

| <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 |

| <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) | Mysticism | Fire Magic 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) | Fire/*Air Magic | Learning 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 -(spell lv.) 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 |
| Roc <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 5 | - | - | - | - | Fort Blacksmith |
| Lv.2 - Archers (Upgrade) | 1000 2000 | 5 5 | 5 5 | - | - | - | - | Lv.1, Blacksmith |
| Lv.3 - Griffins (Upgrade) (Horde) | 1500 2000 2500 | - - - | 5 5 5 | - | - | - | - | Lv.1 |
| Lv.4 - Swordsmen (Upgrade) | 2000 2500 | 5 - | 5 5 | - | - | - | - | Lv.1, Blacksmith Order of the Blade |
| Lv.5 - Monks (Upgrade) | 2500 3000 | 5 5 | 5 5 | 2 | 2 | 2 | 2 | Lv.3, Mage Guild Mage Guild II |
| Lv.6 - Horsemen (Upgrade) | 4000 5000 | 5 5 | 5 5 | - | - | - | - | Lv.4, Stables |
| Lv.7 - Angels (Upgrade) | 20000 15000 | 10 5 | 10 - | - | - | - | 10 | Lv.5 (Upg) Lv.6 (Upg) |
| Shipyards Lighthouse | 1000 2500 | 5 - | - 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 | 5 - | - | - | - | - | Fort |
| Lv.2 - Dwarves (Upgrade) (Horde) | 1000 1500 2000 | 5 5 5 | 5 5 - | - | - | - | - | Lv.1, Blacksmith |
| Lv.3 - Elves (Upgrade) | 1500 2500 | 5 5 | - - | - | - | - | - | Lv.1 |
| Lv.4 - Pegasi (Upgrade) | 2000 2500 | 5 5 | 5 - | - | - | 5 | - | Lv.3, Mystic Pond |
| Lv.5 - Dendroids (Upgrade) (Horde) | 2500 3000 3000 | 5 5 5 | - - | - | - | - | - | Lv.3 |
| Lv.6 - Unicorns (Upgrade) | 3000 4000 | 5 5 | 5 - | - | - | - | 5 | Lv.4, Lucky Fountain |
| Lv.7 - Dragons (Upgrade) | 15000 15000 | 10 5 | 10 5 | - | - | 10 | - | Lv.6, Treasury Mage Guild III |
| Mystic Pond Lucky Fountain | 1000 1000 | - 5 | - - | 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 5 | - | - | - | - | Fort |
| Lv.2 - Gargoyles (Upgrade) (Horde) | 1000 2000 2000 | - - - | 5 5 5 | - | - | - | - | Lv.1, Watchtower |
| Lv.3 - Golems (Upgrade) | 1500 2500 | - - | 5 5 | - | - | - | - | Lv.1 |
| Lv.4 - Mages (Upgrade) | 2000 2500 | 5 5 | 5 5 | 2 | 2 | 2 | 2 | Lv.1, Magic Library Wall of Wisdom |
| Lv.5 - Genies (Upgrade) | 2500 3000 | 5 - | 5 5 | - | - | 5 | 5 | Lv.4 Mage Guild II |
| Lv.6 - Nagas (Upgrade) | 4000 5000 | 5 - | 5 - | - | - | - | 10 | Lv.2/3, Blacksmith |
| Lv.7 - Giants (Upgrade) | 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 |

| 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 5 5 | - | - | - | - | Fort Mage Guild |
| Lv.2 - Gogs (Upgrade) | 1000 1500 | 5 - | 5 5 | - | - | - | - | Lv.1 |
| Lv.3 - Hounds (Upgrade) (Horde) | 1500 2000 2500 | 5 - - | 5 5 5 | - | - | - | - | Lv.1 |
| Lv.4 - Demons (Upgrade) | 2000 2500 | 5 - | 5 5 | - | - | - | - | Lv.2 |
| Lv.5 - Fiends (Upgrade) | 2500 3500 | - - | 5 5 | - | - | - | - | Lv.4 Burning Sky |
| Lv.6 - Efreet | 3000 4000 | - - | 5 5 | - | 5 | - | - | Lv.2, Order of Fire |
| Lv.7 - Devils (Upgrade) | 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 | Order of Fire |

