

| <i>Classes</i>     | <i>Attack</i> | <i>Defense</i> | <i>Magic</i> | <i>Knowledge</i> | <i>Castle</i>                  | <i>Rampart</i>  | <i>Tower</i>                   | <i>Inferno</i>  | <i>Necropolis</i> | <i>Dungeon</i>  | <i>Stronghold</i> | <i>Fortress</i> | <i>Conflux</i> | <i>Lv</i>       | <i>Exp.</i> |
|--------------------|---------------|----------------|--------------|------------------|--------------------------------|-----------------|--------------------------------|-----------------|-------------------|-----------------|-------------------|-----------------|----------------|-----------------|-------------|
| <b>Knight</b>      | 2 (35%)       | 2 (45%)        | 1 (10%)      | 1 (10%)          | <b>Common</b>                  | <i>Rare</i>     | <i>Rare</i><br><i>Uncommon</i> | -               | -                 | -               | <i>Rare</i>       | <i>Rare</i>     | -              | 2               | 1,000       |
| <b>Cleric</b>      | 1 (20%)       | 1 (20%)        | 2 (30%)      | 2 (30%)          |                                |                 |                                | -               | -                 | -               |                   |                 | <i>Rare</i>    | <i>Rare</i>     | <i>Rare</i> |
| <b>Ranger</b>      | 1 (35%)       | 2 (40%)        | 1 (10%)      | 2 (15%)          | <i>Uncommon</i><br><i>Rare</i> | <b>Common</b>   | <i>Rare</i>                    | -               | -                 | -               | -                 | <i>Uncommon</i> | -              | 4               | 3,000       |
| <b>Druid</b>       | 0 (10%)       | 1 (20%)        | 2 (30%)      | 3 (40%)          |                                |                 |                                | -               | -                 | -               |                   |                 | -              | <i>Rare</i>     | -           |
| <b>Alchemist</b>   | 1 (30%)       | 2 (40%)        | 1 (10%)      | 2 (20%)          | <i>Uncommon</i><br><i>Rare</i> | <i>Rare</i>     | <b>Common</b>                  | -               | -                 | -               | -                 | -               | -              | 6               | 5,000       |
| <b>Wizard</b>      | 0 (05%)       | 1 (15%)        | 2 (35%)      | 3 (45%)          |                                |                 |                                | -               | -                 | -               |                   |                 | -              | <i>Uncommon</i> | -           |
| <b>Sentinel</b>    | 2 (45%)       | 2 (35%)        | 1 (10%)      | 1 (10%)          | -                              | -               | -                              | <b>Common</b>   | <i>Rare</i>       | <i>Uncommon</i> | <i>Uncommon</i>   | -               | -              | 8               | 10,000      |
| <b>Hellion</b>     | 1 (15%)       | 1 (15%)        | 2 (35%)      | 2 (35%)          |                                |                 |                                |                 |                   |                 |                   |                 | -              | -               | -           |
| <b>Undertaker</b>  | 2 (40%)       | 1 (35%)        | 2 (15%)      | 1 (10%)          | -                              | -               | -                              | <i>Rare</i>     | <b>Common</b>     | <i>Rare</i>     | <i>Rare</i>       | <i>Rare</i>     | -              | 10              | 15,000      |
| <b>Necromancer</b> | 1 (20%)       | 0 (10%)        | 3 (40%)      | 2 (30%)          |                                |                 |                                |                 |                   |                 |                   |                 | -              | -               | -           |
| <b>Overlord</b>    | 2 (40%)       | 1 (30%)        | 2 (20%)      | 1 (10%)          | -                              | -               | -                              | <i>Rare</i>     | <i>Uncommon</i>   | <b>Common</b>   | -                 | -               | -              | 12              | 25,000      |
| <b>Warlock</b>     | 1 (15%)       | 0 (05%)        | 3 (45%)      | 2 (35%)          |                                |                 |                                |                 |                   |                 |                   |                 | -              | -               | -           |
| <b>Barbarian</b>   | 3 (50%)       | 1 (40%)        | 1 (05%)      | 1 (05%)          | <i>Rare</i>                    | -               | -                              | <i>Uncommon</i> | -                 | -               | <b>Common</b>     | -               | -              | 14              | 35,000      |
| <b>Battlemage</b>  | 1 (25%)       | 1 (15%)        | 2 (35%)      | 2 (25%)          |                                |                 |                                |                 |                   |                 |                   |                 | -              | -               | -           |
| <b>Beastmaster</b> | 1 (40%)       | 3 (50%)        | 1 (05%)      | 1 (05%)          | -                              | <i>Uncommon</i> | -                              | -               | <i>Rare</i>       | -               | -                 | <b>Common</b>   | -              | 16              | 45,000      |
| <b>Witch</b>       | 1 (15%)       | 1 (25%)        | 2 (25%)      | 2 (35%)          |                                |                 |                                |                 |                   |                 |                   |                 | -              | -               | -           |
| <b>Guardian</b>    | 1 (30%)       | 1 (30%)        | 2 (20%)      | 2 (20%)          | -                              | -               | <i>Rare</i>                    | -               | -                 | <i>Rare</i>     | -                 | -               | -              | 18              | 60,000      |
| <b>Sorcerer</b>    | 0 (05%)       | 0 (05%)        | 3 (45%)      | 3 (45%)          |                                |                 |                                |                 |                   |                 |                   |                 | -              | -               | -           |
|                    |               |                |              |                  |                                |                 |                                |                 |                   |                 |                   |                 |                | 20              | 80,000      |

| <i>Skills</i>      | <i>Description</i>   | <i>Basic</i>   | <i>Expert</i>    | <i>Master</i>    | <i>Kn</i> | <i>Cl</i> | <i>Rn</i> | <i>Dr</i> | <i>Al</i> | <i>Wz</i> | <i>Sn</i> | <i>Hl</i> | <i>Un</i> | <i>Nc</i> | <i>Ov</i> | <i>Wl</i> | <i>Br</i> | <i>Bm</i> | <i>Bs</i> | <i>Wi</i> | <i>Gr</i> | <i>Sr</i> |    |         |
|--------------------|--|--|------------------|------------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|----|---------|
| <b>Offense</b>     | Increases melee damage inflicted by hero's units                           | +10% damage  | +15% damage      | +20% damage      | 7         | -         | 4         | 1         | 4         | 1         | 7         | 4         | 7         | 1         | 4         | 1         | 10        | 10        | 4         | -         | 4         | 1         | 22 | 100,000 |
| <b>Archery</b>     | Increases ranged damage inflicted by hero's units                          | +10% damage  | +25% damage      | +50% damage      | 7         | 4         | 10        | 4         | 4         | 1         | 4         | 1         | 4         | 1         | 7         | 4         | 7         | 4         | 7         | 4         | 1         | 1         | 23 | 125,000 |
| <b>Armorer</b>     | Reduces physical damage inflicted against hero's units                     | 10% reduction  | 15% reduction    | 20% reduction    | 7         | 4         | 7         | 4         | 10        | 4         | 4         | 4         | 7         | 4         | 4         | 1         | 4         | -         | 10        | 4         | 4         | 1         | 24 | 150,000 |
| <b>Leadership</b>  | Increases the morale of hero's units                                       | Morale +1  | Morale +2        | Morale +3        | 10        | 7         | 4         | 4         | -         | -         | 4         | 4         | -         | -         | 7         | 4         | 7         | 4         | 7         | 4         | -         | -         | 25 | 175,000 |
| <b>Luck</b>        | Increases the luck of hero's units   | Luck +1  | Luck +2          | Luck +3          | 4         | 4         | 7         | 7         | 4         | 4         | 10        | 7         | 1         | 1         | 4         | 4         | 7         | 4         | 4         | 4         | 4         | 4         | 26 | 200,000 |
| <b>Tactics</b>     | Allows manual placement of hero's units before combat                      | Range = 3 rows   | Range = 5 rows   | Range = 7 rows   | 7         | 4         | 7         | 4         | 7         | 4         | 4         | 4         | 10        | 7         | 10        | 4         | 4         | 4         | 7         | 4         | 4         | 4         | 27 | 225,000 |
| <b>Ballistics</b>  | Allows manual control of ballista/catapult and increases effectiveness     | May do 2x dmg  | Will do 2x dmg   | Fires 2 shots    | 7         | 4         | 1         | 1         | 4         | 4         | 7         | 4         | 7         | 4         | 4         | 4         | 10        | 7         | 4         | 1         | 4         | 4         | 28 | 250,000 |
| <b>First Aid</b>   | Increases hero's unit HP by (x*unit lv.) & medical tent heals (y) statuses | X=1, Y=Body  | X=2, Y=Mind      | X=3, Y=All       | 4         | 10        | 4         | 4         | 4         | 1         | 1         | 1         | -         | -         | 7         | 4         | 4         | 1         | 7         | 7         | 4         | 4         | 29 | 275,000 |
| <b>Estates</b>     | Increases your kingdom's income  | +100 gold/day  | +250 gold/day    | +500 gold/day    | 10        | 4         | 4         | 4         | 7         | 7         | 4         | 4         | 7         | 7         | 10        | 7         | 4         | 4         | 1         | 1         | 1         | 1         | 30 | 300,000 |
| <b>Logistics</b>   | Reduces hero's land movement penalty for slowest unit in army              | Slowest unit +1  | Slowest unit +2  | Slowest unit +3  | 7         | 4         | 10        | 4         | 4         | 4         | 10        | 7         | 4         | 4         | 7         | 4         | 7         | 7         | 7         | 4         | 7         | 4         |    |         |
| <b>Navigation</b>  | Increases hero's movement points over water                                | 1.6x movement  | 2.3x movement    | 3x movement      | 7         | 4         | 4         | 4         | 4         | 4         | 1         | 1         | 7         | 7         | -         | -         | 7         | 4         | 4         | 7         | 7         | 7         |    |         |
| <b>Pathfinding</b> | Reduces movement penalties for rough terrain                               | 50% reduction  | 75% reduction    | No penalty       | 4         | 4         | 7         | 7         | 4         | 4         | 7         | 7         | 4         | 4         | 4         | 4         | 7         | 7         | 10        | 7         | 7         | 4         |    |         |
| <b>Scouting</b>    | Increases hero's visibility radius on the map                              | +3 visible tiles   | +6 visible tiles | +9 visible tiles | 4         | 4         | 7         | 4         | 4         | 4         | 7         | 4         | 4         | 4         | 4         | 4         | 7         | 4         | 7         | 4         | 10        | 4         |    |         |
| <b>Diplomacy</b>   | Reduces surrender costs (-x) & random units are (+y) more likely to join   | X=10%, Y=20%   | X=25%, Y=30%     | X=50%, Y=40%     | 7         | 7         | 4         | 4         | 4         | 4         | 7         | 4         | 4         | 4         | 4         | 4         | 4         | 4         | 7         | 4         | 10        | 4         |    |         |
| <b>Learning</b>    | Increases hero's earned experience   | +10% exp. gain   | +25% exp. gain   | +50% exp. gain   | 4         | 7         | 4         | 7         | 10        | 7         | 4         | 4         | 7         | 7         | 4         | 7         | 4         | 4         | 4         | 10        | 7         | 7         |    |         |
| <b>Wisdom</b>      | Allows hero to learn spells beyond the 2nd level                           | Lv.3 spells  | Lv.4 spells      | Lv.5 spells      | 1         | 7         | 4         | 7         | 7         | 10        | 4         | 7         | 4         | 7         | 4         | 10        | 1         | 7         | 1         | 7         | 7         | 7         |    |         |
| <b>Sorcery</b>     | Increases damage dealt by hero's offensive spells                          | +10% damage  | +20% damage      | +30% damage      | -         | 1         | 1         | 4         | 4         | 7         | 4         | 7         | 4         | 7         | 4         | 10        | -         | 7         | -         | 4         | 4         | 10        |    |         |
| <b>Mysticism</b>   | Allows hero to regenerate spell points each day                            | 4 SP per day   | 7 SP per day     | 10 SP per day    | 1         | 4         | 4         | 4         | 4         | 7         | 4         | 10        | 4         | 7         | 4         | 7         | 1         | 4         | 1         | 7         | 4         | 10        |    |         |
| <b>Resistance</b>  | Allows hero's units a chance to avoid enemy spells                         | 10% resistance   | 20% resistance   | 30% resistance   | 4         | 7         | 7         | 10        | 7         | 4         | 4         | 7         | 4         | 4         | 4         | 4         | 4         | 4         | 7         | 10        | 7         | 7         |    |         |
| <b>Necromancy</b>  | After combat, hero will revive slain foes as Zombies                       | 10% of foes  | 20% of foes      | 30% of foes      | -         | -         | -         | -         | -         | -         | -         | -         | 10        | 10        | -         | -         | -         | -         | -         | -         | -         | -         |    |         |
| <b>Air Magic</b>   | Increases the effectiveness of hero's Air magic spells                     | <i>(Effects vary per spell - see "Spells" page for info)</i> |                  |                  | 4         | 7         | 4         | 7         | 4         | 10        | 4         | 7         | 1         | 4         | 4         | 7         | 4         | 7         | 1         | 1         | 4         | 7         |    |         |
| <b>Earth Magic</b> | Increases the effectiveness of hero's Earth magic spells                   | <i>(Effects vary per spell - see "Spells" page for info)</i> |                  |                  | 1         | 4         | 4         | 10        | 4         | 7         | 4         | 4         | 7         | 10        | 4         | 4         | 1         | 1         | 4         | 7         | 4         | 7         |    |         |
| <b>Fire Magic</b>  | Increases the effectiveness of hero's Fire magic spells                    | <i>(Effects vary per spell - see "Spells" page for info)</i> |                  |                  | 1         | 1         | -         | -         | 4         | 7         | 7         | 10        | 4         | 7         | 4         | 7         | 4         | 10        | 4         | 4         | 4         | 7         |    |         |
| <b>Water Magic</b> | Increases the effectiveness of hero's Water magic spells                   | <i>(Effects vary per spell - see "Spells" page for info)</i> |                  |                  | 4         | 10        | 4         | 7         | 4         | 7         | -         | -         | 1         | 1         | 4         | 7         | 4         | 4         | 4         | 7         | 4         | 7         |    |         |

