

HEROES V OF MIGHT AND MAGIC



Celestial Heavens' Unofficial Guide

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This manual was compiled for Celestial Heavens by



Gaidal Cain



Pitsu



Robenhagen

Proofreading and constructive criticism by



Caradoc

Additional proofreading by



Kalah

If you have feedback, questions or comments, please contact us at:

staff@celestialheavens.com

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Foreword

Heroes of Might and Magic V is like a fine wine. It takes a moment to get used to, if you take the time to explore its subtleties, you will definitely be rewarded. For that early exploration of Heroes V, you are unfortunately on your own. While the new edition of the game keeps the simplicity and the charm of the previous chapters, it remains a deep strategy game with countless possibilities for hero development, combat tactics and resource management. And very little of this is covered in the game's manual, a 48-page booklet with a nice design that barely goes over the game's interface.

Fortunately, by the time the game came out, fans came to the rescue of Ubisoft and Nival Interactive and put various game references online. One of those resources is the unofficial Celestial Heavens Game Guide, a series of printable grids that provide the information you need while you play the game. Designed by a graphic artist, the guide includes icons and pictures from the game as visual aid. You will be able to print it whether you own a color or a black and white printer. The guide covers the various skills, heroes, creatures, spells and buildings you will find during a game.

As a player, I would like to thank Robenhagen, Pitsu and Gaidal Cain for their hard work. They just made the game easier to understand and more rewarding. The guide will keep expanding in the future, so keep an eye on Celestial Heavens for any update.



Angelspit
Site Admin

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Artifacts

Weapons

Shields

ARTIFACTS



Axe of the Mountain Lords
Adds +4 to hero's Attack.
Major.
Worth 16 000 Gold.



Dragon Scale Shield
Adds +3 to hero's Defense and increases Initiative of all small creatures in hero's army by 5%.
Major.
Worth 14 000 Gold.

CREATURES



Dragon Flame Tongue
Adds +2 to hero's Attack and Defense. Grants a 50% protection from cold-based spells.
Major.
Worth 21 000 Gold.



Four Leaf Clover
Increases Luck by +1.
Minor.
Worth 1 500 Gold.



Staff of Ensnarement
Decreases Initiative of enemy creatures by 20%.
Relic.
Worth 20 000 Gold.
Will not be sold from Artifact Merchants.



Magic Scroll of X
Allows casting of magic spell x from this scroll.
Major.
Worth 3 000 Gold.

HEROES



Staff of Sar-Issus
Negates enemy Magic Resistance. Magic immunities, if any, are not affected and still remain.
Relic.
Worth 25 000 Gold.



Moonblade
Increases hero's Attack by +3.
Major.
Worth 9 000 Gold.

SKILLS



Sword of Might
Adds +2 to hero's Attack.
Minor.
Worth 4 000 Gold.



Sextant of the Sea Elves
Allows hero to travel faster over sea.
Minor.
Worth 2 500 Gold.

SPELLS



Trident of the Titans
Enhances your lightning-based spells by 50%.
Minor.
Worth 5 000 Gold.



Shackles of the Last Man
Prevents you and all your foes from retreating from combat.
Relic.
Worth 40 000 Gold.



Unicorn Horn Bow
Negates range penalties for all shooting units in hero's army.
Major.
Worth 15 000 Gold.
Will not be sold from Artifact Merchants.



Shield of Crystal Ice
Adds +2 to hero's Defense and grants 50% protection from fire-based spells while equipped.
Minor.
Worth 9 000 Gold.

TOWN BUILDINGS



Wand of X
Allows casting of magic spell x from this wand. The wand has a limited number of uses and can be recharged at a Magic Guild. (uses n/n).
Major.
Worth 7 000 Gold.



Shield of the Dwarven Kings
Adds +4 to hero's Defense and renders all creatures in the hero's army immune to Frenzy spell.
Relic.
Worth 25 000 Gold.

Head



All-Seeing Crown
Allows hero to see farther over terrain.
Major.
Worth 3 000 Gold.



Crown of Sar-Issus
Adds +6 to hero's Knowledge.
Relic.
Worth 36 000 Gold.



Dragon Talon Crown
Adds +3 to hero's Knowledge and increases Initiative of all war machines in the hero's army by 10%.
Major.
Worth 14 000 Gold



Helm of Chaos
Increases hero's Knowledge by +3, but decreases his Defense by -1.
Minor.
Worth 8 000 Gold.



Helm of the Dwarven Kings
Adds +4 to hero's Knowledge and renders all creatures in the hero's army immune to Blind spell.
Relic.
Worth 25 000 Gold.



Lion Crown
Increases hero's Morale and Luck by +2.
Relic.
Worth 24 000 Gold.



Necromancer's Helm
Increases hero's Knowledge by +2.
Minor.
Worth 4 000 Gold.



Turban of Enlightenment
All Experience gained by hero is increased by 10%.
Major.
Worth 5 000 Gold.

Chest



Armor of the Forgotten Hero
Adds +2 to hero's primary stats and grants 20% Magic Resistance to the hero's army.
Relic.
Worth 36 000 Gold.



Armor of Valor
Adds +1 to hero's Morale and Defense.
Minor.
Worth 3 000 Gold.



Breastplate of Eldritch Might
Adds +2 to hero's Spellpower.
Minor.
Worth 4 000 Gold.



Cuirass of the Dwarven Kings
Adds +4 to hero's Defense and renders all creatures in the hero's army immune to Implosion spell.
Relic.
Worth 30 000 Gold.



Dragon Scale Armor
Adds +3 to hero's Attack and increases Initiative of all large creatures in hero's army by 5%.
Major.
Worth 14 000 Gold.



Robe of Sar-Issus
Adds +6 to hero's Spellpower.
Relic.
Worth 36 000 Gold.



Scale Mail of Enlightenment
All Experience gained by hero is increased by 20%.
Major.
Worth 10 000 Gold.



Tunic of the Carved Flesh
Increases hero's Spellpower by +3, but decreases his Morale by -1.
Minor.
Worth 7 500 Gold.

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Shoulders

ARTIFACTS



Bag of Endless Gold
Provides +1 000 Gold per day to your cause.
Major.
Worth 10 000 Gold.



Cape of the Lion's Mane
Increases Morale by +2.
Major.
Worth 6 000 Gold.



Cloak of Death's Shadow
Decreases Morale and Luck of enemy creatures by -2.
Relic.
Worth 14 000 Gold.
Will not be sold from Artifact Merchants.



Cloak of Sylanna
Decreases damage from enemy earth spells by 50%.
Minor.
Worth 5 000 Gold.



Dragon Wing Mantle
Adds +3 to hero's Knowledge and increases Initiative of all flying units in hero's army by 10%.
Major.
Worth 14 000 Gold.



Phoenix Feather Cape
Enhances your fire-based spells by 50%.
Minor.
Worth 5 000 Gold.



Sack of Endless Gold
Provides your kingdom with 250 Gold every day.
Minor.
Worth 5 000 Gold.



Sandro's Cloak
Negates enemy Mind Affect immunity.
Relic.
Worth 25 000 Gold.



Wings of the Angel
Grants hero the ability to fly over terrain.
Relic.
Worth 40 000 Gold.
Will not be sold from Artifact Merchants.

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Neck



Dragon Teeth Necklace
Adds +3 to hero's Spellpower and increases Initiative of all casters in hero's army by 10%.
Major.
Worth 14 000 Gold.



Evercold Icicle
Enhances your cold-based spells by 50%.
Minor.
Worth 5 000 Gold.



Necklace of the Bloody Claw
Adds +1 Damage to all creatures in hero's army.
Minor.
Worth 3 000 Gold.



Necklace of the Lion
Increases Morale by +1.
Minor.
Worth 1 500 Gold.



Necklace of Victory
Adds +2 to hero's Attack and Spellpower.
Major.
Worth 16 000 Gold.



Pendant of Conflux
Hero gains 1 mana point for every 2 mana points spent by enemy hero.
Relic.
Worth 15 000 Gold.



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.
Relic.
Worth 40 000 Gold.

Rings

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS



Cursed Ring
Decreases enemy Luck by 2.
Major.
Worth 6000 Gold.



Ring of Sar-Issus
Reduces the Mana cost of all hero's spells by half.
Relic.
Worth 40000 Gold.



Dragon Eye Ring
Adds +1 to all hero's attributes and increases Initiative of all shooters in hero's army by 10%.
Major.
Worth 25000 Gold.



Ring of Speed
Increases Initiative of all your creatures -by 20%.
Relic.
Worth 20000 Gold.



Elemental Waistband
Allows Summon Elemental spell to be equipped. Increases Spellpower by +4 when Summon Elemental spell is cast.
Minor.
Worth 5000 Gold.



Ring of the Broken Will
Decreases Morale of enemy creatures by -2.
Major.
Worth 6000 Gold.



Ring of Celerity
+10% to all units' Initiative during combat.
Major.
Worth 10000 Gold.



Ring of the Unrepentant
Immunity to Word of Light spell.
Major.
Worth nothing.
Will not be sold from Artifact Merchants.



Ring of Caution
Increases hero Attack and Defense by +2, but decreases all creature's Speed in hero army by -1.
Minor.
Worth 10000 Gold.



Ring of Vitality
Increases maximum Hit Points of all creatures in hero's army by +2.
Minor.
Worth 4000 Gold.
Will not be sold from Artifact Merchants.



Ring of Lightning Protection
Grants a 50% protection from lightning-based spells.
Minor.
Worth 5000 Gold.



Ring of the Shadowbrand
The Ring of the Clanlord is a quest artifact in one of the campaigns, and doesn't have any effect.
Relic.
Worth nothing.
Will not be sold from Artifact Merchants.

Feet



Boots of Levitation

Hero can move over the sea.
Relic.
Worth 30 000 Gold.
Will not be sold from Artifact Merchants.



Emerald Slippers

+50% damage to earth spells.
Minor.
Worth 5 000 Gold.



Boots of Magical Defense

Grant hero a 10% Magic Resistance.
Minor.
Worth 5 000 Gold.



Golden Horseshoe

Increases Luck by +2.
Major.
Worth 6 000 Gold.



Boots of the Open Road

Allows hero to traverse rough terrain without any penalties.
Major.
Worth 10 000 Gold.



Greaves of the Dwarven Kings

Adds +4 to hero's Attack and renders all creatures in the hero's army immune to Slow spell.
Relic.
Worth 25 000 Gold.



Boots of the Swift Journey

Increase hero's movement over land.
Major.
Worth 25 000 Gold.



Sandals of the Blessed

Increases all hero stats by +1.
Relic.
Worth 30 000 Gold.



Dragon Bone Greaves

Adds +3 to hero's Spellpower and increases Initiative of all melee units in hero's army by 10%.
Major.
Worth 14 000 Gold.



Windstrider Boots

Increases all units Speed by +1.
Minor.
Worth 6 000 Gold.

Grail



Tear of Asha

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. To find the Tear of Asha you must visit the Obelisks placed on the map. Each Obelisk visited makes it easier for you to find the Tear of Asha.
Worth 1 000 000 Gold.

Creatures

Academy

ARTIFACTS



Gremlin

2 2 3 7 6
 5 5 1-2 0

Creatures born as result of magical experiments on captured goblins, Gremlins are more clever and tractable than their progenitors. The most common creature in the Wizard's army, they prefer to fight from a distance using primitive projectile weapons fuelled by explosive spells. Their clumsy hand-held mortars are sturdy, and during melee Gremlins use them as metal clubs.

Abilities: Shooter.

Weekly Growth: 20 Cost: 22

CREATURES



Master Gremlin

3 2 5 11 12
 6 7 1-2 0

Gremlins that have distinguished themselves on the battlefield may be awarded the rank of Master Gremlin. They are taught how to repair various mechanisms (Ballista, Golems, etc).

Abilities: Shooter. Repair.

Spells: Repair.

Weekly Growth: 20 Cost: 35

HEROES



Stone Gargoyle

3 4 6 9 10
 15 0 1-1 0

Gargoyles are statues of flying creatures animated by magic. Wizards treat these creatures with care, due to their ability to fly and their power to smash their foes with massive stone slabs. Stone Gargoyles are immune to lightning spells.

Abilities: Flyer. Elemental. Immunity to Lightning. Enraged.

Weekly Growth: 14 Cost: 45

SKILLS



Obsidian Gargoyle

3 5 7 10 18
 20 0 1-2 0

The very substance of the more rare and expensive Obsidian Gargoyles is far more durable. It also makes them impervious to fire and cold effects as well as to lightning spells.

Abilities: Flyer. Elemental. Immunity to Lightning. Immunity to Fire. Immunity to Cold. Enraged.

Weekly Growth: 14 Cost: 70

SPELLS



Iron Golem

5 5 4 7 21
 18 0 3-5 0

Iron Golems are ancient magical constructs that are used as primary battle units by the Silver Cities. They are armed with two long curved swords, and their substance is their armour. Iron golems are impervious to slowing effects – they really can't get much slower – and are well protected against magic (all damage from such attacks is halved).

Abilities: Mechanical. Immunity to Slow. Magic-proof.

Weekly Growth: 9 Cost: 90

TOWN BUILDINGS



Steel Golem

6
 6
 4
 7
 34
 24
 0
 5-7
 0

Steel Golems are carefully enchanted by their creators. They are almost impervious to magic (receiving only quarter of damage from magical attacks) and far more deadly than the lesser Iron Golems in combat, as they retaliate immediately any time they are attacked.

Abilities: Mechanical. Immunity to Slow. Unlimited Retaliation. Magic-proof.

Weekly Growth: 9 **Cost:** 130



Mage

10
 10
 4
 10
 36
 18
 3
 7-7
 10

Some of the Wizards of the Silver Cities serve in the army. They are weak in close combat, being armed only with a dagger and unskilled at melee fighting. This weakness, however, is more than compensated for by the power of their spells. They can fire blasts of pure magical energy that damage any creature in their way – including friendly ones. They also carry scrolls with additional spells on them.

Abilities: Shooter. No Range Penalty. Magic Attack. Caster.

Spells: First of Wrath, Cleansing.

Weekly Growth: 5 **Cost:** 250



Archmage

10
 10
 4
 10
 55
 30
 4
 7-7
 17

The most powerful of the Mages may be promoted to Archmages, giving them access to even more spells. Their mere presence on a battlefield increases the Mana of the hero that leads them.

Abilities: Shooter. No Range Penalty. Magic Attack. Caster. Energy Channel.

Spells: First of Wrath, Fireball, Righteous Might, Cleansing.

Weekly Growth: 5 **Cost:** 340



Djinn

13
 12
 7
 12
 55
 33
 0
 12-16
 0

Djinn are ancient elemental spirits whom the Wizards can summon and magically bind to their person. Once a Djinn is thus bound, he cannot retreat, and will protect his master until all his vital energy is consumed. Djinn are very useful on the battlefield, but their magical essence makes them chaotic and unpredictable. It is impossible to predict which spell a Djinn will use against the enemy, but it is sure, at least, that they won't turn against their friends. Spellcasting is not Djinn's sole task on the battlefield, as they can also engage in melee with their heavy scimitars.

Abilities: Large creature. Flyer. Random Caster.

Spells: Random Dark Magic.

Weekly Growth: 3 **Cost:** 480



Djinn Sultan

15
 13
 8
 12
 80
 40
 0
 16-22
 0

Djinn Sultans not only use harmful spells against enemies, but also cast beneficial spells on their friends. However, as with the normal Djinn, the spells themselves are unpredictable.

Abilities: Large creature. Flyer. Random Caster.

Spells: Random Dark and Light Magic.

Weekly Growth: 3 **Cost:** 700



Academy

ARTIFACTS



Rakshasa Rani

25
 20
 5
 9
 120
 0
 15-23
 0

Vengeful spirits from a forgotten age, the Rakshasas have lingered on the fringes of Ashan for millennia. Thirsty for revenge, these creatures have been rediscovered by Wizard travellers who – after many unsuccessful attempts – managed to summon and control them efficiently. The Rakshasa Rani are an imposing force on the battlefield, intimidating the enemy with their multi-armed, lion-headed bodies and wickedly sharpened blades. So fearful are their attacks that the enemy is unable to retaliate against them.

Abilities: Large creature. No Enemy Retaliation.

Weekly Growth: 2 **Cost:** 1 400

CREATURES



Rakshasa Raja

25
 20
 6
 8
 160
 0
 23-30
 0

The Rakshasa Raja is as daunting a foe as the Rakshasa Rani, but in addition has the ability to move with sudden speed when he must.

Abilities: Large creature. No Enemy Retaliation. Dash.

Spells: Dash.

Weekly Growth: 2 **Cost:** 1 770

HEROES



Colossus

27
 27
 6
 10
 242
 0
 40-70
 0

Colossi are the most powerful creatures that can be built or summoned by the Wizards. They are created using the same basic method as Golems, but on a much larger scale. Each Colossus also hosts a figment of the soul of his creator. This unwavering will makes them immune to mind-controlling magic, assuring the Wizards of their unquestionable loyalty. Not fond of weapons, Colossi deal heavy blows to their opponents using their massive hands and close combat feats.

Abilities: Large creature. Immunity to Mind Control.

Weekly Growth: 1 **Cost:** 3 500, 1

SKILLS

SPELLS



Titan

30
 30
 6
 10
 290
 0
 40-70
 0

Titans are the greatest accomplishment a Wizard can dream to achieve. Like the Colossi, Titans are extremely lethal with their bare hands and immune to mind-controlling magic, but are also capable of hurling bolts of lightning over great distances.

Abilities: Large creature. Immunity to Mind Control. Shooter. No Melee Penalty. Call Lightning.

Spells: Call Lightning.

Weekly Growth: 1 **Cost:** 4 700, 2

TOWN BUILDINGS



Scout

3
 3
 5
 10
 12
 10
 5
 2-4
 0

The main role for Scouts on the battlefield is to make ranged attacks with their crossbows. They are also trained in close combat, however, and can defend themselves in melee.

Abilities: Shooter. No Melee Penalty. Range Penalty.

