

<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>Uncommon</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%)										5	4,000
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%)										7	7,500
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>Uncommon</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	4	7	4	10	10	4	-	4	1	22	100,000
Archery	Increases ranged damage inflicted by hero's units	+10% damage	+20% damage	+30% damage	7	4	10	4	4	1	4	1	4	1	4	1	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	1	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	-	-	4	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	7	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	7	4	4	4	7	4	4	4	27	225,000
Ballistics	Increases effectiveness of the ballista and catapult	2x damage	3x damage	Fires 2 shots	7	4	1	1	4	1	7	4	7	4	4	1	10	7	4	1	4	1	28	250,000
First Aid	Increases hero's unit HP by (<i>x</i> *unit lv.) & medical tent heals (<i>y</i>) statuses	X=1, Y=Physical	X=2, Y=Mental	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	1	1	1	4	4	30	300,000
Logistics	Increases minimum unit speed for movement point calculation	Min speed = 6	Min speed = 7	Min speed = 8	7	4	10	4	4	4	7	4	4	4	7	4	7	7	7	4	10	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 (<i>x</i>) & reduces boat transition penalty (<i>-y</i>)	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 map visibility radius (<i>+x</i>) and native terrain bonus (<i>+2y</i>)	X=3, Y=Defense	X=5, Y=Attack	X=7, Y=Speed	4	4	7	4	4	4	7	4	4	4	10	4	7	4	7	4	7	4		
Diplomacy	Reduces external dwelling costs (<i>-x</i>) & raises odds of join offers (<i>+y</i>)	X=12.5%, Y=20%	X=25%, Y=40%	X=50%, Y=60%	7	7	4	4	4	4	7	7	7	4	4	4	4	4	7	4	10	4		
Learning	Increases hero's earned experience	+10% exp. gain	+30% 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	4	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	7	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	7	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) - (Rare)

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

Rampart		Specialty	Starting Skills	Starting Spell		
Rangers	Mephala	Centaur	Archery/*Resistance	Pathfinding -		
	Ufretin	Dwarves		*Estates -		
	Ivan	Elves		Tactics -		
	Elijah	Pegasi		Scouting -		
	Jenova	(Luck)		Luck -		
	Erik	(Armorer)		*Armorer -		
	Kyrre	(Logistics)		Logistics -		
	Myles	Unicorns		Leadership -		
	Druids	Alagar		(Magic Arrow)	Earth Magic/*Luck	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	(Learning)		Ballistics -
	Thane	(Tactics)		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		Logistics -
	Rashka	Efreet		Scouting -
	Lilith	Devils		Estates -
	Quinn	(Luck)		Ballistics -
	Brutus	(Offense)		Offense -
	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 Sunray	

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	(Tactics)		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 Despair			

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 -
	Maddox	(Estates)		Armorer -
	Jasmine	(Logistics)		Logistics -
	Warlocks	Alamar		(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 -
	Kolthor	Behemoths		Estates -
	Shiva	Rocs		Scouting -
	Yog	Cyclopes		Diplomacy -
	Gurnisson	(Offense)		Ballistics -
	Crag Hack	(Leadership)		Leadership -
	Battlemages	Myriam		(Fireball)
Evander		(Strength)	Offense Strength	
Raven		(Haste)	*Tactics Haste	
Thundax		(Lightning Bolt)	*Mysticism Lightning Bolt	
Kyra		(Sorcery)	Sorcery Fire Wall	
Dessa		(Logistics)	*Logistics Fate	
Saurug		(Luck)	Luck Fortune	
Vey		Ogres	Wisdom Berserk	

