mastery (50% to 65% — see below). The creature's Rage Points are decreased instead of the creature's Hit Points:

$$\text{Rage_Points_Lost} = 1200 * \text{Damage_Absorbed} / \text{Stack_Max_HP}$$

Blood Rage Levels



Basic Blood Rage

- » **Effect:** Allows Rage Level 1 to trigger. Rage Points absorb up to 50% of the damage suffered by creatures.



Advanced Blood Rage

- » **Effect:** Allows Rage Level 2 to trigger. Rage Points absorb up to 55% of the damage suffered by creatures.



Expert Blood Rage

- » **Effect:** Allows Rage Level 3 to trigger. Rage Points absorb up to 60% of the damage suffered by creatures.



Ultimate Blood Rage

- » **Effect:** Decreases the rage thresholds by 25%, bringing them to 150, 375 and 750. Rage Points absorb up to 65% of the damage suffered by creatures.

Blood Rage Modifiers



Absolute Rage (Blood Rage)

- » **Effect:** Orcs creatures in the hero's army start combat with an additional 500 points of rage.
- » **Requires:** Divine Guidance (Leadership), Excruciating Strike (Attack), Brimstone Rain (War Machines).



Memory of our Blood (Blood Rage)

- » **Effect:** Orcs creatures in the hero's army start combat with a random 50 to 100 rage points, by multiple of 10.



Bloodfire (Enlightenment)

- » **Effect:** Any Rage Point amount gained or lost by the hero's troops is multiplied by 1.5.



Battle Elation (Leadership)

- » **Effect:** Every time when a Morale effect is triggered with a creature in the hero's army, it gains 50 Rage points.
- » **Requires:** Recruitment (Leadership), Memory of our Blood (Blood Rage).



Shout of Rage (Shout)

» **Effect:** The troops gain twice as more Rage points from Warcryes used by the hero (but 1.5 more for the Call of Blood Warcry).



Pile of Skulls

» **Effect:** Improves "Blood Rage" ability granting 50 points of rage to the army in the start of combat.
 » **Requires:** Town Level 9, Citadel.
 » **Cost:** 2000, 5, 4, 4

Gaining Rage Points

Basically all actions performed or suffered by Orcs will modify their Rage Points. Once their counter becomes higher than one of the 3 Rage Points Levels, they receive the corresponding bonus. They will lose it if their Rage Points drop below the threshold. Rage Points can drop below 0, should the stack stay particularly inactive. Being rewards of activity rather than success, Rage Points are awarded even if the attack misses.

Global actions

Enemy stack killed	+20 Rage Points
Friendly stack killed	+30 Rage Points
Friendly stack killed for Enraged creatures	+60 Rage Points
Friendly (Barbarian) Hero shouting a Warcry	+20/30/40 Rage Points (see p.184)

Individual actions performed

Melee attack	+100 Rage Points
Ranged attack	+50 Rage Points
Casting a spell on an enemy	+40 Rage Points
Sacrificing/Swallowing a Goblin	+60 Rage Points
Defending	-30 Rage Points
Waiting	-100 Rage Points
Skipping a turn due to bad Morale	-80 Rage Points
Fleeing due to Cowardice	-100 Rage Points

Individual actions suffered

Curse spell suffered	+10 Rage Points
Blindness	-100 Rage Points for every skipped turn
Frenzy	Rage Points gained while frenzied are doubled
Puppet Master	-50 Rage Points per action performed
Confusion	-5/10/15/20 Rage Points depending on spell mastery
Bash, Warding Arrow...	-20 Rage Points
Fear	-100 Rage Points if scared
Life Drain, Weakening Strike	-90 Rage Points

Rage Bonuses

		Rage Level 1	Rage Level 2	Rage Level 3
	Goblin	+1 Hit Point	+3 Defense, No Treachery	No Enemy Retaliation
	Goblin Trapper	+2 Hit Points	+3 Attack, Crippling Wound	No Enemy Retaliation
	Goblin Witch-Doctor	+2 Hit Points	Cursing Attack, Purge	Hexing Attack, No Enemy Retaliation
	Centaur	+6 Attack	+2 Initiative	Accuracy (damage = max damage)
	Centaur Marauder			
	Centaur Nomad			
	Warrior	+1 Speed, +5 HP	+3 damage	Bash
	Mauler	+2 Speed, +5 HP	+3 damage	Bash
	Warmonger	+8 Hit Points	Unlimited Retaliation	+12 Defense

		Rage Level 1	Rage Level 2	Rage Level 3
	Shaman	+2 Initiative	+7 Hit Points	+15 Defense
	Sky Daughter	+2 Initiative	+8 HP, Spellpower x2	Spellpower x4
	Earth Daughter	+3 Initiative	+8 Hit Points	+15 Defense
	Slayer	+1 Speed, +2 Attack	+10 Hit Points	Double Attack
	Executioner	+1 Speed, +3 Attack	+10 Hit Points	
	Chieftain	+1 Speed, +2 Initiative	+12 Hit Points	
	Wyvern			
	Foul Wyvern	-	-	-
	Paokai			
	Cyclops			
	Untamed Cyclops	+5 Damage	Frightful Aura	Fear
	Bloodeye Cyclops			





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 114). 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
Barbarian	45%	35%	5%	15%	Attack, Defense

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
Barbarian	13	7	2	3

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.104](#)) and one advanced (with faction-specific 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.

It is necessary to learn a skill at least at Basic level to be offered any related ability. At Basic level, it will actually allow to pick exactly one ability. To learn a second one, the Advanced mastery level is required, and only Expert will allow to pick a third ability in that branch.

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	Barbarian
Racial Skills	10%	10%	10%	10%	15%	10%	10%	10%
Attack	10%	6%	2%	15%	8%	15%	8%	15%
Defense	15%	10%	2%	2%	10%	8%	15%	10%
Leadership	15%	8%	2%	2%	2%	2%	8%	10%
Logistics	8%	15%	2%	8%	8%	15%	2%	15%
Luck	8%	15%	8%	8%	2%	8%	8%	8%
War Machines	10%	2%	8%	8%	2%	10%	15%	8%
Enlightenment	2%	10%	15%	8%	8%	2%	8%	2%
Sorcery	2%	4%	10%	10%	10%	8%	2%	2%
Dark Magic	8%	2%	8%	2%	15%	8%	2%	5%
Destructive Magic	2%	8%	8%	15%	8%	10%	10%	5%
Light Magic	8%	8%	10%	2%	2%	2%	8%	5%
Summoning Magic	2%	2%	15%	10%	10%	2%	4%	5%

Note that, for the Barbarian hero, Sorcery is replaced by Shout, and the four magic skills are replaced by their Shatter Magic alternative.

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 Marksmen, whose numbers will be boosted by Training, including Battle Frenzy and Archery.

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. Unstoppable Charge necessitates Leadership (15%), Defense (15%) and Light Magic (8%).



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 War Machines can be a useful skill to Rangers, with Imbue Ballista for example, 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.

Nature's Luck

Nature's Luck continues Sylvan's tendency to focus much of their damage output onto luck rolls and Avenger bonuses. The necessary skills are easy to learn and useful: Luck (15%), Logistics (15%) and Light Magic (8%). Of course, it is possible that Rangers will already have a Luck statistic of +5, reducing the overall gain of a systematic good luck (seeing as Luck will be rolled on 50% of attacks rather than 0% anyway). 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.

**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).

Arcane Omniscience

The path to Arcane Omniscience is fairly favourable, with useful skill prerequisites, Enlightenment (15%), Sorcery (10%) and War Machines (8%), and 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 Absolute Abilities, the Library is still recommended if a spell like Phantom Forces or Righteous Might does not show its hand.

**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.

Rage of the Elements

With Destructive Magic (15%), Sorcery (10%) and Luck (8%) as prerequisites, Rage of the Elements transforms the Warlock into a real casting machine, and an effective one that is: spells are effective, cast very often, may be lucky, and the additional elemental damage can easily double the damage output. A lucky empowered spell can do sextuple damage! To make complete use of the elemental damage bonus, the hero should also invest one of its two free skill slots in Attack. And of course, build all the Altar of Primal Elements possible.

**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 Mark of the Necromancer very useful, and 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. Defense is a particularly applicable skill for Necromancers, due to abilities including Evasion, Vitality, and Chilling Bones. 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.

Howl of Terror

An extensive upgrade of Banshee Howl, Howl of Terror can make even the noblest of Knights cower in fear. The turn spent to activate the Morale dampening will prove undoubtedly useful when the -6 morale penalty makes enemy troops lose turn after turn, turning into sitting ducks. Moreover, Banshee Howl still comes with a -10% to enemy Initiative. Howl of Terror prerequisites are of great worth to Necromancers to boot: Dark Magic (15%), Summoning Magic (10%) and Enlightenment (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

While Urgash's Call is an attractive skill, there are a few hiccups along the way that you'll have to deal with. Its prerequisites themselves are quite good: Logistics (15%), with Teleport Assault, Attack (15%), with Battle Frenzy, but you'll have to take Dark Magic (8%) as well, when the more robust Defense, Leadership (leading to Gate Master), Luck or even War Machines would be more interesting choices. 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.

**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.

Absolute Protection

The Dwarven Absolute Ability, Absolute Protection, has two out of three great prerequisites: Defense (15%) and Destructive Magic (10%). The third, Summoning Magic (4%), is not only harder to be offered, but also not as typical for a Runemage development. However, Preparation, or the Master of Fire/Ignite combo, are really powerful by themselves, while Exorcism coupled to Destructive Magic proficiency, is a good pick against Demons and Summoners.

**Stonghold - Barbarians**

In line with their typical imagery, Barbarians are completely oriented towards offense and against magic. This shows in the hero's statistical development, skills offered, and into the complete panel of abilities they learn. Choosing which way you prefer to specialize into will greatly depend on who you're facing, and how much you can anticipate from your enemy development.

The all-out attack path is rather simple to master: think Blood Rage all the way, and choose the many abilities to boost your creatures' physical strength. Memory of our Blood should be picked early, as well as some Warcries, which can be interestingly backed up by Shout and its ability Shout of Rage. Investing in Defense might also be a good idea, to prevent Rage Points to be too quickly absorbed, which would greatly weaken your troops. Vitality in particular might be a good pick, as it indirectly improves the triggering chances of some very useful creatures' abilities like Assault or Crushing Blow. Against wizards and sorcerers, you will have to invest in anti-magic abilities, the first of all being Might over Magic. Then, you'll have to anticipate your opponent's choices to develop the adequate Shatter Magic skill(s). Choose carefully, as you might lose a lot of skill points in the process if you're duped.

Absolute Rage

Capitalize on your strength, that is what Absolute Rage is all about. Rather weak by themselves, Stronghold troops become overpowered when filled with rage, and the combat is far easier when they start it already beefed up. The requirements are Attack (15%), an obvious pick anyway, Leadership (10%) and War Machines (8%). This last one is the more surprising, but if you have a few castles to attack, Brimstone Rain will prove incredibly useful. Additionally, a regular income of Goblins (Goblin Support) is always helpful for your Cyclops.



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.

Note that Treasure Chests may be set to provide a custom amount of gold (instead of the standard 100, 1500, 2000 gold), but the experience amount is always the gold amount minus 500.

Barbarian heroes, being restricted in magic, gain experience when other heroes learn spells: when visiting any map location or battle site that would normally teach them a spell, they gain $1000 * \text{Spell_Level}$ experience instead.

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 (see p.160). 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. If you conquer an enemy or neutral town, that's another 500 experience points for your hero. If a neutral army flees when you attack it, you still gain 50% of the battle experience.

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%. When combined, they form the Vestment of Enlightenment, with another 15% bonus, bringing the total to 45% more experience gained.