| <i>Resources</i> |                         |
|------------------|-------------------------|
| <i>V-Easy</i>    | 25,000 Gold             |
|                  | 25 (Basic)<br>15 (Rare) |
| <i>Easy</i>      | 20,000 Gold             |
|                  | 20 (Basic)<br>10 (Rare) |
| <i>Normal</i>    | 15,000 Gold             |
|                  | 15 (Basic)<br>5 (Rare)  |
| <i>Hard</i>      | 10,000 Gold             |
|                  | 10 (Basic)<br>3 (Rare)  |
| <i>V-Hard</i>    | 5,000 Gold              |
|                  | 5 (Basic)<br>1 (Rare)   |

| Castle    |            | Specialty    | Starting Skills          | Starting Spell |
|-----------|------------|--------------|--------------------------|----------------|
| Knights   | Orrin      | Pikemen      | Leadership               | Armorer -      |
|           | Valeska    | Archers      |                          | Archery -      |
|           | Edric      | Griffins     |                          | Scouting -     |
|           | Sylvia     | Swordsmen    |                          | Navigation -   |
|           | Christian  | (Ballista)   |                          | Ballistics -   |
|           | Sorsha     | (Offense)    |                          | Offense -      |
|           | Lord Haart | (Estates)    |                          | Estates -      |
|           | Tyris      | Cavaliers    |                          | Logistics -    |
|           | Clerics    | Lawrence     |                          | (Fate)         |
| Gwendolyn |            | (Bless)      | Water Magic Bless        |                |
| William   |            | (Weakness)   | Water Magic Weakness     |                |
| Adelaide  |            | (Ice Bolt)   | Water Magic Ice Bolt     |                |
| Rotham    |            | Monks        | Mysticism Destroy Undead |                |
| Sanya     |            | (Learning)   | Learning Cure            |                |
| Bertram   |            | (Resistance) | Resistance Shield        |                |
| Caitlin   |            | Angels       | Diplomacy Heroism        |                |

| Rampart  |         | Specialty    | Starting Skills       | Starting Spell  |             |                      |
|----------|---------|--------------|-----------------------|-----------------|-------------|----------------------|
| Rangers  | Mephala | Centaur      | Archevy/(*)Resistance | Tactics -       |             |                      |
|          | Ufretin | Dwarves      |                       | (*)Leadership - |             |                      |
|          | Ivan    | Elves        |                       | Pathfinding -   |             |                      |
|          | Elijah  | Pegasi       |                       | Scouting -      |             |                      |
|          | Kyrre   | (Logistics)  |                       | Logistics -     |             |                      |
|          | Erik    | (Armorer)    |                       | (*)Armorer -    |             |                      |
|          | Jenova  | (Estates)    |                       | Estates -       |             |                      |
|          | Myles   | Unicorns     |                       | Luck -          |             |                      |
|          | Druids  | Alagar       |                       | (Magic Arrow)   | Earth Magic | Sorcery Magic Arrow  |
|          |         | Malcom       |                       | (Stoneskin)     |             | Resistance Stoneskin |
| Melodia  |         | (Haste)      | Air Magic Haste       |                 |             |                      |
| Gem      |         | (Bless)      | Water Magic Bless     |                 |             |                      |
| Ryland   |         | Dendroids    | First Aid Shield      |                 |             |                      |
| Thorgrim |         | (Resistance) | Resistance Slow       |                 |             |                      |
| Coronius |         | (Learning)   | Learning Fate         |                 |             |                      |
| April    |         | Dragons      | Wisdom Heroism        |                 |             |                      |

| Tower      |           | Specialty        | Starting Skills          | Starting Spell |
|------------|-----------|------------------|--------------------------|----------------|
| Alchemists | Gareth    | Gremlins         | Learning                 | Archery -      |
|            | Fafner    | Gargoyles        |                          | Scouting -     |
|            | Elizabeth | Golems           |                          | Resistance -   |
|            | Amethyst  | Genies           |                          | Diplomacy -    |
|            | Torosar   | (Ballista)       |                          | Ballistics -   |
|            | Thane     | (Learning)       |                          | Tactics -      |
|            | Rebecca   | (Armorer)        |                          | Armorer -      |
|            | Isis      | Nagas            |                          | Offense -      |
|            | Wizards   | Solomon          |                          | (Enslave)      |
| Daremyth   |           | (Fate)           | Air Magic Fate           |                |
| Helena     |           | (Sunray)         | Air Magic Sunray         |                |
| Solmyr     |           | (Lightning Bolt) | Air Magic Lightning Bolt |                |
| Tiberius   |           | Mages            | Learning Dispel          |                |
| Kalindra   |           | (Sorcery)        | Sorcery Ice Bolt         |                |
| Carmine    |           | (Estates)        | Estates Stoneskin        |                |
| Halon      |           | Giants           | Mysticism Strength       |                |

| Inferno   |          | Specialty    | Starting Skills            | Starting Spell |
|-----------|----------|--------------|----------------------------|----------------|
| Sentinels | Mephisto | Gogs         | Luck                       | Diplomacy -    |
|           | Fiona    | Hounds       |                            | Pathfinding -  |
|           | Beleth   | Demons       |                            | Armorer -      |
|           | Maya     | Fiends       |                            | Offense -      |
|           | Rashka   | Efreet       |                            | Scouting -     |
|           | Lilith   | Devils       |                            | Estates -      |
|           | Brutus   | (Ballista)   |                            | Ballistics -   |
|           | Quinn    | (Logistics)  |                            | Logistics -    |
|           | Hellions | Ash          |                            | (Fireball)     |
| Xyron     |          | (Fire Wall)  | Fire Magic Fire Wall       |                |
| Dante     |          | (Curse)      | Fire Magic Curse           |                |
| Calid     |          | (Haste)      | Air Magic Haste            |                |
| Kaine     |          | (Mysticism)  | Wisdom Strength            |                |
| Zydar     |          | (Sorcery)    | Sorcery Lightning Bolt     |                |
| Agatha    |          | (Resistance) | Resistance Pain Reflection |                |
| Ragnar    |          | Imps         | Learning Fortune           |                |

| Necropolis  |              | Specialty     | Starting Skills           | Starting Spell |            |                         |
|-------------|--------------|---------------|---------------------------|----------------|------------|-------------------------|
| Undertakers | Galthran     | Skeletons     | Tactics                   | Armorer -      |            |                         |
|             | Morgana      | Zombies       |                           | Necromancy -   |            |                         |
|             | Charna       | Wights        |                           | Scouting -     |            |                         |
|             | Vladimir     | Vampires      |                           | Diplomacy -    |            |                         |
|             | Moandor      | Liches        |                           | Navigation -   |            |                         |
|             | Tatyana      | Horsemen      |                           | Offense -      |            |                         |
|             | Straker      | (Ballista)    |                           | Ballistics -   |            |                         |
|             | Daedalus     | (Estates)     |                           | Estates -      |            |                         |
|             | Necromancers | Thant         |                           | (Magic Arrow)  | Necromancy | Earth Magic Magic Arrow |
|             |              | Anastasya     |                           | (Reanimate)    |            | Earth Magic Reanimate   |
| Seth        |              | (Toxic Cloud) | Earth Magic Toxic Cloud   |                |            |                         |
| Sandro      |              | (Curse)       | Fire Magic Curse          |                |            |                         |
| Natasha     |              | (Necromancy)  | Tactics Stoneskin         |                |            |                         |
| Nimbus      |              | (Learning)    | Learning Slow             |                |            |                         |
| Isra        |              | (Mysticism)   | Mysticism Pain Reflection |                |            |                         |
| Halfgild    |              | Dragons       | Wisdom Misery             |                |            |                         |

| Dungeon   |          | Specialty        | Starting Skills          | Starting Spell |
|-----------|----------|------------------|--------------------------|----------------|
| Overlords | Shakti   | Troglodytes      | Estates                  | Tactics -      |
|           | Lorelei  | Harpies          |                          | Scouting -     |
|           | Edgar    | Evil Eyes        |                          | Resistance -   |
|           | Arlach   | Medusas          |                          | Archery -      |
|           | Dace     | Minotaurs        |                          | Leadership -   |
|           | Gunnar   | Manticores       |                          | Offense -      |
|           | Jasmine  | (Logistics)      |                          | Logistics -    |
|           | Maddox   | (Estates)        |                          | Armorer -      |
|           | Warlocks | Alamar           |                          | (Enslave)      |
| Talia     |          | (Fire Wall)      | Fire Magic Fire Wall     |                |
| Deemer    |          | (Strength)       | Fire Magic Strength      |                |
| Darkstorm |          | (Lightning Bolt) | Air Magic Lightning Bolt |                |
| Malekith  |          | (Sorcery)        | Wisdom Fireball          |                |
| Jaegar    |          | (Mysticism)      | Mysticism Weakness       |                |
| Kastore   |          | (Learning)       | Learning Ice Bolt        |                |
| Illyria   |          | Dragons          | Estates Pain Reflection  |                |

| Stronghold |             | Specialty        | Starting Skills             | Starting Spell |
|------------|-------------|------------------|-----------------------------|----------------|
| Barbarians | Gretchin    | Goblins          | Offense                     | First Aid -    |
|            | Tyraxor     | Wolves           |                             | Pathfinding -  |
|            | Jabarkas    | Orcs             |                             | Archery -      |
|            | Krellion    | Behemoths        |                             | Leadership -   |
|            | Shiva       | Rocs             |                             | Scouting -     |
|            | Yog         | Cyclopes         |                             | Tactics -      |
|            | Gurnisson   | (Ballista)       |                             | Ballistics -   |
|            | Crag Hack   | (Offense)        |                             | Luck -         |
|            | Battlemages | Myriam           |                             | (Fireball)     |
| Evander    |             | (Strength)       | Offense Strength            |                |
| Raven      |             | (Haste)          | (*)Diplomacy Haste          |                |
| Thundax    |             | (Lightning Bolt) | (*)Mysticism Lightning Bolt |                |
| Kyra       |             | (Sorcery)        | Sorcery Immolate            |                |
| Dessa      |             | (Logistics)      | (*)Logistics Sunray         |                |
| Saurug     |             | (Estates)        | (*)Estates Fate             |                |
| Vey        |             | Ogres            | Wisdom Frenzy               |                |

| Fortress     |           | Specialty    | Starting Skills      | Starting Spell |            |                         |
|--------------|-----------|--------------|----------------------|----------------|------------|-------------------------|
| Beastmasters | Korbac    | Flies        | Armorer              | Pathfinding -  |            |                         |
|              | Wystan    | Lizardmen    |                      | Archery -      |            |                         |
|              | Drakon    | Gnolls       |                      | Leadership -   |            |                         |
|              | Miyon     | Basilisks    |                      | Resistance -   |            |                         |
|              | Alkin     | Gorgons      |                      | Diplomacy -    |            |                         |
|              | Brogchild | Wyverns      |                      | Scouting -     |            |                         |
|              | Gerwulf   | (Ballista)   |                      | Ballistics -   |            |                         |
|              | Tazar     | (Armorer)    |                      | Tactics -      |            |                         |
|              | Witches   | Branwen      |                      | (Magic Arrow)  | Resistance | Earth Magic Magic Arrow |
|              |           | Sabrina      |                      | (Stoneskin)    |            | Earth Magic Stoneskin   |
| Deneb        |           | (Ice Bolt)   | Water Magic Ice Bolt |                |            |                         |
| Mirlanda     |           | (Weakness)   | Water Magic Weakness |                |            |                         |
| Helga        |           | (Resistance) | First Aid Cure       |                |            |                         |
| Heather      |           | (Mysticism)  | Mysticism Anti-Magic |                |            |                         |
| Styg         |           | (Learning)   | Learning Slow        |                |            |                         |
| Voy          |           | Hydras       | Navigation Bless     |                |            |                         |