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	(Armorer)		Logistics -		
	Tazar	(Tactics)		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	Diplomacy -
	Avalanche	Earth / Magma		Logistics -
	Torrent	Water / Ice		Sailing -
	Blayze	Fire / Energy		Scouting -
	Tempest	Storm / Water		Learning -
	Volcanus	Magma / Fire		Pathfinding -
	Glacius	Ice / Earth		Armorer -
	Raiden	Energy / Air		Offense -
	Sorcerers	Magus		(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 10	[6] <i>No range penalty</i>	150 200 8
Griffin <i>Royal Griffin</i>	8	9	9	3-6	20 25	Can retaliate twice <i>Can retaliate infinitely</i>	150 250 (+3)
Swordsman <i>Paladin</i>	10	12	5	6-10	40 50	- <i>Morale +2</i>	300 400 4
Monk <i>Zealot</i>	12	10	6	10-12	25 30	Foes can't retaliate <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 <i>Spell (x1): Resurrection</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	7	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 Resist: 20% <i>+25% damage when retaliating</i>	100 150 (+4)
Elf <i>Grand Elf</i>	7	5	6	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)
Unicorn <i>War Unicorn</i>	14	14	8	15-25	75 90	Spell Resist: 20% (1-hex radius) <i>May paralyze foe</i>	800 1200 2
Green Dragon <i>Gold Dragon</i>	21	23	10	30-50	200 250	Flying, hits 2 hexes <i>Spell Resist: 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)
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>Spell (x3): Attack/Defense +5, 3 turns</i>	450 600 3
Naga <i>Naga Queen</i>	13	16	4	15-20	75 70	Strikes twice <i>Can retaliate twice</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>SP costs -2 when unit is active</i>	25 50 (+8)
Gog <i>Magog</i>	8	6	6	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)
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	5	10-20	40 50	- <i>Spell (x1): revive as Demon(s)</i>	500 700 3
Efreeti <i>Djinni</i>	16	12	10	15-25	60 75	Flying, O-Body/Fire, X-Water <i>Foe's Defense -3 (as Sunray spell)</i>	800 1200 2
Devil <i>Archdevil</i>	25	21	12	30-60	200 250	Flying, O-Mind/Fire <i>Pain Reflection (33%)</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, may disease foe <i>Regenerates, likely to disease foe</i>	100 150 (+4)
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	10-16	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>May deal 2x damage</i>	1000 1500 2
Bone Dragon <i>Ghost Dragon</i>	19	18	9	30-40	150 200	Undead, flying <i>May 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)
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	25 20	May inflict 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: may petrify foe <i>Melee: likely to petrify foe</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>May paralyze foe</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)
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>Spell (x2): Frenzy (expert level)</i>	350 500 4
Orc <i>Thunderbird</i>	13	11	9	10-16	30 40	Flying <i>May cast 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, may disease foe <i>Likely to disease foe</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)
Basilisk <i>Emperor Basilisk</i>	8	9	5	6-8	30 40	May petrify foe <i>Likely to petrify foe</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>May poison foe</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)
Air Spirit <i>Storm Spirit</i>	8	8	9	3-5	20 25	Unliving, flying, O-Lightning <i>[∞] No melee penalty</i>	150 450 6
Water Spirit <i>Ice Spirit</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 Spirit <i>Energy Spirit</i>	10	8	8	3-6	20 25	Unliving, (O-Fire/X-Water) <i>Flying, (O-Lightning/X-Water)</i>	150 450 6
Earth Spirit <i>Magma Spirit</i>	10	10	4	3-6	30 40	Unliving, (O-Lightning) <i>(O-Fire/X-Water)</i>	150 450 6
Mind Spirit <i>Magic Spirit</i>	15	12	6	10-20	60 75	Unliving, attacks all adjacent foes <i>O-Magic 3/4</i>	500 1500 (+1)
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	Will not reduce (mixed) team morale	10 30
Halfling	2	3	4	1-2	5	[6]	50 15
Rogue	7	4	6	2-4	10	Foes can't retaliate	75 10
Boar	6	5	7	2-3	15	-	100 8
Nomad	9	7	8	3-6	20	A/D/S +3 on native terrain (Sand)	200 6
Mummy	8	10	3	3-5	30	Undead, likely to inflict fear (as spell)	300 7
Sharpshooter	10	6	7	6-10	25	[6] No distance or wall penalties	400 4
Troll	12	12	4	6-12	50	Regenerates, Swamp is native terrain	500 5

N/A (Lv. 5-7)	A	D	S	Dmg	HP	[Shots] & Abilities	Gold / +
Enchanter	12	10	6	10-12	40	[∞] Spellcaster	600 3
Gold Golem	10	15	3	10-12	60	Unliving, O-Magic 1/2, Tower unit	750 3
Diamond Golem	12	18	3	15-20	90	Unliving, O-Magic 3/4, Tower unit	1500 2
Fairy Dragon	30	30	10	30-60	450	Flying, spellcaster, O-Mind/Magic 1/2	10000* 1
Rust Dragon	48	36	11	60-75	600	Flying, hits 2 hexes, O-Body/Fire	10000* 1
Crystal Dragon	36	48	9	40-65	900	Unliving, O-Lightning	10000* 1
Azure Dragon	42	42	10	50-70	750	Flying, 2-hex hit, O-Mind/Body/Water	10000* 1
Fairy-D = Gems x10 Rust-D = Sulfur x10 Crystal-D = Crystal x10 Azure-D = Mercury x10							