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.259). 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
Taiga	25% penalty	125	176	Barbarians
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 +2 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). The artifact "**Boots of the Open Road**" does even better, as it completely removes these penalties.



The **Snatch** ability (Logistics) allows heroes 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). In "Tribes of the East", Snatch has been opened to all factions and is clearly worth taking with any kind of hero. In the same spirit, the **Warpath** ability grants a bonus of 350 movement points for every victorious battle, allowing the hero to travel about three more tiles.



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, +1 luck)
- » **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 & Tracker

These heroes' specializations increase the movement points of the hero. The Pathfinder is the Knight, Rutger, while the Rusher is the Demon Lord, Grok. The Tracker is the Barbarian hero, Urghat, added in "Tribes of the East". Note that this increase works on sea as well as land.



The Pathfinder gets a 1% bonus 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 $\text{Level}/2$, rounded up. 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 ($2913 = 2749 * 1.06$). He gets another 1% at level 5, another at level 9... Thus, he reaches 10% bonus at level 17. The exact formula is $5 + \text{Level}/4$, rounded up. 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.



The Tracker gets a 1% bonus to movement points for every level, as well as a 2% bonus to terrain penalty reduction (multiplicative with Pathfinding bonus). Urghat starts with Pathfinding, thus at level 10 the global penalty reduction on foreign terrain is 60%. While this is useless on grassy lands or roads, it becomes a real asset on foreign terrains like sand or snow. On a given terrain, this composed bonus is roughly equivalent to a global movement points bonus of $MP_Bonus + \text{Terrain_Penalty} * \text{Pathfinding_Bonus}$. For example, at level 10, this gives a global equivalent bonus of $10\% + 50\% * 10\% = 15\%$ on sand or snow (50% cost penalty), and $10\% + 25\% * 10\% = 12.5\%$ on terrains with 25% cost penalty. The equivalent bonus growth per level ranges from 1% to 1.5% depending on the terrain penalty.



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 Grok and Rutger, 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. Urghat is so clearly faster that there's not much to compare. She is a clear winner from level 7 on, and that's on roads or grass, where she doesn't profit from her foreign terrain bonus. As soon as the terrain gets bumpy, her specialization gives her a definitive edge.

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.189) and reduced through the Weakness spell (p.185).

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	Tier 8
Level 1	2.000	1.000	0.800	0.500	0.300	0.200	0.100	0.010
Level 2	2.333	1.267	0.990	0.633	0.390	0.260	0.147	0.015
Level 3	2.667	1.533	1.180	0.767	0.480	0.320	0.193	0.019
Level 4	3.000	1.800	1.370	0.900	0.570	0.380	0.240	0.024
Level 5	3.333	2.067	1.560	1.033	0.660	0.440	0.287	0.029
Level 6	3.667	2.333	1.750	1.167	0.750	0.500	0.333	0.033
Level 7	4.000	2.600	1.940	1.300	0.840	0.560	0.380	0.038
Level 8	4.333	2.867	2.130	1.433	0.930	0.620	0.427	0.043
Level 9	4.667	3.133	2.320	1.567	1.020	0.680	0.473	0.047
Level 10	5.000	3.400	2.510	1.700	1.110	0.740	0.520	0.052
Level 11	5.333	3.667	2.700	1.833	1.200	0.800	0.567	0.057
Level 12	5.667	3.933	2.890	1.967	1.290	0.860	0.613	0.061
Level 13	6.000	4.200	3.080	2.100	1.380	0.920	0.660	0.066
Level 14	6.333	4.467	3.270	2.233	1.470	0.980	0.707	0.071
Level 15	6.667	4.733	3.460	2.367	1.560	1.040	0.753	0.075
Level 16	7.000	5.000	3.650	2.500	1.650	1.100	0.800	0.080
Level 17	7.333	5.267	3.840	2.633	1.740	1.160	0.847	0.085
Level 18	7.667	5.533	4.030	2.767	1.830	1.220	0.893	0.089
Level 19	8.000	5.800	4.220	2.900	1.920	1.280	0.940	0.094
Level 20	8.333	6.067	4.410	3.033	2.010	1.340	0.987	0.099
Level 21	8.667	6.333	4.600	3.167	2.100	1.400	1.033	0.103
Level 22	9.000	6.600	4.790	3.300	2.190	1.460	1.080	0.108
Level 23	9.333	6.867	4.980	3.433	2.280	1.520	1.127	0.113
Level 24	9.667	7.133	5.170	3.567	2.370	1.580	1.173	0.117
Level 25	10.000	7.400	5.360	3.700	2.460	1.640	1.220	0.122
Level 26	10.333	7.667	5.550	3.833	2.550	1.700	1.267	0.127
Level 27	10.667	7.933	5.740	3.967	2.640	1.760	1.313	0.131
Level 28	11.000	8.200	5.930	4.100	2.730	1.820	1.360	0.136
Level 29	11.333	8.467	6.120	4.233	2.820	1.880	1.407	0.141
Level 30	11.667	8.733	6.310	4.367	2.910	1.940	1.453	0.145
Level 31	12.000	9.000	6.500	4.500	3.000	2.000	1.500	0.150

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.182) 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.160).
- » 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*Stack_size/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** (10 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

» **Academy: Battle Mage** (10 Mana - Weekly Growth: 5)

Fist of Wrath 5, Cleansing 10

» **Dungeon: Shadow Witch** (11 Mana - Weekly Growth: 2)

Slow 4, Vulnerability 5, Righteous Might 6

» **Dungeon: Shadow Matriarch** (14 Mana - Weekly Growth: 2)

Confusion 9, Slow 4, Vulnerability 5, Righteous Might 6

» **Dungeon: Shadow Mistress** (14 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

» **Fortress: Rune Keeper** (25 Mana - Weekly Growth: 3)

Deflect Missile 6, Fireball 10

» **Haven: Inquisitor** (12 Mana - Weekly Growth: 3)

Haste 4, Divine Strength 4, Endurance 6

» **Haven: Zealot** (15 Mana - Weekly Growth: 3)

Cleansing 10, Righteous Might 6

» **Haven: Seraph** (14 Mana - Weekly Growth: 1)

Divine Vengeance 14, Righteous Might 6

» **Inferno: Pit Fiend** (10 Mana - Weekly Growth: 2)

Fireball 10, Vulnerability 5

- » **Inferno: Pit Lord** (20 Mana - Weekly Growth: 2) 

📊 Fireball 10, 📊 Meteor Shower 19, 📊 Vulnerability 5
- » **Necropolis: Archlich** (16 Mana - Weekly Growth: 3) 

📊 Decay 6, 📊 Suffering 5, 📊 Weakness 4
- » **Necropolis: Lich Master** (19 Mana - Weekly Growth: 3) 

📊 Raise Dead 9, 📊 Suffering 5
- » **Stronghold: Shaman** (8 Mana - Weekly Growth: 5) 

📊 Slow 4, 📊 Haste 4
- » **Stronghold: Sky Daughter** (12 Mana - Weekly Growth: 5) 

📊 Chain Lightning 16, 📊 Slow 4, 📊 Haste 4
- » **Stronghold: Earth Daughter** (8 Mana - Weekly Growth: 5) 

📊 Slow 4, 📊 Haste 4
- » **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
- » **Sylvan: High Druid** (15 Mana - Weekly Growth: 4) 

📊 Endurance 6
- » **Sylvan: Sprite** (10 Mana - Weekly Growth: 10) 

📊 Wasp Swarm 5, 📊 Cleansing 10
- » **Neutral: Water Elemental** (12 Mana - Weekly Growth: 4) 

📊 Ice Bolt 6, 📊 Circle of Winter 9
- » **Neutral: Mummy** (20 Mana - Weekly Growth: 3) 

📊 Confusion 9, 📊 Raise Dead 9

Spellcasters from the Neutral faction (Water Elemental, Mummy) have a penalty when casting **damaging spells**: their actual damage is reduced to 30% of its theoretic value. For example, a stack of 10 Water Elementals casting an Ice Bolt will deal 57 damage, instead of 192 ($192 \cdot 0.3 = 57.6$).

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

	 Growth: 1	 Growth: 2	 Growth: 3	 Growth: 4	 Growth: 5	 Growth: 10	 Growth: 15
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 $(\text{dmg_max}-\text{dmg_min})\cdot 65\%$ for a duration equal to the Spell Power (note that this formula is equivalent to that of [p.185](#)).



Djinn and Djinn Sultans have the Random Curse and Random Blessing ability respectively. 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. Djinn and Djinn Sultans weekly growth is 3.



Djinn Viziers (also with a weekly growth of 3) can use their Wheel of Fortune ability to change the Luck of friends and enemies in combat. The duration of the effect is equal to the Djinn Viziers' Spell Power.



Horned Overseers' special ability, Explosion, deals $9+9\cdot\text{Power}$ 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.263). 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.243).

Academy	Ammo Cart	Dungeon	Ammo Cart
Haven	Ballista	Inferno	Ballista
Sylvan	First Aid Tent	Necropolis	First Aid Tent
Fortress	Ammo Cart	Stronghold	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.133) 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.133).



It can be bought for **1500 Gold**. The Ballista has Initiative 10 and a plentiful 100 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.

	No Mastery	Basic War Machines	Advanced War Machines	Expert War Machines
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.293), the Demon Lord naturally has the higher multiplier (75% of level-ups), followed by the Barbarian (60%) and 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.133) 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.

	No Mastery	Basic War Machines	Advanced War Machines	Expert War Machines
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.133) 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.192). 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	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.243).



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):



$$\text{Number of Defenders} = 5 * \text{Town_Level} * \text{Month_Number}$$



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.
- » the damage can be increased by Moat_Multiplier. For instance the Academy land mines do double damage.

	Town	Max Town Level	Moat Damage Multiplier	Moat Effect	Tower Creature
	Haven	36	1.2	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.326).	

	Town	Max Town Level	Moat Damage Multiplier	Moat Effect	Tower Creature
	Stronghold	34	1.2	N/A	

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. Note that the Initiative value is shown as an integer in the various in-game information panels, but the internal value is actually decimal. For instance, a +20% bonus to Initiative 12 gives 14.4, even if 14 is displayed (the displayed value is rounded at the closest integer).

There are various ways to increase the troops' Initiative: artifacts, the Haste spell, "mini-artifacts" for Academy troops, Rakshasa Raja's Dash ability... These bonuses are multiplicative, with the exception of the hero's artifacts bonuses, which are first added to produce a single multiplicative bonus.

Example: A stack of Rakshasa Rajas (Initiative 8) uses Dash (*2), with some other bonuses — advanced Haste (*1.4), the Dragon Scale Armor (+5% to large creatures), the Ring of Speed (+20%), and a mini-artifact providing another +20% (*1.2).

- » the artifact bonus sums up to +25% (*1.25)
- » the total Initiative is $8 * 2 * 1.4 * 1.25 * 1.2 = 33.6$



Note that an enemy artifact reducing Initiative is multiplicative, separately from the hero's artifacts: the Staff of the Netherworld (-20%) and the Ring of Speed (+20%) on a creature of Initiative 10 result in $10 * 1.2 * 0.8 = 9.6$ Initiative.

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 $t * I / 10$.

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, 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 0.01 per hero level. So, instead of starting somewhere in the [0;0.25] interval, they start between $0.01 * \text{level}$ and $0.25 + 0.01 * \text{level}$. For example, at level 15, their starting ATB value will be in [0.15;0.40]. 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!



The Barbarian hero Haggash is the **Centaur Commander**: every kind of Centaurs under her command gets a **starting ATB bonus** of 0.01 per hero level, in addition to the typical specialist bonus. This should make sure that Centaurs mostly shoot first, reducing the enemy ranks before the Stronghold melee troops rush into combat, which can prove particularly useful considering that they will get a Rage Points penalty if they wait.