| Conflux   |           | Specialty     | Starting Skills      | Starting Spell |
|-----------|-----------|---------------|----------------------|----------------|
| Guardians | Gayle     | Air / Storm   | (Element) Magic      | Scouting -     |
|           | Avalanche | Earth / Magma |                      | Pathfinding -  |
|           | Torrent   | Water / Ice   |                      | Navigation -   |
|           | Blayze    | Fire / Energy |                      | Diplomacy -    |
|           | Tempest   | Storm / Water |                      | Learning -     |
|           | Volcanus  | Magma / Fire  |                      | Logistics -    |
|           | Glacius   | Ice / Earth   |                      | Armorer -      |
|           | Raiden    | Energy / Air  |                      | Offense -      |
|           | Sorcerers | Magus         |                      | (Sunray)       |
| Jasper    |           | (Stoneskin)   | Resistance Stoneskin |                |
| Undine    |           | (Ice Bolt)    | Navigation Ice Bolt  |                |
| Ashandra  |           | (Fire Wall)   | Tactics Fire Wall    |                |
| Xavier    |           | Mind / Magic  | Learning Shield      |                |
| Lara      |           | (Sorcery)     | Sorcery Magic Arrow  |                |
| Tobren    |           | (Mysticism)   | Mysticism Dispel     |                |
| Pyrus     |           | Firebirds     | Luck Fireball        |                |

| <b>Castle</b>                          | A  | D  | S  | Dmg   | HP         | [Shots] & Abilities   | Gold / +          |
|--|----|----|----|-------|------------|---|-------------------|
| <b>Pikeman</b><br><i>Halberdier</i>    | 5  | 6  | 5  | 1-3   | 8<br>10    | 2x defense boost when defending<br><i>First strike when defending</i> | 50<br>100 12      |
| <b>Archer</b><br><i>Marksman</i>       | 7  | 6  | 4  | 2-4   | 8<br>10    | [6]<br><i>No range penalty</i>  | 150<br>200 8      |
| <b>Griffin</b><br><i>Royal Griffin</i> | 8  | 9  | 9  | 3-6   | 20<br>25   | -<br><i>Can retaliate infinitely</i>                                  | 150<br>250 (+3)   |
| <b>Swordsman</b><br><i>Paladin</i>     | 10 | 12 | 6  | 6-10  | 40<br>50   | -<br><i>Morale +2</i>   | 300<br>400 4      |
| <b>Monk</b><br><i>Zealot</i>           | 12 | 10 | 6  | 10-12 | 25<br>30   | [∞] <i>No melee penalty</i>   | 350<br>500 3      |
| <b>Horseman</b><br><i>Crusader</i>     | 15 | 18 | 8  | 15-25 | 80<br>100  | +5% damage per hex moved<br><i>+10% damage per hex moved</i>          | 1000<br>1500 2    |
| <b>Angel</b><br><i>Archangel</i>       | 25 | 25 | 12 | 30-60 | 250<br>300 | Flying, O-Body, team morale +1<br><i>Can revive allies (1 use)</i>    | 3000*<br>4500** 1 |
| A/D/S +1 on...                         |    |    |    |       |            | Native Terrain: <b>Grass</b>  | (*) = Gems        |

| <b>Rampart</b>                            | A  | D  | S  | Dmg   | HP         | [Shots] & Abilities  | Gold / +          |
|---|----|----|----|-------|------------|--|-------------------|
| <b>Centaur</b><br><i>Elite Centaur</i>    | 6  | 5  | 6  | 1-3   | 6<br>8     | -<br><i>[1] No melee penalty</i>                             | 50<br>100 12      |
| <b>Dwarf</b><br><i>Battle Dwarf</i>       | 8  | 7  | 4  | 2-4   | 15<br>20   | Spell Resistance: 20%<br><i>+25% damage when retaliating</i> | 100<br>150 (+4)   |
| <b>Elf</b><br><i>Grand Elf</i>            | 7  | 5  | 7  | 3-5   | 12<br>15   | [6]<br><i>[8] Shoots twice</i>                               | 150<br>300 7      |
| <b>Pegasus</b><br><i>Silver Pegasus</i>   | 8  | 8  | 10 | 6-8   | 25<br>30   | Flying<br><i>Foes can't retaliate</i>                        | 250<br>400 5      |
| <b>Dendroid</b><br><i>Great Dendroid</i>  | 11 | 15 | 3  | 10-12 | 50<br>60   | X-Fire<br><i>Binds target stack in place</i>                 | 350<br>500 (+2)   |
| <b>Unicorn</b><br><i>War Unicorn</i>      | 14 | 14 | 8  | 15-25 | 75<br>90   | Spell Resistance: 20%<br><i>1/3 chance to paralyze</i>       | 800<br>1200 2     |
| <b>Green Dragon</b><br><i>Gold Dragon</i> | 21 | 23 | 10 | 30-50 | 200<br>250 | Flying, hits 2 hexes<br><i>Spell Resistance: 50%</i>         | 2500*<br>3500** 1 |
| A/D/S +1 on...                            |    |    |    |       |            | Native Terrain: <b>Dirt</b>                                  | (*) = Crystal     |

| <b>Tower</b>                                      | A  | D  | S | Dmg   | HP         | [Shots] & Abilities   | Gold / +          |
|---|----|----|---|-------|------------|---|-------------------|
| <b>Gremlin</b><br><i>Boss Gremlin</i>             | 4  | 4  | 4 | 1-2   | 5<br>6     | -<br><i>[1] No melee penalty</i>                                  | 50<br>75 16       |
| <b>Stone Gargoyle</b><br><i>Obsidian Gargoyle</i> | 6  | 8  | 7 | 2-3   | 15<br>20   | Unliving, flying, O-Magic 1/3<br><i>O-Magic 2/3</i>               | 150<br>200 (+4)   |
| <b>Stone Golem</b><br><i>Steel Golem</i>          | 8  | 10 | 3 | 3-6   | 25<br>30   | Unliving, O-Magic 1/3<br><i>O-Magic 2/3</i>                       | 200<br>300 6      |
| <b>Mage</b><br><i>Archmage</i>                    | 11 | 6  | 5 | 6-10  | 20<br>25   | [∞]<br><i>Shot dispels positive statuses</i>                      | 300<br>400 4      |
| <b>Genie</b><br><i>Master Genie</i>               | 12 | 12 | 9 | 10-16 | 35<br>40   | Flying, O-Body/Lightning<br><i>Hero SP costs -2 (minimum = 1)</i> | 450<br>600 3      |
| <b>Naga</b><br><i>Naga Queen</i>                  | 13 | 16 | 4 | 15-20 | 75<br>90   | Strikes twice<br><i>Foes can't retaliate</i>                      | 900<br>1350 2     |
| <b>Giant</b><br><i>Titan</i>                      | 24 | 24 | 6 | 30-60 | 250<br>300 | O-Mind/Lightning<br><i>[∞] No melee or distance penalties</i>     | 2500*<br>4000** 1 |
| A/D/S +1 on...                                    |    |    |   |       |            | Native Terrain: <b>Snow</b>                                       | (*) = Gems        |

| <b>Inferno</b>                       | A  | D  | S  | Dmg   | HP         | [Shots] & Abilities   | Gold / +          |
|--------------------------------------|----|----|----|-------|------------|---|-------------------|
| <b>Imp</b><br><i>Familiar</i>        | 4  | 4  | 7  | 1-2   | 5<br>6     | Flying<br><i>Absorbs 50% of enemy SP costs</i>                            | 25<br>50 (+8)     |
| <b>Gog</b><br><i>Magog</i>           | 8  | 6  | 5  | 2-4   | 12<br>15   | [∞] <i>No melee penalty</i><br><i>Shot explodes (as Fireball spell)</i>   | 100<br>150 9      |
| <b>Hell Hound</b><br><i>Cerberus</i> | 9  | 8  | 8  | 3-6   | 20<br>25   | -<br><i>Attacks up to 3 adjacent foes</i>                                 | 150<br>250 (+3)   |
| <b>Demon</b><br><i>Archdemon</i>     | 12 | 10 | 6  | 6-12  | 30<br>40   | -<br><i>Luck +2</i>   | 300<br>400 5      |
| <b>Fiend</b><br><i>Pit Lord</i>      | 14 | 14 | 6  | 10-20 | 40<br>50   | -<br><i>Can revive allies as Demons (1 use)</i>                           | 500<br>700 3      |
| <b>Efreeti</b><br><i>Djinni</i>      | 16 | 12 | 10 | 15-25 | 60<br>75   | Flying, O-Body/Fire, X-Ice<br><i>Target's Defense -3 for every strike</i> | 800<br>1200 2     |
| <b>Devil</b><br><i>Archdevil</i>     | 25 | 21 | 12 | 30-60 | 200<br>250 | Flying, O-Mind/Fire, ally luck +1<br><i>Enemy SP costs +20</i>            | 3000*<br>4000** 1 |
| A/D/S +1 on...                       |    |    |    |       |            | Native Terrain: <b>Volcano</b>  | (*) = Mercury     |

| <b>Necropolis</b>                            | A  | D  | S | Dmg   | HP         | [Shots] & Abilities   | Gold / +          |
|--|----|----|---|-------|------------|---|-------------------|
| <b>Skeleton</b><br><i>Bonewalker</i>         | 5  | 4  | 4 | 1-3   | 5<br>6     | Undead<br><i>May revive on death</i>                            | 50<br>100 16      |
| <b>Zombie</b><br><i>Living Dead</i>          | 5  | 5  | 3 | 2-3   | 8<br>10    | Undead, 1/3 chance to disease<br><i>2/3 chance to disease</i>   | 100<br>150 (+4)   |
| <b>Specter</b><br><i>Wraith</i>              | 7  | 6  | 8 | 3-5   | 15<br>20   | Undead, flying<br><i>Summons slain foes as Specters</i>         | 150<br>200 7      |
| <b>Vampire</b><br><i>Vampire Lord</i>        | 9  | 8  | 7 | 6-8   | 30<br>40   | Undead, flying, X-Fire<br><i>Absorbs HP from (living) foes</i>  | 300<br>500 4      |
| <b>Lich</b><br><i>Power Lich</i>             | 15 | 9  | 5 | 10-20 | 25<br>30   | [∞] <i>Undead</i><br><i>Shot harms living units near foe</i>    | 500<br>700 3      |
| <b>Night Rider</b><br><i>Nightmare Rider</i> | 17 | 17 | 8 | 15-30 | 80<br>100  | Undead<br><i>1/4 chance to deal 2x damage</i>                   | 1000<br>1500 2    |
| <b>Bone Dragon</b><br><i>Ghost Dragon</i>    | 19 | 18 | 9 | 30-40 | 150<br>200 | Undead, flying, enemy morale -1<br><i>1/3 chance to age foe</i> | 2000*<br>3000** 1 |
| A/D/S +1 on...                               |    |    |   |       |            | Native Terrain: <b>Dirt</b>                                     | (*) = Mercury     |

| <b>Dungeon</b>                                 | A  | D  | S  | Dmg   | HP         | [Shots] & Abilities  | Gold / +          |
|--|----|----|----|-------|------------|--|-------------------|
| <b>Troglodyte</b><br><i>Troglodyte Soldier</i> | 5  | 5  | 5  | 1-3   | 6<br>8     | Immune to fear & petrify<br><i>+50% damage if foe is afraid</i>                | 50<br>75 (+8)     |
| <b>Harpy</b><br><i>Harpy Hag</i>               | 6  | 6  | 9  | 2-3   | 12<br>15   | Flying, strike and return<br><i>Foes can't retaliate</i>                       | 125<br>175 9      |
| <b>Evil Eye</b><br><i>Beholder</i>             | 8  | 7  | 5  | 3-5   | 20<br>25   | 1/3 chance of fear (as spell)<br><i>[∞] No melee penalty</i>                   | 150<br>300 6      |
| <b>Medusa</b><br><i>Empress Medusa</i>         | 9  | 7  | 4  | 6-8   | 25<br>30   | [6] <i>Melee: 1/3 chance to petrify</i><br><i>Melee: 2/3 chance to petrify</i> | 250<br>350 4      |
| <b>Minotaur</b><br><i>Minotaur King</i>        | 15 | 13 | 6  | 10-20 | 40<br>50   | -<br><i>Attack +3 for every non-lethal strike</i>                              | 500<br>750 3      |
| <b>Manticore</b><br><i>Scorpicore</i>          | 16 | 15 | 7  | 15-25 | 75<br>90   | Flying<br><i>1/3 chance to paralyze</i>  | 900<br>1350 2     |
| <b>Red Dragon</b><br><i>Black Dragon</i>       | 22 | 24 | 10 | 30-50 | 250<br>300 | Flying, hits 2 hexes, O-Magic 1/3<br><i>O-Magic 2/3</i>                        | 3000*<br>4500** 1 |
| A/D/S +1 on...                                 |    |    |    |       |            | Native Terrain: <b>Subterrain</b>  | (*) = Sulfur      |

