

| <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> |
|--------------------|---------------|----------------|--------------|------------------|---------------|----------------|---------------|----------------|-------------------|----------------|-------------------|-----------------|----------------|-----------|-------------|
| Knight | 2 (35%) | 2 (45%) | 1 (10%) | 1 (10%) | Common | Rare | Rare | - | - | - | Rare | Rare | - | 2 | 1,000 |
| Cleric | 1 (20%) | 1 (20%) | 2 (30%) | 2 (30%) | | | Uncommon | Rare | - | - | - | - | - | Rare | 3 |
| Ranger | 1 (35%) | 2 (40%) | 1 (10%) | 2 (15%) | Uncommon | Common | Rare | - | - | - | - | Uncommon | - | 4 | 3,000 |
| Druid | 0 (10%) | 1 (20%) | 2 (30%) | 3 (40%) | | | Rare | Rare | - | - | - | - | - | Rare | 5 |
| Alchemist | 1 (30%) | 2 (40%) | 1 (10%) | 2 (20%) | Uncommon | Rare | Common | - | - | - | - | - | - | 6 | 5,000 |
| Wizard | 0 (05%) | 1 (15%) | 2 (35%) | 3 (45%) | | | | Rare | Rare | - | - | - | - | - | Uncommon |
| Sentinel | 2 (45%) | 2 (35%) | 1 (10%) | 1 (10%) | - | - | - | Common | Rare | Rare | Uncommon | Uncommon | - | 8 | 10,000 |
| Hellion | 1 (15%) | 1 (15%) | 2 (35%) | 2 (35%) | | | | | | | | | | Rare | Common |
| Undertaker | 2 (40%) | 1 (35%) | 2 (15%) | 1 (10%) | - | - | - | Rare | Common | Rare | Rare | Rare | Rare | 10 | 15,000 |
| Necromancer | 1 (20%) | 0 (10%) | 3 (40%) | 2 (30%) | | | | | | | | | | Rare | Uncommon |
| Overlord | 2 (40%) | 1 (30%) | 2 (20%) | 1 (10%) | - | - | - | Rare | Uncommon | Common | - | - | - | 12 | 25,000 |
| Warlock | 1 (15%) | 0 (05%) | 3 (45%) | 2 (35%) | | | | | | | | | | Uncommon | - |
| Barbarian | 3 (50%) | 1 (40%) | 1 (05%) | 1 (05%) | Rare | - | - | Uncommon | - | - | Common | - | - | 14 | 35,000 |
| Battlemage | 1 (25%) | 1 (15%) | 2 (35%) | 2 (25%) | | | | | | | | | | Uncommon | - |
| Beastmaster | 1 (40%) | 3 (50%) | 1 (05%) | 1 (05%) | - | Uncommon | - | - | Rare | - | - | Common | - | 16 | 45,000 |
| Witch | 1 (15%) | 1 (25%) | 2 (25%) | 2 (35%) | | | | | | | | | | Uncommon | - |
| Guardian | 1 (30%) | 1 (30%) | 2 (20%) | 2 (20%) | - | - | Rare | - | - | Rare | - | - | Common | 18 | 60,000 |
| Sorcerer | 0 (05%) | 0 (05%) | 3 (45%) | 3 (45%) | | | | | | | | | | Uncommon | - |
| | | | | | | | | | | | | | | 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> | | |
|--------------------|--|--|------------------|------------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|----|---------|
| Offense | 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 |
| Archery | 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 |
| Armorer | 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 |
| Leadership | 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 |
| Luck | 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 |
| Tactics | 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 |
| Ballistics | 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 |
| First Aid | 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 |
| Estates | 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 |
| Logistics | Increases minimum unit speed for movement point calculation | Min speed = 5 | Min speed = 6 | Min speed = 7 | 7 | 4 | 10 | 4 | 4 | 4 | 7 | 7 | 4 | 4 | 7 | 4 | 7 | 7 | 7 | 4 | 7 | 4 | | |
| Pathfinding | Reduces movement penalties for rough terrain | 50% reduction | 75% reduction | No penalty | 4 | 4 | 7 | 7 | 4 | 4 | 10 | 7 | 4 | 4 | 4 | 4 | 7 | 7 | 10 | 7 | 7 | 4 | | |
| Navigation | Increases movement on water & boat transitions no longer cost a turn | 1.6x movement | 2.3x movement | 3x movement | 7 | 4 | 4 | 4 | 4 | 4 | 1 | 1 | 7 | 7 | - | - | 7 | 4 | 4 | 7 | 7 | 7 | | |
| Scouting | 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 | | |
| Diplomacy | 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 | | |
| Learning | 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 | | |
| Wisdom | 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 | | |
| Sorcery | 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 | | |
| Mysticism | 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 | | |
| Resistance | 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 | | |
| Necromancy | After combat, hero will revive slain foes as Zombies | 10% of foes | 20% of foes | 30% of foes | - | - | - | - | - | - | - | - | 10 | 10 | - | - | - | - | - | - | - | - | | |
| Air Magic | 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 | | |
| Earth Magic | 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 | | |
| Fire Magic | 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 | | |
| Water Magic | 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> | |
|------------------|-------------------------|
| V.Easy | 25,000 Gold |
| | 25 (Basic) 15 (Rare) |
| Easy | 20,000 Gold |
| | 20 (Basic) 10 (Rare) |
| Normal | 15,000 Gold |
| | 15 (Basic) 5 (Rare) |
| Hard | 10,000 Gold |
| | 10 (Basic) 3 (Rare) |
| V.Hard | 5,000 Gold |
| | 5 (Basic) 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 | |