Weekly Growth: 7 Cost: 60



Assassin

4
 3
 5
 12
 23
 14
 5
 2-4
 0

The main role for the Assassins on the battlefield is to make ranged attacks with their deadly crossbows. Using enchanted bolts they inflict grievous, poisoned wounds on their enemies.

Abilities: Shooter. No Melee Penalty. Poisonous Attack. Range Penalty.

Weekly Growth: 7 Cost: 100



Blood Maiden

4
 2
 7
 14
 21
 16
 0
 5-7
 0

Blood Maidens are lightning-fast female warriors who practice a deviant form of the Elven Battle Dance. They move quickly to reach their opponent, strike, and return to their starting place, all in one blur of motion.

Abilities: Strike and Return.

Weekly Growth: 5 Cost: 125



Blood Fury

3
 3
 8
 16
 35
 0
 0
 5-7
 0

Blood Furies are the elite warriors of the Dark Elf armies. So well trained are they in their own form of Battle Dance that they can charge and evade in the same strike, preventing their foes from reacting and retaliating before they are gone.

Abilities: Strike and Return. No Enemy Retaliation.

Weekly Growth: 5 Cost: 175



Minotaur

5
 2
 5
 8
 25
 31
 0
 4-7
 0

Along with the other Beastmen, the Minotaurs, half-man and half-bull, were created by the Wizards of the Seven Cities as replacement for the Orcs. They fled east, and underground, to earn their freedom, but they were later conquered by the Dark Elves and once again bound in chains and muzzled. In the Dark Elf society, the Minotaurs are used as menial labour to perform the most degrading and tedious tasks. Despite this treatment, the Minotaurs are known for their bravery and dignity. They will perform any task to the utmost of their ability, including fighting for those who treat them as slaves. They hope some day to earn their freedom; the Dark Elves fear that some day, they will seize it instead.

Abilities: Bravery.

Weekly Growth: 6 Cost: 140

Dungeon

ARTIFACTS



Minotaur Guard

5
 2
 5
 8
 38
 35
 0
 4-7
 0

The greatest of the Minotaur fighters receive additional gladiator training, and are rewarded by being promoted to Guards. They are tattooed with their badges of office and use deadly double-bladed axes with great skill, dealing two heavy blows in sequence.

Abilities: Bravery. Double Attack.

Weekly Growth: 6 **Cost:** 200

CREATURES



Dark Raider

9
 7
 6
 11
 40
 40
 0
 7-12
 0

Dark Raiders are the backbone of the armies of Ygg-Chall. They are well-trained, armoured warriors, mounted on great lizards, who ride into battle with a heavy lances and shields. Speed is their main weapon, and the damage they wreak with their lances depends on the distance over which they accelerate.

Abilities: Large creature. Rider Charge.

Weekly Growth: 4 **Cost:** 300

HEROES



Grim Raider

10
 9
 8
 11
 59
 60
 0
 7-14
 0

Grim Raiders are similar to their less-powerful brethren. They are far more skilled, however, and their lizards are trained to bite their enemies.

Abilities: Large creature. Rider Charge. Lizard Bite.

Weekly Growth: 4 **Cost:** 450

SKILLS



Hydra

15
 12
 5
 7
 57
 80
 0
 7-14
 0

Hydras are another race of underground creatures tamed and enslaved by the Dark Elves. Their origins are unknown, although they seem to be related to the Dragons in spite of their very limited intelligence and lack of magic power. However, Hydras are incredibly strong, and their multiple heads can strike simultaneously at different opponents.

Abilities: Large creature. Three-headed Attack. No Enemy Retaliation. Enraged.

Weekly Growth: 3 **Cost:** 700

SPELLS



Deep Hydra

15
 15
 5
 7
 85
 125
 0
 9-14
 0

Deep Hydras are older than other Hydras and have six heads instead of three. This permits them to both deal more damage and strike more enemies.

Abilities: Large creature. Six-headed Attack. No Enemy Retaliation. Regeneration. Enraged.

Weekly Growth: 3 **Cost:** 900

TOWN BUILDINGS



Shadow Witch

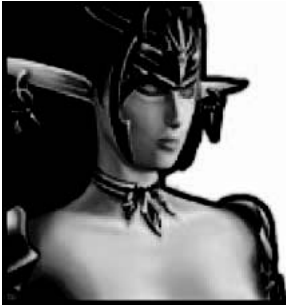
18
 18
 4
 10
 136
 80
 4
 17-24
 11

The Shadow Witches are priestesses of Malassa. They use their whips in close combat, but are far deadlier with their spells of Dark magic.

Abilities: Shooter. Caster.

Spells: Slow, Vulnerability, Righteous Might.

Weekly Growth: 2 **Cost:** 1 400



Shadow Matriarch

20
 20
 4
 10
 155
 90
 4
 17-27
 14

The Shadow Matriarchs are the ruling elite of the Dark Elf armies. If pressed into close combat they use whips as weapons, but prefer to rely on their much more potent magics. The Matriarchs have more spells at their disposal than the Shadow Witches.

Abilities: Shooter. Caster. Whip Strike.

Spells: Slow, Vulnerability, Confusion, Righteous Might.

Weekly Growth: 2 **Cost:** 1 700



Shadow Dragon

25
 24
 9
 10
 269
 200
 0
 45-70
 0

Shadow Dragons live deep in the massive caverns of the far underground. Worshipped by Dark Elf society as avatars of their Great Mother, they tolerate their worshippers and occasionally ally with them. Even a single dragon is a terrifying opponent, its breath a burst of negative energy that can lay waste to even the toughest enemies.

Abilities: Large creature. Flyer. Fire Breath.

Weekly Growth: 1 **Cost:** 3 700, 1



Black Dragon

30
 30
 9
 10
 353
 240
 0
 45-70
 0

Black Dragons are the older, more powerful siblings of the Shadow Dragons. In addition to the skills their lesser brethren possess, Black Dragons are stronger and completely immune to magic.

Abilities: Large creature. Flyer. Immunity to Magic. Fire Breath.

Weekly Growth: 1 **Cost:** 4 500, 2

Haven

ARTIFACTS



Peasant

1 1 4 8 4
 3 0 1-1 0

The Peasants are the basic infantry of the Holy Griffin Empire. Though weak and poorly trained, they are numerous. Peasants are an important source of revenue for their masters.

Abilities: Taxpayers.

Weekly Growth: 22 Cost: 20

CREATURES



Conscript

1 1 4 8 8
 6 0 1-2 0

The Conscripts are the basic infantry of the Holy Griffin Empire. They are relatively weak and partially trained, but they are numerous. The Conscripts are expert in the art of stunning their enemy in melee.

Abilities: Shield Bash.

Weekly Growth: 22 Cost: 30

HEROES



Archer

4 3 4 9 12
 7 10 2-4 0

Archers are useful in battle to weaken the enemy ranks before melee combat. The archers of the Griffin Empire excel in the art of overwhelming the enemy with barrages of arrows.

Abilities: Shooter. Scatter Shot.

Spells: Scatter Shot.

Weekly Growth: 12 Cost: 50

SKILLS



Marksman

4 4 4 8 19
 10 12 2-8 0

Marksmen are key in battle, able to weaken the enemy ranks before melee combat. Their powerful crossbows loaded with heavy bolts are especially deadly at close range.

Abilities: Shooter. Precise Shot.

Weekly Growth: 12 Cost: 80

SPELLS



Footman

4 8 4 8 17
 16 0 2-4 0

The Footmen are a defensive backbone of the Griffin Empire forces. They can sustain attacks while other Griffin units manoeuvre to destroy the enemy.

Abilities: Large Shield. Shield Bash. Enraged.

Weekly Growth: 10 Cost: 90

TOWN BUILDINGS



Squire

5 9 4 8 28
 26 0 2-5 0

Squires are the backbone of the armies of the Griffin Empire, sustaining enemy charges while other troops manoeuvre to destroy the opponent. They are difficult to defeat, given their mastery of the art of melee combat. They are also skilled at defense, using their shields to protect nearby units.

Abilities: Large Shield. Shield Bash. Shield Allies. Enraged.

Weekly Growth: 10 **Cost:** 130



Griffin

7 5 7 15 38
 30 0 5-10 0

Griffins are the fastest troops of the Empire that bears their name. They excel in skirmish attacks, flying into enemy ranks. Though weak when forced into melee, they will always defend themselves to their last breath.

Abilities: Flyer. Large creatures. Unlimited Retaliation. Immunity to Blind.

Weekly Growth: 5 **Cost:** 260



Imperial Griffin

9 8 7 15 58
 35 0 5-15 0

Imperial Griffins are the fastest troops of their Empire. They excel in skirmish attacks, flying into enemy ranks or diving from the sky above the battle.

Abilities: Flyer. Large creatures. Unlimited Retaliation. Immunity to Blind. Battle Dive.

Spells: Battle Dive.

Weekly Growth: 5 **Cost:** 360



Priest

12 12 5 10 70
 54 7 9-12 0

The priests are the keepers of the faith in the Griffin Empire. They fight fiercely against non-believers and any who threaten the Church of Elrath. As priests they do not engage in melee on the battlefield, but instead summon the wrath of their deity on enemy troops.

Abilities: Shooter. No Melee Penalty.

Weekly Growth: 3 **Cost:** 650



Inquisitor

16 16 5 10 100
 80 7 9-12 12

The Inquisitors are the keepers of the true faith of Elrath, the Holy Dragon of Light. As such they fight fiercely against non-believers and enemies of the Church. On the battlefield Inquisitors do not enter the melee, but rather summon the wrath of Elrath on enemy troops while protecting their own with support spells.

Abilities: Shooter. No Melee Penalty. Caster.

Spells: Haste, Divine Strenght, Endurance.

Weekly Growth: 3 **Cost:** 900

Haven

ARTIFACTS



Cavalier

23
 21
 7
 11
 115

The Cavaliers are the shock troops of the Holy Griffin Empire. Mounted on powerful horses and heavily armoured, they are at their best when they charge the enemy from afar.

Abilities: Jousting. Large creatures.

Weekly Growth: 2 **Cost:** 1 250

CREATURES



Paladin

24
 24
 8
 12
 160

The Paladins are the ultimate guardians and elite troops of the Holy Griffin Empire. Mounted on powerful horses and heavily armoured, they are at their best when they charge enemy troops from afar. Even better, Paladins have the ability to dispel enemy curses cast on their ranks.

Abilities: Jousting. Large creatures. Lay Hands.

Spells: Lay Hands.

Weekly Growth: 2 **Cost:** 1 550

HEROES



Angel

27
 27
 6
 11
 212

The Angels are the incarnation of Elrath on Ashan, and as such they are the ultimate representation of his power. These creatures of Light are fierce in combat and their attacks are always deadly. An angel cannot be killed, if its body is endangered it will return to its spirit form and rejoin its master.

Abilities: Flyer. Large creatures.

Weekly Growth: 1 **Cost:** 3 200, 1

SKILLS



Archangel

31
 31
 8
 11
 332

Greater even than the Angels are the Archangels. As lieutenants of Elrath, they are blessed with the supreme power of resurrecting champions who have died in combat and giving them another chance to serve their Lord.

Abilities: Flyer. Large creatures. Resurrect Allies.

Spells: Resurrect.

Weekly Growth: 1 **Cost:** 4 200, 2

SPELLS

TOWN BUILDINGS



Imp

2
 1
 5
 13
 7
 4
 0
 1-2
 0

Imps are small, cunning creatures who are rather weak in close combat – their strength lies in numbers. Imps possess a Mana Destroyer skill, which allows them to destroy the magical energy of an enemy hero.

Abilities: Mana Destroyer.

Weekly Growth: 16 Cost: 25



Familiar

2
 5
 13
 13
 7
 0
 2-3
 0
 0

Familiars are small, cunning creatures who are rather weak in close combat. Their strength is in their numbers. Familiars possess a Mana Stealer skill, which allows them to steal magical energy from enemies and deliver it to the hero of their army.

Abilities: Mana Stealer. Demonic.

Weekly Growth: 16 Cost: 45



Horned Demon

1
 3
 5
 7
 10
 13
 0
 1-2
 0

Horned Demons are slow and sturdy creatures who serve as the basic infantry of the infernal armies. They are built to withstand great amounts of damage, as their thick hide is hard to penetrate.

Abilities: Enraged. Demonic.

Weekly Growth: 15 Cost: 40



Horned Overseer

3
 4
 5
 8
 16
 13
 0
 1-4
 0

Horned Overseers are slow and sturdy creatures who can withstand great amounts of damage. These beasts can explode in a surge of primal chaos energy, doing great harm to all creatures around them.

Abilities: Explosion. Enraged. Demonic.

Spells: Explosion.

Weekly Growth: 15 Cost: 60



Hell Hound

4
 2
 7
 13
 20
 15
 0
 3-5
 0

Fury drives the Hell Hound to move quickly around the battlefield, striking with great strength and anger. Its rage when fighting is also a weakness, however. Hell Hounds care little for their own safety and leave themselves vulnerable in order to focus all their energy on the attack.

Abilities: Demonic.

Weekly Growth: 8 Cost: 110

Inferno

ARTIFACTS



Cerberus

4
 2
 8
 13
 33
 15
 0
 4-6
 0

Fury drives the Cerberus to move quickly around the battlefield and strike with great strength and anger, but in its rage it often pays too little heed to its own defense. Cerberus attacks are impossible to defend against, and its three-headed strike can hit multiple enemies.

Abilities: Three-headed Attack. No Enemy Retaliation. Demonic.

Weekly Growth: 8 **Cost:** 160

CREATURES



Succubus

6
 6
 4
 10
 37
 20
 6
 6-13
 0

A Succubus will create spheres of fire and throw them at her enemies. Any attacking troops must be prepared for a rain of flames if they are going to face a Succubus in battle.

Abilities: Shooter. Ranged Retaliation. Demonic.

Weekly Growth: 5 **Cost:** 240

HEROES



Succubus Mistress

6
 6
 4
 10
 55
 30
 6
 6-13
 0

Succubus Mistresses summon spheres of fire and hurl them at their enemies. Their accursed flame does not stop when it hits an enemy, instead it spreads and soon other creatures will find themselves burning.

Abilities: Shooter. Ranged Retaliation. Chain Shot. Demonic.

Weekly Growth: 5 **Cost:** 350

SKILLS



Hell Charger

13
 13
 7
 16
 77
 50
 0
 8-16
 0

The Hell Charger is a cruel beast summoned from the depths of Sheogh. Horror surrounds this creature, and even the bravest warrior can have difficulty finding strength to raise his weapon when a Hell Charger attacks.

Abilities: Large creature. Fear Attack. Demonic.

Weekly Growth: 3 **Cost:** 480

SPELLS



Nightmare

18
 18
 8
 16
 100
 66
 0
 8-16
 0

Nightmares are spun from the most twisted visions of the denizens of Ashan. Horror surrounds this creature and even the bravest warriors have difficulty finding the strength to raise their swords when a Nightmare attacks. The Fright Aura around this creature is such that its foes lose morale bonuses when it is nearby.

Abilities: Large creature. Fear Attack. Fright Aura. Demonic.

Weekly Growth: 3 **Cost:** 666

TOWN BUILDINGS



Pit Fiend

21
 21
 4
 8
 129
 110
 0
 13-26
 11

These mighty fiends come from the darkest pits of the underworld to do the bidding of their masters. They are skilled both in close combat and offensive magic.

Abilities: Large creature. Caster. Demonic.

Spells: Fireball, Vulnerability.

Weekly Growth: 2 **Cost:** 1 550



Pit Lord

22
 21
 4
 8
 150
 120
 0
 13-31
 13

These mighty fiends are summoned from the darkest depths of the demonic realms. They are skilled both in close combat and offensive magic. Pit Lords carry a Vorpall Sword, its dark power instantly killing any creature.

Abilities: Large creature. Vorpall Sword. Caster. Demonic.

Spells: Fireball, Meteor Shower, Vulnerability.

Weekly Growth: 2 **Cost:** 1 850



Devil

27
 25
 7
 11
 245
 166
 0
 36-66
 0

Devils are summoned from their fiery realm to lead the battle under the command of heroes from Sheogh. They have the ability to teleport on the field of battle, which means that no enemy can escape their savagery.

Abilities: Large creature. Teleportation. Demonic.

Weekly Growth: 1 **Cost:** 3 666, 1



Arch Devil

31
 29
 7
 11
 307
 199
 0
 36-66
 0

The great Arch Devils rise from their fiery realm to lead the infernal armies. They have the ability to teleport on the field of battle, so no enemy can escape their savagery. Arch Devils can summon Pit Lords to fight for their cause, but they need a completely killed stack to raise the Pit Lords from.

Abilities: Large creature. Teleportation. Summon Pit Lords. Demonic.

Spells: Summon Pit Lords.

Weekly Growth: 1 **Cost:** 4 666, 2

Necropolis

ARTIFACTS



Skeleton

1 2 5 10 5
 4 0 1-1 0

Armed with axe and shield, the Skeleton raises his bony arms to bring death to the living. High Initiative allows Skeletons to strike first, but their rather fragile bodies cannot withstand much damage.

Abilities: Undead.

Weekly Growth: 20 Cost: 17

CREATURES



Skeleton Archer

1 2 4 10 10
 5 8 1-2 0

Armed with bows and arrows, Skeleton Archers strike from afar. High Initiative allows Skeletons to strike first, but their weak frames can only withstand a little damage before collapsing.

Abilities: Undead. Shooter.

Weekly Growth: 20 Cost: 30

HEROES



Zombie

1 2 4 6 10
 17 0 1-2 0

These rotten corpses are raised by the Necromancers in order to bring death to their enemies. Although they are slow and clumsy, Zombies do not feel pain or fear. This makes them frightening foes, and ideal cannon fodder.

Abilities: Undead. Enraged.

Weekly Growth: 15 Cost: 45

SKILLS



Plague Zombies

2 2 4 7 15
 17 0 2-3 0

These rotten corpses are raised by the Necromancers in order to bring death upon their enemies. Plague Zombies do not feel pain and can withstand a great deal of damage. In addition, their festering weapons can infect all living creatures with a wasting disease.

Abilities: Undead. Weakening Strike. Enraged.