| <b>Stronghold</b>                        | A  | D  | S | Dmg   | HP         | [Shots] & Abilities   | Gold / +          |
|--|----|----|---|-------|------------|---|-------------------|
| <b>Goblin</b><br><i>Hobgoblin</i>        | 5  | 4  | 6 | 1-3   | 5<br>6     | -<br><i>Can retaliate twice</i>   | 50<br>75 (+8)     |
| <b>Wolf</b><br><i>Black Wolf</i>         | 7  | 6  | 8 | 2-4   | 12<br>15   | -<br><i>Strikes twice</i>   | 125<br>200 8      |
| <b>Orc</b><br><i>Orc Warrior</i>         | 9  | 6  | 5 | 3-6   | 15<br>20   | -<br><i>[1] No melee penalty</i>  | 150<br>250 7      |
| <b>Ogre</b><br><i>Ogre Mage</i>          | 12 | 12 | 4 | 6-12  | 40<br>50   | -<br><i>Can cast Frenzy (1 use, expert level)</i>                         | 350<br>500 4      |
| <b>Roc</b><br><i>Thunderbird</i>         | 13 | 11 | 9 | 10-16 | 30<br>40   | Flying<br><i>1/2 chance of Thunder (+10x damage)</i>                      | 400<br>600 3      |
| <b>Cyclops</b><br><i>Cyclops Brute</i>   | 18 | 13 | 6 | 15-30 | 60<br>75   | [1] <i>No melee penalty</i><br><i>Can damage defense structures</i>       | 750<br>1000 2     |
| <b>Behemoth</b><br><i>Dread Behemoth</i> | 21 | 18 | 7 | 30-50 | 200<br>200 | Ignores 40% of target's defense<br><i>Ignores 80% of target's defense</i> | 2000*<br>3500** 1 |
| A/D/S +1 on...                           |    |    |   |       |            | Native Terrain: <b>Wasteland</b>  | (*) = Crystal     |

| <b>Fortress</b>                            | A  | D  | S | Dmg   | HP         | [Shots] & Abilities   | Gold / +          |
|--|----|----|---|-------|------------|---|-------------------|
| <b>Serpentfly</b><br><i>Dragonfly</i>      | 3  | 3  | 7 | 1-2   | 4<br>5     | Flying, 1/3 chance to disease<br><i>2/3 chance to disease</i>   | 25<br>50 20       |
| <b>Lizardman</b><br><i>Lizard Hunter</i>   | 5  | 7  | 5 | 2-3   | 15<br>20   | [6]<br><i>No wall penalty</i>                                   | 125<br>175 9      |
| <b>Gnoll</b><br><i>Gnoll Marauder</i>      | 7  | 8  | 6 | 3-5   | 20<br>25   | -<br><i>Foes can't retaliate</i>                                | 150<br>200 (+3)   |
| <b>Basilisk</b><br><i>Emperor Basilisk</i> | 8  | 9  | 5 | 6-8   | 30<br>40   | 1/3 chance to petrify<br><i>2/3 chance to petrify</i>           | 300<br>450 5      |
| <b>Gorgon</b><br><i>Mighty Gorgon</i>      | 13 | 15 | 7 | 10-16 | 50<br>60   | -<br><i>Disembowel (may instantly kill foe)</i>                 | 500<br>750 3      |
| <b>Wyvern</b><br><i>Wyvern Monarch</i>     | 12 | 14 | 9 | 15-20 | 75<br>90   | Flying<br><i>1/3 chance to poison</i>                           | 750<br>1000 2     |
| <b>Hydra</b><br><i>Chaos Hydra</i>         | 18 | 21 | 4 | 30-40 | 200<br>250 | Attacks all adjacent foes<br><i>Regenerates 100 HP per turn</i> | 2000*<br>3500** 1 |
| A/D/S +1 on...                             |    |    |   |       |            | Native Terrain: <b>Swamp</b>                                    | (*) = Sulfur      |

| <b>Conflux</b>                                   | A  | D  | S  | Dmg            | HP         | [Shots] & Abilities  | Gold / +          |
|--|----|----|----|----------------|------------|--|-------------------|
| <b>Sprite</b><br><i>Pixie</i>                    | 3  | 3  | 7  | 1-2            | 4<br>5     | Flying, foes can't retaliate<br><i>Attack dispels positive statuses</i>      | 25<br>50 (+8)     |
| <b>Air Elemental</b><br><i>Storm Elemental</i>   | 8  | 8  | 9  | 3-5<br>6-8     | 20<br>25   | Unliving, flying, O-Lightning<br><i>[∞] No melee penalty</i>                 | 150<br>450 6      |
| <b>Water Elemental</b><br><i>Ice Elemental</i>   | 8  | 10 | 5  | 3-5<br>6-8     | 30<br>40   | Unliving, (O-Ice/X-Lightning)<br><i>[∞] No melee penalty, (O-Ice/X-Fire)</i> | 150<br>450 6      |
| <b>Fire Elemental</b><br><i>Energy Elemental</i> | 10 | 8  | 8  | 3-6<br>6-10    | 20<br>25   | Unliving, (O-Fire/X-Ice)<br><i>Flying, (O-Lightning/X-Ice)</i>               | 150<br>450 6      |
| <b>Earth Elemental</b><br><i>Magma Elemental</i> | 10 | 10 | 4  | 3-6<br>6-10    | 30<br>40   | Unliving, (O-Lightning)<br><i>(O-Fire/X-Ice)</i>                             | 150<br>450 6      |
| <b>Mind Elemental</b><br><i>Magic Elemental</i>  | 15 | 12 | 6  | 10-20<br>15-25 | 60<br>75   | Unliving, attacks all adjacent foes<br><i>O-Magic 3/4</i>                    | 500<br>1500 2     |
| <b>Firebird</b><br><i>Phoenix</i>                | 20 | 20 | 12 | 30-40          | 150<br>200 | Flying, hits 2 hexes, O-Fire/X-Ice<br><i>May revive on death</i>             | 1500*<br>3000** 1 |
| A/D/S +1 on...                                   |    |    |    |                |            | Native Terrain: <b>Grass</b>   | (*) = Mercury     |

| <b>N/A (Lv. 1-4)</b> | A  | D  | S | Dmg  | HP | [Shots] & Abilities                          | Gold / + |
|----------------------|----|----|---|------|----|--|----------|
| <b>Peasant</b>       | 1  | 2  | 5 | 1-2  | 3  | <i>Will not reduce (mixed) team morale</i>   | 10 30    |
| <b>Halfling</b>      | 2  | 3  | 5 | 1-2  | 5  | [6]  | 50 15    |
| <b>Rogue</b>         | 7  | 4  | 7 | 2-4  | 10 | <i>Foes can't retaliate</i>                  | 75 10    |
| <b>Boar</b>          | 6  | 5  | 7 | 2-3  | 15 | -  | 100 8    |
| <b>Nomad</b>         | 9  | 7  | 8 | 3-6  | 20 | <i>A/D/S +3 on native terrain (Sand)</i>     | 200 6    |
| <b>Mummy</b>         | 8  | 10 | 3 | 3-5  | 30 | <i>Undead, 2/3 chance of fear (as spell)</i> | 300 7    |
| <b>Sharpshooter</b>  | 10 | 6  | 7 | 6-10 | 25 | [6] <i>No distance or wall penalties</i>     | 400 4    |
| <b>Troll</b>         | 12 | 12 | 4 | 6-12 | 50 | <i>Regenerates all HP each turn</i>          | 500 5    |

| <b>N/A (Lv. 5-7)</b>  | A  | D  | S  | Dmg   | HP  | [Shots] & Abilities                          | Gold / + |
|---|----|----|----|-------|-----|--|----------|
| <b>Enchanter</b>  | 12 | 10 | 6  | 10-12 | 40  | [∞] <i>Spellcaster</i>                       | 600 3    |
| <b>Gold Golem</b>   | 10 | 15 | 3  | 10-12 | 60  | <i>Unliving, O-Magic 1/2</i>                 | 750 3    |
| <b>Diamond Golem</b>  | 12 | 18 | 3  | 15-20 | 90  | <i>Unliving, O-Magic 3/4</i>                 | 1500 2   |
| <b>Fairy Dragon</b>   | 30 | 30 | 10 | 30-60 | 450 | <i>Flying, spellcaster, O-Mind/Magic 1/2</i> | 6000* 1  |
| <b>Rust Dragon</b>  | 42 | 36 | 10 | 50-70 | 600 | <i>Flying, hits 2 hexes, O-Body/Fire</i>     | 9000* 1  |
| <b>Crystal Dragon</b>   | 36 | 42 | 9  | 40-65 | 750 | <i>Unliving, O-Lightning</i>                 | 12000* 1 |
| <b>Azure Dragon</b>   | 48 | 48 | 10 | 60-75 | 900 | <i>Flying, hits 2 hexes, O-Mind/Body/Ice</i> | 15000* 1 |
| <i>Fairy-D = Gems x10   Rust-D = Sulfur x10   Crystal-D = Crystal x10   Azure-D = Mercury x10</i> |    |    |    |       |     |  |          |

| <b>Resistances (O) &amp; Weaknesses (X)</b> |   |  |  |  |  | <b>Statuses</b>               |                         |
|---|---|--|--|--|--|-------------------------------|-------------------------|
| <b>Fire</b>                                 | Fire Wall, Fireball, Immolate (*Fire/Magma + Gogs)        |  |  |  |  | *Attacks from elemental units | <b>Disease</b>          |
| <b>Ice</b>                                  | Ice Bolt, Ice Blast (*Water/Ice)                          |  |  |  |  |                               | Attack & Defense -3     |
| <b>Lightning</b>                            | Lightning Bolt, Chain Lightning, Thunder (*Storm/Energy)  |  |  |  |  |                               | <b>Paralyze/Petrify</b> |
| <b>Magic (x)</b>                            | Reduces damage from all offensive spells by (x) (*Magic)  |  |  |  |  |                               | Can't act (1-2 turns)   |
| <b>Body</b>                                 | Aging, Disease, Disembowel, Paralyze, Petrify, Poison     |  |  |  |  | <b>Poison</b>                 |                         |
| <b>Mind</b>                                 | Berserk, Enslave, Fear, Frenzy, Heroism, Misery (*Mind)   |  |  |  |  | -10% Max HP per turn          |                         |
| <b>Unliving</b>                             | O-Mind/Body, can't resurrect, no morale/First Aid effects |  |  |  |  | <b>Aging</b>                  |                         |
| <b>Undead</b>                               | Unliving + O-Curse/Bless, -1 morale to any living allies  |  |  |  |  | Max HP is halved              |                         |

| <i>Castle</i>                                  | Gold                 | W  | O  | M | S | C | G  | Prerequisites                          |
|--|----------------------|----|----|---|---|---|----|--|
| <b>Lv.1 - Pikemen</b><br>(Upgrade)             | 500<br>1000          | 5  | 5  | - | - | - | -  | Fort<br>Blacksmith                     |
| <b>Lv.2 - Archers</b><br>(Upgrade)             | 1000<br>2000         | 5  | 5  | - | - | - | -  | Lv.1, Blacksmith                       |
| <b>Lv.3 - Griffins</b><br>(Upgrade)<br>(Horde) | 1500<br>2000<br>2500 | -  | 5  | - | - | - | -  | Lv.1                                   |
| <b>Lv.4 - Swordsmen</b><br>(Upgrade)           | 2000<br>2500         | -  | 5  | - | - | - | -  | Lv.1, Blacksmith<br>Order of the Blade |
| <b>Lv.5 - Monks</b><br>(Upgrade)               | 2500<br>3000         | 5  | 5  | - | - | - | -  | Lv.3, Mage Guild<br>Mage Guild II      |
| <b>Lv.6 - Horsemen</b><br>(Upgrade)            | 4000<br>5000         | 5  | 5  | - | - | - | -  | Lv.4, Stables<br>Lv.4 (Upg)            |
| <b>Lv.7 - Angels</b><br>(Upgrade)              | 20000<br>15000       | 10 | 10 | - | - | - | 10 | Lv.5 (Upg)<br>Lv.6 (Upg)               |
| <b>Shipyards</b><br>Lighthouse                 | 1000<br>2500         | 5  | -  | - | - | - | -  | -                                      |
| <b>Stables</b>                                 | 2500                 | 5  | -  | - | - | - | -  | Tavern                                 |
| <b>Order of the Blade</b>                      | 1000                 | 5  | -  | - | - | - | -  | Tavern                                 |