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.



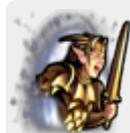
Sometimes, creatures can have good or bad **Morale** (see p.314). Good morale resets the creature's ATB value to 0.5 instead of 0 *after* the creature's action. Bad morale resets the ATB value to 0.5 *before* the creature's action, preventing it to act.



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.



Teleport Assault (Logistics) adds 0.5 to the ATB value of the teleported stack, capped to 1. The effect is clearly superior to 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.





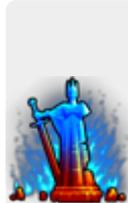
When cast with **Tremors** knowledge (War Machines), **Earthquake** damages and stuns all the creatures behind the castle walls in a siege (including friendly ones). The stunning effect is a 0.1 ATB value reduction. The damage is $\text{10} + 5 * \text{Power}$ and is the only Earthquake effect to profit from the Master of Earthblood's +4 bonus to Spellpower for Earthquake.



The 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).



With **Stunning Blow** (Attack), the Barbarian hero's attack decreases its target's ATB value by 0.1, moving it back along the ATB bar. This ability is only accessible to Barbarians.



When cast with **Master of Ice** knowledge (Destructive Magic), **Ice Bolt**, **Circle of Winter** and **Deep Freeze** have a Freezing effect: when hit by **Ice Bolt** or **Deep Freeze**, 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 $0.3 * \text{Initiative} / 10$).

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. 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.

The higher the target's ATB value, the more effective is the Stunning ATB reduction, ranging from 0 (target has just acted) to 0.3 (target is about to act). The value of the reduction is thus always lower than the Freezing effect, but is immediate whereas the Frozen effect can be cured before its complete duration (by Lay Hands, Cleansing, First Aid Tent with advanced mastery...).



When summoned by the **Phantom Forces** spell, clones get an ATB value depending on the caster Level (not Spell Power): $\text{ATB} = 0.4 + 0.02 * \text{Level}$.



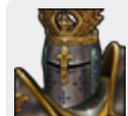
Phoenix and Elementals summoned by **Conjure Phoenix** or **Summon Elementals** get a random ATB value, multiple of 0.05 between 0 and 0.25.



With their **Fear Attack**, Hell Chargers, Nightmares and Hell Stallions have a chance (see p.318) to frighten their target, making them flee and resetting their ATB value to 0. Barbarian heroes' **Fear My Roar** Warcry (see p.184) has exactly the same effect.



Using the **Word of the Chief** Warcry (see p.184), Barbarian heroes kick their troops into combat: they attack a friendly target (dealing their usual damage) and increase their ATB value by $0.1 + 0.02 * \text{Hero_Level}$. The Orc Chieftain has a similar ability, **Order of the Chief**: the ATB boost is 1% of their stack size, limited to 0.6, while the damage dealt is equal to their stack size, without upper limit.



Bash is a Footman ability, shared with the Squire, the Conscript, the Skeleton Warrior and the Battlerager. 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.



Agraal's specialization, **Aura of Swiftness**, increases the Initiative of the creatures in his army by 1% per hero level. That means a level 10 Agraal will boost the Initiative of his army by 10%. As he tends to have already fast troops, like Nightmares or Cerberis, 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 Agraal 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, Dungeon and Stronghold 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's 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. **Shout**, the Sorcery replacement skill for Barbarians, has exactly the same effect when Barbarian heroes use Warcries.



There are, however, a few abilities that makes it even shorter: Mark of the Wizard (Artificer - Wizards), Retaliation Strike (Training - Knights), Mark of the Damned (Gating - Demon Lords), Mark of the Necromancer (Necromancy - Necromancers) and Powerful Blow (Blood Rage - Barbarians). These reset the hero's ATB value to 0.5 after linking/marketing... Imbue Arrow (Avenger - Rangers) is still even better, as it does not use any ATB at all: the Ranger will be able to attack with his imbued arrow at once. The attacks themselves 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

Depending on their Luck, creatures can have good or bad luck when attacking: 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.287).



Each point of Luck gives a 10% chance to get a good (positive value) or bad (negative value) luck strike. The probability can not be higher than 50%. For instance, +2 Luck gives a 20% chance of good luck. Only the creatures' normal attack is subject to Luck (except for the Warlock's Luck ability, that applies luck rolls to damaging spells as well).

Advanced

In version 3.0 (Tribes of the East), Luck itself is not bound and can go higher than +5 (or lower than -5). Having +7 Luck for instance, gives the maximum 50% chance of good luck, but should the enemy hero decrease Luck by 2, the value would become +5 and the chance would still be 50%.

An easy way to improve your Luck is through the Luck skill (p.122). 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.259), like the Faerie Ring or the Fountain of Fortune. Additionally, several artifacts (p.194) 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.241) or decrease that of their assailants (Inferno's Infernal Loom — p.228). Haven and Sylvan's grail structures — the ones you can only built by bringing the Tears of Asha, namely Elrath's Sentinel (p.225) and the Daughter of Sylanna (p.241), do an even better job by increasing the Luck of all the player's heroes by 2.



Morale

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.311 for more details.



Each point of Morale gives a 10% chance to get good (positive value) or bad (negative value) morale in combat. The probability can not be higher than 50%. 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 mechanical and war machine units (unless your hero has the Artificial Glory ability — see p.116).

Advanced

In version 3.0 (Tribes of the East), Morale itself is not bound and can go higher than +5 (or lower than -5). Having +7 Morale for instance, gives the maximum 50% chance of good morale, but should the enemy hero decrease Morale by 2, the value would become +5 and the chance would still be 50%.

Morale, like Luck, has its own supporting skill: Leadership (see p.116), 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, Fortress) are allies with each other, and are enemies of the "evil" alliance (Dungeon, Inferno, Necropolis, Stronghold). 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	Stronghold
Academy	-	Ally	Ally	Ally	Ally	Enemy	Enemy	Enemy	Enemy
Haven	Ally	-	Ally	Ally	Ally	Enemy	Enemy	Enemy	Enemy
Sylvan	Ally	Ally	-	Ally	Ally	Enemy	Enemy	Enemy	Enemy
Fortress	Ally	Ally	Ally	-	Ally	Enemy	Enemy	Enemy	Enemy
Neutrals	Ally	Ally	Ally	Ally	-	Ally	Ally	Ally	Ally
Dungeon	Enemy	Enemy	Enemy	Enemy	Ally	-	Ally	Ally	Ally
Inferno	Enemy	Enemy	Enemy	Enemy	Ally	Ally	-	Ally	Ally
Necropolis	Enemy	Enemy	Enemy	Enemy	Ally	Ally	Ally	-	Ally
Stronghold	Enemy	Enemy	Enemy	Enemy	Ally	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.189). 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.

With Expert Light Magic, **Magical Immunity** dispels all spell effects, curses (Vulnerability included) and blessings, from the target before granting it the immunity. With lower Light Magic mastery however, both the dispel and immunity are restricted up to level 2/3/4 spells. Being a level 2 spell, Cleansing can never 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.306), the **First Aid Tent** can also dispel curses, if the hero is at least Advanced in the War Machines skill. Some curses require an Expert mastery to be dispelled.

The Dark Magic spell **Vampirism**, giving the target undead attributes, renders it immune to mind altering effects that undead are immune to, and effectively dispels these effects if they are active. This includes curses (Decay, Confusion, Frenzy, Blindness, Puppet Master), blessings (Regeneration), damaging spells (Wasp Swarm, not affected by Curse of the Netherworld, but by Word of Light instead), creature abilities like Seduction, Torpor... For heroes with no easy access to Light Magic dispelling spells, Vampirism can be a welcome alternative against powerful curses.



The 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.



Dispel Curses

The table below lists the various curses (spells, effects of creatures abilities, of hero skills...), and the result of trying to dispel the curse in various ways on friendly units. A cross (x) in the cell means that the combination makes no sense; for example, Purge only triggers when attacking, which would remove any blindness by itself. Note that Purge, though triggering on attack, can still affect a friendly unit, for instance when it is under enemy control (Puppet Master, Seduction).

When used on enemy units, Cleansing and Purge do not dispel curses (see further below for their effect on blessings). Magical Immunity and Lay Hands, on the contrary, have the same effect on friends and enemies (but can only be cast on enemy units if they are under the caster control). The First Aid Tent and the Rune of Exorcism can not be used on enemies.

Note that Rune of Magic Control, while not listed here, appears to have the same effect and behavior as Purge.

	Magical Immunity	Lay Hands	First Aid Tent + Adv. WM	Rune of Exorcism	Cleansing	Purge
Slow	Yes	Yes	Yes	Yes	Yes	Yes

	Magical Immunity	Lay Hands	First Aid Tent + Adv. WM	Rune of Exorcism	Cleansing	Purge
Weakness	Yes	Yes	Yes	Yes	Yes	Yes
Sorrow	Yes	Yes	Yes	Yes	Yes	Yes
Vulnerability	Yes	No	No	No	No	No
Decay	Yes	Yes	Yes (exp WM)	Yes	Yes	Yes
Confusion	Yes (basic LM)	Yes	Yes (exp WM)	Yes	Yes	Yes
Suffering	Yes (basic LM)	Yes	Yes (exp WM)	Yes	Yes	Yes
Blindness	Yes (adv LM)	Yes	No	No	Yes	x
Frenzy	Yes (adv LM)	Yes	No	No	No	No
Puppet Master	Yes (exp LM)	Yes	No	Yes	Yes	Yes
Seduction	Yes	Yes	No	Yes	Yes	Yes
Torpor	No	Yes	Yes	x	Yes	x
Wheel of Fortune	No	No	No	Yes	Yes	Yes
Unlucky (Evil Eye)	No	No	No	Yes	Yes	Yes
Venom	No	Yes	Yes	No	No	No
Poison	No	Yes	Yes	No	No	No
Mark of Fire	No	Yes	Yes	Yes	Yes	No
Crippling Wound	No	No	No	No	No	No
Weakening Strike	No	No	No	No	No	No
Frozen (Master of Ice)	No	Yes	Yes	x	Yes	?
Fire (Master of Fire)	No	Yes	Yes	Yes	Yes	Yes
Ignite	No	Yes	Yes	Yes	Yes	?
Banshee Howl	No	Yes	Yes	No	No	No
Armor Crushing (mini-artifact)	No	No	No	No	No	?

Dispel Blessings

Like curses, blessings can also be dispelled in a number of ways, listed below. Again, Magical Immunity results apply to both friends and enemies. Rune of Magic Control, Cleansing and Purge apply to enemies only (they never remove blessings on friendly units). Harm Touch only removes blessings, on enemies or friends alike.

Note that Rune of Charge can not be dispelled, because it is used right away whatever the creature action (even waiting or defending).