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

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

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

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

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

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

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

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

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

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

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

| Resistances (O) & Weaknesses (X) | | | | | | Statuses | |
|---|---|--|--|--|--|-------------------------------|-------------------------|
| Fire | Fire Wall, Fireball, Immolate (*Fire/Magma + Gogs) | | | | | *Attacks from elemental units | Disease |
| Ice | Ice Bolt, Ice Blast (*Water/Ice) | | | | | | Attack & Defense -3 |
| Lightning | Lightning Bolt, Chain Lightning, Thunder (*Storm/Energy) | | | | | | Paralyze/Petrify |
| Magic (x) | Reduces damage from all offensive spells by (x) (*Magic) | | | | | | Can't act (1-2 turns) |
| Body | Aging, Disease, Disembowel, Paralyze, Petrify, Poison | | | | | Poison | |
| Mind | Berserk, Enslave, Fear, Frenzy, Heroism, Misery (*Mind) | | | | | -10% Max HP per turn | |
| Unliving | O-Mind/Body, can't resurrect, no morale/First Aid effects | | | | | Aging | |
| Undead | 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 |
|--|----------------------|----|----|---|---|---|----|--|
| Lv.1 - Pikemen (Upgrade) | 500 1000 | 5 | 5 | - | - | - | - | Fort Blacksmith |
| Lv.2 - Archers (Upgrade) | 1000 2000 | 5 | 5 | - | - | - | - | Lv.1, Blacksmith |
| Lv.3 - Griffins (Upgrade) (Horde) | 1500 2000 2500 | - | 5 | - | - | - | - | Lv.1 |
| Lv.4 - Swordsmen (Upgrade) | 2000 2500 | - | 5 | - | - | - | - | Lv.1, Blacksmith Order of the Blade |
| Lv.5 - Monks (Upgrade) | 2500 3000 | 5 | 5 | - | - | - | - | Lv.3, Mage Guild Mage Guild II |
| Lv.6 - Horsemen (Upgrade) | 4000 5000 | 5 | 5 | - | - | - | - | Lv.4, Stables Lv.4 (Upg) |
| Lv.7 - Angels (Upgrade) | 20000 15000 | 10 | 10 | - | - | - | 10 | Lv.5 (Upg) Lv.6 (Upg) |
| Shipyards Lighthouse | 1000 2500 | 5 | - | - | - | - | - | - |
| Stables | 2500 | 5 | - | - | - | - | - | Tavern |
| Order of the Blade | 1000 | 5 | - | - | - | - | - | Tavern |