Weekly Growth: 15 Cost: 65

SPELLS



Ghost

4 4 5 7 20
 8 0 3-7 0

Ghosts are restless spirits of the dead, forever bound to the Necromancer who has enslaved them. Their bodies are incorporeal, which makes them difficult to hit.

Abilities: Flyer. Undead. Incorporeal.

Weekly Growth: 9 Cost: 100

TOWN BUILDINGS



Spectre

4
 4
 5
 10
 29

Spectres are restless spirits bound to the service of the Necromancer who has enslaved them. Their bodies are incorporeal, which makes them harder to hit. The chilling touch of these spirits can drain the mana of enemy creatures, restoring the Spectre with stolen magic.

Abilities: Flyer. Undead. Incorporeal. Mana Drain.

Weekly Growth: 9 **Cost:** 140



Vampire

6
 6
 6
 11
 38

Necromancers who wish to cheat death become Vampires with ever-youthful – but empty – bodies. Any damage that Vampires inflict upon the living heals their own immortal forms. Gifted with hundreds of years of combat experience, they are so swift with their swords than none can retaliate against their strikes.

Abilities: Undead. No Enemy Retaliation. Life Drain.

Weekly Growth: 5 **Cost:** 240



Vampire Lord

9
 9
 7
 11
 60

Some Necromancers, seeking powers beyond death, become Vampire Lords. Any damage that Vampire Lords inflict upon the living heals their own immortal, eternally youthful bodies. None can retaliate against their strikes, and with their ability to teleport, none can foresee from where they may attack.

Abilities: Undead. No Enemy Retaliation. Life Drain. Teleport.

Weekly Growth: 5 **Cost:** 350



Lich

15
 15
 3
 10
 70

Liches are powerful undead mages, seething with hatred for all forms of life. They bring plague to the lands they tread upon, creating dreadful Death Clouds to strike their enemies from afar.

Abilities: Large creature. Undead. Shooter. Death Cloud.

Weekly Growth: 3 **Cost:** 700



Archlich

19
 19
 3
 10
 100

Archliches are potent undead mages with an eternal hatred for all life. They can summon dreadful Death Clouds or cast curses and weakening spells upon entire enemy armies.

Abilities: Large creature. Undead. Shooter. Death Cloud. Caster.

Spells: Weakness, Decay, Suffering.

Weekly Growth: 3 **Cost:** 900

Necropolis

ARTIFACTS



Wight

24
 22
 6
 11
 120

Wights are tormented souls thirsty for revenge on all living creatures.

Abilities: Large creature. Undead.

Weekly Growth: 2 Cost: 1 400

CREATURES



Wraith

26
 24
 6
 11
 155

Wraiths are Death itself, nothing can endure their chilling touch and survive. Any enemy creature that fights them is drained of its soul-substance.

Abilities: Large Creature. Undead. Harm Touch.

Spells: Harm Touch.

Weekly Growth: 2 Cost: 1 800

HEROES



Bone Dragon

27
 28
 6
 11
 166

Stolen from their graves and compelled to serve the Necromancers, Bone Dragons are formed from the skeletons of dead dragons of other breeds. The Necromancer lands have no native dragons, and so they are compelled to steal and create their own.

Abilities: Large creature. Undead. Flyer.

Weekly Growth: 1 Cost: 2 400, 1

SKILLS



Spectral Dragon

30
 28
 7
 11
 220

No single type of dragon gives up its bones to form a Spectral Dragon. Instead, these fell beasts are composed of the bones of every breed of dragon, cunningly arranged into a single skeleton and infused with unlife by the sacrifice of a high-ranking Necromancer's soul.

Abilities: Large creature. Undead. Flyer. Cursing Attack.

Weekly Growth: 1 Cost: 2 900, 2

SPELLS

TOWN BUILDINGS



Pixie

1	1	7	12	8
5	0	1-1	0	

The Pixies are the guardian spirits of the Kersyls, the giants trees that host the Sylvan cities. They live in the trees' branches, tending them in exchange for shelter and sustenance. These creatures are not dedicated to war, but they will defend their home fiercely. Their swift attacks can hit more than one creature, and their small size and speed make retaliation impossible.

Abilities: Flyer. No Enemy Retaliation. Spray Attack.

Weekly Growth: 10 **Cost:** 35



Sprite

2	1	7	14	15
6	0	2-2	10	

Sprites are close relatives of the Pixies who live in the higher branches of the Kersyl trees. Their small size and speed allow them to attack more than one creature and to retreat before retaliation is possible. Also, the Sprites' affinity with the woods is such that they can call upon Nature's powers to cast spells in combat.

Abilities: Flyer. No Enemy Retaliation. Spray Attack. Caster.

Spells: Wasp Swarm, Cleansing.

Weekly Growth: 10 **Cost:** 55



Blade Dancer

3	2	6	11	15
12	0	2-5	0	

Elite among sylvan warriors, certain Elves dedicate their lives to the intricate Elven martial art known as the Battle Dance. Relying on evasion and quick action rather than resistance or brute force, Blade Dancers wear no armor, and are therefore exposed to enemy strikes.

Abilities: No special ability.

Weekly Growth: 9 **Cost:** 65



War Dancer

4	3	6	15	29
12	0	3-5	0	

Beyond the rigorous training of the Battle Dance, the best Elven warriors improve their fighting style to extend from their immediate targets and attack all adjacent foes at once.

Abilities: War Dance Combo.

Weekly Growth: 9 **Cost:** 90



Hunter

4	1	5	10	24
10	12	4-7	0	

In times of peace, the Hunters supply the Sylvan communities with food, and they are respected for their skills and prowess. Wandering Irollan, they live in harmony with Nature and its unwritten laws. They will never kill a living being without purpose. In times of war, however, they have no compunction about using their talents to strike down enemies from afar. Their uncanny affinity with their enchanted Elf bows allows them to fire two shots before an enemy can even blink.

Abilities: Shooter. Doubleshot.

Weekly Growth: 7 **Cost:** 125

Sylvan

ARTIFACTS



Master Hunter

5 4 5 10 37
 14 16 5-8 0

Master Hunters are dedicated to the defense of the woodland realms and rise to protect them from any invader. Special enchantments in their bows and arrows allow them to shoot twice before the enemy even knows they're there, and to ensure that their targets recover slowly from their strike.

Abilities: Shooter. Doubleshot. Warding Arrows.

Weekly Growth: 7 **Cost:** 190

CREATURES



Druid

7 7 5 10 43
 34 5 7-9 12

The druids are the priests of Sylanna, Elemental Dragon of Earth and living embodiment of Nature. As such they are granted control over the magic of the elements, which they call upon in times of peril.

Abilities: Shooter. Caster.

Spells: Lightning Bolt, Endurance.

Weekly Growth: 4 **Cost:** 310

HEROES



Druid Elder

12 9 4 10 62
 33 7 9-14 15

Druid Elders have mastered the magic of the elements and have access to the secret knowledge kept within their caste. Linking to their allies as they do to all living things, they are capable of channelling their own Mana to a friendly hero.

Abilities: Shooter. Caster. Mana Feed.

Spells: Stone Spikes, Lightning Bolt, Endurance, Mana Feed.

Weekly Growth: 4 **Cost:** 425

SKILLS



Unicorn

12 12 7 12 70
 57 0 10-20 0

The Unicorns are spirits of nature, and as such they are sacred to the Elves. They are considered as a totem animal for the whole of Irollan, and it is said that when the last Unicorn will dies so will the Elven kingdom and all its people. While the truth of this legend is not known, the Unicorns' shimmering auras do have the ability to shield their allies from hostile spells.

Abilities: Large creature. Aura of Magic Resistance.

Weekly Growth: 3 **Cost:** 700

SPELLS



Silver Unicorn

17 17 7 12 95
 77 0 10-20 0

Powerful allies of the Elves, the Silver Unicorns appear from the heart of the woods to drive away any invaders. Their silvery aura protect friendly troops from enemy magic and their gleaming horns can emit bright flashes of light that can temporarily blind the enemy.

Abilities: Large creature. Aura of Magic Resistance. Blinding Attack.

Weekly Growth: 3 **Cost:** 900

TOWN BUILDINGS



Treant

19 27 6 7 100
 175 0 7-17 0

Living embodiments of the forest itself, Treants have left the deep woods at the bidding of the most powerful druids. It is said that when the first Elves ventured into the heart of the primordial forest, they found the Treants there, waiting for them and ready to vow their undying loyalty. Do not be fooled by their awkward gait – their solid bodies can not be harmed easily, and any enemy creature fighting Treants will be entangled by their vines, roots, and creepers.

Abilities: Large creature. Entangling Roots. Enraged.

Weekly Growth: 2 **Cost:** 1 200



Ancient Treant

19 29 6 7 135
 181 0 10-20 0

The woods themselves have risen to aid the Elves at war. Slow, but sturdy, the oldest Treants can entangle their enemies with their vines, roots, and creepers, and they have the additional ability to dig deep and root themselves, making them ever harder to defeat.

Abilities: Large creature. Entangling Roots. Take Roots. Enraged.

Weekly Growth: 2 **Cost:** 1 500



Green Dragon

27 25 8 12 212
 200 0 30-50 0

The Green Dragons are the offspring and servants of Sylanna, Elemental Dragon of Earth. They have made their home in the forest cliffs and sacred caves of Irollan. Mighty allies of the Elves, they spit an acid cloud that is capable of harming many creatures with a single strike.

Abilities: Large creature. Flyer. Acid Breath.

Weekly Growth: 1 **Cost:** 3 500, 1



Emerald Dragon

31 27 9 14 300
 200 0 33-57 0

Emerald Dragons are the favoured children of Sylanna and, as such, they cannot be harmed by Earth Magic. As with their younger siblings, they can breathe a lethal acid cloud to dissolve their enemies back to the ever-hungry soil.

Abilities: Large creature. Flyer. Acid Breath. Immunity to Earth.

Weekly Growth: 1 **Cost:** 4 700, 2

Neutral

ARTIFACTS



Air Elemental

8
 6
 8
 17
 59
 30
 0
 5-7
 0

Sentient beings formed of nothing more substantial than wind and light, Air Elementals are nevertheless dangerous foes. Their familiarity with storms makes them immune to lightning, and their insubstantial form makes it impossible to retaliate against their attacks.

Abilities: Elemental. Immunity to Lightning. Flyer. No Enemy Retaliation.

Weekly Growth: 4 **Cost:** 400

CREATURES



Earth Elemental

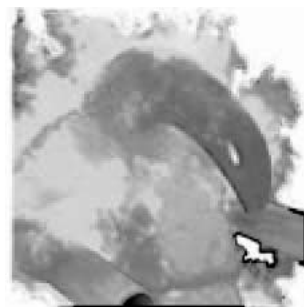
8
 11
 5
 5
 63
 75
 0
 10-14
 0

Solid and unyielding as the rock and soil from which they come, Earth Elementals are immune to all forms of magic.

Abilities: Elemental. Immunity to Earth. Magic-proof. Unlimited Retaliation.

Weekly Growth: 4 **Cost:** 400

HEROES



Fire Elemental

10
 5
 6
 8
 60
 43
 50
 11-20
 0

Brazen spirits of the great molten core and elementals of all that burns, these entities are protected by a potent Fire Shield. The Fire Elemental also has a ranged attack, which makes it dangerous at any distance.

Abilities: Elemental. Immunity to Fire. Fire Shield. Shooter.

Weekly Growth: 4 **Cost:** 400

SKILLS



Water Elemental

8
 8
 5
 10
 57
 43
 0
 8-12
 12

Like their brethren, these elementals are spirits formed of the primary matter of Ashan. The Water Elemental is doubly dangerous, being immune to all cold spells while casting Ice Bolt and Circle of Winter upon its foes.

Abilities: Elemental. Immunity to Cold. Caster.

Spells: Ice Bolt, Circle of Winter.

Weekly Growth: 4 **Cost:** 400

SPELLS

TOWN BUILDINGS



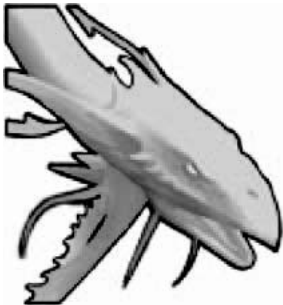
Death Knight

23 23 7 10 270
90 0 25-35 0

A terrible curse awaits those who are foolish enough to combat these Vampire lords, outcasts from the dark realm of the Necromancers. Death Knights are able to slay numerous enemies with a single strike.

Abilities: Large creature. Undead. Cursing Attack. Deadly Strike.

Weekly Growth: 2 Cost: 1200



Phoenix

33 33 10 19 700
150 0 30-50 0

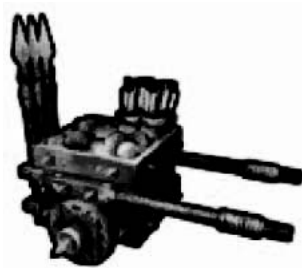
These birds of pure fire roam freely in the skies. They are powerful allies for any hero lucky enough to find their hidden lairs and enlist their support. The essence of fire makes Phoenixes very hard to hit – any attacking creature will burn in their flames. But the most amazing Phoenix ability is to rise anew from the ashes they burn down to after they die.

Abilities: Large creature. Flyer. Fire Shield. Immunity to Fire. Rebirth.

Weekly Growth: 1 Cost: 10000

War Machines

ARTIFACTS



Ammo Cart

✖ - 🛡️ 5 ⏱️ 10 ❤️ 150 🦶 0 Cost: 🏠 750

The Ammo Cart, bulging with missiles of all shapes and sizes, is found in the supply train of any well-equipped army.

Abilities: Mechanical. War Machine. Supplies shooters with unlimited ammo.

CREATURES



Ballista

✖ 5 🛡️ 5 ⏱️ 10 ❤️ 250 🦶 50 Cost: 🏠 1500

A natural evolution of the crossbow, the powerful Ballista deals a heavy ranged attack.

Abilities: Mechanical. War Machine. Shooter.

HEROES



Catapult

✖ - 🛡️ 10 ⏱️ 10 ❤️ 1000 🦶 50 Cost: 🏠 1000

Flinging heavy stones or shot a great distance, Catapults are the scourge of castle defenders and troops alike.

Abilities: Mechanical. War Machine. Destroys castle walls.

SKILLS



First Aid Tent

✖ - 🛡️ 5 ⏱️ 10 ❤️ 100 🦶 3 Cost: 🏠 500

A First Aid Tent is of great use for any army – a soldier or creature that is wounded can be brought here for treatment.

Abilities: Mechanical. War Machine. Heals non-mechanical units.

SPELLS

TOWN BUILDINGS

Acid Breath

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

Aura of Magic Resistance

For all friendly units located on tiles adjacent to the creature and the creature itself, magic resistance increases by 30%.

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).

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.

Bravery

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

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. Damage is 50/Titan (activated ability).

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).

Chain Shot

Creature inflicts damage to selected target and the three other targets nearest to it. Each successive enemy struck receives half the damage of the previous one.

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.

Dash

After using this ability creature misses one turn but is able to make turns more often (activated ability).

Deadly Strike

There's a 25% chance that this creature's attack will kill half the units in the enemy detachment.

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.

Demonic

This creature belongs to Inferno. The Chain Shot does not affect it but it is vulnerable to Holy Word spell.

Double Attack

Creature strikes two blows at the target in a single attack, enemy retaliates after first attack.

Double Shot

Creature fires two full shots at the enemy instead of just one.

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.

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.

Enraged

This creature's attack increases during combat when any friendly unit dies (except resurrected creatures or creatures summoned to battlefield by magic).

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.

Explosion

Creature damages all creatures around itself, but not itself (activated ability).

Fear

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).

Fire Breath

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

Fireshield

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.

Flyer

This creature can move on to any free tile (within its movement range) on the game field during its turn, regardless of the obstacles in the way.

Fright Aura

All enemies positioned within 3 game tiles from this creature get their morale reduced by three units (doesn't affect creatures whose Morale is always neutral).

Harm Touch

When this creature attacks, it always kills at least one unit in any enemy detachment. It also lifts all positive magical effects currently affecting the unit (activated ability).

Creature Abilities

ARTIFACTS

Immunity to Air

Air Magic spells cannot harm this creature.

Immunity to Blind

This creature cannot be blinded.

Immunity to Cold

Cold Magic spells cannot harm this creature.

Immunity to Earth

Earth Magic spells cannot harm this creature.

CREATURES

Immunity to Fire

Fire Magic spells cannot harm this creature.

Immunity to Lightning

Lightning cannot harm this creature.

Immunity to Magic

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

Immunity to Mind Control

This creature is immune to mind-affecting spells.

Immunity to Slow

This creature cannot be slowed down.

Immunity to Water

Water Magic spells cannot harm this creature.

Incorporeal

This creature is incorporeal so any non-magical attack against it has only 50% chance of inflicting damage.

Jousting

Creature gets a 10% bonus to damage it inflicts during attack for each tile it covered on the game field before the attack.

Large Shield

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

Lay Hands

Heals the topmost unit to full health (a single Paladin can heal over a thousand Hit Points of a wounded Phoenix). Additionally removes all non-permanent curses.

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.

Living Creature

This creature is alive so it can be resurrected.

Lizard Bite

Creatures attacks any enemy creatures next to it that's attacked by an allied creature in melee, doing half as much damage as normal.

Magic Attack

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

Magic Proof 75%

Attacking spells inflict 75% less damage to this creature.

Magic-proof 50%

Attacking spells inflict 50% less damage to this creature.

Mana Destroyer

Creature destroys some of the enemy hero's Mana at the beginning of combat. The amount of destroyed Mana depends on the number of creatures.

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 Feed

Creature can transfer its reserve of Mana to own hero (activated ability).

Mana Stealer

Creature takes some of the enemy hero's Mana at the beginning of combat and transfers it to own hero. The amount of stolen mana depends on the number of creatures.

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.

No Enemy Retaliation

Enemies never retaliate after melee attacks by creatures with this ability.

No Melee Penalty

Shooter has no penalty for damage inflicted during melee attack.

No Range Penalty

Shooter has no penalty for damage inflicted during ranged attack, provided the range is over half the arena.

Pit Lord Summoning

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).