	Magical Immunity	Harm Touch	Rune of Magic Control	Cleansing	Purge
Divine Strength	Yes	Yes	Yes	Yes	Yes
Haste	Yes	Yes	Yes	Yes	Yes
Endurance	Yes	Yes	Yes	Yes	Yes
Regeneration	Yes	Yes	Yes	Yes	Yes
Righteous Might	Yes (basic LM)	Yes	Yes	Yes	Yes
Deflect Missile	Yes (basic LM)	Yes	Yes	Yes	Yes
Magical Immunity	No	Yes	Yes	No	Yes
Arcane Armor	Yes (exp LM)	No	No	No	No
Vampirism	Yes (exp LM)	Yes	Yes	Yes	Yes
Rune of Charge	x	x	x	x	x
Rune of Berserking	Yes	No	No	No	No
Rune of Magic Control	No	No	No	No	No
Rune of Elemental Immunity	No	No	No	No	No
Rune of Etherealness	Yes	Yes	Yes	Yes	Yes
Rune of Thunderclap	Yes	No	No	No	No
Rune of Battle Rage	Yes	No	No	No	No
Rune of Dragonform	Yes	Yes	Yes	Yes	Yes
Ralling Cry	Yes	Yes	No	No	No
Battlecry	Yes	Yes	No	No	No
Battle Rage	No	x	No	No	x
Bear Roar	No	Yes	Yes	Yes	Yes

	Magical Immunity	Harm Touch	Rune of Magic Control	Cleansing	Purge
Benediction	No	Yes	No	No	No
Runic Attunement	No	Yes	Yes	Yes	Yes

Triggering Creature Abilities

Creature Abilities with Chances

Several creature abilities do not trigger every time, but instead have a certain chance to trigger. The Death Knight's **Deadly Strike** has a simple mechanics: it gives a fixed 25% probability to kill half of the target stack. However, several other abilities are far more complex.

Specifically, for the abilities in the table below, the base probability to trigger is a value between 5% and 75%, defined by the following formulas:

» If TotalHP > TotalTargetHP, then

$$\text{BaseChance} = 25\% + 3\% * (\text{TotalHP} / \text{TotalTargetHP})$$

» If TotalHP ≤ TotalTargetHP, then

$$\text{BaseChance} = 25\% - 3\% * (\text{TotalTargetHP} / \text{TotalHP})$$

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.

Once the base probability is computed, each ability has a certain "chance factor", acting as a number of tries: for example, with ChanceFactor=2, Purge has 2 tries (each with the base chance), if the first one does not trigger. Mathematically, the formula is then:

$$\text{TotalChance} = 1 - (1 - \text{BaseChance})^{\text{ChanceFactor}}$$

which accounts for a decimal chance factor as well. The chance factor for each ability is listed in the table below:

	Chance Factor	TotalTargetHP is computed	Triggers on retaliations	Triggers in melee (for shooters)	Creatures
Assault	1	after the hit	No	x	Brute, Mauler
Bash	1.5	before the hit	No	x	Conscript, Footman, Squire, Skeleton Warrior, Battlerager
Bear Roar	0.9	after the hit	No	x	Whitebear Rider
Blinding Attack	1	after the hit	Yes	x	Silver Unicorn, Pristine Unicorn
Crippling Wound	0.7	after the hit	Yes	Yes	Spearwielder, Skirmisher
Crushing Blow	0.8	before the hit	No	x	Untamed Cyclops
Fear Attack	0.8	after the hit	No	x	Hell Charger, Nightmare, Hell Stallion
Flamewave	2	before the hit	Yes	x	Flame Lord
Force Arrow	2	before the hit	x	No	Arcane Archer
Mark of Fire	1	after the hit	x	No	Rune Priest, Rune Patriarch, Rune Keeper
Paw Strike	1	before the hit	No	x	Blackbear Rider
Purge	2	after the hit	Yes	Yes	Zealot
Taunt	1.2	before the hit	No	x	Warmonger
Torpor	3	after the hit	Yes	x	Vampire Prince
Warding Arrows	1	before the hit	x	No	Master Hunter
Whip Strike	1.5	after the hit	Yes	x	Shadow Matriarch, Shadow Mistress

As listed in the above table, for some abilities (Bash, Warding Arrows, ...), TotalTargetHP is the amount of Hit Points **before** the first hit. For other abilities (Blinding Attack, Fear Attack, ...), TotalTargetHP is the amount of Hit Points **after** the hit: this mode gives a better advantage to the attacker, as the target's Hit Points will be lower after the hit, resulting in a better chance for the ability to trigger (TotalHP is always considered before any retaliation strike).

Example: a stack of 100 Squires (26 HP) attacks a stack of 10 Dark Raiders (40 HP). Will Bash trigger?

$$\begin{aligned} \text{TotalHP} &= 26 \times 100 = 2600 \\ \text{TotalTargetHP (before attack)} &= 40 \times 10 = 400 \\ \text{TotalHP} > \text{TotalTargetHP: BaseChance} &= 25\% + 3\% * (2600/400) = 44.5\% \\ \text{TotalChance} &= 1 - (1 - 0.445)^{1.5} = 58.7\% \end{aligned}$$

Note that TotalHP and TotalTargetHP, whenever computed, use the actual maximum hit points value of the stack, including any bonus/malus. Consequently, any artifact, spell (Raise Dead, Resurrect), skill, ... modifying this amount also influences the triggering chances.

Beyond the general scheme, a few abilities have additional specificities:

- » **Assault:** the triggering probability is computed after the first blow, and after the enemy's retaliation.
- » **Torpor** tries to trigger after the hit, and after the Vampire has drained life from his target.
- » **Warding Arrows** can trigger on each shot.

The ChanceFactor of **Paw Strike** is 1, but it is actually multiplied by the number of tiles walked to the target of the attack: if t is the number of tiles walked, then ChanceFactor=t. Basically, the further the distance to get to the target, the more likely Paw Strike is to trigger. Note that if the Riders do not move (walked tiles=0), Paw Strike will not trigger (ChanceFactor=0).



Advanced

Paw Strike triggering probability after t tiles walked is: $1 - (1 - \text{BaseChance})^t$

Bear Roar has a chance to frighten the enemies located on the 6 adjacent front tiles of the Whitebear Rider. The chance is computed separately for each of the targets. Small creatures are more easily frightened, they resist the roar only half the time.



Advanced

Bear Roar triggering probability against small creatures is: $1 - (1 - \text{TotalChance})/2 = 50\% + \text{TotalChance}/2$

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.



Soldier's Luck

When the hero has the Soldier's Luck ability, the creature abilities discussed above get their ChanceFactor doubled, like they had twice more tries to succeed. Only these abilities (including the Rune of Thunderclap induced ability) are affected by Soldier's Luck.



Advanced

With c as the ability's ChanceFactor, the total chance with Soldier's Luck is $1 - (1 - P)^{2c}$, where P is the base chance as calculated above. In the Squires vs Dark Raiders example, $P=44.5\%$ and $2c=3$, leading to a total chance of triggering of about 82.9% with Soldier's Luck.
With Soldier's Luck, Paw Strike gets 2 chances per walked tile: $1 - (1 - P)^{2t}$.

For small creatures, **Bear Roar** also has two chances to trigger, giving a minimal chance of 77%. This makes it easy for Whitebear Riders to attack without suffering retaliation, since the main target of their attack will not retaliate as soon as one creature is frightened by the roar.

Map Locations Details

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.

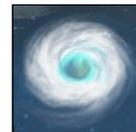


The normal upgrade cost is what you pay in-town, with the appropriate buildings, to upgrade a creature: it is the difference of the cost of the upgraded unit with the cost of the unupgraded unit. The ratios to normal upgrade costs in the Hill Fort are as follows:

	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.

Memory Mentor

In this building, a hero can "unlearn" some skills and abilities for a price, and get the opportunity to choose another path of development. First, the hero chooses among the abilities and skills that he knows, those that he wishes to forget, in the exact opposite way as when gaining levels: he can choose as many as he wants, but a skill level or ability can only be chosen if it is not required by another.



For example, let's assume a visiting hero knows Expert Sorcery, Magic Insight, Mana Regeneration and Erratic Mana. He cannot choose to unlearn Expert Sorcery (thus becoming Advanced Sorcery), without first choosing an ability, because his three abilities require an Expert mastery. If he wishes to unlearn Mana Regeneration, he first has to choose Erratic Mana, for which it is a prerequisite. With those two chosen for removal, he can then choose to reduce his Sorcery mastery level to Basic, as he will only have one remaining ability.

The cost for unlearning abilities and skills depends on the hero level:

$$\text{Cost per skill/ability: } 500 * \text{ceil}(\text{sqrt}(\text{Hero_Level}))$$



where $\text{sqrt}()$ is the square root function, and $\text{ceil}()$ the rounding up function. This gives the following costs per skill/ability:

	Level 1	Level 2-4	Level 5-9	Level 10-16	Level 17-25	Level 26-36	Level 37-40
Cost	500	1000	1500	2000	2500	3000	3500

For example, a level 10 hero would have to pay 8000 gold to unlearn 4 abilities/skills levels.

Once the hero has made his choices, he unlearns the specified skills/abilities, and gets to choose again exactly the same number, as if he just leveled-up. Note that his primary attributes (Attack, Defense, Spellpower, Knowledge) are untouched by the process (except for the Enlightenment bonus if Enlightenment is unlearned).

Sacrificial Altar

On the Sacrificial Altar, heroes of Evil alignment (Demon Lord, Necromancer, Warlock and Barbarian) can sacrifice creatures in exchange for experience. Heroes of Good alignment (Knight, Ranger, Wizard and Runemage) can sacrifice artifacts. The experience gained is equal to:

$$\text{Sacrifice Creature: Experience} = 3 * \text{Creature_Hit_Points}$$

$$\text{Sacrifice Artifact: Experience} = 0.5 * \text{Artifact_Cost}$$



Each week, the first hero to make a sacrifice gains a +2 bonus to Luck until next combat.

Note that any hero can also sell artifacts for 50% of their value in any town's marketplace, or sacrifice creatures for experience in the Inferno's Sacrificial Pit.

Arcane Library

Much like artifacts can be bought in shops, high level spells can be learned in Arcane Libraries against a price in rare resources. The type of resource depends on the spell's magic school:

- » **Dark Magic** spells are sold for  **Mercury**
- » **Destruction Magic** spells are sold for  **Sulfur**
- » **Light Magic** spells are sold for  **Crystal**
- » **Summoning Magic** spells are sold for  **Gems**



Level 4 spells cost 15 units of the resource, while level 5 spells cost 25 units of the resource. A hero can only buy spells for which he has the necessary skill prerequisites. Each faction has preferred spells, that are more likely to be on sale when a hero visits the Arcane Library:

Academy	Implosion, Chain Lightning, Deep Freeze, Meteor Shower, Conjure Phoenix, Arcane Armor, Frenzy
Haven	Resurrection, Word of Light, Divine Vengeance, Arcane Armor, Blindness
Sylvan	Resurrection, Summon Elementals, Blindness, Deep Freeze
Fortress	Implosion, Chain Lightning, Resurrection, Frenzy, Meteor Shower
Inferno	Resurrection, Curse of the Netherworld, Blindness, Arcane Armor
Dungeon	Implosion, Chain Lightning, Blindness, Meteor Shower
Necropolis	Implosion, Chain Lightning, Blindness, Curse of the Netherworld, Vampirism
Stronghold	-

Like the Artifacts Shop, the Arcane Library recharges itself every month.

Fortuitous Sanctuary

The Fortuitous Sanctuary gives a bonus to the visiting hero's army for the next combat, depending on the day of the week:

- » Monday: +3 to Attack
- » Tuesday: +1 to Morale
- » Wednesday: +3 to Defense
- » Thursday: +1 to Luck
- » Friday: +1 to Initiative
- » Saturday: +2 to Attack and +2 to Defense
- » Sunday: +1 to Speed



A hero can only have the bonus from one Fortuitous Sanctuary at a time.

Astrologer's Tower

In the Astrologer's Tower, heroes can see what the two following weeks and their effects will be, and even pick one and change the current week to it. Changing the current week costs  **6000 gold**, and can be done only once per week per player, and not on Sunday. The change will be effective the next day. If several players have ordered a week change on the same day, only one will be fulfilled, randomly chosen.

If the current week is changed, all the new week's effects will be applied as usual.