| <i>Rampart</i>                                  | Gold                 | W  | O  | M | S | C  | G | Prerequisites               |
|---|----------------------|----|----|---|---|----|---|-----------------------------|
| <b>Lv.1 - Centaurs</b><br>(Upgrade)             | 500<br>1000          | 5  | 5  | - | - | -  | - | Fort                        |
| <b>Lv.2 - Dwarves</b><br>(Upgrade)<br>(Horde)   | 1000<br>1500<br>2000 | 5  | 5  | - | - | -  | - | Lv.1, Blacksmith            |
| <b>Lv.3 - Elves</b><br>(Upgrade)                | 1500<br>2500         | 5  | -  | - | - | -  | - | Lv.1                        |
| <b>Lv.4 - Pegasi</b><br>(Upgrade)               | 2000<br>2500         | 5  | 5  | - | - | 5  | - | Lv.3, Mystic Pond           |
| <b>Lv.5 - Dendroids</b><br>(Upgrade)<br>(Horde) | 2500<br>3000<br>3000 | 5  | -  | - | - | -  | - | Lv.3                        |
| <b>Lv.6 - Unicorns</b><br>(Upgrade)             | 3000<br>4000         | 5  | 5  | - | - | -  | 5 | Lv.4, Lucky Fountain        |
| <b>Lv.7 - Dragons</b><br>(Upgrade)              | 15000<br>15000       | 10 | 10 | - | - | 10 | - | Lv.6, Treasury              |
| <b>Mystic Pond</b><br>Lucky Fountain            | 1000<br>1000         | -  | -  | 1 | 1 | 1  | 1 | Mage Guild<br>Mage Guild II |
| <b>Treasury</b>                                 | 2500                 | 5  | 5  | - | - | -  | - | Lv.2 (Horde)                |

| <i>Tower</i>                                    | Gold                 | W  | O  | M | S | C | G  | Prerequisites                          |
|---|----------------------|----|----|---|---|---|----|--|
| <b>Lv.1 - Gremlins</b><br>(Upgrade)             | 500<br>1000          | 5  | 5  | - | - | - | -  | Fort                                   |
| <b>Lv.2 - Gargoyles</b><br>(Upgrade)<br>(Horde) | 1000<br>2000<br>2000 | -  | 5  | - | - | - | -  | Lv.1, Watchtower                       |
| <b>Lv.3 - Golems</b><br>(Upgrade)               | 1500<br>2500         | -  | 5  | - | - | - | -  | Lv.1                                   |
| <b>Lv.4 - Mages</b><br>(Upgrade)                | 2000<br>2500         | 5  | 5  | 2 | 2 | 2 | 2  | Lv.1, Magic Library<br>Wall of Wisdom  |
| <b>Lv.5 - Genies</b><br>(Upgrade)               | 2500<br>3000         | 5  | 5  | - | - | 5 | 5  | Lv.4<br>Mage Guild II                  |
| <b>Lv.6 - Nagas</b><br>(Upgrade)                | 4000<br>5000         | 5  | 5  | - | - | - | 5  | Lv.2/3, Blacksmith                     |
| <b>Lv.7 - Giants</b><br>(Upgrade)               | 20000<br>15000       | 10 | 10 | - | - | - | 10 | Lv.5, Wall of Wisdom<br>Mage Guild III |
| <b>Artifact Traders</b>                         | 2000                 | 5  | -  | - | - | - | -  | Marketplace                            |
| <b>Watchtower</b>                               | 1000                 | -  | 5  | - | - | - | -  | Fort                                   |
| <b>Magic Library</b>                            | 2500                 | 5  | -  | 3 | 3 | 3 | 3  | Mage Guild                             |
| <b>Wall of Wisdom</b>                           | 2500                 | -  | 5  | - | - | - | -  | Mage Guild II                          |

| <i>Common</i>                    | Gold        | W  | O  | Other Requisites         |
|----------------------------------|-------------|----|----|--------------------------|
| <b>Town Hall</b>                 | 2500        | 5  | -  | Tavern, Marketplace      |
| <b>City Hall</b>                 | 5000        | 5  | -  | Blacksmith, Mage Guild   |
| <b>Capitol</b>                   | 10000       | 5  | -  | -                        |
| <b>Fort</b>                      | 2500        | 10 | 10 | -                        |
| <b>Citadel</b>                   | 5000        | 10 | 15 | -                        |
| <b>Bastion</b>                   | 10000       | 10 | 20 | -                        |
| <b>Tavern</b><br>(Recruit Hero)  | 500<br>2500 | 5  | -  | -                        |
| <b>Marketplace</b>               | 500         | 5  | -  | -                        |
| <b>Blacksmith</b><br>(Ballista)  | 500<br>1500 | 5  | 5  | -                        |
| <b>(Ammo Cart)</b>               | 1000        | -  | -  | (Sold at: Cst, Inf, Ncr) |
| <b>(Medical Tent)</b>            | 500         | -  | -  | (Sold at: Rmp, Twr, Str) |
| <b>Mage Guild</b><br>(Spellbook) | 1000<br>500 | 5  | 5  | Mr/Sf/Cr/Gm (1 each)     |
| <b>Mage Guild II</b>             | 2000        | 5  | 5  | Mr/Sf/Cr/Gm (3 each)     |
| <b>Mage Guild III</b>            | 3000        | 5  | 5  | Mr/Sf/Cr/Gm (5 each)     |
| <b>Mage Guild IV</b>             | 4000        | 5  | 5  | Mr/Sf/Cr/Gm (7 each)     |
| <b>Mage Guild V</b>              | 5000        | 5  | 5  | Mr/Sf/Cr/Gm (10 each)    |

| <i>Inferno</i>                               | Gold                 | W  | O  | M  | S | C | G | Prerequisites                       |
|--|----------------------|----|----|----|---|---|---|-------------------------------------|
| <b>Lv.1 - Imps</b><br>(Upgrade)<br>(Horde)   | 500<br>1000<br>1500  | 5  | 5  | -  | - | - | - | Fort<br>Mage Guild                  |
| <b>Lv.2 - Gogs</b><br>(Upgrade)              | 1000<br>1500         | 5  | 5  | -  | - | - | - | Lv.1                                |
| <b>Lv.3 - Hounds</b><br>(Upgrade)<br>(Horde) | 1500<br>2000<br>2500 | 5  | 5  | -  | - | - | - | Lv.1                                |
| <b>Lv.4 - Demons</b><br>(Upgrade)            | 2000<br>2500         | 5  | 5  | -  | - | - | - | Lv.2                                |
| <b>Lv.5 - Fiends</b><br>(Upgrade)            | 2500<br>3500         | -  | 5  | -  | - | - | - | Lv.4<br>Gathering Storm             |
| <b>Lv.6 - Efreet</b>                         | 3000<br>4000         | -  | 5  | -  | 5 | - | - | Lv.2, Order of Fire                 |
| <b>Lv.7 - Devils</b><br>(Upgrade)            | 15000<br>15000       | 10 | 10 | 10 | - | - | - | Lv.5 (Upg), Lv.6<br>Oblivion Portal |
| <b>Burning Sky</b>                           | 1000                 | -  | 5  | -  | 5 | - | - | Fort, Mage Guild                    |
| <b>Order of Fire</b>                         | 2500                 | 5  | 5  | -  | - | - | - | Mage Guild II                       |
| <b>Oblivion Portal</b>                       | 2500                 | -  | 5  | 5  | 5 | 5 | 5 | Mage Guild III                      |

| <i>Necropolis</i>                             | Gold                 | W  | O  | M  | S | C | G | Prerequisites                            |
|---|----------------------|----|----|----|---|---|---|--|
| <b>Lv.1 - Skeletons</b><br>(Upgrade)          | 500<br>1000          | 5  | 5  | -  | - | - | - | Fort<br>Blacksmith                       |
| <b>Lv.2 - Zombies</b><br>(Upgrade)<br>(Horde) | 1000<br>1500<br>2000 | 5  | 5  | -  | - | - | - | Lv.1                                     |
| <b>Lv.3 - Wights</b><br>(Upgrade)             | 1500<br>2000         | -  | 5  | -  | - | - | - | Lv.1                                     |
| <b>Lv.4 - Vampires</b><br>(Upgrade)           | 2000<br>3000         | 5  | 5  | -  | - | - | 5 | Lv.2, Shroud of Night                    |
| <b>Lv.5 - Liches</b><br>(Upgrade)             | 2500<br>3500         | 5  | 5  | -  | 5 | - | - | Lv.3, Mage Guild<br>Necro Amplifier      |
| <b>Lv.6 - Horsemen</b><br>(Upgrade)           | 4000<br>5000         | 5  | 5  | -  | - | - | - | Lv.4, Lv.1 (Upg)                         |
| <b>Lv.7 - Dragons</b><br>(Upgrade)            | 10000<br>15000       | 10 | 10 | 10 | - | - | - | Lv.5, Death Converter<br>Necro Amplifier |
| <b>Shipyards</b>                              | 1000                 | 5  | -  | -  | - | - | - | -  |
| <b>Shroud of Night</b>                        | 1000                 | -  | 5  | -  | 5 | - | - | Fort, Mage Guild                         |
| <b>Death Converter</b>                        | 2000                 | -  | 5  | 5  | - | - | - | Mage Guild                               |
| <b>Necro Amplifier</b>                        | 2500                 | -  | 5  | 5  | - | - | - | Mage Guild II                            |

| <i>Dungeon</i>                                    | Gold                | W  | O  | M | S  | C | G | Prerequisites                          |
|---|---------------------|----|----|---|----|---|---|--|
| <b>Lv.1 - Troglodytes</b><br>(Upgrade)<br>(Horde) | 500<br>1000<br>1500 | 5  | 5  | - | -  | - | - | Fort                                   |
| <b>Lv.2 - Harpies</b><br>(Upgrade)                | 1000<br>1500        | 5  | -  | - | -  | - | - | Lv.1                                   |
| <b>Lv.3 - Beholders</b><br>(Upgrade)              | 1500<br>2500        | 5  | 5  | 2 | 2  | 2 | 2 | Lv.1, Dominion Portal<br>Mage Guild II |
| <b>Lv.4 - Medusas</b><br>(Upgrade)                | 2000<br>2500        | 5  | 5  | - | -  | - | 5 | Lv.2, Blacksmith                       |
| <b>Lv.5 - Minotaurs</b><br>(Upgrade)              | 2500<br>3500        | 5  | 5  | - | -  | - | 5 | Lv.4, Battle Academy                   |
| <b>Lv.6 - Manticores</b><br>(Upgrade)             | 4000<br>5000        | 5  | 5  | - | -  | - | - | Lv.4                                   |
| <b>Lv.7 - Dragons</b><br>(Upgrade)                | 20000<br>15000      | 10 | 10 | - | 10 | - | - | Lv.6, Mana Vortex<br>Mage Guild III    |
| <b>Artifact Traders</b>                           | 2000                | 5  | -  | - | -  | - | - | Marketplace                            |
| <b>Dominion Portal</b>                            | 1000                | -  | 5  | - | 5  | - | - | Mage Guild                             |
| <b>Mana Vortex</b>                                | 2000                | -  | -  | 3 | 3  | 3 | 3 | Mage Guild II                          |
| <b>Battle Academy</b>                             | 2500                | 5  | 5  | - | -  | - | - | Fort                                   |

| <i>Common Buildings</i> |  |
|-------------------------|--|
| <b>Town Hall</b>        | +1,000 gold/day (default: +500)                |
| <b>City Hall</b>        | +2,000 gold/day (replaces Town Hall)           |
| <b>Capitol</b>          | +4,000 gold/day (replaces City Hall)           |
| <b>Fort</b>             | Adds city walls (see "Misc" page for info)     |
| <b>Citadel</b>          | +50% growth, adds barricade & main turret      |
| <b>Bastion</b>          | +100% growth, +1 wall HP, adds side turrets    |
| <b>Tavern</b>           | Recruit heroes, +1 morale to defenders         |
| <b>Blacksmith</b>       | Sells war machines (see above)                 |
| <b>Marketplace</b>      | Trades resources (see "Misc" page for pricing) |
| <b>Mage Guild</b>       | Teaches spells to visiting heroes              |