Resistances (O) & Weaknesses (X)		Statuses
Fire	Fire/Magma Spirits, Gogs, Fire Wall, Fireball, Firestorm	Disease
Water	Water/Ice Spirits, Ice Bolt/Blast	Atk, Def, & Spd -3
Lightning	Storm/Energy Spirits, Lightning Bolt, Chain Lightning, Thunder	Paralyze/Petrify
Magic (x)	Magic Spirits + all spell damage -(x)	Can't act (1-2 turns)
Body	Aging, Disease, Disembowel, Paralyze, Petrify, Poison	Poison
Mind	Mind Spirits, Chaos, Enslave, Fear, Berserk, Heroism, Despair	-10% MaxHP per turn
Unliving	O-Mind/Body + unaffected by morale, revival, HP bonuses	Aging
Undead	Unliving + O-Curse/Bless, -1 morale to army	Max HP is halved

Castle	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	5	-	-	-	-	Lv.1, Blacksmith Order of the Blade
Lv.5 - Monks (Upgrade)	2500 3000	5	5	2	2	2	2	Lv.3, Mage Guild Mage Guild II
Lv.6 - Horsemen (Upgrade)	4000 5000	5	5	-	-	-	-	Lv.4, Stables
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

Rampart	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
Mystic Pond Lucky Fountain	1000 1000	-	-	1	1	1	1	Mage Guild Mage Guild II
Treasury	2500	5	5	-	-	-	-	Lv.2 (Horde)

Tower	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

Common	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	500	5	-	-
Marketplace	500	5	-	-
Blacksmith	500	5	5	-
(Catapult)	1000	-	-	(Sold in all towns)
(Ballista)	1500	-	-	(Sold at: C, I, N)
(Ammo Cart)	1000	-	-	(Sold at: R, T, S)
(Medical Tent)	500	-	-	(Sold at: D, F, X)
Mage Guild	1000	5	5	Mr/Sj/Cr/Gm (1 each)
Mage Guild II	2000	5	5	Mr/Sj/Cr/Gm (3 each)
Mage Guild III	3000	5	5	Mr/Sj/Cr/Gm (5 each)
Mage Guild IV	4000	5	5	Mr/Sj/Cr/Gm (7 each)
Mage Guild V	5000	5	5	Mr/Sj/Cr/Gm (10 each)
(Buy spells)	*(→)	-	-	25/50/100/250/500 gold

Inferno	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 Burning Sky
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	Order of Fire

Necropolis	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
Death Converter	2000	-	5	5	-	-	-	Mage Guild
Necro Amplifier	2500	-	5	5	-	-	-	Mage Guild II

Dungeon	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, Mage Guild 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
Void Portal	1000	-	5	-	5	-	-	Mage Guild
Mana Vortex	2000	-	-	3	3	3	3	Mage Guild II
Battle Academy	2500	5	5	-	-	-	-	Fort

Common Buildings	
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	Buy heroes (2500 gold), +1 defender morale
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)

Stronghold	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.3 - Orcs (Upgrade)	1500 2000	5	5	-	-	-	-	Lv.1, Blacksmith Mercenary Guild
Lv.4 - Ogres (Upgrade)	2000 3000	5	5	-	-	-	-	Lv.3 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, Blacksmith

Fortress	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 Cage of Endurance
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, Blacksmith

Conflux	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) (Horde)	2500 5000 2500	5	5	2	2	2	2	Lv.1, Magic University
Lv.7 - Firebirds (Upgrade)	10000 15000	10	10	3	3	3	3	Lv.4/6 Mage Guild III
Shipyards	1000	5	-	-	-	-	-	-
Artifact Traders	2000	5	-	-	-	-	-	Marketplace
Magic University	2500	5	-	-	-	-	-	Mage Guild II