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:

$$300 * 2^{n-1}, \text{ i.e. } 300 \text{ Hit Points, } 600, 1200, 2400... \text{ (x2 each step)}$$



A Minotaur (Guard) growth increase is awarded for each n:

$$1200 * 3^{n-1}, \text{ i.e. } 1200 \text{ Hit Points, } 3600, 10800... \text{ (x3 each step)}$$



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):



$$\text{Stack_Power} = 41 * 100 * (1 + 5 * 0.0173) * (1 + 3 * 0.0173) * (1 + 0.8/10) = 5060$$

Note: The Golden Tongue hero specialization provides a further +10% per hero level bonus to the army power, resulting in an additional $(1 + 0.1 * \text{Level})$ multiplier.

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 (doubled to 0.4 with the Crown of Leadership)



A join threshold and fight limit are derived from this Mood_Coef, and compared to Power_Ratio:

$$\begin{aligned} \text{Join_Threshold} &= \text{random}(1; 7) * \text{Mood_Coef} \\ \text{Fight_Limit} &= \text{Join_Threshold} + 3 * \text{Mood_Coef} \end{aligned}$$

- » 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 Peasants and the hero's army contains Conscripts or Brutes)
- » +10% if the hero has the **Diplomacy** ability (doubled to +20% with the Crown of Leadership)
- » +20% if the hero has a **creature specialization** in the neutral creature type (the bonus is triggered only for creature specialists with an attack/defense bonus, if the neutrals are the base creature or any of its upgrades)

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. If you don't have the money, or turn down the offer, the neutrals engage the fight. If the hero has Diplomacy, the cost is only twice the normal price (200%), and is even 100% if the hero also has the Crown of Leadership.
- » If they don't join, they either **flee** (case 3) or **fight** (case 2).

Mixed Neutral Armies

In "Tribes of the East", neutral armies on the adventure map can be composed of different types of creatures. A mixed army is represented on the adventure map by its strongest creature, with an additional flag. It is very similar to a standard group: the stacks in the army increase with time in the usual way, but when a stack has been killed (and the army however vanquished its opponent), it will not reappear.

A mixed army also has Courage and Mood, and follows the same diplomacy process, with adapted Chance_To_Join modifiers:

- » +5% if the hero and **all stacks** in the group have the **same alignment** (good/evil)
- » +5% if the hero and **all stacks** in the group belong to the **same faction**
- » +5%*Same_Ratio (rounded down) where **Same_Ratio** is the ratio of stacks in the neutral army that are also present in the hero's army (base and upgraded units are considered different here)
- » +5%*Upgrade_Ratio (rounded down) where **Upgrade_Ratio** is the ratio of stacks in the neutral army that have upgraded counterparts in the hero's army
- » +10% if the hero has the **Diplomacy** ability (doubled to +20% with the Crown of Leadership)
- » +20% if the hero is a **specialist** of **all** the creatures in the neutral group (which can only happen when the group is reduced to only one creature type and its upgrades)

Example: for rule 3, let's imagine a hero attacking a mixed army composed of Archers, Squires and Paladins. Let's assume he has Archers and Squires in his own army, plus any other creatures, but no Paladins. Same_Ratio is then equal to 2/3, and he will get a 3% bonus to Chance_To_Join.

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): $Power_Ratio = Attacker_Army_Power / Neutral_Army_Power$
 - > 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.

Defense against the Magical Arts

Magic Protection

Magic Protection **reduces magic damage**. For example, 34% protection means that direct damage spells will only deal 66% of their normal damage. Protections (P₁, P₂, ... P_n) are stacked according to the formula:

$$1-P = (1-P_1)(1-P_2)...(1-P_n)$$

100% protection effectively renders the unit immune to direct damage spells.

Advanced

The "Nival rounding" is applied on P: Nival_floor(x) = ceil(x)-1, resulting in both 15% and 14.4% giving the same value P=14%. In particular, when Protection (the Defense ability) is the only protection effect on a stack, the advertised 15% protection actually gives a 14% damage reduction.

The protection modifying effects include: Protection (Defense), Boneward (Sorcery), Sap Magic (Destructive Magic), Magic-proof (creature ability shared by Golems among others), mini-artifacts' "Magic Protection" effect, artifacts granting 50% protection from cold/fire/lightning...



Advanced

A hero can have one or more Rings of Lightning Protection equipped, but its bonus is only applied once.

Magic Resistance

Magic Resistance **is the chance a unit has to evade a spell**. For example, 20% resistance gives a 20% chance not to suffer any damage at all. Resistances (R₁, R₂, ... R_n) are stacked according to the formula:

$$R = R_1 + R_2 + ... + R_n$$

100% resistance renders the unit immune to all enemy spells (not only direct damage spells). More generally, when resistance triggers, the target unit reacts as if immune to this spell. If it does not trigger, then the target's Magic Protection is taken into account.



The resistance modifying effects include: Magic Resistance (Luck), Spellbreaker (Marbas' specialization), Aura of Magic Resistance (Unicorn ability), the artifacts "Armor of the Forgotten Hero", "Boots of Magical Defense", "Staff of Sar-Issus"...



Although resistance can go over 100%, a higher value has no additional effect. A 100% resistance value also renders magic protection useless, as immunity is effectively already attained.

Immunity

Keeping in mind that magic protection only applies to direct damage spells:

$$\text{Immunity} = 100\% \text{ Protection} = 100\% \text{ Resistance}$$



Immunity can also be temporarily gained from the spell "Magical Immunity", but unless the caster is expert in Light Magic, it is restricted up to a certain spell level. Even from other sources, immunities are often partial, only targeting a specific spell or group of spells. For instance, Gargoyles are immune to Lightning, Golems are immune to Slow, the artifact "Helm of the Dwarven Kings" renders the hero's army immune to Blind...



Black Dragons are the only creatures to be immune to all magic (but not to spells which inflict physical damage like Fist of Wrath). However, their immunity is partially negated when under the command of their Warlock hero, due to Irresistible Magic.

Irresistible Magic

Irresistible Magic (Warlock's racial skill) **reduces magic protection** by 20%, 40%, 50% or 75% depending on the hero mastery. For example, if a creature has 72% magic protection, Expert Irresistible Magic (50% reduction) gets this protection to only 36%. A creature immune to the spell (or with 100% resistance) will nevertheless suffer 50% of the normal damage (since immunity is equivalent to 100% protection).



If the creature has both 72% protection and 15% resistance, and the caster is Expert Irresistible Magic:

- » if resistance triggers (15% chance), then the stack suffers 50% of the damage
- » else (85% chance) protection falls down to 36% and the stack suffers 64% of the damage

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	
	Fire (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*115 = 23000
20 Magma Dragons: Power = 20*6100 = 122000
No bonus for Dragons, +7 bonus for Shieldguards (122000/23000=5.3)

Goblins' treacherous activities

Both abilities consists in preparing a trap for the enemy (either setting a snare on the battlefield or trying to have one of its spell misfire). When activated, both have 4 possible outcomes, the chances of which are influenced by the Goblins' and their target's numbers and level. Chances are absolutely not influenced by Soldier's Luck.

Set Snares

The 4 possible outcomes are:

1. the creature stops
2. the creature walks 2 tiles less than it was supposed to
3. the creature walks 1 tile less than it was supposed to
4. the snare misfires and the Goblins' ATB value is reset to 0



For the target stack, the following quantity is computed:

$$N(t) = \text{Tier} + \text{Upgrade} + \text{Stack_Size}/\text{Weekly_Growth}, \text{ rounded down}$$

where Tier is the creature tier (level), and Upgrade is 1 if the creature is upgraded, 0 otherwise.

For the Goblin stack, the formula is:

$$N(g) = \text{Stack_Size}/25, \text{ rounded down}$$

where Stack_Size is the Goblins' stack size at the moment the snare has been set.

The probabilities for the outcome depend on the difference between N(g) and N(t):

- » if N(g)=N(t), there is a 25% chance for every of the 4 variants
- » if N(g)>N(t), the chances are shifted in the Goblins' benefit by 5% per difference point. Each probability can not be less than 5%.
- » if N(g)<N(t), the chances are shifted in the target's benefit.

N(g)-N(t)	Probabilities	N(g)-N(t)	Probabilities	N(g)-N(t)	Probabilities
1	30/25/25/20	5	50/25/20/5	9	70/20/5/5
2	35/25/25/15	6	55/25/15/5	10	75/15/5/5
3	40/25/25/10	7	60/25/10/5	11	80/10/5/5
4	45/25/25/5	8	65/25/5/5	≥12	85/5/5/5

Example 1: If the Goblins stack has 1 more point than its target (+1), the probabilities become 30%/25%/25%/20%. At +4 points, chances are 45%/25%/25%/5%. A 5th point could not decrease the last chance any further, and would then shift the previous one instead: 50%/25%/20%/5%.

Example 2: A stack of 100 Goblins (N=4) sets a snare in which 6 Magma Dragons fall (N=14). The Dragons have 10 more points and the probabilities are shifted in their favour, becoming 5%/5%/15%/75%, and giving the trap a 75% chance to misfire and only 5% chance to stop the Dragons completely.

Defile Magic

When a stack of Goblin Witch-Doctors marks an enemy caster to defile its magic, it will trigger on the next spell cast by the target, and there are 4 possible outcomes:

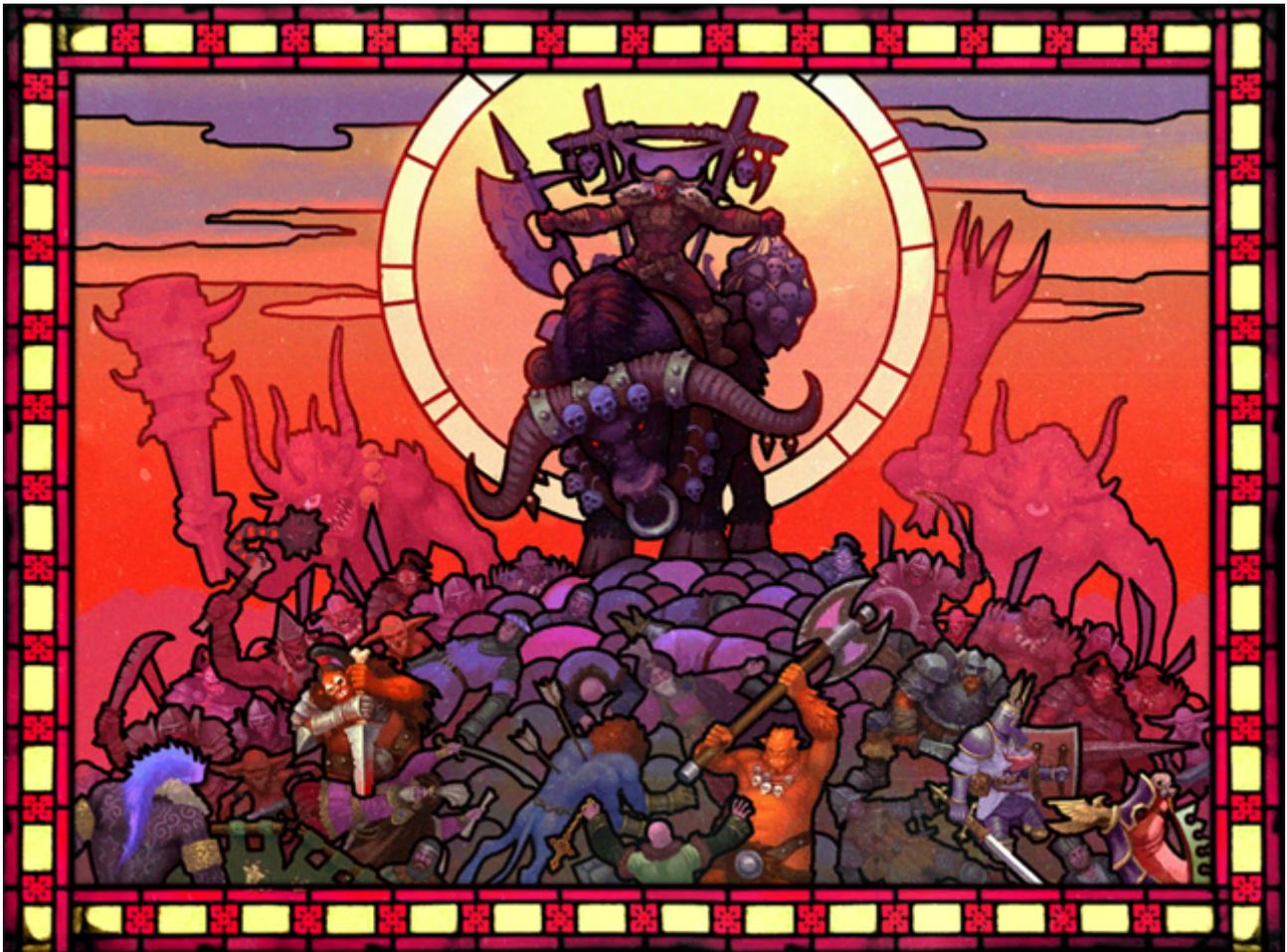
1. the spell fails
2. the caster's effective Spell Power for this spell is halved
3. the spell cost is doubled (if the caster does not have enough mana, the spell is cast nonetheless and the caster's mana is set to 0)
4. the Goblins' attempt fails, their ATB value is reset to 0, and if the spell is a damaging or cursing non-area spell, it is duplicated on the Goblins at no additional cost for the caster.