| <i>Stronghold</i>                             | Gold                | W  | O  | M | S | C  | G | Prerequisites                       |
|---|---------------------|----|----|---|---|----|---|-------------------------------------|
| <b>Lv.1 - Goblins</b><br>(Upgrade)<br>(Horde) | 500<br>1000<br>1500 | 5  | 5  | - | - | -  | - | Fort<br>Blacksmith                  |
| <b>Lv.2 - Wolves</b><br>(Upgrade)             | 1000<br>2000        | 5  | 5  | - | - | -  | - | Lv.1<br>Lv.1 (Upg)                  |
| <b>Lv.3 - Orcs</b><br>(Upgrade)               | 1500<br>2000        | 5  | 5  | - | - | -  | - | Lv.1, Blacksmith<br>Mercenary Guild |
| <b>Lv.4 - Ogres</b><br>(Upgrade)              | 2000<br>3000        | 5  | 5  | 5 | 5 | 5  | 5 | Mage Guild II                       |
| <b>Lv.5 - Rocs</b><br>(Upgrade)               | 2500<br>3000        | 5  | 5  | - | - | -  | - | Lv.2<br>Hall of Warlords            |
| <b>Lv.6 - Cyclopes</b><br>(Upgrade)           | 3000<br>4000        | -  | 5  | - | - | 5  | - | Lv.3                                |
| <b>Lv.7 - Behemoths</b><br>(Upgrade)          | 10000<br>15000      | 10 | 10 | - | - | 10 | - | Lv.4, Escape Tunnel<br>Lv.4 (Upg)   |
| <b>Mercenary Guild</b>                        | 1000                | 5  | -  | - | - | -  | - | Marketplace                         |
| <b>Ballista Yard</b>                          | 1000                | 5  | -  | - | - | -  | - | Blacksmith                          |
| <b>Escape Tunnel</b>                          | 2000                | 5  | -  | - | - | -  | - | Fort                                |
| <b>Hall of Warlords</b>                       | 2500                | 5  | -  | - | - | -  | - | Fort                                |

| <i>Fortress</i>                              | Gold                 | W  | O  | M | S  | C | G | Prerequisites                         |
|--|----------------------|----|----|---|----|---|---|---------------------------------------|
| <b>Lv.1 - Flies</b><br>(Upgrade)             | 500<br>1000          | 5  | -  | - | -  | - | - | Fort                                  |
| <b>Lv.2 - Lizardmen</b><br>(Upgrade)         | 1000<br>1500         | 5  | 5  | - | -  | - | - | Lv.1, Blacksmith                      |
| <b>Lv.3 - Gnolls</b><br>(Upgrade)<br>(Horde) | 1500<br>2000<br>2500 | 5  | 5  | - | -  | - | - | Lv.1, Blacksmith<br>Cage of Endurance |
| <b>Lv.4 - Basilisks</b><br>(Upgrade)         | 2000<br>3000         | 5  | 5  | 5 | -  | - | - | Lv.2<br>Glyphs of Fear                |
| <b>Lv.5 - Gorgons</b><br>(Upgrade)           | 2500<br>3500         | 5  | 5  | 5 | -  | - | - | Lv.3<br>Blood Obelisk                 |
| <b>Lv.6 - Wyverns</b><br>(Upgrade)           | 3000<br>4000         | 5  | -  | - | -  | - | - | Lv.4                                  |
| <b>Lv.7 - Hydra</b><br>(Upgrade)             | 10000<br>15000       | 10 | 10 | - | 10 | - | - | Lv.5<br>Lv.5 (Upg)                    |
| <b>Shipyards</b>                             | 1000                 | 5  | -  | - | -  | - | - | -                                     |
| <b>Glyphs of Fear</b>                        | 1000                 | -  | 5  | - | -  | - | - | Fort, Mage Guild                      |
| <b>Blood Obelisk</b>                         | 1000                 | -  | 5  | - | -  | - | - | Mage Guild II                         |
| <b>Cage of Endurance</b>                     | 2500                 | 5  | -  | - | -  | - | - | Fort                                  |

| <i>Conflux</i>                               | Gold                | W  | O  | M | S | C | G | Prerequisites                     |
|--|---------------------|----|----|---|---|---|---|-----------------------------------|
| <b>Lv.1 - Pixies</b><br>(Upgrade)<br>(Horde) | 500<br>1000<br>1500 | 5  | 5  | - | - | - | - | Fort, Mage Guild                  |
| <b>Lv.2 - Air</b><br>(Upgrade)               | 1500<br>3000        | 5  | 5  | - | - | - | - | Lv.1, Mage Guild<br>Mage Guild II |
| <b>Lv.3 - Water</b><br>(Upgrade)             | 1500<br>3000        | 5  | 5  | - | - | - | - | Lv.1, Mage Guild<br>Mage Guild II |
| <b>Lv.4 - Fire</b><br>(Upgrade)              | 1500<br>3000        | 5  | 5  | - | - | - | - | Lv.1, Mage Guild<br>Mage Guild II |
| <b>Lv.5 - Earth</b><br>(Upgrade)             | 1500<br>3000        | 5  | 5  | - | - | - | - | Lv.1, Mage Guild<br>Mage Guild II |
| <b>Lv.6 - Mind</b><br>(Upgrade)              | 2500<br>5000        | 5  | 5  | 2 | 2 | 2 | 2 | Lv.1, University                  |
| <b>Lv.7 - Firebirds</b><br>(Upgrade)         | 10000<br>15000      | 10 | 10 | 3 | 3 | 3 | 3 | Lv.6<br>Mage Guild III            |
| <b>Shipyards</b>                             | 1000                | 5  | -  | - | - | - | - | -                                 |
| <b>Artifact Traders</b>                      | 2000                | 5  | -  | - | - | - | - | Marketplace                       |
| <b>Magic University</b>                      | 2500                | 5  | 5  | 1 | 1 | 1 | 1 | Mage Guild II                     |
| <b>(Learn Skill)</b>                         | 2500                | -  | -  | - | - | - | - | -                                 |

| <i>Special Buildings</i>  |   |
|---------------------------|---|
| <b>Shipyards</b>          | Sells boats (1,000 gold + 10 wood)          |
| <b>Lighthouse</b>         | +500 water movement (all of your heroes)    |
| <b>Stables</b>            | +400 land movement for rest of town         |
| <b>Order of the Blade</b> | +2 morale to defenders (replaces Tavern)    |
| <b>Mystic Pond</b>        | +2-4 random rare resource per week          |
| <b>Lucky Fountain</b>     | +2 luck to defenders                        |
| <b>Treasury</b>           | +10% interest on total gold per week        |
| <b>Watchtower</b>         | Increases visibility radius to 20 tiles     |
| <b>Magic Library</b>      | +1 spell of each level to Mage Guild        |
| <b>Wall of Wisdom</b>     | +1 Knowledge (permanent, once per hero)     |
| <b>Burning Sky</b>        | +5 Magic to defending hero                  |
| <b>Order of Fire</b>      | +1 Magic (permanent, once per hero)         |
| <b>Oblivion Portal</b>    | Fast travel to any other town you own       |
| <b>Shroud of Night</b>    | Covers 20-tile radius with fog of war       |
| <b>Death Converter</b>    | Converts living units to undead units       |
| <b>Necro Amplifier</b>    | +10% Necromancy (all of your heroes)        |
| <b>Dominion Portal</b>    | Can recruit from external dwellings         |
| <b>Mana Vortex</b>        | +50 spell points to defending hero          |
| <b>Battle Academy</b>     | +1,000 experience (once per hero)           |
| <b>Mercenary Guild</b>    | Buys units (see "Misc" page for pricing)    |
| <b>Ballista Yard</b>      | Sells ballistas (see above for pricing)     |
| <b>Escape Tunnel</b>      | Allows a defending hero to retreat          |
| <b>Hall of Valhalla</b>   | +1 Attack (permanent, once per hero)        |
| <b>Glyphs of Fear</b>     | +5 Defense to defending hero                |
| <b>Blood Obelisk</b>      | +5 Attack to defending hero                 |
| <b>Cage of Endurance</b>  | +1 Defense (permanent, once per hero)       |
| <b>Magic University</b>   | Learn any magic skill                       |
| <b>Artifact Traders</b>   | Trades artifacts (see "Misc" page for info) |

| <i>Air Magic</i>       | SP | <i>Description</i>  | <i>Basic</i>   | <i>Expert</i>  | <i>Master</i>  | -  | C     | R     | T     | I     | N   | D     | S     | F  | X     |
|------------------------|----|---|----------------|----------------|----------------|----|-------|-------|-------|-------|-----|-------|-------|----|-------|
| <b>Wizard Eye</b>      | 1  | Shows the location of all loose resources and artifacts on map              | +Mines         | +Heroes        | SP cost is 0   |    | .     | .     | .     | .     | .   | .     | .     | .  | .     |
| <b>Sunray</b>          | 2  | Defense -3 (one stack until the end of battle - unremovable, cumulative)    | Defense -4     | Defense -5     | Defense -6     | Lv | ...   | ..    | (80%) | ...   | -   | -     | ...   | .. | ...   |
| <b>Air Resistance</b>  | 3  | Halves damage taken from Air magic (one stack)                              | (Mass effect)  | 1/3 damage     | 1/4 damage     | 1  | ...   | ...   | ...   | ...   | ... | ...   | ...   | .. | ...   |
| <b>Haste</b>           | 4  | Speed +3 (one stack)  | (Mass effect)  | Speed +4       | Speed +5       |    | ...   | ....  | ..... | ..... | .   | ...   | ..... | .. | ..... |
| <b>Fate</b>            | 6  | Attack +6 (one stack) - ranged attacks only                                 | (Mass effect)  | Attack +7      | Attack +8      | Lv | ..... | ..... | ..... | ..    | .   | ...   | ..... | .  | ..... |
| <b>Shield</b>          | 8  | Halves damage take from ranged attacks (one stack)                          | (Mass effect)  | 1/3 damage     | 1/4 damage     | 2  | ..... | ..... | ..... | ..... | .   | ...   | ..... | .. | ..... |
| <b>Lightning Bolt</b>  | 10 | 20x +20 damage to an enemy stack  | +40 damage     | +60 damage     | +80 damage     |    | ...   | ..... | ..... | ..... | .   | ...   | ..... | .  | ..... |
| <b>Jump</b>            | 12 | Moves target friendly stack to any hex that doesn't cross a wall            | Can jump walls | -              | -              | Lv | ...   | ..... | ..    | ..... | .   | ...   | ..... | .  | ...   |
| <b>Counterstrike</b>   | 15 | Allows two retaliations per round (one stack)                               | (Mass effect)  | 3 retaliations | 4 retaliations | 3  | ...   | ..... | ...   | ..    | .   | ...   | ..... | .  | ...   |
| <b>Destroy Undead</b>  | 18 | 10x +20 damage to all undead units  | +40 damage     | +60 damage     | +80 damage     |    | ..... | ...   | .     | -     | -   | -     | -     | -  | .     |
| <b>Fly</b>             | 20 | Ignore all impassable tiles and terrain penalties (limit: 25% of your turn) | Limit = 50%    | Limit = 75%    | No limit       | Lv | ..... | ..    | ..... | ..... | .   | ...   | -     | -  | ...   |
| <b>Chain Lightning</b> | 24 | 30x +25 damage to up to 4 stacks (damage is halved for each new target)     | +50 damage     | +100 damage    | +200 damage    | 4  | ..    | ..    | ..... | ..    | .   | ..... | -     | -  | ..... |
| <b>Summon Air</b>      | 25 | Summons a stack of (x) Air Elementals until the end of battle               | 2x elementals  | 3x elementals  | 4x elementals  | Lv | -     | -     | ..    | -     | -   | -     | -     | -  | .     |
| <b>Implosion</b>       | 30 | 50x +100 damage to an enemy stack   | +200 damage    | +400 damage    | +600 damage    | 5  | -     | .     | ..    | .     | .   | ...   | -     | -  | ...   |