Special Buildings	
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 defender morale (replaces Tavern)
Mystic Pond	+2-4 random rare resource per week
Lucky Fountain	+2 defender luck
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 10-tile radius with fog of war
Death Converter	Converts living units to undead units
Necro Amplifier	+5% Necromancy (all of your heroes)
Void Portal	Generates random elemental units
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 Warlords	

<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 & spirits (one stack)	(Mass effect)	1/3 magic dmg	1/4 magic dmg	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 taken 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		(75%)
Purify	12	10x +20 damage to all undead units	+40 damage	+60 damage	+80 damage	Lv	-	-	-	-	-	.
Recall	15	Teleport to your capital city (movement cost: maximum)	50% maximum	25% maximum	No move cost	3
Counterstrike	18	Target stack's retaliations are unlimited and will deal 25% more damage	+50% damage	+75% damage	+100% 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	4x elementals	7x elementals	10x 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 & spirits (one stack)	(Mass effect)	1/3 magic dmg	1/4 magic dmg	1
Slow	4	Reduces Speed to 75% (one stack)	(Mass effect)	66% Speed	50% Speed		(80%)
Despair	6	Morale -1 (one stack)	(Mass effect)	Morale -2	Morale -3	Lv
Stoneskin	8	Defense +4 (one stack)	(Mass effect)	Defense +6	Defense +8	2	(75%)
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	(70%)	...
Toxic Cloud	15	10x +10 damage to all living units	+20 damage	+30 damage	+40 damage	3	-	-	-	-	(70%)	-	-	-	-
Earthquake	18	Destroys 2 sections (walls, turrets, and/or drawbridge) of a fort	4 sections	6 sections	8 sections	
Meteor Strike	20	25x +20 damage to all units in target & surrounding hexes	+40 damage	+80 damage	+160 damage	Lv
Anti-Magic	24	Makes target stack immune to spells, friendly and hostile (lasts 1 round)	(Mass effect)	Lasts 2 rounds	Lasts 3 rounds	4	(60%)	.
Summon Earth	25	Summons a stack of (x) Earth Elementals until the end of battle	4x elementals	7x elementals	10x 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 & spirits (one stack)	(Mass effect)	1/3 magic dmg	1/4 magic dmg	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		-	-
Berserk	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	-	-
Firestorm	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	-	-	-	-	.	.	-	-
Chaos	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	-	-	(60%)
Summon Fire	25	Summons a stack of (x) Fire Elementals until the end of battle	4x elementals	7x elementals	10x 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 physical statuses from target stack and cures 10x HP	(Mass effect)	+Mental debuffs	+All debuffs		-	-	(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 & spirits (one stack)	(Mass effect)	1/3 magic dmg	1/4 magic dmg	1	-
Ice Bolt	4	10x +10 damage to an enemy stack	+20 damage	+30 damage	+40 damage		-
Heroism	8	Morale +1 (one stack)	(Mass effect)	Morale +2	Morale +3	Lv	(75%)	-	-	-
Weakness	6	Attack -4 (one stack)	(Mass effect)	Attack -6	Attack -8	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 non-physical statuses (except for -) from target enemy stack	(Mass effect)	Mental debuffs	All debuffs	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 town you own (movement cost: maximum)	Go to any town	50% maximum	25% maximum	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	4x elementals	7x elementals	10x elementals	Lv	-	-	-	-	-	-	.
Warp	30	Teleport anywhere within a 9-tile radius (movement cost: maximum)	50% maximum	33% maximum	25% maximum	5	-	.	..	-	-

Treasure Artifacts	Slot	Effect	Part of...	\$
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
Magician's Hat	Head	Magic +2	-	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
Elven Cherrywood Bow	Misc	Archery +5%, Attack +1	Everstrike	2000
Polarized Boots	Feet	Resistance +5%, Defense +1	Magebane	2000
Scholar's Amulet	Neck	Learning +5%, Knowledge +1	Timespinner	2000
Dead Man's Boots	Feet	Necromancy +5%, Magic +1	Lichcrafter	2000
Feet of Legion	Misc	Lv.1 unit growth +7 (one town)	Statue of Legion	1000
Ass of Legion	Misc	Lv.2 unit growth +5 (one town)	Statue of Legion	2000