The values $N(t)$ and $N(g)$ are computed in a similar way as for Set Snares, with $N(g)$ computed when the target tries to cast the spell, rather than when the Goblins activate the ability. If the target is a hero, the following formula is used:

$$N(t) = \text{Hero_Level} + \text{Spell_Level}$$

The probabilities of the 4 possible outcomes are 10%/40%/40%/10%, shifted by every point of difference of $N(g)$ and $N(t)$, like for Set Snares. If several Defile Magic are used on the same target, only the strongest is considered. Once it is set, the Defile Magic effect can not be dispelled.





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
50000 Gold	5000 Gold
50 Wood	10 Wood
50 Ore	10 Ore
25 Sulfur	3 Sulfur
25 Mercury	3 Mercury
25 Gem	3 Gem
25 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

1. What house formed the first ruling dynasty in what is now the Holy Griffin Empire?

- a. Falcon
- b. Griffin
- c. Stag



1500



Boots of the Swift Journey



3000

2. Who was the Seventh Dragon?

- a. Kha-Beleth
- b. Sar-Elam
- c. Urgash



5000



Dragon Scale Shield



50000

3. Who was the first and greatest wizard of Ashan?

- a. Sar-Shazzar
- b. Cyrus
- c. Sar-Elam



15000



Magic Scroll



20000

4. What is the Heart of the Griffin?

- a. A savory culinary specialty
- b. A fragment of King Alexei's soul
- c. A popular minstrel romance



15000



Boots of Magical Defense



20000

5. Who is Nicolai's father?

- a. Peter the Great
- b. Alexei IV
- c. Vladimir I



15000



Ring of Vitality



20000

6. What is the most powerful artifact that a faction can obtain?

- a. The Tear of Asha
- b. The Heart of the Griffin
- c. The Golden Horseshoe



15000



Trident of the Titans



20000

7. How many Elemental Dragons guide and rule Ashan?

- a. 4
- b. 2
- c. 6



15000



Dragon Eye Ring



20000

8. Who is Asha?

- a. The Dragon of Order
- b. The first Queen of the Dark Elves
- c. Nicolai's mother



15000



Dragon Talon Crown



20000

9. What is Talonguard?

- a. Dark Elf nail polish
- b. The Haven capital
- c. A legendary sword



15000



Necklace of the Lion



20000

10. Tieru lives on...

- a. Government pension
- b. Twilight island
- c. Dragonmist island



15000



Sextant of the Sea Elves



20000

11. Irollan is...

- a. The Elven kingdom
- b. Findan's Unicorn
- c. The Dragon of Earth



15000



Four Leaf Clover



20000

12. Who has slain the greater number of demons?

- a. Kha Beleth
- b. Alexei
- c. Tieru



15000



Necklace of the Lion



20000

13. What is the most powerful creature of the Silver Cities?

- The Emerald Dragon
- The Loukoum
- The Titan



15000



Trident of the Titans



20000

14. What is the aspect of Asha worshipped by the Necromancers?

- The Killer Rabbit
- The Crescent Moon
- The Spider



15000



Necklace of the Bloody Claw



20000

15. What is Sheogh?

- A legendary dragon
- The Demons' jailworld
- The Angels' skycity



15000



Ring of Vitality



20000

16. The Shadow Dragons are the children of...

- Elrath
- Sylanna
- Malassa



15000



Boots of Magical Defense



20000

17. Dark Elf cuisine is famous for its...

- Hot spices
- Ability to fight back
- Low-carb ingredients



15000



Bag of Endless Gold



20000

18. What happens when an Elf reaches maturity?

- He gets married
- He crafts his own bow
- He undergoes a vision quest



15000



Sack of Endless Gold



20000

19. Where do Elves write their stories?

- On tattoos
- On books
- On trees



15000



Phoenix Feather Cape



20000

20. What is the rarest metal extracted by Dark Elves?

- Starsilver
- Shadowsteel
- Heavy Metal



15000



Shield of Crystal Ice



20000

21. What is the colour of Isabel's hair?

- Brown
- Red
- She's bald



15000



Sack of Endless Gold



20000

22. What can you use the Sextant of the Sea Elves for?

- To decorate your desk
- To sail faster on sea
- To summon Water Elementals



15000



Magic Scroll



20000

23. What is the ritual weapon of the Dark Elf Witches?

- The broomstick
- The snake-whip
- The fang-dagger



15000



Turban of Enlightenment



20000

24. What makes Nur unique among the Academy heroes?

- She is a Djinni
- She is a girl
- She has no magic power



15000



Ring of Lightning Protection



20000

25. What is Agrael's unique ability?

- He has special fire magic
- He is extremely fast
- All the girls fall for him



15000



Boots of the Swift Journey



20000

26. Markal always carries the skull of ...

- His patroness, Queen Fiona
- His archenemy, Cyrus
- His mentor, Sandro



15000



Necklace of the Bloody Claw



20000

27. Raelag becomes Lord of the...

- a. Shadowbrand Clan
- b. Drizzt Fanclub
- c. Nightshard Clan



15000



Sword of Might



20000

28. High King Alaron has lost the support of the...

- a. Emerald Dragons
- b. Silver Unicorns
- c. Ancient Treants



15000



Sextant of the Sea Elves



20000

29. What is Freyda's relationship to Godric?

- a. She is his daughter
- b. She is his niece
- c. She is his squire



15000



Four Leaf Clover



20000

30. What is the favoured resource of the Demons?

- a. Gems
- b. Sulfur
- c. Mercury



15000



Sack of Endless Gold



20000



Answers: 1:a; 2:b; 3:c; 4:b; 5:b; 6:a; 7:c; 8:a; 9:b; 10:c; 11:a; 12:b; 13:c; 14:c; 15:b; 16:c; 17:a; 18:c; 19:a; 20:b; 21:a; 22:b; 23:b; 24:a; 25:b; 26:a; 27:a; 28:a; 29:a; 30:b;