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

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

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

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

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

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

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

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

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

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

| <i>Special Buildings</i> | |
|---------------------------|---|
| Shipyards | Sells boats (1,000 gold + 10 wood) |
| Lighthouse | +500 water movement (all of your heroes) |
| Stables | +400 land movement for rest of week |
| Order of the Blade | +2 morale to defenders (replaces Tavern) |
| Mystic Pond | +2-4 random rare resource per week |
| Lucky Fountain | +2 luck to defenders |
| Treasury | +10% interest on total gold per week |
| Watchtower | Increases visibility radius to 20 tiles |
| Magic Library | +1 spell of each level to Mage Guild |
| Wall of Wisdom | +1 Knowledge (permanent, once per hero) |
| Burning Sky | +5 Magic to defending hero |
| Order of Fire | +1 Magic (permanent, once per hero) |
| Oblivion Portal | Fast travel to any other town you own |
| Shroud of Night | Covers 20-tile radius with fog of war |
| Death Converter | Converts living units to undead units |
| Necro Amplifier | +10% Necromancy (all of your heroes) |
| Dominion Portal | Can recruit from external dwellings |
| Mana Vortex | +50 spell points to defending hero |
| Battle Academy | +1,000 experience (once per hero) |
| Mercenary Guild | Buys units (see "Misc" page for pricing) |
| Ballista Yard | Sells ballistas (see above for pricing) |
| Escape Tunnel | Allows a defending hero to retreat |
| Hall of Valhalla | +1 Attack (permanent, once per hero) |
| Glyphs of Fear | +5 Defense to defending hero |
| Blood Obelisk | +5 Attack to defending hero |
| Cage of Endurance | +1 Defense (permanent, once per hero) |
| Magic University | Learn any magic skill |
| Artifact Traders | 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 |
|------------------|----|---|----------------|----------------|----------------|----|-------|-------|-------|-------|-----|-------|-------|----|-------|
| Wizard Eye | 1 | Shows the location of all loose resources and artifacts on map | +Mines | +Heroes | SP cost is 0 | | . | . | . | . | . | . | . | . | . |
| Sunray | 2 | Defense -3 (one stack until the end of battle - unremovable, cumulative) | Defense -4 | Defense -5 | Defense -6 | Lv | ... | .. | (80%) | ... | - | - | ... | .. | ... |
| Air Resistance | 3 | Halves damage taken from Air magic (one stack) | (Mass effect) | 1/3 damage | 1/4 damage | 1 | ... | ... | ... | ... | ... | ... | ... | .. | ... |
| Haste | 4 | Speed +3 (one stack) | (Mass effect) | Speed +4 | Speed +5 | | ... | | | | . | ... | | .. | |
| Fate | 6 | Attack +6 (one stack) - ranged attacks only | (Mass effect) | Attack +7 | Attack +8 | Lv | | | | .. | . | ... | | . | |
| Shield | 8 | Halves damage take from ranged attacks (one stack) | (Mass effect) | 1/3 damage | 1/4 damage | 2 | | | | | . | ... | | .. | |
| Lightning Bolt | 10 | 20x +20 damage to an enemy stack | +40 damage | +60 damage | +80 damage | | ... | | | | . | ... | | . | |
| Jump | 12 | Moves target friendly stack to any hex that doesn't cross a wall | Can jump walls | - | - | Lv | ... | | .. | | . | ... | | . | |
| Counterstrike | 15 | Allows two retaliations per round (one stack) | (Mass effect) | 3 retaliations | 4 retaliations | 3 | ... | | ... | .. | . | ... | | . | |
| Destroy Undead | 18 | 10x +20 damage to all undead units | +40 damage | +60 damage | +80 damage | | | ... | . | - | - | - | - | - | . |
| Fly | 20 | Ignore all impassable tiles and terrain penalties (limit: 25% of your turn) | Limit = 50% | Limit = 75% | No limit | Lv | | .. | | | . | ... | - | - | ... |