| <i>Earth Magic</i>      | SP | <i>Description</i>   | <i>Basic</i>    | <i>Expert</i>   | <i>Master</i>    | -  | C     | R     | T     | I     | N     | D     | S   | F     | X     |
|-------------------------|----|--|-----------------|-----------------|------------------|----|-------|-------|-------|-------|-------|-------|-----|-------|-------|
| <b>Clairvoyance</b>     | 1  | Shows detailed right-click information for random units                  | +Towns          | +Heroes         | SP cost is 0     |    | .     | .     | .     | .     | .     | .     | .   | .     | .     |
| <b>Magic Arrow</b>      | 2  | 10x +5 damage to an enemy stack  | +10 damage      | +15 damage      | +20 damage       | Lv | ..    | (80%) | ..    | ...   | ..... | ...   | ..  | ...   | ..... |
| <b>Earth Resistance</b> | 3  | Halves damage taken from Earth magic (one stack)                         | (Mass effect)   | 1/3 damage      | 1/4 damage       | 1  | ...   | ...   | ...   | ...   | ..... | ...   | ... | ..    | ...   |
| <b>Slow</b>             | 4  | Reduces Speed to 75% (one stack)   | (Mass effect)   | 66% Speed       | 50% Speed        |    | ..    | ..... | ...   | ...   | (80%) | ...   | .   | ..... | ...   |
| <b>Stoneskin</b>        | 6  | Defense +6 (one stack)   | (Mass effect)   | Defense +7      | Defense +8       | Lv | ..... | (75%) | ..... | ..... | ..... | ..... | ... | ..... | ..... |
| <b>Misery</b>           | 8  | Morale -1 (one stack)  | (Mass effect)   | Morale -2       | Morale -3        | 2  | .     | ..    | ..    | ..... | ..... | ...   | ... | ..... | ...   |
| <b>Reanimate</b>        | 10 | Revives up to 20x +10 HP of units in target undead stack (temporary)     | (Permanently)   | +50 HP          | +100 HP          |    | -     | -     | -     | -     | (75%) | -     | -   | -     | -     |
| <b>Quicksand</b>        | 12 | Quicksand appears in 4 random hexes (ends turn of any passing unit)      | 8 hexes         | 12 hexes        | 16 hexes         | Lv | .     | ...   | ..    | ..    | ...   | ..    | .   | ..... | ...   |
| <b>Toxic Cloud</b>      | 15 | 10x +10 damage to all living units                                       | +20 damage      | +30 damage      | +40 damage       | 3  | -     | -     | -     | -     | (70%) | -     | -   | -     | .     |
| <b>Anti-Magic</b>       | 18 | Grants immunity to lv. 1-3 spells, both friendly and hostile (one stack) | (Mass effect)   | Lv.1-4 spells   | All spells       |    | ...   | ..... | .     | .     | ..... | .     | .   | (70%) | ...   |
| <b>Earthquake</b>       | 20 | Damages defensive structures during siege combat                         | Stronger effect | Stronger effect | Strongest effect | Lv | ..    | ..... | .     | .     | ..... | ..    | -   | -     | .     |
| <b>Meteor Shower</b>    | 24 | 25x +20 damage to all units in target & surrounding hexes                | +40 damage      | +80 damage      | +160 damage      | 4  | .     | ..... | ..    | ..... | ..    | ...   | -   | -     | ..... |
| <b>Summon Earth</b>     | 25 | Summons a stack of (x) Earth Elementals until the end of battle          | 2x elementals   | 3x elementals   | 4x elementals    | Lv | -     | ..    | -     | -     | ...   | -     | -   | -     | .     |
| <b>Resurrection</b>     | 30 | Revives up to 25x +100 HP of units in target stack (temporary)           | (Permanently)   | +250 HP         | +500 HP          | 5  | -     | ..... | ..    | ..    | -     | ..    | -   | -     | -     |

| <i>Fire Magic</i>      | SP | <i>Description</i>   | <i>Basic</i>    | <i>Expert</i>   | <i>Master</i>    | -  | C  | R | T     | I     | N     | D     | S     | F  | X     |
|------------------------|----|--|-----------------|-----------------|------------------|----|----|---|-------|-------|-------|-------|-------|----|-------|
| <b>Fortune</b>         | 1  | Luck +1 (one stack)  | (Mass effect)   | Luck +2         | Luck +3          |    | .. | - | .     | ..... | ..... | ..    | (80%) | .  | ...   |
| <b>Curse</b>           | 2  | Decreases maximum damage by 12.5% of unit's range (one stack)              | (Mass effect)   | 25% decrease    | 50% decrease     | Lv | .  | - | .     | ..... | ..... | ..    | ...   | .. | ...   |
| <b>Fire Resistance</b> | 3  | Halves damage taken from Fire magic (one stack)                            | (Mass effect)   | 1/3 damage      | 1/4 damage       | 1  | .. | - | ...   | ..... | ...   | ...   | ...   | .. | ...   |
| <b>Fire Wall</b>       | 4  | A wildfire deals 10x +15 damage to any passing unit (lasts 2 rounds)       | +30 damage      | Fire is larger  | +60 damage       |    | .. | - | ..    | (80%) | ...   | ..... | ...   | .  | ..... |
| <b>Strength</b>        | 6  | Attack +6 (one stack) - melee attacks only                                 | (Mass effect)   | Attack +7       | Attack +8        | Lv | .. | - | ..... | ..... | ...   | ..... | (75%) | .. | ..... |
| <b>Fireball</b>        | 8  | 15x +15 damage to all units in target & surrounding hexes                  | +30 damage      | +45 damage      | +60 damage       | 2  | .  | - | ...   | (75%) | ..    | ..... | ..... | .  | ..... |
| <b>Fear</b>            | 10 | Target stack loses its next turn unless attacked (it will retaliate)       | No retaliation  | Lasts 2 rounds  | Lasts 3 rounds   |    | -  | - | ..    | ..... | ..... | ...   | ...   | .. | ..... |
| <b>Frenzy</b>          | 12 | Doubles target stack's Attack and sets Defense to 0 (lasts 1 round)        | DEF unaffected  | Lasts 2 rounds  | Lasts 3 rounds   | Lv | .. | - | .     | ..... | -     | ...   | (70%) | .  | ...   |
| <b>Pain Reflection</b> | 15 | 25% of melee damage dealt to target stack is also dealt to attacker        | 50% reflection  | 75% reflection  | 100% reflection  | 3  | .  | - | ...   | ..... | ..... | ...   | ...   | .. | ...   |
| <b>Immolate</b>        | 18 | 20x +15 damage to all units within 2 hexes of target hex                   | +30 damage      | +60 damage      | +120 damage      |    | -  | - | ..    | (70%) | ..    | ..... | ..... | -  | ...   |
| <b>Sacrifice</b>       | 20 | Destroys a friendly stack to revive units in another stack                 | Stronger effect | Stronger effect | Strongest effect | Lv | -  | - | -     | ..... | -     | .     | -     | -  | -     |
| <b>Berserk</b>         | 24 | Target stack will attack the nearest unit, friend or foe, on its next turn | 1-hex radius    | 2-hex radius    | 3-hex radius     | 4  | -  | - | .     | ..... | ...   | ..    | -     | -  | .     |
| <b>Summon Fire</b>     | 25 | Summons a stack of (x) Fire Elementals until the end of battle             | 2x elementals   | 3x elementals   | 4x elementals    | Lv | -  | - | -     | ...   | ..    | -     | -     | -  | .     |
| <b>Armageddon</b>      | 30 | 30x +50 damage to all units on the battlefield                             | +100 damage     | +200 damage     | +400 damage      | 5  | -  | - | -     | ..... | ...   | ...   | -     | -  | -     |

| <i>Water Magic</i>      | SP | <i>Description</i>  | <i>Basic</i>   | <i>Expert</i>  | <i>Master</i>  | -  | C     | R     | T     | I | N  | D     | S   | F     | X     |
|-------------------------|----|---|----------------|----------------|----------------|----|-------|-------|-------|---|----|-------|-----|-------|-------|
| <b>Cure</b>             | 1  | Removes all negative statuses from target stack and cures 5x +5 HP      | (Mass effect)  | +50 HP         | +100 HP        |    | ..... | ..... | ...   | - | -  | ...   | ..  | (80%) | ...   |
| <b>Bless</b>            | 2  | Increases minimum damage by 12.5% of unit's range (one stack)           | (Mass effect)  | 25% increase   | 50% increase   | Lv | (80%) | ..... | ...   | - | -  | ..    | ... | ..... | ..... |
| <b>Water Resistance</b> | 3  | Halves damage taken from Water magic (one stack)                        | (Mass effect)  | 1/3 damage     | 1/4 damage     | 1  | ...   | ...   | ...   | - | .. | ...   | ... | ..    | ...   |
| <b>Ice Bolt</b>         | 4  | 15x +10 damage to an enemy stack  | +20 damage     | +30 damage     | +40 damage     |    | ..... | ..... | ...   | - | .. | (80%) | ... | ...   | ..... |
| <b>Weakness</b>         | 6  | Attack -6 (one stack)   | (Mass effect)  | Attack -7      | Attack -8      | Lv | ...   | ..... | ..... | - | .. | ..... | .   | (75%) | ..... |
| <b>Heroism</b>          | 8  | Morale +1 (one stack)   | (Mass effect)  | Morale +2      | Morale +3      | 2  | (75%) | ..... | ...   | - | -  | ...   | ... | ..... | -     |
| <b>Water Walk</b>       | 10 | Allows you to cross water tiles (limit: 25% of your turn)               | Limit = 50%    | Limit = 75%    | No limit       |    | ..... | ..... | ...   | - | .. | .     | ... | ..... | ..... |
| <b>Dispel</b>           | 12 | Removes all status effects from target enemy unit                       | (Mass effect)  | -              | -              | Lv | ..... | ...   | ..... | - | .  | ..    | .   | ..... | ...   |
| <b>Ice Blast</b>        | 15 | 20x +10 damage to all units surrounding target hex                      | +20 damage     | +40 damage     | +80 damage     | 3  | ...   | ...   | ..... | - | .  | ..... | ..  | ..    | ...   |
| <b>Enslave</b>          | 18 | Temporarily gain control of enemy stack with up to 25x +50 total HP     | +100 HP        | +200 HP        | +300 HP        |    | ..    | ..    | ..... | - | .. | ..... | .   | ...   | .     |
| <b>Town Portal</b>      | 20 | Teleport to the nearest unoccupied town you own (movement cost: 1200)   | Go to any town | Move cost: 600 | Move cost: 300 | Lv | ..... | ..... | ...   | - | .. | ..... | -   | -     | ..... |
| <b>Clone</b>            | 24 | Clones a friendly stack (up to 4th tier); clone is dispelled if damaged | Up to 5th tier | Up to 6th tier | Clone any unit | 4  | ...   | .     | ...   | - | .. | .     | -   | -     | ..    |
| <b>Summon Water</b>     | 25 | Summons a stack of (x) Water Elementals until the end of battle         | 2x elementals  | 3x elementals  | 4x elementals  | Lv | -     | .     | .     | - | -  | -     | -   | -     | .     |
| <b>Dimension Door</b>   | 30 | Teleport up to 9 tiles on the map (once per day; costs 300 movement)    | Limit = 2x/day | Limit = 3x/day | Limit = 4x/day | 5  | -     | ..    | ...   | - | .  | ..    | -   | -     | ...   |

| Treasure Artifacts   | Slot   | Effect                              | Combo        | \$   |
|----------------------|--------|-------------------------------------|--------------|------|
| Minotaur's Axe       | Weapon | Attack +2                           | -            | 2500 |
| Dwarven Shield       | Shield | Defense +2                          | -            | 2500 |
| Unicorn Helm         | Head   | Defense +1, Magic +1                | -            | 2500 |
| Ebony Cuirass        | Body   | Defense +1, Magic +1                | -            | 2500 |
| Wizard's Hat         | Head   | Knowledge +1, Magic +1              | -            | 2500 |
| Badge of Courage     | Misc   | Morale +1                           | -            | 1500 |
| Crest of Valor       | Misc   | Morale +1                           | -            | 1500 |
| Clover of Fortune    | Misc   | Luck +1                             | -            | 1500 |
| Cards of Prophecy    | Misc   | Luck +1                             | -            | 1500 |
| Ring of Health       | Ring   | Unit HP +(tier) (living units only) | A-1 (Elixir) | 2000 |
| Elven Cherrywood Bow | Misc   | Archery +5%, Attack +1              | B-1 (Bow)    | 2000 |
| Polarized Boots      | Feet   | Resistance +5%, Defense +1          | -            | 2000 |
| Vampire's Cowl       | Cloak  | Necromancy +5%, Magic +1            | C-1 (Cloak)  | 2000 |
| Amulet of Wisdom     | Neck   | Learning +5%, Knowledge +1          | D-1 (Ring)   | 2000 |
| Legs of Legion       | Misc   | Lv.1 unit growth +7 (one town)      | E-1 (Statue) | 1500 |
| Ass of Legion        | Misc   | Lv.2 unit growth +5 (one town)      | E-2 (Statue) | 2500 |