Major Artifacts	Slot	Effect	Part of...	\$
Sword of Hellfire	Weapon	Attack +3, Magic +2	Armageddon's Blade	10000
Ogre's Club of Havoc	Weapon	Attack +4	-	8000
Shield of Hades	Shield	Defense +3, Magic +2	Armageddon's Blade	10000
Targe of the Mad Ogre	Shield	Defense +4	-	8000
Hellstorm Helmet	Head	Defense +2, Magic +3	Armageddon's Blade	10000
Crown of the Master Magi	Head	Magic +4	-	8000
Brimstone Breastplate	Body	Defense +2, Magic +3	Armageddon's Blade	10000
Tunic of the Magus King	Body	Magic +4	-	8000
Mystic Eye of Wisdom	Ring	Knowledge +4	-	10000
Helm of Enlightenment	Head	Defense +3, Knowledge +2	Holy Alliance	10000
Armor of Wonder	Body	Defense +3, Knowledge +2	Holy Alliance	10000
Dragonscale Shield	Shield	Defense +3, Magic +2	Dragonlord Armor	10000
Dragonscale Armor	Body	Defense +3, Magic +2	Dragonlord Armor	10000
Pegasus Boots	Feet	Unit Speed +2	-	8000
Refined Troll's Blood	Misc	Unit HP +(3x unit lv.)	Elixir of Life	8000
Angel Feather Arrows	Misc	Archery +15%, Attack +1	Everstrike	6000
Seal of Duality	Neck	Resistance +15%, Defense +1	Magebane	6000
Infinity Cloak	Cloak	Learning +15%, Knowledge +1	Timespinner	6000
Death's Head Pendant	Neck	Necromancy +15%, Magic +1	Lichcrafter	6000
Head of Legion	Misc	Lv.5/6 unit growth +2 (one town)	Statue of Legion	10000

Minor Artifacts	Slot	Effect	Part of...	\$
Blackshard of Darkness	Weapon	Attack +2, Magic +1	-	5000
Gnoll's Supreme Flail	Weapon	Attack +3	-	5000
Shield of Doom	Shield	Defense +2, Magic +1	-	5000
Serpent's Buckler	Shield	Defense +3	-	5000
Skull Helmet	Head	Defense +1, Magic +2	-	5000
Helm of Chaos	Head	Defense +2, Magic +1	-	5000
Rib Cage	Body	Defense +1, Magic +2	-	5000
Basilisk Scale Armor	Body	Defense +2, Magic +1	-	5000
Mystic Eye of Power	Ring	Magic +2	-	5000
Amulet of Divinity	Neck	Knowledge +1, Morale +1	Holy Alliance	3000
Sandals of the Saint	Feet	Knowledge +1, Morale +1	Holy Alliance	3000
Dragontooth Necklace	Neck	Magic +1, Luck +1	Dragonlord Armor	3000
Dragonbone Greaves	Feet	Defense +1, Luck +1	Dragonlord Armor	3000
Diplomat's Ring	Ring	Morale +2	-	3000
Dazzling Ring	Ring	Luck +2	-	3000
Tabard of Celerity	Cloak	Unit Speed +1	-	4000
Seven League Boots	Feet	Unit Speed +1	-	4000
Ring of Health	Ring	Unit HP +(unit lv.)	Elixir of Life	4000
Pendant of Life	Neck	Unit HP +(unit lv.)	Elixir of Life	4000
Unicorn Mane Bowstring	Misc	Archery +10%, Attack +1	Everstrike	4000
Dichomatic Surcoat	Cloak	Resistance +10%, Defense +1	Magebane	4000
Ring of Ages	Ring	Learning +10%, Knowledge +1	Timespinner	4000
Vampire's Cowl	Cloak	Necromancy +10%, Magic +1	Lichcrafter	4000
Arms of Legion	Misc	Lv.3 unit growth +4 (one town)	Statue of Legion	3000
Body of Legion	Misc	Lv.4 unit growth +3 (one town)	Statue of Legion	4000