| Necropolis | Gold | W | O | M | S | C | G | Prerequisites |
|---|----------------------|-------------|-------------|----------|----------|----------|----------|--|
| Lv.1 - Skeletons (Upgrade) | 500 1000 | 5 - | 5 5 | - | - | - | - | Fort Blacksmith |
| Lv.2 - Zombies (Upgrade) (Horde) | 1000 1500 2000 | 5 - - | 5 5 5 | - | - | - | - | Lv.1 |
| Lv.3 - Wights (Upgrade) | 1500 2000 | - - | 5 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 | - | 5 | - | - | Lv.3, Mage Guild Necro Amplifier |
| Lv.6 - Horsemen (Upgrade) | 4000 5000 | 5 5 | 5 5 | - | - | - | - | Lv.4, Lv.1 (Upg) |
| Lv.7 - Dragons (Upgrade) | 10000 15000 | 10 5 | 10 5 | 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 5 5 | - | - | - | - | Fort |
| Lv.2 - Harpies (Upgrade) | 1000 1500 | 5 - | 5 5 | - | - | - | - | Lv.1 |
| Lv.3 - Beholders (Upgrade) | 1500 2500 | 5 - | 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 | - | - | - | 5 | Lv.4, Battle Academy |
| Lv.6 - Manticores (Upgrade) | 4000 5000 | 5 - | 5 5 | - | - | - | - | Lv.4 |
| Lv.7 - Dragons (Upgrade) | 20000 15000 | 10 5 | 10 5 | - | 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 5 5 | - | - | - | - | Fort Blacksmith |
| Lv.2 - Wolves (Upgrade) | 1000 2000 | 5 - | 5 5 | - | - | - | - | Lv.1 |
| Lv.3 - Orcs (Upgrade) | 1500 2000 | 5 - | 5 5 | - | - | - | - | Lv.1, Blacksmith Mercenary Guild |
| Lv.4 - Ogres (Upgrade) | 2000 3000 | 5 5 | 5 5 | - | - | - | - | Lv.3 Mage Guild II |
| Lv.5 - Rocs (Upgrade) | 2500 3000 | 5 5 | 5 5 | - | - | - | - | Lv.2 Hall of Warlords |
| Lv.6 - Cyclopes (Upgrade) | 3000 4000 | - - | 5 5 | - | 5 | - | - | Lv.3 |
| Lv.7 - Behemoths (Upgrade) | 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, 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 | 5 5 | - | - | - | - | Lv.1, Blacksmith Cage of Endurance |
| Lv.3 - Gnolls (Upgrade) (Horde) | 1500 2000 2500 | 5 5 5 | 5 5 - | - | - | - | - | Lv.1, Blacksmith Cage of Endurance |
| Lv.4 - Basilisks (Upgrade) | 2000 3000 | 5 5 | 5 5 | 5 | - | - | - | Lv.2 Glyphs of Fear |
| Lv.5 - Gorgons (Upgrade) | 2500 3500 | 5 5 | 5 5 | 5 | - | - | - | Lv.3 Blood Obelisk |
| Lv.6 - Wyverns (Upgrade) | 3000 4000 | 5 - | - - | - | - | - | - | Lv.4 |
| Lv.7 - Hydra (Upgrade) | 10000 15000 | 10 5 | 10 5 | - | 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 5 5 | - | - | - | - | Fort Mage Guild |
| Lv.2 - Air (Upgrade) | 1500 3000 | 5 - | 5 5 | - | - | - | - | Lv.1, Mage Guild Mage Guild II |
| Lv.3 - Water (Upgrade) | 1500 3000 | 5 - | 5 5 | - | - | - | - | Lv.1, Mage Guild Mage Guild II |
| Lv.4 - Fire (Upgrade) | 1500 3000 | 5 - | 5 5 | - | - | - | - | Lv.1, Mage Guild Mage Guild II |
| Lv.5 - Earth (Upgrade) | 1500 3000 | 5 - | 5 5 | - | - | - | - | Lv.1, Mage Guild Mage Guild II |
| Lv.6 - Mind (Upgrade) (Horde) | 2500 5000 2500 | 5 - - | 5 5 5 | 2 | 2 | 2 | 2 | Lv.1, Magic University |
| Lv.7 - Firebirds (Upgrade) | 10000 15000 | 10 5 | 10 5 | 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</ | |

| <i>Air Magic</i> | SP | Description | Basic | Expert | Master | - | 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 | Description | Basic | Expert | Master | - | 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 | Description | Basic | Expert | Master | - | 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 | Description | Basic | Expert | Master | - | 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 | |
| Strength | (+unit lv.) | Reanimate | (+50 * (unit lv. -1)) |
| 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. | |