

Classes	Attack	Defense	Magic	Knowledge	Castle	Rampart	Tower	Inferno	Necropolis	Dungeon	Stronghold	Fortress	Conflux	Lv	Exp.							
Knight	2 (35%)	2 (45%)	1 (10%)	1 (10%)	Common	Rare	Rare	-	-	-	Uncommon	-	-	2	1,000							
Cleric	1 (20%)	1 (20%)	2 (30%)	2 (30%)										Rare	Uncommon	Uncommon	Rare	3	2,000			
Ranger	1 (35%)	2 (40%)	1 (10%)	2 (15%)										Uncommon	Common	Rare	-	Uncommon	-	4	3,000	
Druid	0 (10%)	1 (20%)	2 (30%)	3 (40%)	Rare	Common	Rare	-	-	-	-	Uncommon	-	5	4,000							
Alchemist	1 (30%)	2 (40%)	1 (10%)	2 (20%)	Uncommon									Rare	Common	Uncommon	Uncommon	6	5,000			
Wizard	0 (05%)	1 (15%)	2 (35%)	3 (45%)	Rare	Common	-	-	-	-	-	-	Uncommon	7	7,500							
Sentinel	2 (45%)	2 (35%)	1 (10%)	1 (10%)	-									-	-	Common	Rare	Rare	Uncommon	-	8	10,000
Hellion	1 (15%)	1 (15%)	2 (35%)	2 (35%)	-									-	-	Rare	Common	Rare	-	-	9	12,500
Undertaker	2 (40%)	1 (35%)	2 (15%)	1 (10%)	-	-	-	Rare	Common	Rare	-	Uncommon	-	10	15,000							
Necromancer	1 (20%)	0 (10%)	3 (40%)	2 (30%)										Rare	Common	Rare	-	Uncommon	Rare	11	20,000	
Overlord	2 (40%)	1 (30%)	2 (20%)	1 (10%)	-	-	-	Rare	Uncommon	Common	-	-	Uncommon	12	25,000							
Warlock	1 (15%)	0 (05%)	3 (45%)	2 (35%)										Rare	Uncommon	Common	-	-	-	13	30,000	
Barbarian	3 (50%)	1 (40%)	1 (05%)	1 (05%)	Rare	-	-	Uncommon	-	-	Common	-	-	14	35,000							
Battlemage	1 (25%)	1 (15%)	2 (35%)	2 (25%)										Uncommon	Common	-	-	-	15	40,000		
Beastmaster	1 (40%)	3 (50%)	1 (05%)	1 (05%)	-	Uncommon	-	-	Rare	-	-	Common	-	16	45,000							
Witch	1 (15%)	1 (25%)	2 (25%)	2 (35%)										Rare	Uncommon	Common	-	-	-	17	50,000	
Guardian	1 (30%)	1 (30%)	2 (20%)	2 (20%)	-	-	Rare	-	-	Rare	-	-	Common	18	60,000							
Mystic	0 (10%)	0 (10%)	3 (40%)	3 (40%)										Uncommon	Common	Uncommon	Common	19	70,000			
														20	80,000							