"Relic" Artifacts	Slot	Effect	Part of...	\$
Titan's Gladius	Weapon	Attack +9, Knowledge -1	Titan's Thunder	20000
Titan's Shield	Shield	Defense +9, Magic -1	Titan's Thunder	20000
Titan's Helmet	Head	Knowledge +9, Defense -1	Titan's Thunder	20000
Titan's Cuirass	Body	Magic +9, Attack -1	Titan's Thunder	20000
Sword of Judgement	Weapon	Attack +6, Knowledge +3	Holy Alliance	15000
Shield of Salvation	Shield	Defense +6, Knowledge +3	Holy Alliance	15000
Dragontongue Sword	Weapon	Attack +5, Magic +4	Dragonlord Armor	15000
Dragonfang Crown	Head	Knowledge +5, Magic +4	Dragonlord Armor	15000
Cosmic Orb of Mind & Body	Misc	All Stats +2	-	25000
Glorious Cloak	Cloak	Morale/Luck +3	-	20000
Angel Wings	Cloak	Unit Speed +3	-	15000
Arcane Orb of Storms	Misc	Air spell damage +25%	-	25000
Arcane Orb of Flame	Misc	Fire spell damage +25%	-	25000
Arcane Orb of Frost	Misc	Water spell damage +25%	-	25000
Arcane Orb of Earth	Misc	Earth spell damage +25%	-	25000

Combo Artifacts	Description
Elixir of Life	Unit HP +(5x unit lv.), living units regenerate 100 HP per turn
Everstrike	Archery +30%, Attack +3, no distance or wall penalties
Magebane	Resistance +30%, Defense +3, enemy hero SP costs +(5 + 5x spell lv.)
Timespinner	Learning +30%, Knowledge +3, absorbs enemy hero SP costs
Lichcrafter	Necromancy +30%, Magic +3, lv.5+ units are raised as Liches
Statue of Legion	Unit growth +7 (lv.1), +5 (lv.2), +4 (lv.3), +3 (lv.4), +2 (lv.5/6), +1 (lv.7)
Armageddon's Blade	Attack/Magic +10, deals 100 damage to all foes at start of combat
Titan's Thunder	Attack/Defense/Knowledge/Magic +9, O-Lightning/Mind
Holy Alliance	Attack/Defense/Knowledge +12, Morale +2, allows mixing good units
Dragonlord Armor	Defense/Magic +13, Attack/Knowledge +5, Luck +2, spell damage +25%

War Machines	A	D	Dmg	HP	Description	\$
Catapult	-	10	1	250	Damages defensive structures during siege battles	1000
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 unit HP (+ statuses with 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

Walls (Inner / Outer) Towers (Main / Side)

Logistics	Base	Basic	Expert	Master
Speed = 3	1300	+300 (500)	+400 (600)	+500 (700)
Speed = 4	1400	+200 (400)	+300 (500)	+400 (600)
Speed = 5	1500	+100 (300)	+200 (400)	+300 (500)
Speed = 6	1600	(+200)	+100 (300)	+200 (400)
Speed = 7	1700	(+100)	(+200)	+100 (300)
Speed = 8	1800	-	(+100)	(+200)
Speed = 9	1900	-	-	(+100)
Speed >= 10	2000	*(Values for Logistics specialists)		

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)

Native Terrain = Base Cost

Markets	1	2	3	4	4+ext
Resource	4.0x	3.0x	2.5x	2.2x	2.0x
Artifact	2.0x	1.5x	1.25x	1.1x	1.0x
Resource	25%	33%	40%	45%	50%
Artifact	50%	66%	80%	90%	100%
Unit	110%	120%	130%	140%	150%
Resource Values	Basic: 250		Rare: 500		

(+1 for ext. markets)

Unit Specialties		
Melee Units	HP +20% (of upgraded unit)	Air & Def +3
Ranged Units	Dmg +50% (of minimum)	
Flying Units	Spd +3	
All Lv.7 Units	Spd +2, Dmg +5, HP +25	

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

Spell Specialties			
Haste	+2	Bless	Double effect
Fate	+6	Curse	
Sunray		Enslave	(+50 * (unit lv. -1))
Strength	(+unit lv.)	Reanimate	
Stoneskin		Toxic Cloud	(+hero * unit lv.)
Weakness		(All Others)	+50% damage

Skill Specialties		
Leadership	+2 Morale (in addition to skill)	
Luck	+2 Luck (in addition to skill)	
Tactics	+2 skill level (+6 hex range)	
Logistics	+2 minimum unit speed	
Estates	+50 gold/day per hero lv.	
Mysticism	+1 SP/day per hero lv.	
Learning	+5% skill effect per hero lv.	
(All Others)	+1% skill effect per hero lv.	