Poisonous Attack

In addition to normal damage the enemy attacked will also be poisoned. Poisoning will cause 1 point of Damage/Assassin during the next three turns.

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

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.

Random Caster

Creature casts a random spell at the selected target. Spells can be cast at both friendly (positive effect spells) and enemy (negative effect spells) creatures (activated ability).

Range Penalty

Shooter always inflicts only half the normal damage to the target but doesn't incur any penalty on melee attack.

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.

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.

Regeneration

Creature restores its health by 30 - 50 Hit Points each turn.

Repair

This creature can repair friendly mechanical creatures (Golems) and war machines (activated ability). 2 points healed/Gremlin, unlimited amount of uses.

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).

Rider Charge

For each game field tile covered by this creature during attack, the target's Defense is reduced by 20% (all the way down to zero).

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 precise shot (activated ability).

Shield 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).

Shield Other

All friendly creatures located on neighbouring tiles get only 50% of damage from non-magical shooting attacks.

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.

Six-headed attack

Creature attacks six adjacent tiles simultaneously, causing damage to all enemy creatures positioned there.

Spray Attack

Creature simultaneously attacks three adjacent tiles occupied by the enemy.

Strike and Return

Creature attacks and returns to its previous position.

Take Roots

When the creature receives Wait/Defend command, it gets 50% bonus to Defense plus ability to retaliate after all enemy attacks until the next turn.

Taxpayer

Every day the hero gets as many units of gold as there are creatures with this ability in all their armies and castles.

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.

Unlimited Retaliation

Creature always retaliates after melee attacks by enemies except when attacked by creatures with No Enemy Retaliation ability.

Vorpal Sword

Each attack or counter-attack by this creature is guaranteed to kill at least one unit in the enemy army.

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.

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.

Weakening Strike

With each successful attack, the attacked enemy's Attack and Defense properties are reduced by 2 units (cannot get below zero).

Whip Strike

There's a certain chance that during a melee attack this creature will use one of the following spells, in addition to inflicting regular damage: Slow, Weakness or Berserk.

Heroes

Demon Lords

ARTIFACTS

Agrael



Aura of Swiftness

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



16-23
Imps



Basic
Gating



9-11
Horned
Demons



Basic
Attack



0-3
Hell
Hounds



Battle
Frenzy

CREATURES

Alastor



Mindreaver

The Curse of Confusion spell has an additional effect of decreasing target's Mana on 1 point for every level the hero has.



16-23
Imps



Basic
Gating



9-11
Horned
Demons



Basic
Sorcery



0-3
Hell
Hounds



Mana
Regeneration



Confusion

HEROES

Deleb



Iron Maiden

Ballista's shots under hero's command achieve fireball effect. Spellpower of this fireball increases by +1 for every four levels of the hero.



16-23
Imps



Basic
Gating



9-11
Horned
Demons



Advanced
War
Machines



0-3
Hell
Hounds



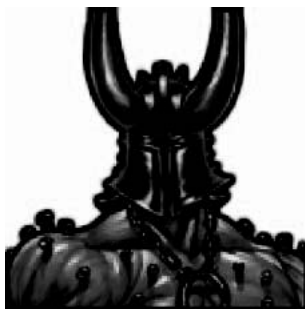
Ammo
Cart



Ballista

SKILLS

Grawl



Hound Master

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



2-3
Hell
Hounds



Basic
Gating



2-3
Hell
Hounds



Advanced
Destructive
Magic



2-3
Hell
Hounds

SPELLS

Grok



Rusher

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



16-23
Imps



Basic
Gating



9-11
Horned
Demons



Basic
Logistics



0-3
Hell
Hounds



Pathfinding



Teleport

TOWN BUILDINGS

Demon Lords

Jezebeth



Temptress

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



16-23
Imps



9-11
Horned
Demons



1
Succubus



Basic
Gating



Basic
Sorcery



Magic
Insigt



First Aid
Tent

ARTIFACTS

Marbas



Spellbreaker

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



16-23
Imps



9-11
Horned
Demons



0-3
Hell
Hounds



Basic
Gating



Basic
Defense



Protection

CREATURES

Nymus



Gate Keeper

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



16-23
Imps



9-11
Horned
Demons



0-3
Hell
Hounds



Basic
Gating



Basic
Luck



Magic
Resistance

HEROES

Nebiros



Chosen of Chaos

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



16-23
Imps



9-11
Horned
Demons



0-3
Hell
Hounds



Basic
Gating



Basic
Attack



Tactics

SKILLS

SPELLS

TOWN BUILDINGS

Knights

ARTIFACTS

Godric



Paragon Knight

The effect of Benediction increases 0.25 turns as the hero gains new levels. Mana used for casting Light Magic spells is reduced by 1.



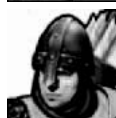
22-32
Peasants



Basic Counter-strike



Benediction



7-9
Archers



Basic Leadership



Divine Strength



0-3
Footmen



Basic Light Magic

CREATURES

Isabel



Suzerain

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



22-32
Peasants



Basic Counter-strike



7-9
Archers



Advanced Leadership



0-3
Footmen

HEROES

Dougal



Archer Commander

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



7-9
Archers



Basic Counter-strike



Ammo Cart



7-9
Archers



Basic Attack



7-9
Archers



Archery

SKILLS

Ellaine



Beloved of the People

All Peasants and Conscripts in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level. Also, all Peasants earn another +1 gold piece in kingdom treasury every day, in addition to their Taxpayer ability.



22-32
Peasants



Basic Counter-strike



22-32
Peasants



Basic Leadership



22-32
Peasants



Recruitment

SPELLS

Irina



Griffin Trainer

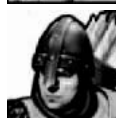
All Griffins and Imperial Griffins in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level. Griffins get Battle Dive Ability.



22-32
Peasants



Basic Counter-strike



7-9
Archers



Basic Luck



1
Griffin



Magic Resistance

TOWN BUILDINGS

Knights

Klaus



Cavalry Commander

Cavaliers and Paladins in hero's army get additional jousting bonus as hero gains new levels (+2%/level). Hero's 'Retaliation Strike' ability is more powerful (+1% extra damage/level).



22-32
Peasants



Basic
Counter-
strike



7-9
Archers



Retaliation
Strike



0-3
Footmen



Basic
Attack

Lazlo



Infantry Commander

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



2-3
Footmen



Basic
Counter-
strike



2-3
Footmen



Basic
Offense



2-3
Footmen



Vitality

Maeve



Windrider

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



22-32
Peasants



Basic
Counter-
strike



7-9
Archers



Basic
Attack



0-3
Footmen



Basic
Leadership



Tactics



Haste

Rutger



Pathfinder

Hero's movement points are increased by 1% per every two levels of the hero.



22-32
Peasants



Basic
Counter-
strike



7-9
Archers



Basic
Logistics



0-3
Footmen



Pathfinding



Vessel of
Shalassa

Vittorio



Siege Engineer

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



22-32
Peasants



Basic
Counter-
strike



7-9
Archers



Basic
War
Machines



0-3
Footmen



Ballista



Ballista
War Machine

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Necromancers

ARTIFACTS

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.



20-29
Skeletons



Basic
Necromancy



9-11
Zombies



Basic
Leadership



0-3
Ghosts



Diplomacy

CREATURES

Deidre



Banshee

The effect of Banshee Howl ability increases 0.25 turn as hero gains new levels.



20-29
Skeletons



Basic
Necromancy



9-11
Zombies



Banshee
Howl



0-3
Ghosts



Basic
Dark
Magic

HEROES

Kaspar



Embalmer

The First Aid Tent will heal 5 more hit points per level of hero. The damage in case of Plague Tent ability is also increased.



20-29
Skeletons



Basic
Necromancy



9-11
Zombies



Basic
War
Machines



0-3
Ghosts



First Aid



First Aid
Tent

SKILLS

Lucretia



Vampire Princess

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



20-29
Skeletons



Basic
Necromancy



9-11
Zombies



Basic
Sorcery



1
Vampire



Mana
Regeneration

SPELLS

Naadir



Soulhunter

Every time the group of enemy creatures dies it is replaced by a group of friendly Ghosts on the time of combat. The number of the Ghosts equals 1 Ghost/level.



20-29
Skeletons



Basic
Necromancy



9-11
Zombies



Basic
Summoning
Magic



0-3
Ghosts



Basic
Dark
Magic

TOWN BUILDINGS

Necromancers

Orson



Zombie Lord

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



9-11
Zombies



Basic
Necromancy



9-11
Zombies



Basic
Defense



9-11
Zombies



Vitality

Raven



Soulrinker

The Curse of Weakness spell not only lowers creature's Damage, but also reduces creature's Defense by 1 for every three levels of hero, starting on first level.



20-29
Skeletons



Basic
Necromancy



Weakness



9-11
Zombies



Basic
Destructive
Magic



0-3
Ghosts



Basic
Dark
Magic

Vladimir



Reanimator

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



20-29
Skeletons



Basic
Necromancy



Animate
Dead



9-11
Zombies



Basic
Summoning
Magic



0-3
Ghosts



Master
of Life

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.



20-29
Skeletons



Basic
Necromancy



9-11
Zombies



Basic
Enlightenment



0-3
Ghosts



Arcane
Intuition

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Rangers

ARTIFACTS

Findan



Storm of Arrows

Arrow barrage of the enemy ranks at the start of every battle, total damage depends on hero level.



10-14
Pixies



5-7
Blade
Dancers



0-2
Hunter



Basic
Avenger



Basic
Attack



Tactics



Ammo
Cart

CREATURES

Anwen



Sword of Sylvanna

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



10-14
Pixies



5-7
Blade
Dancers



0-2
Hunter



Basic
Avenger



Basic
Defense



Protection

HEROES

Dirael



Swarm Queen

Wasp Swarm spell is more effective depending on hero level. Giving a damage bonus of 2%/level and a 1% bonus to Initiative reduction/level.



10-14
Pixies



5-7
Blade
Dancers



0-2
Hunter



Basic
Avenger



Basic
Summoning
Magic



Master of
Conjuration



Wasp
Swarm



Favored
enemy: Imps

SKILLS

Gilraen



Blade Master

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



5-7
Blade
Dancers



5-7
Blade
Dancers



5-7
Blade
Dancers



Basic
Avenger



Basic
Defense



Protection

SPELLS

Ossir



Master of the Hunt

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



1-2
Hunter



1-2
Hunter



1-2
Hunter



Basic
Avenger



Basic
Luck



Magic
Resistance

TOWN BUILDINGS

Rangers

Talanar



Elven Fury

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



10-14
Pixies



5-7
Blade
Dancers



0-2
Hunter



Basic
Avenger



Basic
Leadership



Recruitment



Ballista

ARTIFACTS

Vinrael



Battle-hardened

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



10-14
Pixies



5-7
Blade
Dancers



0-2
Hunter



Basic
Avenger



Basic
Enlightenment



Intelligence

CREATURES

Wyngaal



Swift Striker

Creature's in hero's army have a 2% bonus to their Initiative on the start of combat.



10-14
Pixies



5-7
Blade
Dancers



0-2
Hunter



Basic
Avenger



Basic
Attack



Tactics

HEROES

Ylthin



Unicorn Maiden

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



10-14
Pixies



5-7
Blade
Dancers



1
Unicorn



Basic
Avenger



Basic
Light
Magic



Master of
Blessings



First Aid
Tent

SKILLS

SPELLS

TOWN BUILDINGS

Warlocks

ARTIFACTS

Raelag



Intimidate

Enemy units have a -1%/level penalty to Initiative.



7-10 Scouts



Basic Irresistible Magic



Slow



3 Blood Maidens



Basic Defense



0-2 Minotaurs



Vitality

CREATURES

Shadya



Shadow Dancer

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



7-10 Scouts



Basic Irresistible Magic



First Aid Tent



3 Blood Maidens



Basic Defense



0-2 Minotaurs



Evasion

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 level of hero.



7-10 Scouts



Basic Irresistible Magic



Ammo Cart



3 Blood Maidens



Basic Destructive Magic



0-2 Minotaurs



Basic Attack

SKILLS

Kythra



Slave Driver

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



1-2 Minotaurs



Basic Irresistible Magic



1-2 Minotaurs



Basic Leadership



1-2 Minotaurs



Estates

SPELLS

Lethos



Poison Master

Enemy units may enter the combat already poisoned, chance for stack to be poisoned is 10%+2%/level.



7-10 Scouts



Basic Irresistible Magic



Decay



3 Blood Maidens



Basic Dark Magic



0-2 Minotaurs

TOWN BUILDINGS

Warlocks

Sinitar



Catalyst

Empowered spells
Mana cost is reduced
by 10%+2%/level.



7-10
Scouts



Basic
Irresistible
Magic



Eldritch
Arrow



3
Blood
Maidens



Empowered
Spells



0-2
Minotaurs



Basic
Destructive
Magic

Sorgal



Lizard Breeder

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



7-10
Scouts



Basic
Irresistible
Magic



3
Blood
Maidens



Basic
Attack



0-2
Minotaurs



Battle
Frenzy

Vayshan



Black Hand

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



7-10
Scouts



Basic
Irresistible
Magic



7-10
Scouts



Basic
Luck



7-10
Scouts



Soldier's
Luck

Yrbeth



Dark Mystic

Dark Ritual ability is
more powerful, enabling
the hero to regenerate
Mana even beyond the
normal max Mana cap.
Amount regenerated
equals +2 Mana per level
over normal Mana cap.



7-10
Scouts



Basic
Irresistible
Magic



3
Blood
Maidens



Dark
Ritual



0-2
Minotaurs



Basic
Dark
Magic

Yrwanna



Blood Mistress

Specializes in Blood
Maidens. Blood Maidens
and Blood Furies in hero's
army gain +1 to their
Attack and Defense for
every two levels of the
hero, starting on first
level.



3
Blood
Maidens



Basic
Irresistible
Magic



3
Blood
Maidens



Basic
Enlightenment



3
Blood
Maidens



Intelligence

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Wizards

ARTIFACTS

Zehir



Master of Elements

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



20-29
Gremlins



8-11
Stone
Gargoyles



0-3
Iron
Golems



Basic
Artificier



Basic
Summoning
Magic



Master of
Conjuration



Summon
Elementals

CREATURES

Faiz



Disrupter

Specializes in Curse of Vulnerability so that the spell not only decreases the Defense of the target, but also inflicts damage. Damage is 10+10/level.



20-29
Gremlins



8-11
Stone
Gargoyles



0-3
Iron
Golems



Basic
Artificier



Basic
Dark
Magic



Master
of Pain



Vulnerability

HEROES

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. Chance is 40%+2%/level.



20-29
Gremlins



8-11
Stone
Gargoyles



0-3
Iron
Golems



Basic
Artificier



Magic
Mirror



Basic
Luck

SKILLS

Havez



Gremlin Master

Specializes in Gremlins. Gremlins and Master Gremlins in the hero's army gain +1 to their Attack and Defense for every 2 levels of the hero, starting on first level.



20-29
Gremlins



20-29
Gremlins



20-29
Gremlins



Basic
Artificier



Basic
War
Machines



SPELLS

Jhora



Windspeaker

Hero receives a 0.5% per level bonus to Initiative in combat.



20-29
Gremlins



8-11
Stone
Gargoyles



0-3
Iron
Golems



Basic
Artificier



Basic
Sorcery



Arcane
Training



Eldritch
Arrow

TOWN BUILDINGS

Narxes



Mentor

Specializes in Mages. Mage and Archmage gain +1 to Attack and Defense for every second level of the hero.



20-29
Gremlins



Basic
Artificier



8-11
Stone
Gargoyles



Basic
Enlightenment



1
Mage



Intelligence

Nathir



Flame Wielder

Effective Spellpower of the hero is increased by +1 for every three levels of the hero.



20-29
Gremlins



Basic
Artificier



8-11
Stone
Gargoyles



Basic
Destructive
Magic



0-3
Iron
Golems



Master
of Fire



Fireball

Nur



Mystic

Hero is able to restore Mana in combat gradually by herself. Regenerates 1 Mana for every third level of hero per hero action.



20-29
Gremlins



Basic
Artificier



8-11
Stone
Gargoyles



Basic
Sorcery



0-3
Iron
Golems



Mana
Regeneration

Razzak



Golem Crafter

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



2-3
Iron
Golems



Basic
Artificier



2-3
Iron
Golems



Basic
Defense



2-3
Iron
Golems



Vitality

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Campaign Heroes

ARTIFACTS



Biara is based on Nymus



Veyer is based on Marbas



Kha-Beleth is based on Agrael

CREATURES



Nikolai is based on Lazlo



Freyda

HEROES



Nikolai is based on Vladimir

SKILLS



Alaron is based on Talanar



Tieru

SPELLS



Maahir is based on Nur



Cyrus is based on Galib

TOWN BUILDINGS

Skills

Attack

ARTIFACTS



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%.

CREATURES

Perks



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.



Tactics

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

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Feats



Cold Steel

The hero enhances weapons of all troops in his or her army to strike with additional ice powers (Not only undead creatures receive these enchantments).

Necromancer: Battle Frenzy

Wizard: Flaming Arrows, Mark of the Wizard (Artificier)



Excruciating Strike

Excruciating Strike improves Mark of the Damned ability. There's a 40% chance that a Mark of the Damned performed by Demon Lord will deal double damage to a target.

Demon Lord: Battle Frenzy, Mark of the Damned (Gating)



Flaming Arrows

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

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

Wizard: Archery



Nature's Wrath

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

Ranger: Battle Frenzy



Power of Speed

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

Demon Lord: Excruciating Strike

Knight: Retribution, Last Stand (Defense), Weakening Strike (Dark Magic)

Necromancer: Cold Steel, Eternal Servitude (Necromancy)

Warlock: Tactics



Retribution

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

Knight: Expert Trainer

Warlock: Power of Speed, Empowered Spells (Irresistible Magic)

Prime Skill



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.

Perks



Master of Curses

Grants mass effects to Weakness and Suffering spells, but doubles the casting cost of these spells. Hero wastes only half of his current Initiative to cast these spells.



Master of Mind

Grants mass effects to Slow and Confusion spells, but doubles the casting cost of these spells. Hero wastes only half of his current Initiative to cast these spells.