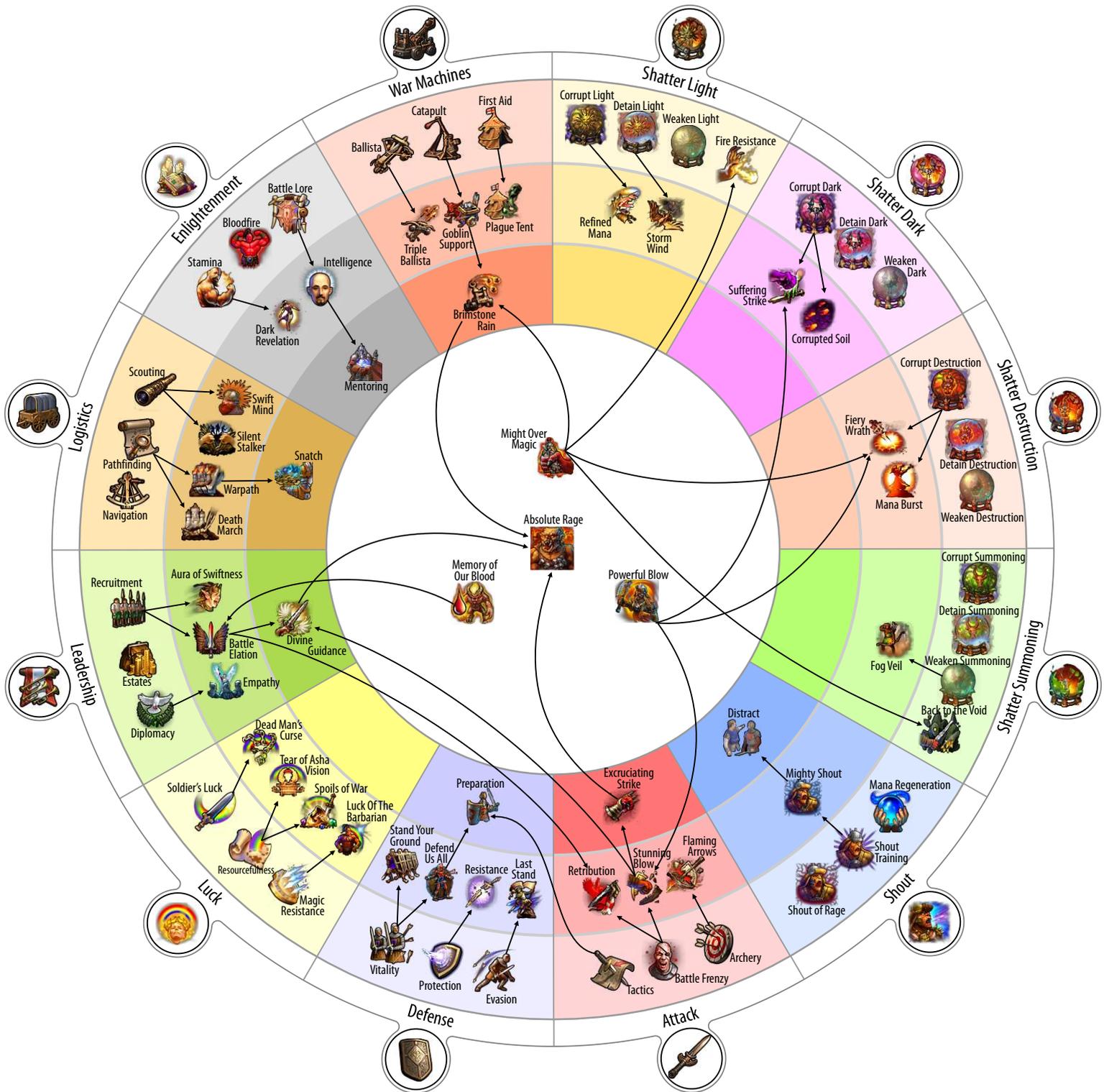
APPENDIX SKILL WHEELS



HEROES V

OF MIGHT AND MAGIC

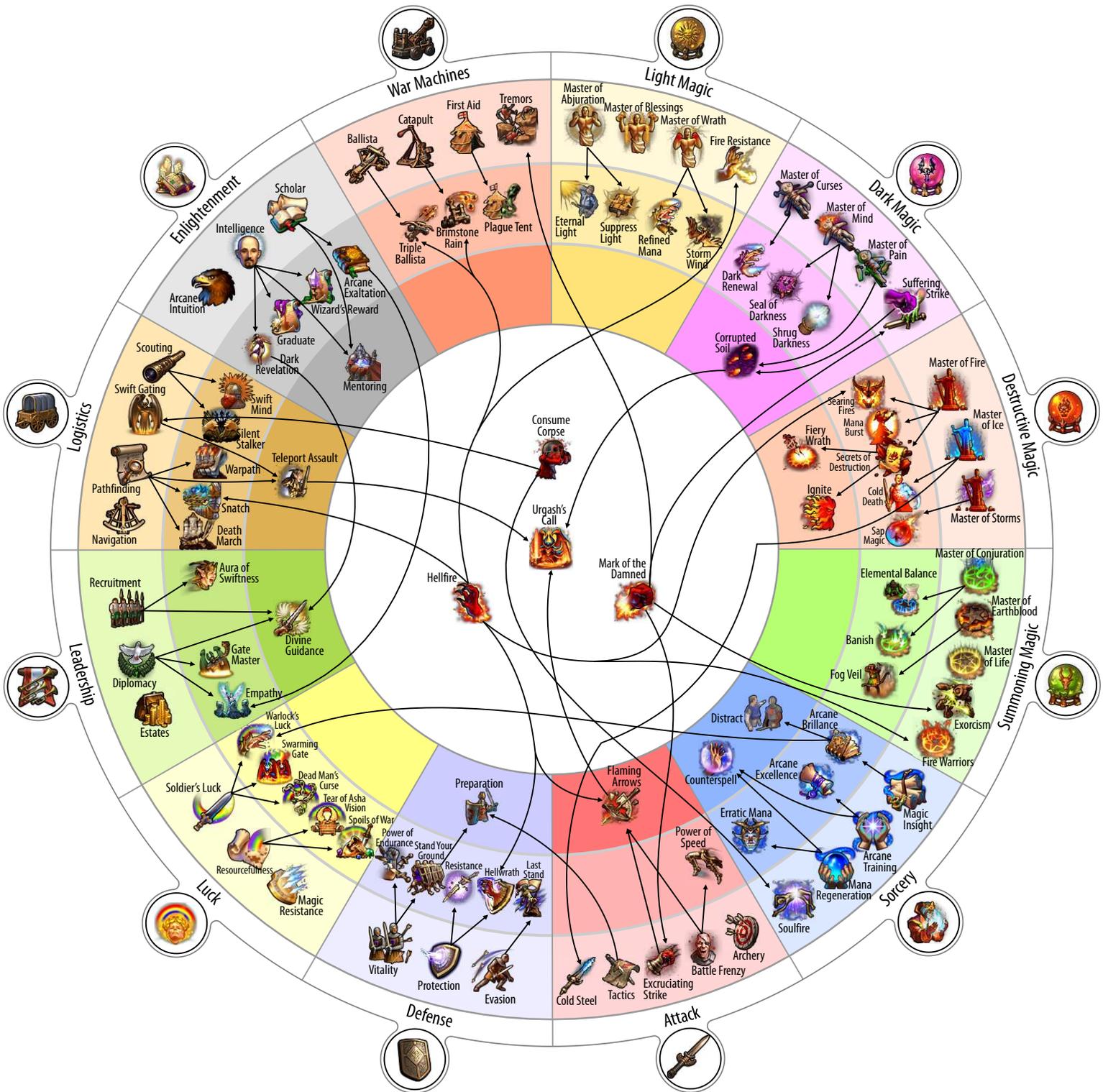
Barbarian Skillwheel



HEROES V

OF MIGHT AND MAGIC

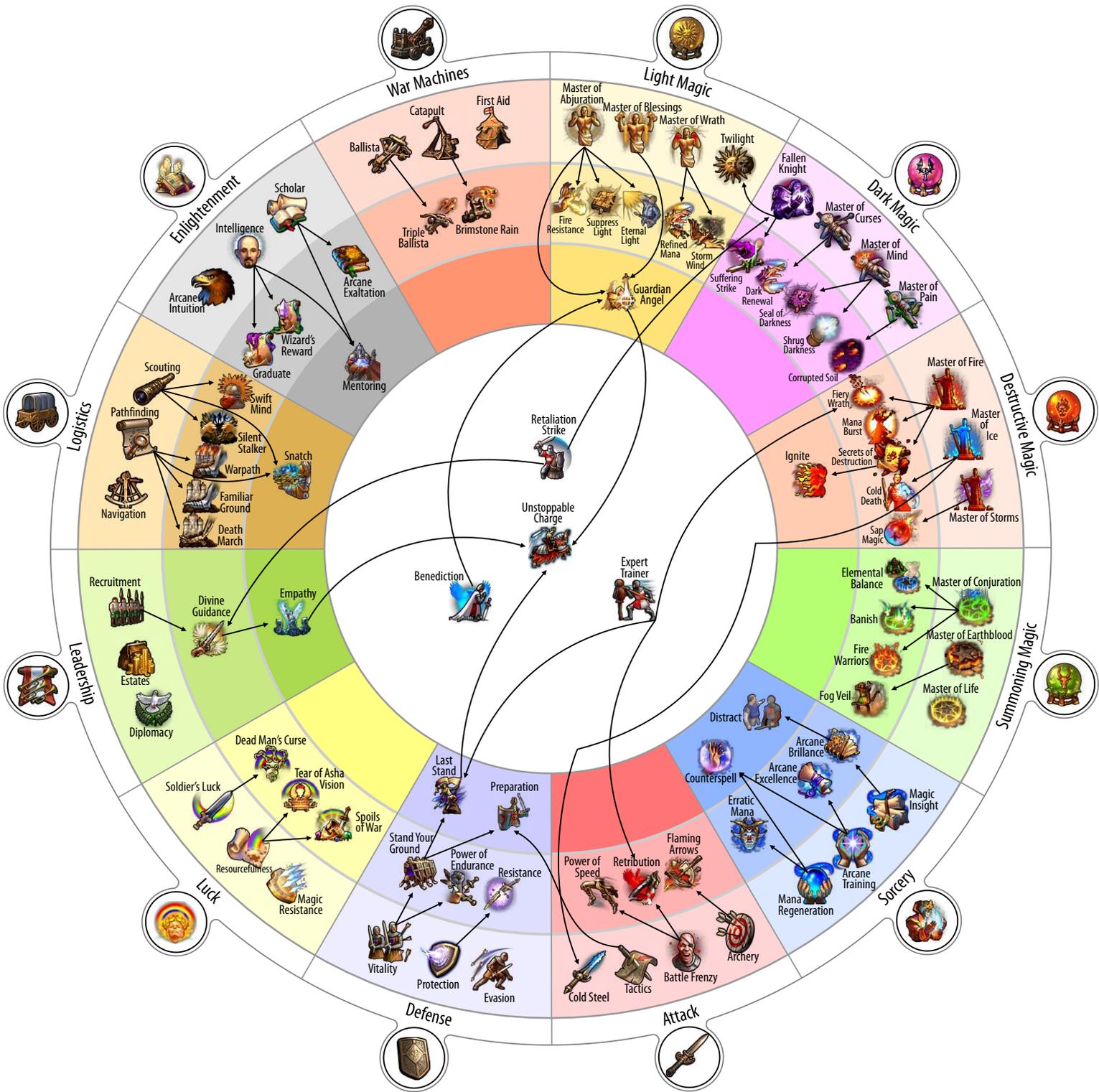
Demon Lord Skillwheel



HEROES V

OF MIGHT AND MAGIC

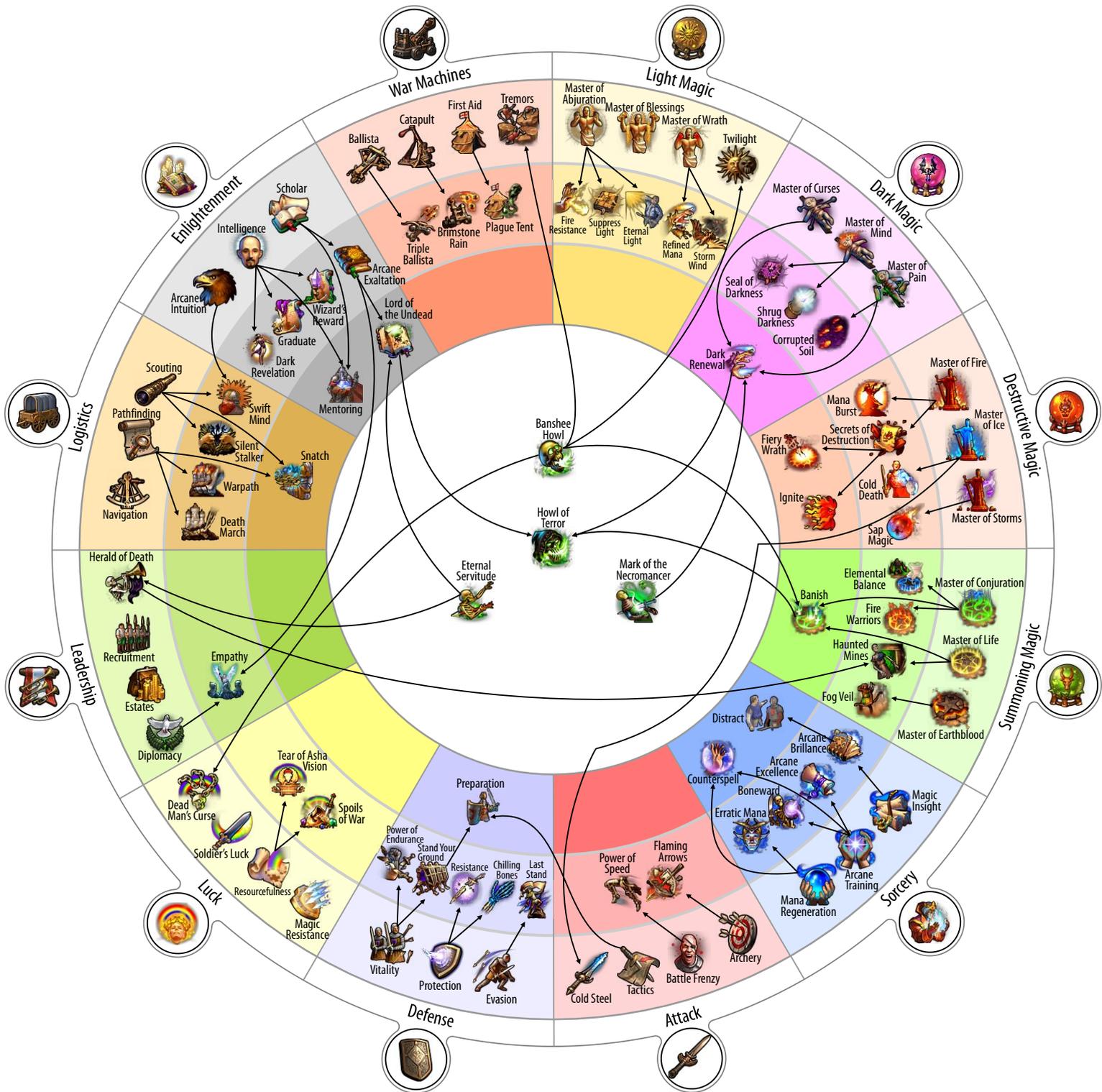
Knight Skillwheel



HEROES V