| Chain Lightning | 24 | 30x +25 damage to up to 4 stacks (damage is halved for each new target) | +50 damage | +100 damage | +200 damage | 4 | .. | .. | | .. | . | | - | - | |
| Summon Air | 25 | Summons a stack of (x) Air Elementals until the end of battle | 2x elementals | 3x elementals | 4x elementals | Lv | - | - | .. | - | - | - | - | - | . |
| Implosion | 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 |
|--------------------|----|--|-----------------|-----------------|------------------|----|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| Clairvoyance | 1 | Shows detailed right-click information for random units | +Towns | +Heroes | SP cost is 0 | | . | . | . | . | . | . | . | . | . |
| Magic Arrow | 2 | 10x +5 damage to an enemy stack | +10 damage | +15 damage | +20 damage | Lv | .. | (80%) | .. | ... | | ... | .. | .. | |
| Earth Resistance | 3 | Halves damage taken from Earth magic (one stack) | (Mass effect) | 1/3 damage | 1/4 damage | 1 | ... | ... | ... | ... | | ... | ... | .. | ... |
| Slow | 4 | Reduces Speed to 75% (one stack) | (Mass effect) | 66% Speed | 50% Speed | | .. | | ... | ... | (80%) | ... | . | | ... |
| Stoneskin | 6 | Defense +6 (one stack) | (Mass effect) | Defense +7 | Defense +8 | Lv | | (75%) | | | | | .. | | |
| Misery | 8 | Morale -1 (one stack) | (Mass effect) | Morale -2 | Morale -3 | 2 | . | .. | .. | | | ... | | .. | |
| Reanimate | 10 | Revives up to 20x +10 HP of units in target undead stack (temporary) | (Permanently) | +50 HP | +100 HP | | - | - | - | - | (75%) | - | - | - | - |
| Quicksand | 12 | Quicksand appears in 4 random hexes (ends turn of any passing unit) | 8 hexes | 12 hexes | 16 hexes | Lv | . | ... | .. | .. | ... | .. | . | | ... |
| Toxic Cloud | 15 | 10x +10 damage to all living units | +20 damage | +30 damage | +40 damage | 3 | - | - | - | - | (70%) | - | - | - | . |
| Anti-Magic | 18 | Grants immunity to lv. 1-3 spells, both friendly and hostile (one stack) | (Mass effect) | Lv.1-4 spells | All spells | | ... | | . | . | | . | . | (70%) | ... |
| Earthquake | 20 | Damages defensive structures during siege combat | Stronger effect | Stronger effect | Strongest effect | Lv | .. | | . | . | | .. | - | - | . |
| Meteor Shower | 24 | 25x +20 damage to all units in target & surrounding hexes | +40 damage | +80 damage | +160 damage | 4 | . | | .. | | .. | .. | - | - | |
| Summon Earth | 25 | Summons a stack of (x) Earth Elementals until the end of battle | 2x elementals | 3x elementals | 4x elementals | Lv | - | .. | - | - | ... | - | - | - | . |
| Resurrection | 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 |
|-------------------|----|--|-----------------|-----------------|------------------|----|----|---|-------|-------|-------|-------|-------|-----|------|
| Fortune | 1 | Luck +1 (one stack) | (Mass effect) | Luck +2 | Luck +3 | | .. | - | . | | | .. | (80%) | . | ... |
| Curse | 2 | Decreases maximum damage by 12.5% of unit's range (one stack) | (Mass effect) | 25% decrease | 50% decrease | Lv | . | - | . | | | .. | ... | .. | ... |
| Fire Resistance | 3 | Halves damage taken from Fire magic (one stack) | (Mass effect) | 1/3 damage | 1/4 damage | 1 | .. | - | ... | | ... | ... | ... | .. | ... |
| Fire Wall | 4 | A wildfire deals 10x +15 damage to any passing unit (lasts 2 rounds) | +30 damage | Fire is larger | +60 damage | | .. | - | .. | (80%) | ... | | ... | . | |
| Strength | 6 | Attack +6 (one stack) - melee attacks only | (Mass effect) | Attack +7 | Attack +8 | Lv | .. | - | | | ... | | (75%) | .. | |
| Fireball | 8 | 15x +15 damage to all units in target & surrounding hexes | +30 damage | +45 damage | +60 damage | 2 | . | - | ... | (75%) | .. | | | . | |
| Fear | 10 | Target stack loses its next turn unless attacked (it will retaliate) | No retaliation | Lasts 2 rounds | Lasts 3 rounds | | - | - | .. | | | ... | .. | ... | |
| Frenzy | 12 | Doubles target stack's Attack and sets Defense to 0 (lasts 1 round) | DEF unaffected | Lasts 2 rounds | Lasts 3 rounds | Lv | .. | - | . | | - | ... | (70%) | . | ... |
