

<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	<i>Rare</i>	<i>Rare</i>	-	-	-	<i>Rare</i>	<i>Rare</i>	-	2	1,000
Cleric	1 (20%)	1 (20%)	2 (30%)	2 (30%)										3	2,000
Ranger	1 (35%)	2 (40%)	1 (10%)	2 (15%)	<i>Uncommon</i>	Common	<i>Rare</i>	-	-	-	-	<i>Uncommon</i>	-	4	3,000
Druid	0 (10%)	1 (20%)	2 (30%)	3 (40%)										<i>Rare</i>	5
Alchemist	1 (30%)	2 (40%)	1 (10%)	2 (20%)	<i>Uncommon</i>	<i>Rare</i>	Common	-	-	-	-	-	-	6	5,000
Wizard	0 (05%)	1 (15%)	2 (35%)	3 (45%)										<i>Rare</i>	7
Sentinel	2 (45%)	2 (35%)	1 (10%)	1 (10%)	-	-	-	Common	<i>Rare</i>	<i>Uncommon</i>	<i>Uncommon</i>	-	-	8	10,000
Hellion	1 (15%)	1 (15%)	2 (35%)	2 (35%)										9	12,500
Undertaker	2 (40%)	1 (35%)	2 (15%)	1 (10%)	-	-	-	<i>Rare</i>	Common	<i>Rare</i>	<i>Rare</i>	<i>Rare</i>	-	10	15,000
Necromancer	1 (20%)	0 (10%)	3 (40%)	2 (30%)										11	20,000
Overlord	2 (40%)	1 (30%)	2 (20%)	1 (10%)	-	-	-	<i>Rare</i>	<i>Uncommon</i>	Common	-	-	-	12	25,000
Warlock	1 (15%)	0 (05%)	3 (45%)	2 (35%)										13	30,000
Barbarian	3 (50%)	1 (40%)	1 (05%)	1 (05%)	<i>Rare</i>	-	-	<i>Uncommon</i>	-	-	Common	-	-	14	35,000
Battlemage	1 (25%)	1 (15%)	2 (35%)	2 (25%)										15	40,000
Beastmaster	1 (40%)	3 (50%)	1 (05%)	1 (05%)	-	<i>Uncommon</i>	-	-	<i>Rare</i>	-	-	Common	-	16	45,000
Witch	1 (15%)	1 (25%)	2 (25%)	2 (35%)										17	50,000
Guardian	1 (30%)	1 (30%)	2 (20%)	2 (20%)	-	-	<i>Rare</i>	-	-	<i>Rare</i>	-	-	Common	18	60,000
Sorcerer	0 (05%)	0 (05%)	3 (45%)	3 (45%)										19	70,000
														20	80,000
														21	90,000

<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 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		
Sailing	Increases movement in water (x) & reduces boat transition penalty (y)	X=1.5, Y=50%	X=2, Y=75%	X=3, Y=100%	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 external dwelling costs (-x) & raises odds of join offers (+y)	X=12.5%, Y=20%	X=25%, Y=40%	X=50%, Y=60%	7	7	4	4	4	4	7	4	7	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	4	7	4	7	4	4	4	10	7	7		
Wisdom	Allows hero to cast 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		Sailing -
	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	Wisdom 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 Pain Reflection	
Zydar		(Sorcery)	Sorcery Lightning Bolt	
Agatha		(Resistance)	Resistance Fear	
Ragnar		Imps	Learning Fortune	

Necropolis		Specialty	Starting Skills	Starting Spell		
Undertakers	Galthran	Skeletons	Tactics	Armorer -		
	Morgana	Zombies		Necromancy -		
	Charna	Ghosts		Scouting -		
	Vladimir	Vampires		Diplomacy -		
	Moandor	Liches		Sailing -		
	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 Fear			
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)	Sorcery	Water Magic Enslave
		Talia		(Fire Wall)		Fire Magic Fire Wall
Deemer		(Strength)	Fire Magic Strength			
Darkstorm		(Lightning Bolt)	Air Magic Lightning Bolt			
Malekith		(Sorcery)	Estates Fireball			
Jaegar		(Mysticism)	Mysticism Ice Bolt			
Kastore		(Learning)	Learning Weakness			
Illyria		Dragons	Wisdom 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 Fire Wall	
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 Heroism			
Styg		(Learning)	Learning Slow			
Voy		Hydras	Sailing Bless			