Skills	Description	Basic	Expert	Master	Kn	Cl	Rn	Dr	Al	Wz	Sn	Hl	Un	Nc	Ov	Wl	Br	Bt	Bs	Wi	Gr	My
Offense	Increases melee damage inflicted by hero's units	+10% damage	+20% damage	+30% damage	C	U	U	R	U	R	C	U	C	U	C	U	M	M	U	-	U	R
Archery	Increases shot damage inflicted by hero's units	+10% damage	+20% damage	+30% damage	C	U	M	U	U	U	C	U	U	U	C	U	C	U	C	U	U	R
Armorer	Reduces physical damage dealt to hero's units	10% reduction	15% reduction	20% reduction	C	U	C	U	M	U	U	U	C	U	U	R	C	-	M	U	U	R
Leadership	Increases the morale of hero's units	Morale +1	Morale +2	Morale +3	M	C	C	U	-	-	U	U	-	-	U	U	C	U	C	U	-	-
Luck	Increases the luck of hero's units	Luck +1	Luck +2	Luck +3	U	U	C	C	R	R	M	C	U	U	U	U	C	C	U	U	U	U
Tactics	Allows manual placement of units before combat	Range = 3 rows	Range = 5 rows	Range = 7 rows	U	U	C	U	C	U	U	U	M	U	C	U	U	U	C	U	U	U
Ballistics	Improves performance of the ballista	Infinite range	2x damage	Fires 2 shots	U	R	-	-	C	U	U	R	C	U	R	R	M	U	U	R	-	-
First Aid	Improves performance of the medical tent (overfill cap = 2x max HP)	Cures statuses	Can overfill HP	2 actions/turn	U	M	U	U	R	R	-	-	-	-	C	U	R	R	C	U	-	-
Estates	Increases your kingdom's income	+100 gold/day	+250 gold/day	+500 gold/day	M	U	U	U	C	C	C	U	C	C	M	C	U	R	U	R	R	R
Logistics	Increases minimum unit speed for hero movement calculation	Min speed = 6	Min speed = 7	Min speed = 8	C	U	M	U	U	U	C	U	U	U	C	U	C	C	C	U	M	U
Pathfinding	Reduces movement penalties for rough terrain	50% reduction	75% reduction	No penalty	U	U	C	C	U	U	M	C	U	U	U	U	C	U	M	C	C	U
Scouting	Increases hero's visibility radius & banks unused movement points	+1 tile, 300 MP	+2 tiles, 600 MP	+3 tiles, 900 MP	U	U	C	U	C	U	C	U	U	U	M	C	C	U	C	U	C	U
Sailing	Increases movement in water (*x) & reduces boat transition penalty (-y)	X=1.5, Y=50%	X=2, Y=75%	X=3, Y=100%	C	U	U	U	U	U	U	U	M	C	R	R	U	U	U	C	C	C
Diplomacy	Increases likelihood/lowers cost of random unit join offers	-0.5x base cost	-1.0x base cost	-1.5x base cost	C	C	U	U	U	U	C	C	C	U	-	-	U	U	U	U	M	U
Necromancy	After combat, hero will revive slain foes as Zombies	10% of foes	15% of foes	20% of foes	-	-	-	-	-	-	-	-	C	M	-	-	-	-	-	-	-	-
Learning	Increases hero's earned experience and spell points (x=hero lv.)	Exp+10%, SP+1x	Exp+20%, SP+2x	Exp+30%, SP+3x	U	C	U	C	M	C	U	U	U	C	U	C	U	U	U	C	C	C
Resistance	Reduces non-physical (magic/mind) damage & protects against statuses	10% resistance	20% resistance	30% resistance	U	C	U	M	C	C	U	U	R	R	U	U	U	U	C	M	C	C
Mysticism	Increases hero's natural spell point regeneration rate	+4 SP per day	+7 SP per day	+10 SP per day	R	U	U	C	U	C	U	M	U	C	U	C	-	C	-	C	C	M
Sorcery	Increases damage dealt by hero's offensive spells	+10% damage	+20% damage	+30% damage	-	-	R	U	U	C	R	C	U	U	C	M	R	M	R	U	U	C
Wisdom	Allows hero to cast more spells in combat (each must be a different element)	2 spells/round	3 spells/round	4 spells/round	U	C	U	C	C	M	U	C	U	C	U	C	U	C	U	M	U	C
Air Magic	Improves Air spell performance; required for advanced Air spells	Allows lv.3 Improves lv.1-2	Allows lv.4 Improves lv.2-3	Allows lv.5 Improves lv.3-4	C+	C	M	C+	C	C+	C+	U	M									
Earth Magic	Improves Earth spell performance; required for advanced Earth spells				C	M	C	C	M	C	U	C+	M									
Fire Magic	Improves Fire spell performance; required for advanced Fire spells				U	-	C	M	C+	M	C+	C	M									
Water Magic	Improves Water spell performance; required for advanced Water spells				M	C+	C+	-	U	C	C	C+	M									

Resources	
V.Easy	25,000 Gold 25 (Basic) 15 (Rare)
Easy	20,000 Gold 20 (Basic) 10 (Rare)
Normal	15,000 Gold 15 (Basic) 5 (Rare)
Hard	10,000 Gold 10 (Basic) 3 (Rare)
V.Hard	5,000 Gold 5 (Basic) 1 (Rare)

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

Rampart		Specialty	Starting Skills	Starting Spell
Rangers	Mephala	Centaur	Leadership	-
	Ufretin	Dwarves	*Estates	-
	Ivan	Elves	Tactics	-
	Elijah	Pegasi	Scouting	-
	Jenova	(Luck)	Luck	-
	Erik	(Armorer)	*Armorer	-
	Kyrre	(Logistics)	Logistics	-
	Myles	Unicorns	Pathfinding	-
	Alagar	(Harm)	Earth Magic	Harm
	Malcom	(Stoneskin)	Earth Magic	Stoneskin
Druids	Melodia	(Cure)	Water Magic	Cure
	Gem	(Bless)	Water Magic	Bless
	Ryland	Dendroids	Mysticism	Repair
	Thorgrim	(Resistance)	Wisdom	Slow
	Coronius	(Learning)	Learning	Shield
	April	Dragons	Sorcery	Ice Bolt