| Minor Artifacts          | Slot   | Effect                                 | Combo          | \$   |
|--------------------------|--------|--|----------------|------|
| Dead Knight's Blackshard | Weapon | Attack +2, Magic +1                    | -              | 4500 |
| Gnoll's Supreme Flail    | Weapon | Attack +3                              | -              | 4500 |
| Shield of the Dead       | Shield | Defense +2, Magic +1                   | -              | 4500 |
| Serpent's Buckler        | Shield | Defense +2, Attack +1                  | -              | 4500 |
| Skull Helmet             | Head   | Defense +1, Magic +2                   | -              | 4500 |
| Helm of Chaos            | Head   | Defense +2, Magic +1                   | -              | 4500 |
| Rib Cage                 | Body   | Defense +1, Magic +2                   | -              | 4500 |
| Scales of the Basilisk   | Body   | Defense +2, Magic +1                   | -              | 4500 |
| Magic Cloak              | Cloak  | Knowledge +2, Magic +1                 | -              | 5000 |
| Amulet of Ascension      | Neck   | Knowledge +1, Morale +1                | H-1 (Alliance) | 3000 |
| Sandals of the Saint     | Feet   | Knowledge +1, Luck +1                  | H-2 (Alliance) | 3000 |
| Dragontooth Necklace     | Neck   | Attack +2                              | I-1 (Dragon)   | 5000 |
| Dragonbone Greaves       | Feet   | Defense +2                             | I-2 (Dragon)   | 5000 |
| Quiet Eye of the Dragon  | Ring   | Knowledge +2                           | I-3 (Dragon)   | 5000 |
| Still Eye of the Dragon  | Ring   | Magic +2                               | I-4 (Dragon)   | 5000 |
| Diplomat's Ring          | Ring   | Morale +2                              | -              | 3000 |
| Dazzling Ring            | Ring   | Luck +2                                | -              | 3000 |
| Seven League Boots       | Feet   | Unit Speed +1                          | -              | 5000 |
| Pendant of Life          | Neck   | Unit HP +(2x tier) (living units only) | A-2 (Elixir)   | 4000 |
| Unicorn's Mane Bowstring | Misc   | Archery +10%, Attack +1                | B-2 (Bow)      | 4000 |
| Surcoat of Counterpoise  | Cloak  | Resistance +10%, Defense +1            | -              | 4000 |
| Dead Man's Boots         | Feet   | Necromancy +10%, Magic +1              | C-2 (Cloak)    | 4000 |
| Ring of Ages             | Ring   | Learning +10%, Knowledge +1            | D-2 (Ring)     | 4000 |
| Arms of Legion           | Misc   | Lv.3 unit growth +4 (one town)         | E-3 (Statue)   | 3500 |
| Body of Legion           | Misc   | Lv.4 unit growth +3 (one town)         | E-4 (Statue)   | 4500 |

| Combo Artifacts        | Description  |
|------------------------|--|
| Elixir of Life         | Unit HP +(6x tier), units regenerate 100 HP per turn (living units only) |
| The Perfect Bow        | Archery +30%, Attack +3, ranged units always shoot and with no penalty   |
| Cloak of the Lich King | Necromancy +30%, Magic +3, raises Liches instead of Zombies              |
| Ring of Infinite Mind  | Learning +50%, Knowledge +5  |
| Statue of Legion       | Lv.7 unit growth +1 (plus components - one town)                         |
| Armageddon's Blade     | Attack/Magic +10, deals 100 damage to all foes at start of combat        |
| Titan's Thunder        | All Stats +9, O-Lightning/Mind   |
| Holy Alliance          | All but Magic +10, Morale/Luck +2, no penalty for mixing non-evil units  |
| Dragonlord Armor       | All Stats +10, all spell damage +25% (cumulative with Arcane Orbs)       |

| Logistics   | Base | Basic                               | Expert     | Master     |
|-------------|------|-------------------------------------|------------|------------|
| Speed = 3   | 1300 | +100 (200)                          | +200 (400) | +300 (600) |
| Speed = 4   | 1400 | +100 (200)                          | +200 (400) | +300 (600) |
| Speed = 5   | 1500 | +100 (200)                          | +200 (400) | +300 (600) |
| Speed = 6   | 1600 | +100 (200)                          | +200 (400) | +300 (600) |
| Speed = 7   | 1700 | +100 (200)                          | +200 (400) | +300 (600) |
| Speed = 8   | 1800 | +100 (200)                          | +200 (400) | +300 (600) |
| Speed = 9   | 1900 | +100                                | +100       | +100       |
| Speed >= 10 | 2000 | *(Values for Logistics specialists) |            |            |

| Luck & Morale Bonuses |       |    |        |           |
|-----------------------|-------|----|--------|-----------|
| -1                    | 12.5% | +1 | 6.25%  | +5 31.25% |
| -2                    | 25%   | +2 | 12.5%  | +6 37.5%  |
| -3                    | 37.5% | +3 | 18.75% | +7 43.75% |
| -4                    | 50%   | +4 | 25%    | +8 50%    |

| Navigation |      |
|------------|------|
| None       | 1500 |
| Basic      | 2500 |
| Expert     | 3500 |
| Master     | 4500 |

| Terrain                       | Cost       |
|-------------------------------|------------|
| Grass                         | (Base)     |
| Dirt                          | (Base)     |
| Wasteland                     | x1.33      |
| Sand                          | x1.66      |
| Snow                          | x1.66      |
| Swamp                         | x2.0       |
| Volcano                       | x2.0       |
| Subterrain                    | (Base)     |
| Water                         | (Base)     |
| Dirt                          | Base x0.75 |
| Gravel                        | Base x0.66 |
| Cobble                        | Base x0.50 |
| Base Movement Cost            |            |
| 100 (Lateral), 140 (Diagonal) |            |

| Major Artifacts            | Slot   | Effect                                 | Combo          | \$   |
|----------------------------|--------|--|----------------|------|
| Sword of Hellfire          | Weapon | Attack +3, Magic +2                    | F-1 (ArmBlade) | 9000 |
| Ogre's Club of Havoc       | Weapon | Attack +4                              | -              | 7500 |
| Shield of Hades            | Shield | Defense +3, Magic +2                   | F-2 (ArmBlade) | 9000 |
| Targe of the Mad Ogre      | Shield | Defense +3, Attack +2                  | -              | 9000 |
| Hellstorm Helmet           | Head   | Defense +2, Magic +3                   | F-3 (ArmBlade) | 9000 |
| Crown of the Master Magi   | Head   | Magic +4                               | -              | 7500 |
| Brimstone Breastplate      | Body   | Defense +2, Magic +3                   | F-4 (ArmBlade) | 9000 |
| Tunic of the Sorcerer King | Body   | Magic +4                               | -              | 7500 |
| Mystic Orb of Mana         | Misc   | Knowledge +3, Magic +2                 | -              | 9000 |
| Helm of Enlightenment      | Head   | Defense +3, Knowledge +2               | H-3 (Alliance) | 9000 |
| Armor of Wonder            | Body   | Defense +3, Knowledge +2               | H-4 (Alliance) | 9000 |
| Dragonscale Shield         | Shield | Defense +4                             | I-5 (Dragon)   | 7500 |
| Dragonscale Armor          | Body   | Defense +4                             | I-6 (Dragon)   | 7500 |
| Pegasus Boots              | Feet   | Unit Speed +2                          | -              | 7500 |
| Refined Troll's Blood      | Misc   | Unit HP +(3x tier) (living units only) | A3 (Elixir)    | 6000 |
| Angel Feather Arrows       | Misc   | Archery +15%, Attack +1                | B3 (Bow)       | 6000 |
| Garniture of Interference  | Neck   | Resistance +15%, Defense +1            | -              | 6000 |
| Amulet of the Undertaker   | Neck   | Necromancy +15%, Magic +1              | C-3 (Cloak)    | 6000 |
| Infinity Cloak             | Cloak  | Learning +15%, Knowledge +1            | D-3 (Ring)     | 6000 |
| Head of Legion             | Misc   | 5th/6th-tier unit growth +2 (one town) | E-5 (Statue)   | 9000 |

| "Relic" Artifacts    | Slot   | Effect                   | Combo          | \$    |
|----------------------|--------|--------------------------|----------------|-------|
| Titan's Gladius      | Weapon | Attack +8, Knowledge -1  | G-1 (Thunder)  | 15000 |
| Titan's Shield       | Shield | Defense +8, Magic -1     | G-2 (Thunder)  | 15000 |
| Titan's Helmet       | Head   | Knowledge +8, Defense -1 | G-3 (Thunder)  | 15000 |
| Titan's Cuirass      | Body   | Magic +8, Attack -1      | G-4 (Thunder)  | 15000 |
| Sword of Judgement   | Weapon | Attack +6, Knowledge +3  | H-5 (Alliance) | 12000 |
| Shield of Courage    | Shield | Defense +6, Knowledge +3 | H-6 (Alliance) | 12000 |
| Dragontongue Sword   | Weapon | Attack +4, Magic +4      | I-7 (Dragon)   | 10000 |
| Dragontooth Crown    | Head   | Knowledge +4, Magic +4   | I-8 (Dragon)   | 10000 |
| Attribute Statuette  | Misc   | All Stats +2             | -              | 15000 |
| Glorious Cloak       | Cloak  | Morale/Luck +3           | -              | 10000 |
| Angel Wings          | Cloak  | Unit Speed +3            | -              | 10000 |
| Arcane Orb of Storms | Misc   | Air spell damage +25%    | -              | 12000 |
| Arcane Orb of Flame  | Misc   | Fire spell damage +25%   | -              | 12000 |
| Arcane Orb of Frost  | Misc   | Water spell damage +25%  | -              | 12000 |
| Arcane Orb of Earth  | Misc   | Earth spell damage +25%  | -              | 12000 |

| War Machines | A  | D  | Dmg  | HP  | Description   | \$   |
|--------------|----|----|------|-----|---|------|
| Catapult     | -  | 5  | 1    | 250 | Attacks defensive structures during siege combat        | -    |
| Ballista     | 10 | 10 | 5-10 | 100 | Shoots enemy units (no melee penalty)                   | 2000 |
| Ammo Cart    | -  | 5  | -    | 100 | Provides unlimited shots for ranged attackers           | 1000 |
| Medical Tent | -  | 1  | 100  | 100 | Heals friendly units (HP + statuses w/ First Aid skill) | 500  |

| Town       | Offense (Dmg) | Defense (HP) | Grail Bonus |
|------------|---------------|--------------|-------------|
| Castle     | -             | 30-40        | 3 / 2       |
| Rampart    | 25            | 35-50        | 2 / 2       |
| Tower      | 100           | 40-60        | 3 / 2       |
| Inferno    | 100           | 30-40        | 2 / 1       |
| Necropolis | 10            | 40-60        | 2 / 2       |
| Dungeon    | 50            | 35-50        | 2 / 2       |
| Stronghold | 25            | 35-50        | 2 / 1       |
| Fortress   | 50            | 30-40        | 3 / 2       |
| Conflux    | -             | 40-60        | 2 / 1       |

| Markets         | 1          | 2    | 3         | 4    | 4+ext |
|-----------------|------------|------|-----------|------|-------|
| Resource        | 4.0x       | 3.0x | 2.5x      | 2.2x | 2.0x  |
| Artifact        | 2.0x       | 1.5x | 1.25x     | 1.1x | 1.0x  |
| Resource        | 25%        | 33%  | 40%       | 45%  | 50%   |
| Artifact        | 50%        | 66%  | 80%       | 90%  | 100%  |
| Unit            | 50%        | 60%  | 65%       | 70%  | 75%   |
| Resource Values | Basic: 250 |      | Rare: 500 |      |       |

| Death Converter                            |         |                 |             |
|--|---------|-----------------|-------------|
| Most living units become Zombies except... |         |                 |             |
| 1st-Level Units                            |         | 7th-Level Units |             |
| Skeleton                                   |         | Bone Dragon     |             |
| Dendroid                                   | Specter | Horseman        | Night Rider |
| Genie                                      | Vampire | Mage            | Lich        |
| Efreeti                                    |         | Monk            |             |

| Skill Specialties |                           |
|-------------------|---------------------------|
| Logistics         | Double effect (see table) |
| Ballistics        | +1 Ballista Atk/Def       |
| Estates           | +50 gold per day          |
| Mysticism         | +1 SP per day             |
| Learning          | +5% skill effect          |
| (All Others)      | +1% skill effect          |

| Spell (& Unit*) Specialties |    |              |                        |
|-----------------------------|----|--------------|------------------------|
| Haste                       | +3 | Bless        | Double effect          |
| Fate                        | +6 | Curse        | Double effect          |
| Sunray                      |    | Enslave      | +(50 * (unit lv. -1))  |
| Strength                    |    | Reanimate    | +(hero lv. * unit lv.) |
| Stoneskin                   |    | Toxic Cloud  | +(hero lv. * unit lv.) |
| Weakness                    |    | (All Others) | +50% damage            |