Master of Pain

Grants area effects to Decay and Vulnerability spells, but doubles the casting cost of these spells. Hero wastes only half of his current Initiative to cast these spells.

Feats



Corrupted Soil

The hero calls upon forces of nature to affect enemy melee-attacking creatures. Any time an enemy creature moves it will receive fire damage. Inflicted damage equals 3 points per level of hero.

Necromancer: Spirit Link, Dark Revelation (Enlightenment)

Ranger: Master of Mind



Dark Renewal

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

Demon Lord: Master of Mind, Weakening Strike

Warlock: Master of Mind

Wizard: Seal of Darkness, Fiery Wrath (Destructive 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: Master of Curses



Seal of Darkness

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

Ranger: Corrupted Soil, Imbue Arrow (Avenger)

Wizard: Master of Mind



Spirit Link

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

Necromancer: Master of Curses



Weakening Strike

Weakening Strike improves Mark of the Damned ability. Now Mark of the Damned not only damages the target, but also curses it with a Weakness spell.

Demon Lord: Mark of the Damned (Gating)

Knight: Fallen Knight, Aura of Swiftess (Leadership)

Defense

ARTIFACTS



Basic Defense

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

CREATURES



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%.

HEROES



Evasion

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



Protection

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

SKILLS



Vitality

Increases Hit Points of all your creatures by 2 (Particularly effective for large armies).

SPELLS

TOWN BUILDINGS

Feats



Chilling Bones

Enhances all undead troops under Necromancer's control with powerful ice enchantments. Any enemy creature which engages in melee combat with those troops will receive ice damage.

Necromancer: Protection



Hellwrath

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

Demon Lord: Evasion, 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.

Knight: Stand Your Ground, Aura of Swiftess (Leadership)

Ranger: Vitality



Power of Endurance

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

Warlock: Vitality

Wizard: Resistance, Magic Mirror (Artificier)



Resistance

Hero gains +2 Defense permanently.

Necromancer: Chilling Bones, Skeleton Archers (Necromancy)

Warlock: Protection, Power of Endurance¹

Wizard: Protection



Stand Your Ground

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

Demon Lord: Hellwrath

Knight: Vitality

Ranger: Last Stand, Familiar Ground (Logistics)

¹ Note that theses requirements would make the skill unattainable for Warlocks!

Destructive Magic

Prime Skill



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.

Perks



Master of Fire

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



Master of Ice

Grants freezing effect to Ice Bolt and Circle of Winter spells. The freezing lasts for 0.3 turns, during which the target doesn't move along the initiative bar.



Master of Storms

Grants stunning effect to Lightning Bolt and Chain Lightning (first target only) spells. The spell drains 30% of the target's Initiative.

Feats



Cold Death

Makes Necromancer's spells Ice Bolt and Circle of Winter more powerful. Those spells will kill at least one creature, if that creature has no Immunity to Cold.

Necromancer: Master of Ice



Fiery Wrath

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

Knight: Master of Fire, Expert Trainer (Counterstrike)

Wizard: Sap Magic, Mark of the Wizard (Artificier)



Mana Burst

The hero calls upon the forces of nature to affect enemy casters. Any time an enemy creature casts a spell it will receive fire damage. Inflicted damage equals 10 points/level of hero.

Demon Lord: Hellfire (Gating), Arcane Brilliance (Sorcery)

Ranger: Master of Fire

Warlock: Secrets of Destruction, Retribution (Attack)



Sap Magic

Damage dealt by enemy spells is reduced by 20%.

Wizard: Magic Mirror (Artificier)



Searing Fires

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

Demon Lord: Master of Fire, Hellfire (Gating)



Secrets of Destruction

Hero gains +2 Knowledge permanently and randomly acquires one damaging spell of 1st to 3rd circle that is not yet in hero's spellbook.

Necromancer: Cold Death, Arcane Excellence (Sorcery)

Ranger: Mana Burst, Imbue Arrow (Avenger)

Warlock: Dark Ritual (Irresistible Magic)

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Enlightenment

ARTIFACTS

Prime Skill



Basic Enlightenment

Hero receives +1 to one of his primary stats for every four levels including the levels already aquired and +10% bonus to the Experience gained from combat.²

CREATURES



Advanced Enlightenment

Hero receives +1 to one of his primary stats for every three levels including the levels already aquired and +20% bonus to the Experience gained from combat.²

HEROES



Expert Enlightenment

Hero receives +1 to one of his primary stats for every two levels including the levels already aquired and +30% bonus to the Experience gained from combat.²

SKILLS



Perks

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.).

SPELLS



Intelligence

Increases normal maximum Mana by 50%.



Scholar

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

TOWN BUILDINGS

Feats



Arcane Exaltation

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

Demon Lord: Scholar

Ranger: Know Your Enemy, Deadeye Shot (Avenger)



Dark Revelation

Hero qualifies for additional free level up.

Demon Lord: Arcane Exaltation

Necromancer: Lord of the Undead, Skeleton Archers (Necromancy)

Warlock: Arcane Intuition



Graduate

Being so keen to learn, the hero is granted +2 Knowledge and an additional bonus of +1 000 Experience.

Knight: Scholar

Wizard: Wizard's Reward



Know Your Enemy

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

Ranger: Arcane Intuition



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: Scholar



Wizard's Reward

Hero gains +2 to Spellpower permanently, plus an extra 1 000 gold as a one-time bonus.

Knight: Graduate

Warlock: Dark Revelation, Elemental Vision (Irresistible Magic)

Wizard: Scholar

² This seems to be bugged, so you only get half the amount of extra Experience you should.

Prime Skill



Basic Leadership

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



Advanced Leadership

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



Expert Leadership

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

Perks



Diplomacy

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



Estates

Hero contributes 250 gold pieces per day to your cause.



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.

Feats



Artificial Glory

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

Wizard: Estates



Aura of Swiftmess

Combat movement Speed of all units in the hero's army is increased by +1.

Knight: Divine Guidance, Benediction (Counterstrike)

Warlock: Recruitment



Battle Commander

Adds +2 to Ranger's Attack permanently. War Dancers join the Ranger's army to fight for his or her cause. The number of War Dancers depends upon the number of the week.

Ranger: Recruitment



Divine Guidance

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

Knight: Retaliation Strike (Counterstrike)



Gate Master

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

Demon Lord: Recruitment



Herald of Death

All neutral creatures which join the Necromancer's army will be automatically transformed into the undead creatures of their respective level.

Necromancer: Recruitment

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Light Magic

ARTIFACTS



Basic Light Magic

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

CREATURES



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.

HEROES

Perks



Master of Abjuration

Grants mass effects to Deflect Missile and Endurance spells, but doubles the casting cost of these spells. Hero wastes only half of his current Initiative to cast these spells.



Master of Blessings

Grants mass effects to Divine Strength and area effect to Cleansing spells, but doubles the casting cost of these spells. Hero wastes only half of his current Initiative to cast these spells.



Master of Wrath

Grants mass effects to Righteous Might and Haste spells, but doubles the casting cost of these spells. Hero wastes only half of his current Initiative to cast these spells.

SKILLS

SPELLS

TOWN BUILDINGS

Feats



Fire Resistance

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

Demon Lord: Master of Abjuration, Hellfire (Gating)

Ranger: Storm Wind, Imbue Arrow (Avenger)



Guardian Angel

When all the knight's troops fall dead in combat, an Angel, summoned on a field of battle, resurrects the most powerful group of dead creatures and disappears.

Knight: Master of Blessings



Refined Mana

Casters in the hero's army will spend only half the required Mana cost to cast spells.

Knight: Guardian Angel, Benediction (Counterstrike)

Warlock: Master of Wrath

Wizard: Suppress Light, Tremors (War Machines), Dark Renewal (Dark Magic)



Storm Wind

The Ranger calls upon the forces of nature to affect enemy flying creatures. Initiative and Speed of all enemy flyers is decreased by 1.

Ranger: Master of Wrath



Suppress Light

Enemy hero is forced to spend twice the amount of Mana to cast Light Magic spells in combat.

Wizard: Master of Abjuration



Twilight

Increases Spellpower: +3 for all spells of Dark and Light Magic schools.

Necromancer: Master of Blessings

Warlock: Refined Mana, Dark Ritual (Irresistible Magic)

Prime Skill



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%.

Perks



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.

Feats



Death March

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

Knight: Familiar Ground, Expert Trainer (Counterstrike)

Necromancer: Pathfinding

Warlock: Teleport Assault, Dark Ritual (Irresistible Magic)



Familiar Ground

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

Knight: Pathfinding

Ranger: Silent Stalker



March of the Golems

All Golems under hero's command have their Speed and Initiative increased by +2.

Wizard: Pathfinding



Silent Stalker

The enemy will see only the strongest creature in hero's army with no number at all. Also this ability allows to see courage of neutral monsters and enlarges hero's field of view by 12 tiles.

Necromancer: Death March

Ranger: Scouting



Swift Gating

The Demon Lord masters the ways of transferring creatures from the infernal plane and back. Gating becomes 50% quicker than normal.³

Demon Lord: Pathfinding



Teleport Assault

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

Demon Lord: Swift Gating, Consume Corps (Gating)

Warlock: Scouting

Wizard: March of the Golems, Mark of the Wizard (Artificier)

³ Only makes the creatures gating in reinforcements get their next turn 50% sooner. Doesn't affect creatures gated in.

Luck

ARTIFACTS



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.

CREATURES

Perks



Magic Resistance

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



Resourcefulness

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



Soldier's Luck

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

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Feats



Dead Man's Curse

The hero has gained an ability to affect the Luck of enemy creatures. The Luck of all enemy troops is decreased by 1.

Demon Lord: Swarming Gate, Dark Renewal (Dark Magic)

Necromancer: Banshee Howl (Necromancy)

Ranger: Elven Luck, Rain of Arrows (Avenger)



Elven Luck

The Luck bonus to damage is increased by 25%.

Ranger: Soldier's Luck



Spoils of War

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

Knight: Tear of Asha Vision, Wizard's Reward (Enlightenment)

Wizard: Resourcefulness



Swarming Gate

There's a 10%+5%/'luck point' chance that the gated stack will summon twice as many reinforcements as normal.

Demon Lord: Soldier's Luck



Tear of Asha Vision

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

Knight: Resourcefulness

Warlock: Warlock's Luck, Death March (Logistics)

Wizard: Tear of Asha Vision, Consume Artifact (Artificier)



Warlock's Luck

Luck rolls will now be applied to destructive spells cast by the hero, thus allowing a chance for double damage from spells.

Warlock: Soldier's Luck

Prime Skill



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%.

Perks



Arcane Training

Reduces casting costs of all spells by 20%.



Magic Insight

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



Mana Regeneration

Doubles Mana regeneration.

Feats



Arcane Brilliance

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

Demon Lord: Soulfire, Elemental Balance (Summoning Magic)

Ranger: Mana Regeneration



Arcane Excellence

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

Knight: Arcane Training, Benediction (Counterstrike)

Necromancer: Boneward, Eternal Servitude (Necromancy)



Boneward

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

Necromancer: Magic Insight



Counterspell

Special combat ability. Negates all effects of the next spell cast by the enemy, but drains twice the Mana cost of that spell.

Ranger: Arcane Brilliance, Arcane Exaltation (Enlightenment), Fire Warriors (Summoning Magic)

Warlock: Erratic Mana, Mana Burst (Destructive Magic), Resistance (Defense)

Wizard: Arcane Training



Erratic Mana

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

Warlock: Mana Regeneration

Wizard: Counterspell, Magic Mirror (Artificier)



Soulfire

As a Demon Lord consumes corpses to restore mana, corpses may suddenly explode in a burst of fire, damaging all adjacent units including those under hero's control.

Demon Lord: Consume Corpse (Gating)

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Summoning Magic

ARTIFACTS



Basic Summoning Magic

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

CREATURES



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.

HEROES

Perks



Master of Conjunction

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

SKILLS



Master of Earthblood

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

SPELLS



Master of Life

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

TOWN BUILDINGS

Feats



Banish

Special combat ability. Unsummons 25% +3%/level of the hero.

Necromancer: Secrets of Destruction (Destructive Magic), Banshee Howl (Necromancy)

Wizard: Master of Conjunction



Elemental Balance

Superb knowledge of summoning magic allows the knight to counterbalance the combat situation when battling against skilled summoners. Each time the enemy uses the Summon Elementals spell, a small group of elementals of opposite alignment is automatically summoned to fight for the knight's cause.

Demon Lord: Fire Warriors, Tremors (War Machines)

Knight: Master of Conjunction, Expert Trainer (Counterstrike)



Exorcism

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

Warlock: Master of Conjunction



Fire Warriors

Hero is granted the knowledge of the 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: Master of Conjunction

Ranger: Wall of Fog, Fire Resistance (Light Magic)



Haunted Mines

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

Necromancer: Master of Life



Wall of Fog

The Ranger calls upon the forces of nature to affect enemy ranged-attacking creatures. Initiative of all enemy shooters is decreased by 10% and their damage is decreased by 10%.

Ranger: Master of Earthblood

Wizard: Banish, Mark of the Wizard (Artificier)

Prime Skill



Basic War Machines

Makes war machines more effective overall. Increases Attack, Defense and Damage of Ballistae. Increases Catapult's Damage and grants it a 30% chance to hit. The First Aid Tent receives increased healing power. Ammo Cart gains an ability to increase Attack of ranged units in hero's army by 1.



Advanced War Machines

Makes war machines more effective overall. Increases Attack, Defense and Damage of Ballistae. Increases Catapult's Damage and grants it a 40% chance to hit. The First Aid Tent receives increased healing power. Ammo Cart gains an ability to increase Attack of ranged units in hero's army by 2.



Expert War Machines

Makes war machines more effective overall. Increases Attack, Defense and Damage of Ballistae. Increases Catapult's Damage and grants it a 50% chance to hit. The First Aid Tent receives increased healing power. Ammo Cart gains an ability to increase Attack of ranged units in hero's army by 3.

Perks



Ballista

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



Catapult

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



First Aid

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

Feats



Brimstone Rain

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

Demon Lord: Catapult



Imbue Ballista

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

Ranger: Ballista



Plague Tent

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

Necromancer: First Aid

Warlock: Tremors



Tremors

Hero acquires Earthquake spell and the ability to cast it with shaking effect, damaging and stunning all creatures behind fortress wall. Earthquake does 20+10*Spellpower damage and slightly delays creature turns.

Demon Lord: Brimstone Rain, Mark of the Damned (Gating)

Warlock: Catapult

Wizard: Remote Control, Consume Artifact (Artificier)



Remote Control

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

Wizard: Catapult



Triple Ballista

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

Knight: Ballista, Retaliation Strike (Counterstrike)

Ranger: Imbue Ballista, Rain of Arrows (Avenger)

Artificier

Avenger

ARTIFACTS



Basic Artificier

Unique Wizard's skill. Allows hero to create creature equipment of the first level.

CREATURES



Advanced Artificier

Unique Wizard's skill. Allows hero to create creature equipment of the second level.



Expert Artificier

Unique Wizard's skill. Allows hero to create creature equipment of the third level.



Ultimate Artificier

Unique Wizard's skill. Reduces the price of creating creature equipment by half.⁴

HEROES

Specializations



Consume Artifact

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



Mark of the Wizard

Special combat ability. Caster binds himself to the target with Mark of the Wizard so that each subsequent spell striking that target has its effect doubled. Moreover every spell striking another creature will affect this target as well.



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.



Arcane Omniscience

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

Requirements: Cold Steel (Attack), Erratic Mana (Sorcery), Graduate (Enlightenment & Wall of Fog (Summoning Magic).

SKILLS

SPELLS

TOWN BUILDINGS

Faction Skill

Basic Avenger

Unique Ranger's skill. Allows Ranger to choose 1 favored enemy from the Avenger's Guild in any Sylvan town. All Ranger's troops will receive a 40% chance to inflict a critical hit upon that creature, giving double damage to it. Before choosing a creature as a favored enemy, the Ranger must kill two whole populations of those creatures.

Advanced Avenger

Unique Ranger's skill. Allows Ranger to choose 2 favored enemies from the Avenger's Guild in any Sylvan town.⁵

Expert Avenger

Unique Ranger's skill. Allows Ranger to choose 3 favored enemies from the Avenger's Guild in any Sylvan town.⁵

Ultimate Avenger

Unique Ranger's skill. Allows Ranger to choose 4 favored enemies from the Avenger's Guild in any Sylvan town.⁵

Specializations

Deadeye Shot

Grants Ranger an ability to attack any enemy creatures on battlefield. Ranger deals damage as if he was three levels higher than he really is. If that creature is present in Ranger's favoured enemy list then the critical strike is fulfilled, the damage is doubled and it always kills at least one creature.

Imbue Arrow

Allows Ranger to enhance his or her arrows with attacking or cursing spells. All Ranger's attacks will now not only inflict damage upon enemy creatures but also will immediately cast an imbued spell, draining Ranger's Mana. Imbue Arrow lasts until the end of the fight or until all Ranger's Mana is drained.

Rain of Arrows

Grants Ranger an ability to attack all enemy creatures which are present in his favoured enemy list. Ranger deals damage as if he was three levels higher than he really is.

Nature's Luck

Units in the hero's army always have Luck rolled on attacks.

Requirements: Dead Man's Curse (Luck), Stand Your Ground (Defense) & Flaming Arrows (Attack).

⁴ Reports indicate that there's a bug and that the ability doesn't do anything.

⁵ Text has been shortened to fit in one page. Everything not specified here works as for Basic Avenger.

Counterstrike

Faction Skill



Basic Counterstrike

Unique Knight's skill. Allows to upgrade human troops up the tier. Only works within Haven towns where Training Grounds facility has been built. Besides, damage dealt by Knight's troops on retaliation strikes is increased by 5%.



Advanced Counterstrike

Unique Knight's skill. Damage dealt by Knight's troops on retaliation strikes is increased by 10%.⁶



Expert Counterstrike

Unique Knight's skill. Damage dealt by Knight's troops on retaliation strikes is increased by 20%.⁶



Ultimate Counterstrike

Unique Knight's skill. Damage dealt by Knight's troops on retaliation strikes is increased by 25%.⁷

Specializations



Benediction

The Knight receives special combat ability to temporarily raise the Morale, Initiative, Attack and Defense of his troops.