OF MIGHT AND MAGIC

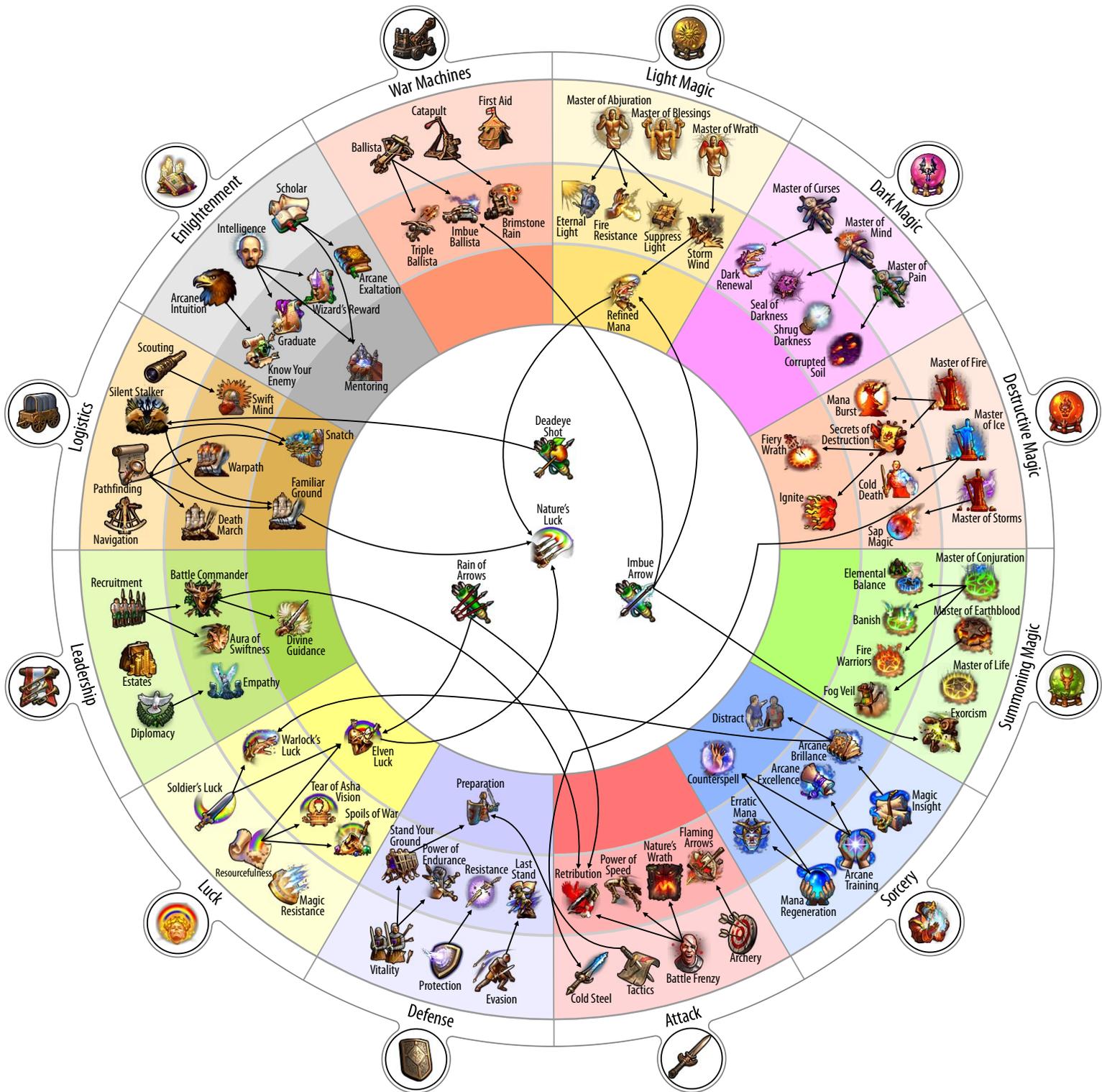
Necromancer Skillwheel



HEROES V

OF MIGHT AND MAGIC

Ranger Skillwheel

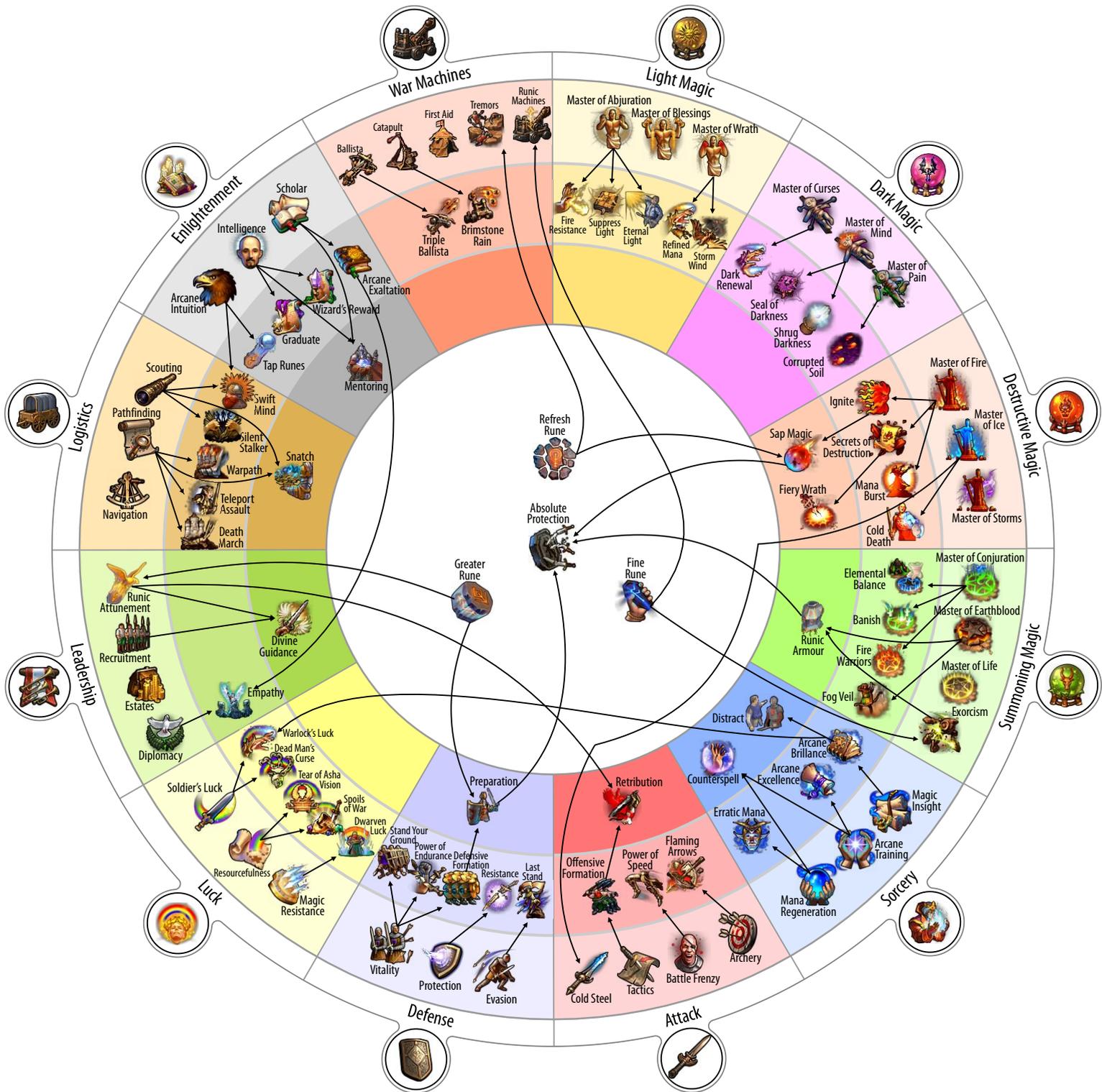


HEROES V

OF MIGHT AND MAGIC

Runemage

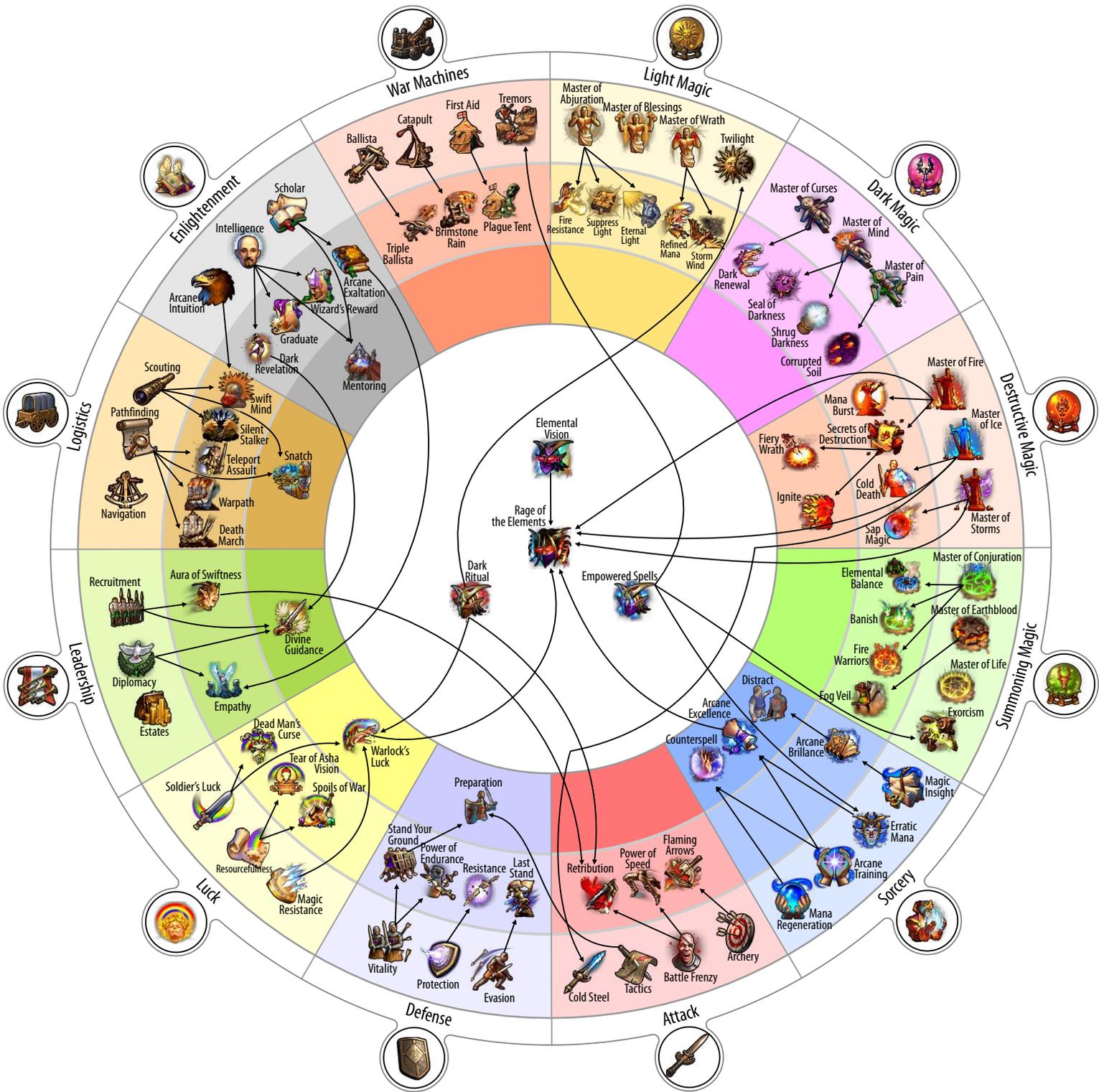
Skillwheel



HEROES V

OF MIGHT AND MAGIC

Warlock Skillwheel



HEROES V

OF MIGHT AND MAGIC

Wizard

Skillwheel