Conflux		Specialty	Starting Skills	Starting Spell		
Guardians	Gayle	Air / Storm	(Element) Magic	Scouting -		
	Avalanche	Earth / Magma		Pathfinding -		
	Torrent	Water / Ice		Sailing -		
	Blayze	Fire / Energy		Diplomacy -		
	Tempest	Storm / Water		Learning -		
	Volcanus	Magma / Fire		Logistics -		
	Glacius	Ice / Earth		Armorer -		
	Raiden	Energy / Air		Offense -		
	Sorcerers	Magus		(Sunray)	(Element) Magic	Wisdom Sunray
		Jasper		(Stoneskin)		Resistance Stoneskin
Undine		(Ice Bolt)	Sailing Ice Bolt			
Ashandra		(Fire Wall)	Tactics Fire Wall			
Xavier		Mind / Magic	Learning Shield			
Lara		(Sorcery)	Sorcery Magic Arrow			
Tobren		(Mysticism)	Mysticism Weakness			
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
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
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	70 75	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	[∞] No melee penalty <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-Water <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>Reanimates 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
Ghost <i>Wraith</i>	7	6	8	3-5	15 20	Undead, flying <i>Summons slain foes as Ghosts</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	[∞] Undead <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] Melee: 1/3 chance to petrify <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] No melee penalty <i>Can damage defense structures</i>	750 1000 2
Behemoth <i>Dread Behemoth</i>	21	18	7	30-50	150 200	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	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	30 40	Unliving, (O-Water/X-Lightning) <i>[∞] No melee penalty, (O-Water/X-Fire)</i>	150 450 6
Fire Elemental <i>Energy Elemental</i>	10	8	8	3-6	20 25	Unliving, (O-Fire/X-Water) <i>Flying, (O-Lightning/X-Water)</i>	150 450 6
Earth Elemental <i>Magma Elemental</i>	10	10	4	3-6	30 40	Unliving, (O-Lightning) <i>(O-Fire/X-Water)</i>	150 450 6
Mind Elemental <i>Magic Elemental</i>	15	12	6	10-20	60 75	Unliving, attacks all adjacent foes <i>O-Magic 3/4</i>	500 1500 2
Firebird <i>Phoenix</i>	20	20	11	30-40	150 200	Flying, hits 2 hexes, O-Fire/X-Water <i>Rebirth on death</i>	1500* 3000** 1
A/D/S +1 on...						Native Terrain: Sand	(*) = 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>	10000* 1
Rust Dragon	48	36	11	60-75	600	<i>Flying, hits 2 hexes, O-Body/Fire</i>	10000* 1
Crystal Dragon	36	48	9	40-65	900	<i>Unliving, O-Lightning</i>	10000* 1
Azure Dragon	42	42	10	50-70	750	<i>Flying, 2-hex hit, O-Mind/Body/Water</i>	10000* 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, Immobilize (*Fire/Magma + Gogs)					*Attacks from elemental units	Disease
Water	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 + unaffected by morale, revival, HP bonuses					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 <i>(Upgrade)</i>	500 1000	5 -	5 5	-	-	-	-	Fort Blacksmith
Lv.2 - Archers <i>(Upgrade)</i>	1000 2000	5 5	5 5	-	-	-	-	Lv.1, Blacksmith
Lv.3 - Griffins <i>(Upgrade)</i> <i>(Horde)</i>	1500 2000 2500	- -	5 5	-	-	-	-	Lv.1
Lv.4 - Swordsmen <i>(Upgrade)</i>	2000 2500	- -	5 5	-	-	-	-	Lv.1, Blacksmith Order of the Blade
Lv.5 - Monks <i>(Upgrade)</i>	2500 3000	5 5	5 5	-	-	-	-	Lv.3, Mage Guild Mage Guild II
Lv.6 - Horsemen <i>(Upgrade)</i>	4000 5000	5 5	5 5	-	-	-	-	Lv.4, Stables Lv.4 (Upg)
Lv.7 - Angels <i>(Upgrade)</i>	20000 15000	10 5	10 5	-	-	-	10 20	Lv.5 (Upg) Lv.6 (Upg)
Shipyards <i>Lighthouse</i>	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 <i>(Upgrade)</i>	500 1000	5 5	5 -	-	-	-	-	Fort
Lv.2 - Dwarves <i>(Upgrade)</i> <i>(Horde)</i>	1000 1500 2000	5 5 5	5 5 -	-	-	-	-	Lv.1, Blacksmith
Lv.3 - Elves <i>(Upgrade)</i>	1500 2500	5 5	- -	-	-	-	-	Lv.1
Lv.4 - Pegasi <i>(Upgrade)</i>	2000 2500	5 5	5 -	-	-	5	-	Lv.3, Mystic Pond
Lv.5 - Dendroids <i>(Upgrade)</i> <i>(Horde)</i>	2500 3000 3000	5 5 5	- -	-	-	-	-	Lv.3
Lv.6 - Unicorns <i>(Upgrade)</i>	3000 4000	5 5	5 -	-	-	-	5	Lv.4, Lucky Fountain
Lv.7 - Dragons <i>(Upgrade)</i>	15000 15000	10 5	10 5	-	-	10	-	Lv.6, Treasury Mage Guild III
Mystic Pond <i>Lucky Fountain</i>	1000 1000	- -	- 5	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 <i>(Upgrade)</i>	500 1000	5 -	5 5	-	-	-	-	Fort
Lv.2 - Gargoyles <i>(Upgrade)</i> <i>(Horde)</i>	1000 2000 2000	- -	5 5	-	-	-	-	Lv.1, Watchtower
Lv.3 - Golems <i>(Upgrade)</i>	1500 2500	- -	5 5	-	-	-	-	Lv.1
Lv.4 - Mages <i>(Upgrade)</i>	2000 2500	5 5	5 5	2	2	2	2	Lv.1, Magic Library Wall of Wisdom
Lv.5 - Genies <i>(Upgrade)</i>	2500 3000	5 -	5 5	-	-	5	5	Lv.4 Mage Guild II
Lv.6 - Nagas <i>(Upgrade)</i>	4000 5000	5 -	5 5	-	-	-	5	Lv.2/3, Blacksmith
Lv.7 - Giants <i>(Upgrade)</i>	20000 15000	10 5	10 5	-	-	-	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
<i>City Hall</i>	5000	5	-	Blacksmith, Mage Guild
<i>Capitol</i>	10000	5	-	-
Fort	2500	10	10	-
<i>Citadel</i>	5000	10	15	-
<i>Bastion</i>	10000	10	20	-
Tavern <i>(Recruit hero)</i>	500 2500	5 -	- -	-
Marketplace	500	5	-	-
Blacksmith <i>(Ballista)</i>	500 1500	5 -	5 -	- (Sold at: Cst, Inf, Ncr)
<i>(Ammo Cart)</i>	1000	-	-	(Sold at: Rmp, Twr, Str)
<i>(Medical Tent)</i>	500	-	-	(Sold at: Dng, Frt, Cfx)
Mage Guild	1000	5	5	Mr/Sj/Cr/Gm (1 each)
<i>Mage Guild II</i>	2000	5	5	Mr/Sj/Cr/Gm (3 each)
<i>Mage Guild III</i>	3000	5	5	Mr/Sj/Cr/Gm (5 each)
<i>Mage Guild IV</i>	4000	5	5	Mr/Sj/Cr/Gm (7 each)
<i>Mage Guild V</i> <i>(Buy spells)</i>	5000 *(→)	5 -	5 -	Mr/Sj/Cr/Gm (10 each) 25/50/100/250/500