Expert Trainer

Troop training in Haven towns costs 10% less than normal. Knight must be stationed within the town with Training Grounds built for this effect to take place.



Retaliation Strike

The Knight receives special combat ability to guard any selected creature in his army for one turn by inflicting direct damage to every enemy that is attacking this guarded creature.



Unstoppable Charge

Hero's Retaliation Strike ability inflicts triple damage.

Requirements: Retaliation Strike, Refined Mana (Light Magic), Death March (Logistics) & Spoils of War (Luck).

⁶ Text has been shortened to fit in one page. Everything not specified here works as for Counterstrike.

⁷ Ultimate Counterstrike doesn't seem to have an icon of its own.

Gating

Faction Skill



Basic Gating

Unique Demon Lord's skill. Imps and Horned Demons (as well as their upgrades) are granted an ability to gate into the infernal plane to bring reinforcements back to the battlefield. Each unit can gate only once per combat. Newly arrived creatures constitute 1/4 of the gated ones and will disappear after the end of the combat.



Advanced Gating

Unique Demon Lord's skill. Imps, Horned Demons, Hell Hounds and Succubi (with upgrades) are granted the ability to gate. Newly arrived creatures constitute 30% of the gated ones.⁸



Expert Gating

Unique Demon Lord's skill. All infernal troops except Devils and Arch Devils are granted the ability to gate. Newly arrived creatures constitute 35% of the gated ones.⁸



Ultimate Gating

Unique Demon Lord's skill. All infernal troops are granted the ability to gate. Newly arrived creatures constitute 40% of the gated ones.⁸

Specializations



Consume Corpse

Demon Lord receives special combat ability to consume corpses of fallen creatures to restore Mana. Consumed corpses disappear from the battlefield. The ability restores 1 Mana for every 30 health the dead stack had at start of combat.



Hellfire

Creatures under Demon Lord's control are granted a 30% chance to deal additional fire damage on attack. Hellfire does 50+5/SPELLPOWER points of damage. Hellfire drains the Demon Lord's Mana.



Mark of the Damned

Demon Lord receives special combat ability to punish the target enemy creature with a powerful Mark of the Damned if that creature is about to attack, retaliate or cast any spell. Once declared, Mark of the Damned is active until next hero's turn. Should target creature remain idle or move without attacking, the Mark will not be performed.



Urgash's Call

Gating becomes instant.

Requirements: Teleport Assault (Logistics), Dead Man's Curse (Luck) & Power of Speed (Attack).

⁸ Text has been shortened to fit in one page. Everything not specified here works as for Basic Gating.

Irresistible Magic

Necromancy

ARTIFACTS



Basic Irresistible Magic

Unique Warlock's skill. Partially negates magic protection and allows hero to deal 20% of normal spell damage to otherwise resistant creatures. Elemental Damage is increased by 5%.⁹

CREATURES



Advanced Irresistible Magic

Unique Warlock's skill. Significantly negates magic protection and allows hero to deal 40% of normal spell damage to otherwise resistant creatures. Elemental Damage is increased by 10%.⁹



Expert Irresistible Magic

Unique Warlock's skill. Negates half of magic protection and allows hero to deal 50% of normal spell damage to otherwise resistant creatures. Elemental Damage is increased by 15%.⁹

HEROES



Ultimate Irresistible Magic

Unique Warlock's skill. Drastically negates magic protection and allows hero to deal 75% of normal spell damage to otherwise resistant creatures. Elemental Damage is increased by 20%.⁹

SKILLS



Specializations

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.

SPELLS



Elemental Vision

Allows Warlock to see elements associated with each creature and deal additional elemental damage (see the 'Appendix' Guide for more information).



Empowered spells

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



Rage of the Elements

Elemental damage is doubled.

Requirements: Plague Tent (War Machines), Tear of Asha Vision (Luck) & Wizard's Reward (Enlightenment).

TOWN BUILDINGS

Faction Skill



Basic Necromancy

Unique Necromancer's skill. Allows a Necromancer to raise 5% of fallen enemy living creatures as Skeletons.



Advanced Necromancy

Unique Necromancer's skill. Allows a Necromancer to raise 10% of fallen enemy living creatures as Skeletons.



Expert Necromancy

Unique Necromancer's skill. Allows a Necromancer to raise 15% of fallen enemy living creatures as Skeletons.



Ultimate Necromancy

Unique Necromancer's skill. Allows a Necromancer to raise 20% of fallen enemy living creatures as Skeletons.

Specializations



Banshee Howl

Grants a hero an ability to call upon death itself in combat. All enemy living creatures receive -1 to Morale, Luck and -10% on Initiative.



Eternal Servitude

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



Skeleton Archers

Allows a Necromancer to raise Skeleton Archers instead of Skeletons.



Howl of Terror

Banshee Howl special ability additionally dampens enemy Morale by -6.

Requirements: Banshee Howl, Silent Stalker (Logistics), Power of Speed (Attack) & Corrupted Soil (Dark Magic).

⁹ Resistance of your own units decreased as well.

Spells

Dark Magic

ARTIFACTS

Level 1

Slow



Makes target enemy stack take fewer actions in combat. Casting Slow multiple times on a target has no further effect.

- No Dark Magic:** Initiative decreased by 25%
- Basic Dark Magic:** Initiative decreased by 30%
- Advanced Dark Magic:** Initiative decreased by 35%
- Expert Dark Magic:** Initiative decreased by 40%

- Mana Cost:** 4 Mana
- Duration:** 1 round/Spellpower
- Master of Mind:** Mass effect

CREATURES

Level 1

Weakness



Causes the selected enemy unit to inflict minimum damage in combat. Spellpower determines the duration of effect.

- No Dark Magic:** Gap between max and min damage reduced by 50%
- Basic Dark Magic:** Gap between max and min damage reduced by 65%
- Advanced:** Gap between max and min damage reduced by 80%
- Expert Dark Magic:** All creatures do minimum damage

- Mana Cost:** 4 Mana
- Duration:** 1 round/Spellpower
- Master of Curses:** Mass effect
- Souldrinker:** Weakness also lowers Defense

HEROES

Level 2

Decay



Inflicts plague on target enemy stack, the stack receives earth damage each time it takes an action. **Note** that the "earth damage" is bugged at least until game version 1.1 and the real damage is unaffected by earth damage modifiers.

- No Dark Magic:** Duration is 2 rounds
- Basic Dark Magic:** Duration is 3 rounds
- Advanced Dark Magic:** Duration is 4 rounds
- Expert Dark Magic:** Duration is 5 rounds

- Mana Cost:** 6 Mana
- Damage:** $32 + 8 \cdot (\text{Spellpower})$
- Element:** Earth
- Master of Pain:** Area effect

SKILLS

Level 2

Vulnerability



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 0 (zero).

- No Dark Magic:** Defense reduced 3 points
- Basic Dark Magic:** Defense reduced 4 points
- Advanced Dark Magic:** Defense reduced 5 points
- Expert Dark Magic:** Defense reduced 6 points

- Mana Cost:** 5 Mana
- Duration:** Unlimited
- Master of Pain:** Area effect
- Disrupter:** Vulnerability also deals damage

SPELLS

Level 3

Confusion



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.

- No Dark Magic:** Damage reduced by 50%
- Basic Dark Magic:** Damage reduced by 70%
- Advanced Dark Magic:** Damage reduced by 90%
- Expert Dark Magic:** Stack can neither shoot nor retaliate

- Mana Cost:** 7 Mana
- Duration:** 1 round/Spellpower
- Master of Mind:** Mass effect
- Mindreaver:** Confusion drains Mana from target

TOWN BUILDINGS

Level 3

Suffering



Weakens the target enemy unit to decrease its Attack.

- No Dark Magic:** Attack reduced 3 points
- Basic Dark Magic:** Attack reduced 6 points
- Advanced Dark Magic:** Attack reduced 9 points
- Expert Dark Magic:** Attack reduced 12 points

- Mana Cost:** 5 Mana
- Duration:** 1 round/Spellpower
- Master of Curses:** Mass effect

Level 4

Blindness



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.

- Mana Cost:** 9 Mana
- Duration:** 0.25 rounds/Spellpower

Level 4

Frenzy



Drives target stack of creatures to frenzy. Frenzied stack considers all other creatures and war machines its personal enemies and attacks the nearest one with redoubled rage.



- No Dark Magic:
Duration is 1 round
- Basic Dark Magic:
Duration is 1 round
- Advanced Dark Magic:
Duration is 1 round
- Expert Dark Magic:
Duration is 2 rounds



Mana Cost:
8 Mana

Level 5

Curse of the Netherworld



Deals unholy damage to all the living non-infernal creatures on a battlefield.



- No Dark Magic:
Damage is 16+4·(Spellpower)
- Basic Dark Magic:
Damage is 16+4·(Spellpower)
- Advanced Dark Magic:
Damage is 16+4·(Spellpower)
- Expert Dark Magic:
Damage is 64+8·(Spellpower)



Mana Cost:
8 Mana

Level 5

Puppet Master



Gives the hero temporary control over selected enemy unit. The spell does not work on undead, elemental and mechanical units.
Targets Initiative is reduced to 'original value' * caster Spellpower * 0.03



- Mana Cost:
12 Mana
- Duration:
0.25 rounds/Spellpower

Destructive Magic

ARTIFACTS

Level 1

Eldritch Arrow



Shoots several magic missiles to deal non-elemental damage to the selected enemy creature. Higher Spellpower increases damage. The number of missiles fired depends on the level of the hero.



No Destructive Magic:
Damage is $48+8 \cdot (\text{Spellpower})$

Basic Destructive Magic:
Damage is $56+8 \cdot (\text{Spellpower})$

Advanced Destructive Magic:
Damage is $64+8 \cdot (\text{Spellpower})$

Expert Destructive Magic:
Damage is $72+8 \cdot (\text{Spellpower})$



Mana Cost:
4 Mana

Element:
Fire

Flame Wielder:
Extra Spellpower

CREATURES

Level 1

Stone Spikes



Deals earth damage to all creatures in target area (cross form).



No Destructive Magic:
Damage is $24+8 \cdot (\text{Spellpower})$

Basic Destructive Magic:
Damage is $32+8 \cdot (\text{Spellpower})$

Advanced Destructive Magic:
Damage is $40+8 \cdot (\text{Spellpower})$

Expert Destructive Magic:
Damage is $48+8 \cdot (\text{Spellpower})$



Mana Cost:
5 Mana

Element:
Earth

HEROES

Level 2

Ice Bolt



Deals ice damage to selected enemy unit.



No Destructive Magic:
Damage is $60+12 \cdot (\text{Spellpower})$

Basic Destructive Magic:
Damage is $72+12 \cdot (\text{Spellpower})$

Advanced Destructive Magic:
Damage is $84+12 \cdot (\text{Spellpower})$

Expert Destructive Magic:
Damage is $96+12 \cdot (\text{Spellpower})$



Mana Cost:
6 Mana

Element:
Water

Master of Ice:
Freezes target

Cold Death:
Ice Bolt more effective

SKILLS

Level 2

Lightning Bolt



Deals lightning damage to selected enemy unit.



No Destructive Magic:
Damage is $11+11 \cdot (\text{Spellpower})$

Basic Destructive Magic:
Damage is $14+14 \cdot (\text{Spellpower})$

Advanced Destructive Magic:
Damage is $17+17 \cdot (\text{Spellpower})$

Expert Destructive Magic:
Damage is $20+20 \cdot (\text{Spellpower})$



Mana Cost:
5 Mana

Element:
Air

Master of Storms:
Stuns target

SPELLS

Level 3

Circle of Winter



Deals ice damage to all units surrounding the target spot.



No Destructive Magic:
Damage is $60+12 \cdot (\text{Spellpower})$

Basic Destructive Magic:
Damage is $72+12 \cdot (\text{Spellpower})$

Advanced Destructive Magic:
Damage is $84+12 \cdot (\text{Spellpower})$

Expert Destructive Magic:
Damage is $96+12 \cdot (\text{Spellpower})$



Mana Cost:
7 Mana

Element:
Water

Master of Ice:
Freezes target

Cold Death:
Circle of Winter more effective

TOWN BUILDINGS

Level 3

Fireball



Deals fire damage to all units in the target area.



No Destructive Magic:
Damage is $11+11 \cdot (\text{Spellpower})$

Basic Destructive Magic:
Damage is $14+14 \cdot (\text{Spellpower})$

Advanced Destructive Magic:
Damage is $17+17 \cdot (\text{Spellpower})$

Expert Destructive Magic:
Damage is $20+20 \cdot (\text{Spellpower})$



Mana Cost:
6 Mana

Element:
Fire

Master of Fire:
Armor-damaging effect

Flame Wielder:
Extra Spellpower

Level 4

Chain Lightning



Deals massive lightning damage to several adjacent creatures, starting with the selected one. Higher Spellpower increases damage. Jumps to four units, halving damage each jump.



No Destructive Magic:
Base damage is $20+20 \cdot (\text{Spellpower})$

Basic Destructive Magic:
Base damage is $20+20 \cdot (\text{Spellpower})$

Advanced Destructive Magic:
Base damage is $20+20 \cdot (\text{Spellpower})$

Expert Destructive Magic:
Base damage is $25+25 \cdot (\text{Spellpower})$



Mana Cost:
8 Mana

Element:
Air

Master of Storms:
Stuns first target

Destructive Magic

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Level 4

Meteor Shower



Deals massive earth damage to all creatures in target area.



No Destructive Magic:
Damage is $15+15 \cdot (\text{Spellpower})$

Basic Destructive Magic:
Damage is $15+15 \cdot (\text{Spellpower})$

Advanced Destructive Magic:
Damage is $20+20 \cdot (\text{Spellpower})$

Expert Destructive Magic:
Damage is $25+25 \cdot (\text{Spellpower})$



Mana Cost:
5 Mana

Element:
Earth

Level 5

Armageddon



Deals massive damage to all creatures and war machines on a battlefield.



No Destructive Magic:
Damage is $15+15 \cdot (\text{Spellpower})$

Basic Destructive Magic:
Damage is $15+15 \cdot (\text{Spellpower})$

Advanced Destructive Magic:
Damage is $15+15 \cdot (\text{Spellpower})$

Expert Destructive Magic:
Damage is $30+30 \cdot (\text{Spellpower})$



Mana Cost:
12 Mana

Element:
Fire

Master of Fire:
Armor-damaging effect

Flame Wielder:
Extra Spellpower

Level 5

Implosion



Deals earth damage to a single targeted enemy unit.



No Destructive Magic:
Damage is $20+20 \cdot (\text{Spellpower})$

Basic Destructive Magic:
Damage is $20+20 \cdot (\text{Spellpower})$

Advanced Destructive Magic:
Damage is $20+20 \cdot (\text{Spellpower})$

Expert Destructive Magic:
Damage is $40+40 \cdot (\text{Spellpower})$



Mana Cost:
5 Mana

Element:
Earth

Light Magic

ARTIFACTS

Level 1

Divine Strength



Causes the selected friendly unit to inflict more damage in combat. Spellpower determines the duration of effect.



No Light Magic: Gap between max and min damage reduced by 50%



Basic: Gap between max and min damage reduced by 65%



Advanced: Gap between max and min damage reduced by 80%



Expert Light Magic: Creatures always do max damage



Mana Cost: 4 Mana



Duration: 1 round/Spellpower



Master of Blessings: Mass effect

CREATURES

Level 1

Haste



Causes the selected friendly unit to act more frequently in combat.



No Light Magic: Initiative increased by 10%



Basic Light Magic: Initiative increased by 20%



Advanced Light Magic: Initiative increased by 30%



Expert Light Magic: Initiative increased by 40%



Mana Cost: 4 Mana



Duration: 1 round/Spellpower



Master of Wrath: Mass Effect



Power of Speed: Casting is free

HEROES

Level 2

Cleansing



Dispels positive magic effects from enemy creatures and negative 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.



No Light Magic: Chance to succeed is 40%



Basic Light Magic: Chance to succeed is 60%



Advanced Light Magic: Chance to succeed is 80%



Expert Light Magic: Chance to succeed is 100%



Mana Cost: 5 Mana



Master of Blessings: Area effect

SKILLS

Level 2

Endurance



Increases the selected friendly unit's Defense strength. Spellpower determines the duration of effect.



No Light Magic: Defense increased by 3 points



Basic Light Magic: Defense increased by 6 points



Advanced Light Magic: Defense increased by 9 points



Expert Light Magic: Defense increased by 12 points



Mana Cost: 6 Mana



Duration: 1 round/Spellpower



Master of Abjuration: Mass effect



Power of Endurance: Casting is free

SPELLS

Level 3

Deflect Missile



Makes the selected friendly unit receive less damage from ranged attacks.



No Light Magic: Damage from ranged attacks reduced by 25%



Basic Light Magic: Damage from ranged attacks reduced by 40%



Advanced Light Magic: Damage from ranged attacks reduced by 55%



Expert Light Magic: Damage from ranged attacks reduced by 70%



Mana Cost: 6 Mana



Duration: 1 round/Spellpower



Master of Abjuration: Mass effect

TOWN BUILDINGS

Level 3

Righteous Might



Affected creature is filled with rage and a lust for blood, it gains bonus to Attack.



No Light Magic: Attack increased by 3 points



Basic Light Magic: Attack increased by 6 points



Advanced Light Magic: Attack increased by 9 points



Expert Light Magic: Attack increased by 12 points



Mana Cost: 6 Mana



Duration: 1 round/Spellpower



Master of Wrath: Mass effect

Level 4

Magical Immunity



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.



No Light Magic: Unit immune to spells up to 4th level



Basic Light Magic: Unit immune to spells up to 4th level



Advanced Light Magic: Unit immune to spells up to 4th level



Expert Light Magic: Unit immune to all spells



Mana Cost: 7 Mana



Duration: 1 round/Spellpower

Level 4

Teleportation



Teleports targeted friendly creature to another location on a battlefield. Expert Light Magic makes Teleport able to have a destination beyond Castle walls.