| Pain Reflection | 15 | 25% of melee damage dealt to target stack is also dealt to attacker | 50% reflection | 75% reflection | 100% reflection | 3 | . | - | ... | | | ... | .. | ... | - |
| Immolate | 18 | 20x +15 damage to all units within 2 hexes of target hex | +30 damage | +60 damage | +120 damage | | - | - | .. | (70%) | .. | | | - | ... |
| Sacrifice | 20 | Destroys a friendly stack to revive units in another stack | Stronger effect | Stronger effect | Strongest effect | Lv | - | - | - | | - | . | - | - | - |
| Berserk | 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 | - | - | . | | ... | .. | - | - | . |
| Summon Fire | 25 | Summons a stack of (x) Fire Elementals until the end of battle | 2x elementals | 3x elementals | 4x elementals | Lv | - | - | - | ... | .. | - | - | - | . |
| Armageddon | 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 |
|--------------------|----|---|----------------|----------------|----------------|----|-------|-------|-------|---|----|-------|-----|-------|-------|
| Cure | 1 | Removes all negative statuses from target stack and cures 5x +5 HP | (Mass effect) | +50 HP | +100 HP | | | | ... | - | - | ... | .. | (80%) | ... |
| Bless | 2 | Increases minimum damage by 12.5% of unit's range (one stack) | (Mass effect) | 25% increase | 50% increase | Lv | (80%) | | ... | - | - | .. | ... | | |
| Water Resistance | 3 | Halves damage taken from Water magic (one stack) | (Mass effect) | 1/3 damage | 1/4 damage | 1 | ... | ... | ... | - | .. | ... | ... | .. | ... |
| Ice Bolt | 4 | 15x +10 damage to an enemy stack | +20 damage | +30 damage | +40 damage | | | | ... | - | .. | (80%) | ... | ... | |
| Weakness | 6 | Attack -6 (one stack) | (Mass effect) | Attack -7 | Attack -8 | Lv | ... | | | - | .. | | . | (75%) | |
| Heroism | 8 | Morale +1 (one stack) | (Mass effect) | Morale +2 | Morale +3 | 2 | (75%) | | ... | - | - | ... | ... | | - |
| Water Walk | 10 | Allows you to cross water tiles (limit: 25% of your turn) | Limit = 50% | Limit = 75% | No limit | | | | ... | - | .. | . | ... | | |
| Dispel | 12 | Removes all status effects from target enemy unit | (Mass effect) | - | - | Lv | | ... | | - | . | .. | . | | ... |
| Ice Blast | 15 | 20x +10 damage to all units surrounding target hex | +20 damage | +40 damage | +80 damage | 3 | ... | ... | | - | . | | .. | .. | ... |
| Enslave | 18 | Temporarily gain control of enemy stack with up to 25x +50 total HP | +100 HP | +200 HP | +300 HP | | .. | .. | | - | .. | | . | ... | . |
| Town Portal | 20 | Teleport to the nearest unoccupied town you own (movement cost: 1200) | Go to any town | Move cost: 600 | Move cost: 300 | Lv | | | ... | - | .. | | - | - | |
| Clone | 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 | ... | . | ... | - | .. | . | - | - | .. |
| Summon Water | 25 | Summons a stack of (x) Water Elementals until the end of battle | 2x elementals | 3x elementals | 4x elementals | Lv | - | . | . | - | - | - | - | - | . |
| Dimension Door | 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 | +200 (300) | +300 (500) | +400 (700) |
| Speed = 4 | 1400 | +100 (200) | +200 (400) | +300 (600) |
| Speed = 5 | 1500 | (+100) | +100 (300) | +200 (500) |
| Speed = 6 | 1600 | - | (+200) | +100 (400) |
| Speed = 7 | 1700 | - | (+100) | (+300) |
| Speed = 8 | 1800 | - | - | (+200) |
| Speed = 9 | 1900 | - | - | (+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 |
|-----------------|------------|------|-------|-----------|-------|
| Buy Resource | 4.0x | 3.0x | 2.5x | 2.2x | 2.0x |
| Buy Artifact | 2.0x | 1.5x | 1.25x | 1.1x | 1.0x |
| Sell Resource | 25% | 33% | 40% | 45% | 50% |
| Sell Artifact | 50% | 66% | 80% | 90% | 100% |
| Sell 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 | +1 min speed per skill lv. |
| 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 | |
| Fate | +6 | Curse | Double effect |
| Sunray | | Enslave | +(50 * (unit lv. -1)) |
| Strength | | Reanimate | |
| Stoneskin | | Toxic Cloud | +(hero lv. * unit lv.) |
| Weakness | | (All Others) | +50% damage |