<i>Inferno</i>	Gold	W	O	M	S	C	G	Prerequisites
Lv.1 - Imps <i>(Upgrade)</i> <i>(Horde)</i>	500 1000 1500	5 -	5 5	-	-	-	-	Fort Mage Guild
Lv.2 - Gogs <i>(Upgrade)</i>	1000 1500	5 -	5 5	-	-	-	-	Lv.1
Lv.3 - Hounds <i>(Upgrade)</i> <i>(Horde)</i>	1500 2000 2500	5 -	5 5	-	-	-	-	Lv.1
Lv.4 - Demons <i>(Upgrade)</i>	2000 2500	5 -	5 5	-	-	-	-	Lv.2
Lv.5 - Fiends <i>(Upgrade)</i>	2500 3500	- -	5 5	-	-	-	-	Lv.4 Gathering Storm
Lv.6 - Efreet	3000 4000	- -	5 5	-	5	-	-	Lv.2, Order of Fire
Lv.7 - Devils <i>(Upgrade)</i>	15000 15000	10 5	10 5	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 <i>(Upgrade)</i>	500 1000	5 -	5 5	-	-	-	-	Fort Blacksmith
Lv.2 - Zombies <i>(Upgrade)</i> <i>(Horde)</i>	1000 1500 2000	5 -	5 5	-	-	-	-	Lv.1
Lv.3 - Wights <i>(Upgrade)</i>	1500 2000	- -	5 5	-	-	-	-	Lv.1
Lv.4 - Vampires <i>(Upgrade)</i>	2000 3000	5 5	5 -	-	-	-	5	Lv.2, Shroud of Night
Lv.5 - Liches <i>(Upgrade)</i>	2500 3500	5 5	- -	5	-	-	-	Lv.3, Mage Guild Necro Amplifier
Lv.6 - Horsemen <i>(Upgrade)</i>	4000 5000	5 5	5 5	-	-	-	-	Lv.4, Lv.1 (Upg)
Lv.7 - Dragons <i>(Upgrade)</i>	10000 15000	10 5	10 5	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 <i>(Upgrade)</i> <i>(Horde)</i>	500 1000 1500	5 -	5 5	-	-	-	-	Fort
Lv.2 - Harpies <i>(Upgrade)</i>	1000 1500	5 -	5 5	-	-	-	-	Lv.1
Lv.3 - Beholders <i>(Upgrade)</i>	1500 2500	5 -	5 5	2	2	2	2	Lv.1, Dominion Portal Mage Guild II
Lv.4 - Medusas <i>(Upgrade)</i>	2000 2500	5 5	5 -	-	-	-	-	Lv.2, Blacksmith
Lv.5 - Minotaurs <i>(Upgrade)</i>	2500 3500	5 -	5 5	-	-	-	5	Lv.4, Battle Academy
Lv.6 - Manticores <i>(Upgrade)</i>	4000 5000	5 -	5 5	-	-	-	-	Lv.4
Lv.7 - Dragons <i>(Upgrade)</i>	20000 15000	10 5	10 5	-	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)
<i>City Hall</i>	+2,000 gold/day (replaces Town Hall)
<i>Capitol</i>	+4,000 gold/day (replaces City Hall)
Fort	Adds city walls (see "Misc" page for info)
<i>Citadel</i>	+50% growth, adds barricade & main turret
<i>Bastion</i>	+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	Sells spells (see above; price based on spell level)