- Mana Cost:
6 Mana
- Teleport assault:
Increases Initiative of target
- Rusher:
Spell cost halved

Level 5

Resurrection



Resurrects creatures in a friendly stack.



- No Light Magic: Resurrects $60 + 1.5 \cdot (\text{Spellpower})$ Hit Points
- Basic Light Magic: Resurrects $60 + 1.5 \cdot (\text{Spellpower})$ Hit Points
- Advanced Light Magic: Resurrects $60 + 1.5 \cdot (\text{Spellpower})$ Hit Points
- Expert Light Magic: Resurrects $240 + 30 \cdot (\text{Spellpower})$ Hit Points



Mana Cost:
9 Mana

Level 5

Word of Light



Deals holy damage to all the undead and infernal creatures on a battlefield.



- No Light Magic: Damage is $16 + 4 \cdot (\text{Spellpower})$
- Basic Light Magic: Damage is $16 + 4 \cdot (\text{Spellpower})$
- Advanced Light Magic: Damage is $16 + 4 \cdot (\text{Spellpower})$
- Expert Light Magic: Damage is $64 + 8 \cdot (\text{Spellpower})$



Mana Cost:
11 Mana

Summoning Magic

ARTIFACTS

Level 1

Fire Trap



Puts several magical explosive mines on a battlefield. Mines are invisible to the enemy.



No Summoning Magic:
2 traps placed
Basic Summoning Magic:
4 traps placed
Advanced Summoning Magic:
6 traps placed
Expert Summoning Magic:
8 traps placed



Mana Cost:
6 Mana
Damage:
50+10·(Spellpower)
Master of Earthblood:
+4 Spellpower

CREATURES

Level 1

Fist of Wrath



Summons magical fist to deal non-elemental physical damage to target enemy creature. This spell ignores magic resistance and protection from magic.



No Summoning Magic:
Damage is 20+4·(Spellpower)
Basic Summoning Magic:
Damage is 30+6·(Spellpower)
Advanced Summoning Magic:
Damage is 40+8·(Spellpower)
Expert Summoning Magic:
Damage is 50+10·(Spellpower)



Mana Cost:
5 Mana
Master of Life:
+4 Spellpower

HEROES

Level 2

Raise Dead



Reanimates creatures in target friendly stack. Undead creatures are brought back to "life", all other creatures are re-animated for the duration of the battle only.



No Summoning Magic: Animates 120+15·(Spellpower) Hit Points
Basic Summoning Magic: Animates 160+20·(Spellpower) Hit Points
Advanced Summoning: Animates 200+25·(Spellpower) Hit Points
Expert Summoning: Animates 240+30·(Spellpower) Hit Points



Mana Cost:
6 Mana
Master of Life:
+4 Spellpower
Reanimator:
Increased Spellpower

SKILLS

Level 2

Wasp Swarm



Summons a swarm of insects to inflict damage on the selected enemy creature.



No Summoning Magic:
Damage is 10+2·(Spellpower)
Basic: Damage is 20+4·(Spellpower). Initiative reduced 20%
Advanced: Damage is 30+6·(Spellpower). Initiative reduced 40%
Expert: Damage is 40+8·(Spellpower). Initiative reduced 60%



Mana Cost:
5 Mana
Wasp Queen: Wasp swarm is more effective

SPELLS

Level 3

Earthquake



Earthquake damages town walls during a siege.



No Summoning Magic:
Damage: 0-100 per structure
Basic Summoning Magic:
Damage: 0-200 per structure
Advanced Summoning Magic:
Damage: 50-300 per structure
Expert Summoning Magic:
Damage: 100-400 per structure



Mana Cost:
7 Mana
Master of Earthblood:
+4 Spellpower
Tremors: Damages and stuns enemy creatures

TOWN BUILDINGS

Level 3

Phantom Forces



Copies the selected friendly unit. The copy has the same characteristics as original unit except that it disappears as soon as it receives any damage (Incorporeal ability gives the copy 50% chance to avoid any damage).



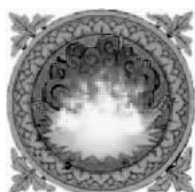
No Summoning Magic:
Works on creatures of levels 1-4
Basic Summoning Magic:
Works on creatures of levels 1-5
Advanced Summoning Magic:
Works on creatures of levels 1-6
Expert Summoning Magic:
Works on creatures of all levels



Mana Cost:
6 Mana

Level 4

Firewall



Creates a wall of fire in the selected area on battlefield. Deals fire damage to all creatures in this area during several turns. Length is up to three squares.



No Summoning Magic:
Damage is 50+10·(Spellpower)
Basic Summoning Magic:
Damage is 50+10·(Spellpower)
Advanced Summoning Magic:
Damage is 50+10·(Spellpower)
Expert Summoning Magic:
Damage is 75+15·(Spellpower)



Mana Cost:
8 Mana
Duration:
1 round/Spellpower

Summoning Magic

Level 4

Summon Elementals



Summons fire, earth, water or air elementals (depending on the battlefield terrain) to fight for the hero's cause. **Grass:** Air - **Sand:** Fire - **Swamp:** Water - **Lava:** Fire - **Underground:** Earth:



No Summoning Magic:
Summons 1 elemental/Spellpower
Basic Summoning Magic:
Summons 1 elemental/Spellpower
Advanced Summoning Magic:
Summons 1 elemental/Spellpower
Expert Summoning Magic:
Summons 2 elementals/Spellpower



Mana Cost:
6 Mana
Master of Conjunction:
+4 Spellpower
Fire warriors: Only Fire Elementals, but +40%
Master of Elements:
Spell is more powerful

Level 5

Arcane Armor



Encloses target stack with magical energy shield that partly drains all damage dealt to the stack.



No Summoning: Shield has 300 +30·(Spellpower) points· Soaks 25%
Basic Summoning: Shield has 300 +30·(Spellpower) points· Soaks 25%
Advanced: Shield has 300+30·(Spellpower) points· Soaks 25%
Expert Summoning:Shield has 300 +30·(Spellpower) points· Soaks 50%



Mana Cost:
10 Mana

Level 5

Conjure Phoenix



Summons on the battlefield a Phoenix fighting on the hero's side. Only one Phoenix can be on the battlefield in one moment.



Attack:
10+2·(Spellpower)
Defense:
10+2·(Spellpower)
Damage:
(10-15)·(Spellpower)
Mana Cost:
20 Mana



Health:
300+30·(Spellpower)
Initiative:
15
Speed:
7
Master of Conjunction:
+4 Spellpower

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Adventure Map Spells

ARTIFACTS

Level 2

Vessel of Shalassa



Summons a sea ship. Hero must stand on a shore and there must be an unoccupied boat nearby for the spell to be successful.



Required Hero Level:
1
Mana Cost:
4

CREATURES

Level 3

Summon Creatures



Summons creatures from nearest town. Note that the nearest town isn't always the most obvious.



Required Hero Level:
10
Mana Cost:
1 for every creature summoned

HEROES

Level 4

Instant Travel



Teleports the hero and his entire army to another location on the adventure map (range: 8). Takes up half of the hero's movement points.



Required Hero Level:
15
Mana Cost:
15

SKILLS

Level 5

Town Portal



Transports hero to the nearest friendly town (all movement points will be lost).



Required Hero Level:
20
Mana Cost:
20

SPELLS

TOWN BUILDINGS

Town Buildings

Academy

ARTIFACTS



Village Hall

The Village Hall earns your kingdom 500 gold per day.

Requirements: -

Free



CREATURES



Town Hall

The Town Hall earns your kingdom 1 000 gold per day.

Requirements: Town level 6, Magic Guild level one

2 000



City Hall

The City Hall earns your kingdom 2 000 gold per day.

Requirements: Town level 9, Town Hall

5 000



HEROES



Capitol

The Capitol earns your kingdom 4 000 gold per day. You can only have one Capitol at a time, so capturing another Capitol will degrade the captured one to a City Hall.

Requirements: Town level 15, City Hall

10 000



SKILLS



Skyship

The Skyship increases weekly creature growth by 50%, provides your empire with additional 5 000 gold each day and gives +10 Knowledge for defending heroes.

Requirements: Tear of Asha



SPELLS



Fort

The Fort provides your town with defensive walls.

Requirements: Town level 6

5 000



10



TOWN BUILDINGS



Citadel

The Citadel increases base creature growth by 50%, adds a keep and moat-like terrain obstacles to a town's defenses.

Requirements: Town level 9, Fort

5 000



10



Castle

The Castle adds two arrow towers, fortifies your town's defenses, and doubles base creature growth.

























































Requirements: Town level 15, Citadel

5 000



10

10

	Blacksmith	 1 000	 5	
	The Blacksmith provides your armies with Ammo Cart. Other war machines can be bought at triple price.			
	Marketplace	 500	 5	
	With the Marketplace you can buy and sell resources (exchange rates improve with each Marketplace you own).			
	Resource Silo	 5 000		 5
	The Resource Silo provides you with an additional +1 gem each day.			
	Shipyard	 2 000	 20	
	The Shipyard allows you to purchase ships for 1 000 gold and 10 wood.			
	Tavern	 500	 5	
	The Tavern allows you to recruit heroes. Increases Morale of troops defending the city by +1. Also has Thieves Guild.			
	Magic Guild level one	 2 000	 5	 5
	Allows a visiting hero to learn the spells kept within. Keeps 3 spells of the first circle.			
	Magic Guild level two	 1 000	 5	 5
	Allows a visiting hero to learn the spells kept within. Adds 3 spells of the second circle.	 1	 1	 1
	Magic Guild level three	 1 000	 5	 5
	Allows a visiting hero to learn the spells kept within. Adds 3 spells of the third circle.	 3	 3	 3
Requirements: Town level 3, Village Hall, Magic Guild level two				

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Academy

ARTIFACTS



Magic Guild level four

Allows a visiting hero to learn the spells kept within.
Adds 2 spells of the fourth circle.

Requirements: Town level 3, Village Hall, Magic Guild level three



1 000



5



5



5



5



5



5

CREATURES



Magic Guild level five

Allows a visiting hero to learn the spells kept within.
Adds 2 spells of the fifth circle.

Requirements: Town level 3, Village Hall, Magic Guild level four



1 000



5



5



10



10



10



10



Library

Reveals 1 extra spell in each circle of Magic Guild.

Requirements: Town level 9, Mage Tower



3 000



2



2



2



2



2



2

HEROES



Arcane Forge

Allows forging equipment for creatures (i.e. supports Artificier special ability).

Requirements: Town level 3



3 000



1



1



1



1



1



1

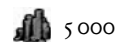
SKILLS



Artifact Merchant

Sells artifacts.

Requirements: Town level 6



5 000



5



5



5



5



5



5

SPELLS



Treasure Cave

Boosts Djinn/Djinn Sultan growth by +2 per week, provides additional 500 gold per day.

Requirements: Town level 12, Altar of Wishes



3 000



5



5



5



5



5



5

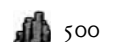
TOWN BUILDINGS



Gremlin Workshop

The Gremlin Workshop allows you to recruit Gremlins.

Requirements: -



500



5



5



5



5



5



5



Gremlin Manufactory

The Gremlin Manufactory allows you to recruit Master Gremlins.

Requirements: Gremlin Workshop



1 500



10



10



10



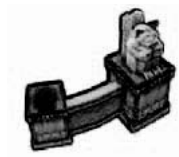
10



10



10



Stone Parapet

The Stone Parapet allows you to recruit Stone Gargoyles.

Requirements: Town level 3

1 200

10



ARTIFACTS



Obsidian Parapet

The Obsidian Parapet allows you to recruit Obsidian Gargoyles.

Requirements: Town level 3, Stone Parapet

2 700

10



CREATURES



Golem Forge

The Golem Forge allows you to recruit Iron Golems.

Requirements: Town level 3, Blacksmith

1 500

5



HEROES



Golem Foundry

The Golem Foundry allows you to recruit Steel Golems.

Requirements: Town level 3, Golem Forge

3 000

5 5



SKILLS



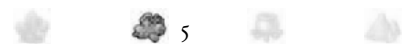
Mage Tower

The Mage Tower allows you to recruit Mages.

Requirements: Town level 6

2 500

10



SPELLS



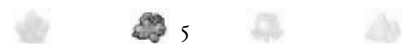
Archmage Tower

The Archmage Tower allows you to recruit Archmages.

Requirements: Town level 6, Mage Tower

6 000

10



TOWN BUILDINGS



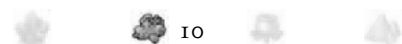
Altar of Wishes

The Altar of Wishes allows you to recruit Djinn.

Requirements: Town level 9

3 000

10



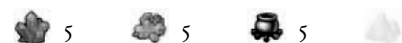
Pinnacle of Wishes

The Pinnacle of Wishes allows you to recruit Djinn Sultans.

Requirements: Town level 9, Altar of Wishes

8 000

5



Academy

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS



Silver Pavilion

The Silver Pavilion allows you to recruit Rakshasa Rani.
Requirements: Town level 12, Library

6000

5

5



Golden Pavilion

The Golden Pavilion Chambers allows you to recruit Rakshasa Raja.
Requirements: Town level 12, Silver Pavilion

10000

5

10

5



Cloud Coliseum

The Cloud Coliseum allows you to recruit Colossi.
Requirements: Town level 15

20000

5 5

10

10



Thundercloud Coliseum

The Thundercloud Coliseum allows you to recruit Titans.
Requirements: Town level 15, Cloud Coliseum

30000

10 10

10

10

Dungeon

ARTIFACTS



Blacksmith

The Blacksmith provides your armies with Ammo Cart. Other war machines can be bought at triple price.

Requirements: Town level 3

1 000

5

5

CREATURES



Marketplace

With the Marketplace you can buy and sell resources (exchange rates improve with each Marketplace you own).

Requirements: -

500

5

5

HEROES



Shipyard

The Shipyard allows you to purchase ships for 1 000 gold and 10 wood.

Requirements: Town level 12

2 000

20

5

SKILLS



Tavern

The Tavern allows you to recruit heroes. Increases Morale of troops defending the city by +1. Also has Thieves Guild.

Requirements: -

500

5

5

SPELLS



Magic Guild level one

Allows a visiting hero to learn the spells kept within. Keeps 3 spells of the first circle.

Requirements: Town level 3

2 000

5

5

TOWN BUILDINGS



Magic Guild level two

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the second circle.

Requirements: Town level 3, Magic Guild level one

1 000

5

5

1

1

1

1



Magic Guild level three

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the third circle.

Requirements: Town level 3, Magic Guild level two

1 000

5

5

3

3

3

3

Dungeon

ARTIFACTS



School of the Black Heart

The School of the Black Heart allows you to recruit Assassins.

Requirements: School of the Unseen Hand

1 200

5



CREATURES



Blood Arena

The Blood Arena allows you to recruit Blood Maidens.

Requirements: Town level 3

1 000



5

HEROES



Labyrinth

The Labyrinth allows you to recruit Minotaurs.

Requirements: Town level 6, Blacksmith

1 200

5

10

SKILLS



Maze

The Maze allows you to recruit Minotaur Guards.

Requirements: Town level 6, Labyrinth

2 500



10

SPELLS



Dark Enclosure

The Dark Enclosure allows you to recruit Dark Raiders.

Requirements: Town level 9

2 000

10



TOWN BUILDINGS



Grim Enclosure

The Grim Enclosure allows you to recruit Grim Raiders.

Requirements: Town level 9, Dark Enclosure

5 000



5



5

5



Hissing Cavern

The Hissing Cavern allows you to recruit Hydras.

Requirements: Town level 9

2 500

5

5



5



Dungeon



Rattling Cavern

The Rattling Cavern allows you to recruit Deep Hydras.

Requirements: Town level 9, Hissing Cavern



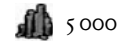
ARTIFACTS



Hall of Shadows

The Hall of Shadows allows you to recruit Shadow Witches.

Requirements: Town level 12, Hall of Intrigue



CREATURES



Palace of Shadows

The Palace of Shadows allows you to recruit Shadow Matriarchs.

Requirements: Town level 12, Hall of Shadows



HEROES



Dragon Spire

The Dragon Spire allows you to recruit Deep Dragons.

Requirements: Town level 15, Dark Enclosure



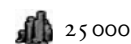
SKILLS



Dragon Pinnacle

The Dragon Pinnacle allows you to recruit Black Dragons.

Requirements: Town level 15, Dragon Spire



SPELLS

TOWN BUILDINGS

Haven

ARTIFACTS



Village Hall

The Village Hall earns your kingdom 500 gold per day.

Requirements: -

Free



CREATURES



Town Hall

The Town Hall earns your kingdom 1 000 gold per day.

Requirements: Town level 3

2 000



HEROES



City Hall

The City Hall earns your kingdom 2 000 gold per day.

Requirements: Town level 9, Town Hall

5 000



SKILLS



Capitol

The Capitol earns your kingdom 4 000 gold per day. You can only have one Capitol at a time, so capturing another Capitol will degrade the captured one to a City Hall.

Requirements: Town level 15, City Hall

10 000



Elrath's Sentinel

Elrath's Sentinel increases weekly creature growth by 50%, provides your empire with an additional 5 000 gold each day and gives +2 Luck to all your heroes.

Requirements: Tear of Asha



SPELLS



Fort

The Fort provides your town with defensive walls.

Requirements: Town level 6

5 000



10



TOWN BUILDINGS



Citadel

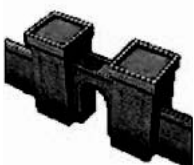
The Citadel increases base creature growth by 50%, adds a keep and moat-like terrain obstacles to a town's defenses.

Requirements: Town level 9, Fort

5 000



10



Castle

The Castle adds two arrow towers, fortifies your town's defenses, and doubles base creature growth.

Requirements: Town level 12, Citadel

5 000



10

10



Blacksmith

The Blacksmith provides your armies with Ballista. Other war machines can be bought at triple price.

Requirements: -

1 000

5



Marketplace

With the Marketplace you can buy and sell resources (exchange rates improve with each Marketplace you own).