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

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

<i>Special Buildings</i>	
Shipyards	Sells boats (500 gold + 5 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)

<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 +2 (one stack)	(Mass effect)	Speed +3	Speed +4	
Fate	6	Attack +4 (one stack) - ranged attacks only	(Mass effect)	Attack +6	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	5X +10 damage to an enemy stack	+20 damage	+30 damage	+40 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 +4 (one stack)	(Mass effect)	Defense +6	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 all spells, friendly and hostile (one stack, lasts 1 round)	(Mass effect)	Lasts 2 rounds	Lasts 3 rounds		(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 +10 damage to any passing unit (lasts 2 rounds)	+20 damage	Fire is larger	+40 damage		..	-	..	(80%)
Strength	6	Attack +4 (one stack) - melee attacks only	(Mass effect)	Attack +6	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	10x +10 damage to an enemy stack	+20 damage	+30 damage	+40 damage		-	..	(80%)
Weakness	6	Attack -4 (one stack)	(Mass effect)	Attack -6	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	-	.	.	-	-	-	-	-	.
Teleport	30	Teleport up to 9 tiles on the map (once per day; costs 100 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%

Sailing	
None	1500
Basic	2250
Expert	3000
Master	4500

Terrain	Cost
Grass	(Base)
Dirt	(Base)
Wasteland	x1.40
Sand	x1.60
Snow	x1.60
Swamp	x1.80
Volcano	x1.80
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	+2	Bless	
Fate	+6	Curse	Double effect
Sunray		Enslave	+(50 * (unit lv. -1))
Strength		Reanimate	+(hero lv. * unit lv.)
Stoneskin		Toxic Cloud	(All Others)
Weakness		(All Others)	+50% damage