Requirements: -

500

5



Resource Silo

The Resource Silo provides you with an additional +1 crystal each day.

Requirements: Marketplace

5 000

5



Shipyard

The Shipyard allows you to purchase ships for 1 000 gold and 10 wood.

Requirements: Town level 12

2 000

20



Tavern

The Tavern allows you to recruit heroes. Increases Morale of troops defending the city by +1. Also has Thieves Guild.

Requirements: -

500

5



Magic Guild level one

Allows a visiting hero to learn the spells kept within. Keeps 3 spells of the first circle.

Requirements: Town level 3

2 000

5

5



Magic Guild level two

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the second circle.

Requirements: Town level 3 Magic Guild level one

1 000

5

5

1

1

1

1



Magic Guild level three

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the third circle.

Requirements: Town level 3, Magic Guild level two

1 000

5

5

3

3

3

3

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Haven

ARTIFACTS



Magic Guild level four

Allows a visiting hero to learn the spells kept within.
Adds 2 spells of the fourth circle.

Requirements: Town level 3, Magic Guild level three



CREATURES



Magic Guild level five

Allows a visiting hero to learn the spells kept within.
Adds 2 spells of the fifth circle.

Requirements: Town level 3, Village Hall, Magic Guild level four



Training Grounds

The Training Grounds supports Training special ability, allows you to train lower tier troops into higher tier troops.

Requirements: Town level 6



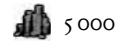
HEROES



Hall of Heroes

The Hall of Heroes supports Training special ability and reduces the cost of training by 40%.

Requirements: Town level 9, Training Grounds



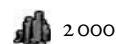
SKILLS



Stables

The Stables grants any visiting hero a bonus to his or her movement points until the end of the week.

Requirements: Town level 9



SPELLS



Farms

The Farms boosts Peasant or Conscript growth by +5 per week.

Requirements: Town level 3, Peasant Huts



TOWN BUILDINGS



Peasant Huts

The Peasant Huts allows you to recruit Peasants.

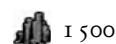
Requirements: -



Peasant Cabins

The Peasant Cabins allows you to recruit Conscripts.

Requirements: Peasant Huts



Haven



Archer Tower

The Archer Tower allows you to recruit Archers.

Requirements: Town level 3

1 200



5



Marksman Tower

The Marksman Tower allows you to recruit Marksmen.

Requirements: Town level 3, Archer Tower

2 700



5



Barracks

The Barracks allows you to recruit Footmen.

Requirements: Town level 3, Blacksmith

1 500



5



Garrison

The Garrison allows you to recruit Squires.

Requirements: Town level 9, Barracks

3 000

5

5



Griffin Tower

The Griffin Tower allows you to recruit Griffins.

Requirements: Town level 6

2 500

5

10



Griffin Bastion

The Griffin Bastion allows you to recruit Imperial Griffins.

Requirements: Town level 6

6 000

5

10



Monastery

The Monastery allows you to recruit Priests.

Requirements: Town level 9, Magic Guild level one

3 000



5

2

2

2

2



Cathedral

The Cathedral allows you to recruit Inquisitors.

Requirements: Town level 9, Monastery

8 000



5

3

3

3

3

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Haven

ARTIFACTS



Jousting Arena

The Jousting Arena allows you to recruit Cavaliers.
Requirements: Town level 12, Stables

6000

10

CREATURES



Order of Paladins

The Order of Paladins allows you to recruit Paladins.
Requirements: Town level 12, Jousting Arena

10000

10

HEROES



Altar of Light

The Altar of Light allows you to recruit Angels.
Requirements: Town level 15, Monastery

20000

SKILLS



Altar of Heaven

The Altar of Heaven allows you to recruit Archangels.
Requirements: Town level 15, Altar of Light

30000

SPELLS

TOWN BUILDINGS



Village Hall

The Village Hall earns your kingdom 500 gold per day.

Requirements: -

Free



Town Hall

The Town Hall earns your kingdom 1 000 gold per day.

Requirements: Town level 3

2 000



City Hall

The City Hall earns your kingdom 2 000 gold per day.

Requirements: Town level 9, Town Hall

5 000



Capitol

The Capitol earns your kingdom 4 000 gold per day. You can only have one Capitol at a time, so capturing another Capitol will degrade the captured one to a City Hall.

Requirements: Town level 15, City Hall

10 000



Lord of Torments

The Lord of Torments increases weekly creature growth by 50%, provides your empire with an additional 5 000 gold each day and also gives +10 Spellpower to defending heroes.

Requirements: Tear of Asha



Fort

The Fort provides your town with defensive walls.

Requirements: Town level 6

5 000



10



Citadel

The Citadel increases base creature growth by 50%, adds a keep and moat-like terrain obstacles to a town's defenses.

Requirements: Town level 9, Fort

5 000



10



Castle

The Castle adds two arrow towers, fortifies your town's defenses, and doubles base creature growth.

Requirements: Town level 15, Sacrificial Pit

5 000



10



10

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Inferno

ARTIFACTS



Blacksmith

The Blacksmith provides your armies with Ballista. Other war machines can be bought at triple price.

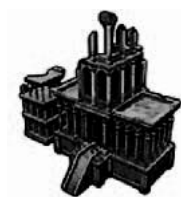
Requirements: -

1 000

5



CREATURES



Marketplace

With the Marketplace you can buy and sell resources (exchange rates improve with each Marketplace you own).

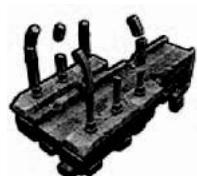
Requirements: -

500

5



HEROES



Shipyard

The Shipyard allows you to purchase ships for 1 000 gold and 10 wood.

Requirements: Town level 12

2 000

20



SKILLS



Tavern

The Tavern allows you to recruit heroes. Increases Morale of troops defending the city by +1. Also has Thieves Guild.

Requirements: -

500

5



SPELLS



Magic Guild level one

Allows a visiting hero to learn the spells kept within. Keeps 3 spells of the first circle.

Requirements: Town level 3

2 000

5

5



TOWN BUILDINGS



Magic Guild level two

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the second circle.

Requirements: Town level 3 Magic Guild level one

1 000

5

5

1

1

1

1



Magic Guild level three

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the third circle.

Requirements: Town level 3, Magic Guild level two

1 000

5

5

3

3

3

3

		ARTIFACTS				CREATURES				HEROES				SKILLS				SPELLS				TOWN BUILDINGS			
	Magic Guild level four Allows a visiting hero to learn the spells kept within. Adds 2 spells of the fourth circle. Requirements: Town level 3, Magic Guild level three	 1 000				 5  5																			
		 5  5				 5  5																			
	Magic Guild level five Allows a visiting hero to learn the spells kept within. Adds 2 spells of the fifth circle. Requirements: Town level 3, Village Hall, Magic Guild level four	 1 000				 5  5																			
		 10  10				 10  10																			
	Infernal Loom The Infernal Loom increases number of gated creatures by 5%. Enemy heroes sieging this town get -2 to Luck. Requirements: Town level 3	 1 000				 																			
		 				 2  2																			
	Spawn of Chaos The Spawn of Chaos increase Horned Demon or Horned Overseer growth by +2 per week. Requirements: Requires level 6, Demon Tower	 1 500				 																			
		 				  5																			
	Halls of Horror The Halls of Horror increase Hell Charger or Nightmare production by +1 per week. Requirements: Town level 15, Burning Stables	 1 000				 																			
		 				 5  5																			
	Sacrificial Pit Allows to sacrifice creatures at this building in exchange for extra experience. Requirements: Town level 12, Citadel	 2 000				 																			
		 5  5				  5																			
	Imp Crucible The Imp Crucible allows you to recruit Imps. Requirements: -	 400				  5																			
		 				 																			
	Familiar Crucible The Familiar Crucible allows you to recruit Familiars. Requirements: Imp Crucible	 1 200				  5																			
		 				 																			

Inferno

ARTIFACTS



Demon Tower

The Demon Tower allows you to recruit Horned Demons.

Requirements: Town level 3

1 000

5



CREATURES



Demon Bastion

The Demon Bastion allows you to recruit Horned Overseers.

Requirements: Town level 3, Demon Tower

2 500

10

5



Howling Kennels

The Howling Kennels allows you to recruit Hell Hounds.

Requirements: Town level 6, Tavern

1 200

5



2

HEROES



Raging Kennels

The Raging Kennels allows you to recruit Cerberi.

Requirements: Town level 6, Howling Kennels

2 500

10



5

SKILLS



Hall of Temptations

The Hall of Temptations allows you to recruit Succubi.

Requirements: Town level 9, Magic Guild level one

2 000

5

5



3

3

SPELLS



Hall of Sins

The Hall of Sins allows you to recruit Succubus Mistresses.

Requirements: Town level 9, Hall of Temptations

5 000

3

3

5

5

TOWN BUILDINGS



Burning Stables

The Burning Stables allows you to recruit Hell Chargers.

Requirements: Town level 9

2 500

5

5



5



5



Blazing Stables

The Blazing Stables allows you to recruit Nightmares.

Requirements: Town level 9, Burning Stables

7 000

5

5



5



10

Inferno



Heart of the Pit

The Heart of the Pit allows you to recruit Pit Fiends.

Requirements: Town level 12, Hall of Temptations

5 000

5

5

10



Heart of the Abyss

The Heart of the Abyss allows you to recruit Pit Lords.

Requirements: Town level 12, Heart of the Pit

5 000

5

10

10



Temple of the Fallen

The Temple of the Fallen allows you to recruit Devils.

Requirements: Town level 15

15 000

5

5

15

10

5



Temple of the Forsaken

The Temple of the Forsaken allows you to recruit Arch Devils.

Requirements: Town level 15, Temple of the Fallen

25 000

10

10

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Necropolis

ARTIFACTS



Village Hall

The Village Hall earns your kingdom 500 gold per day.

Requirements: -



Free



CREATURES



Town Hall

The Town Hall earns your kingdom 1 000 gold per day.

Requirements: Town level 6, Crypt



2 000



HEROES



City Hall

The City Hall earns your kingdom 2 000 gold per day.

Requirements: Town level 9, Town Hall



5 000



SKILLS



Capitol

The Capitol earns your kingdom 4 000 gold per day. You can only have one Capitol at a time, so capturing another Capitol will degrade the captured one to a City Hall.

Requirements: Town level 15, City Hall



10 000



SPELLS



Tomb of the Lost

The Tomb of the Lost provides additional 5 000 gold, increases the weekly creature growth by 50%, and boosts the Necromancy skill of all the player's heroes by 50%.

Requirements: Tear of Asha



TOWN BUILDINGS



Fort

The Fort provides your town with defensive walls.

Requirements: Town level 3



5 000



10



Citadel

The Citadel increases base creature growth by 50%, adds a keep and moat-like terrain obstacles to a town's defenses.

Requirements: Town level 9, Ruined Tower



5 000



10

Castle

The Castle adds two arrow towers, fortifies your town's defenses, and doubles base creature growth.

Requirements: Town level 12, Citadel



5 000



10



10

Necropolis



Blacksmith

The Blacksmith provides your armies with First Aid Tent. Other war machines can be bought at triple price.

Requirements:



ARTIFACTS



Marketplace

With the Marketplace you can buy and sell resources (exchange rates improve with each Marketplace you own).

Requirements: -



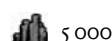
CREATURES



Resource Silo

The Resource Silo provides you with an additional +1 mercury each day.

Requirements: Marketplace



HEROES



Shipyard

The Shipyard allows you to purchase ships for 1 000 gold and 10 wood.

Requirements: Town level 12



SKILLS



Tavern

The Tavern allows you to recruit heroes. Increases Morale of troops defending the city by +1. Also has Thieves Guild.

Requirements: -



SPELLS



Magic Guild level one

Allows a visiting hero to learn the spells kept within. Keeps 3 spells of the first circle.

Requirements: Town level 3



TOWN BUILDINGS



Magic Guild level two

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the second circle.

Requirements: Town level 3 Magic Guild level one



Magic Guild level three

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the third circle.

Requirements: Town level 3, Magic Guild level two



Necropolis

ARTIFACTS



Magic Guild level four

Allows a visiting hero to learn the spells kept within.
Adds 2 spells of the fourth circle.

Requirements: Town level 3, Magic Guild level three



1 000



5



5



5



5



5



5

CREATURES



Magic Guild level five

Allows a visiting hero to learn the spells kept within.
Adds 2 spells of the fifth circle.

Requirements: Town level 3, Village Hall, Magic Guild level four



1 000



5



5



10



10



10



10

HEROES



Pillar of Bones

Adds 10% to Necromancy skill of all Necromancers under player's control (cumulative by all cities), i.e. supports Necromancy special ability.

Requirements: Town level 6, Magic Guild level one



1 000



10

SKILLS



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).

Requirements: Town level 9



1 000



5



SPELLS



Dragon Tombstone

Boosts Bone Dragon/Spectral Dragon growth by +1 per week.

Requirements: Town level 15



3 000



5



TOWN BUILDINGS



Graveyard

The Graveyard allows you to recruit Skeletons.

Requirements: -



300



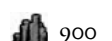
5



Boneyard

The Boneyard allows you to recruit Skeleton Archers.

Requirements: Graveyard



900



5



Necropolis



Crypt

The Crypt allows you to recruit Zombies.
Requirements: Town level 3, Village Hall

800



Festering Crypt

The Festering Crypt allows you to recruit Plague Zombies.
Requirements: Town level 3, Crypt

2000



Ruined Tower

The Ruined Tower allows you to recruit Ghosts.
Requirements: Town level 6, Fort

2000



Haunted Tower

The Haunted Tower allows you to recruit Spectres.
Requirements: Town level 6, Ruined Tower

2000



Vampire Mansion

The Vampire Mansion allows you to recruit Vampires.
Requirements: Town level 9, Tavern

1500



Vampire Palace

The Vampire Palace allows you to recruit Vampire Lords.
Requirements: Town level 9, Vampire Mansion

4000



Sepulcher

The Sepulcher allows you to recruit Liches.
Requirements: Town level 9, Pillar of Bones

2000



Mausoleum

The Mausoleum allows you to recruit Archliches.
Requirements: Town level 9, Sepulcher

6000

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

Necropolis

ARTIFACTS



Forlorn Hall

The Forlorn Hall allows you to recruit Wights.

Requirements: Town level 12, Shrine of the Netherworld

4000

5 5

5 5

CREATURES



Forlorn Cathedral

The Forlorn Cathedral allows you to recruit Wraiths.

Requirements: Town level 12, Forlorn Hall

8000

5 10 10

5 5 10

HEROES



Dragon Graveyard

The Dragon Graveyard allows you to recruit Bone Dragons.

Requirements: Town level 15, Castle

15000

5 5 20 15

5 10 10

SKILLS



Dragon Vault

The Dragon Vault allows you to recruit Spectral Dragons.

Requirements: Town level 15, Dragon Graveyard

20000

5 5 20 15

5 15 15

SPELLS

TOWN BUILDINGS

Sylvan

ARTIFACTS



Blacksmith

The Blacksmith provides your armies with First Aid Tent. Other war machines can be bought at triple price.

Requirements: -

1 000

5

CREATURES



Marketplace

With the Marketplace you can buy and sell resources (exchange rates improve with each Marketplace you own).

Requirements: -

500

5

HEROES



Resource Silo

The Resource Silo provides you with an additional +1 gems each day.

Requirements: Marketplace

5 000

5

SKILLS



Shipyard

The Shipyard allows you to purchase ships for 1 000 gold and 10 wood.

Requirements: Town level 12

2 000

20

SPELLS



Tavern

The Tavern allows you to recruit heroes. Increases Morale of troops defending the city by +1. Also has Thieves Guild.

Requirements: -

500

5

TOWN BUILDINGS



Magic Guild level one

Allows a visiting hero to learn the spells kept within. Keeps 3 spells of the first circle.

Requirements: Town level 3

2 000

5

5



Magic Guild level two

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the second circle.

Requirements: Town level 3 Magic Guild level one

1 000

5

5

1

1

1

1



Magic Guild level three

Allows a visiting hero to learn the spells kept within. Adds 3 spells of the third circle.

Requirements: Town level 3, Magic Guild level two

1 000

5

5

3

3

3

3

Sylvan

ARTIFACTS



Faerie Trees

The Faerie Trees allows you to recruit Pixies.

Requirements: -



CREATURES



Faerie Wood

The Faerie Wood allows you to recruit Sprites.

Requirements: Faerie Trees



Battledance Terrace

The Battledance Terrace allows you to recruit Blade Dancers.

Requirements: -



HEROES



Battledance Arena

The Battledance Arena allow you to recruit War Dancers.

Requirements: Town level 3, Battledance Terrace



SKILLS



Hunters Cabins

The Hunters Cabins allow you to recruit Hunters.

Requirements: Town level 6



SPELLS



Hunters Lodge

The Hunters Lodge allows you to recruit Master Hunters.

Requirements: Town level 6, Hunters Cabins



TOWN BUILDINGS



Stone Ring

The Stone Ring allows you to recruit Druids.

Requirements: Town level 9, Magic Guild level one



Stone Circle

The Stone Circle allows you to recruit Druid Elders.

Requirements: Town level 9, Stone Ring





Unicorn Glade

The Unicorn Glade allows you to recruit Unicorns.

Requirements: Town level 9

2000

5

5



Unicorn Garden

The Unicorn Garden allows you to recruit Silver Unicorns.

Requirements: Town level 9, Unicorn Glade

6000

5

5

5

5



Treant Arches

The Treant Arches allows you to recruit Treants.

Requirements: Town level 12

4000

10

5

5



Treant Alcove

The Treant Alcove allows you to recruit Ancient Treants.

Requirements: Town level 12, Treant Arches

8000

10

5

5



Dragon Altar

The Dragon Altar allows you to recruit Green Dragons.

Requirements: Town level 15

10000

10

10

5

5

10

10



Dragon Shrine

The Dragon Shrine allows you to recruit Emerald Dragons.

Requirements: Town level 15, Dragon Altar

20000

20

20

5

5

20

20

ARTIFACTS

CREATURES

HEROES

SKILLS

SPELLS

TOWN BUILDINGS

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