Tower		Specialty	Starting Skills	Starting Spell
Alchemists	Gareth	Gremlins	Logistics	-
	Fafner	Gargoyles	Scouting	-
	Elizabeth	Golems	Tactics	-
	Amethyst	Genies	Estates	-
	Torosar	(Learning)	Ballistics	-
	Thane	(Resistance)	Resistance	-
	Rebecca	(Armorer)	Armorer	-
	Isis	Nagas	Pathfinding	-
	Solomon	(Weakness)	Water Magic	Weakness
Wizards	Daremyth	(Haste)	Air Magic	Haste
	Helena	(Sunray)	Air Magic	Sunray
	Solmyr	(Lightning Bolt)	Air Magic	Lightning Bolt
	Tiberius	Mages	Learning	Shield
	Kalindra	(Sorcery)	Sorcery	Ice Bolt
	Carmine	(Estates)	Estates	Wizard Eye
	Halon	Giants	Mysticism	Stoneskin

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

Necropolis		Specialty	Starting Skills	Starting Spell
Undertakers	Galthran	Skeletons	Armorer	-
	Morgana	Zombies	Necromancy	-
	Charna	Ghosts	Scouting	-
	Vladimir	Vampires	Diplomacy	-
	Moandor	Liches	Sailing	-
	Tatyana	Horsemen	Offense	-
	Straker	(Tactics)	Ballistics	-
	Daedalus	(Estates)	Estates	-
	Thant	(Slow)	Earth Magic	Slow
	Anastasya	(Harm)	Earth Magic	Harm
Necromancers	Seth	(Reanimate)	Earth Magic	Reanimate
	Sandro	(Curse)	Fire Magic	Curse
	Natasha	(Necromancy)	Wisdom	Stoneskin
	Nimbus	(Learning)	Learning	Repair
	Isra	(Mysticism)	Mysticism	Strength
	Halfgild	Dragons	Estates	Fear

Dungeon		Specialty	Starting Skills	Starting Spell
Overlords	Shakti	Trogldytes	Logistics	-
	Lorelei	Harpies	Scouting	-
	Edgar	Evil Eyes	Resistance	-
	Arlach	Medusas	Archery	-
	Dace	Minotaurs	Leadership	-
	Gunnar	Manticores	Offense	-
	Maddox	(Estates)	First Aid	-
	Jasmine	(Tactics)	Tactics	-
	Alamar	(Harm)	Earth Magic	Harm
Warlocks	Talia	(Fire Wall)	Fire Magic	Fire Wall
	Deemer	(Strength)	Fire Magic	Strength
	Darkstorm	(Lightning Bolt)	Air Magic	Lightning Bolt
	Malekith	(Sorcery)	Wisdom	Fireball
	Jaegar	(Mysticism)	Mysticism	Fear
	Kastore	(Learning)	Learning	Torchlight
	Illyria	Dragons	Estates	Wizard Eye

Stronghold		Specialty	Starting Skills	Starting Spell
Barbarians	Gretchin	Goblins	Luck	-
	Tyraxor	Wolves	Pathfinding	-
	Jabarkas	Orcs	Archery	-
	Kolthor	Ogres	Logistics	-
	Shiva	Rocs	Scouting	-
	Yog	Cyclopes	Armorer	-
	Gurnisson	(Leadership)	Leadership	-
	Crag Hack	(Offense)	Ballistics	-
	Myriam	(Fireball)	Learning	Fireball
Battlemages	Evander	(Strength)	Offense	Strength
	Raven	(Haste)	Wisdom	*Haste
	Thundax	(Lightning Bolt)	Mysticism	*Lightning Bolt
	Kyra	(Sorcery)	Sorcery	Fire Wall
	Dessa	(Logistics)	Logistics	*Fate
	Saurug	(Luck)	Luck	Fortune
	Vey	Behemoths	Ballistics	Flamestrike

Fortress		Specialty	Starting Skills	Starting Spell
Beastmasters	Korbac	Flies	Pathfinding	-
	Wystan	Lizardmen	Archery	-
	Drakon	Gnolls	Leadership	-
	Miyon	Basilisks	Resistance	-
	Alkin	Gorgons	Logistics	-
	Broghild	Wyverns	Scouting	-
	Gerwulf	(Tactics)	Tactics	-
	Tazar	(Armorer)	First Aid	-
	Branwen	(Slow)	Pathfinding	*Slow
	Sabrina	(Stoneskin)	Armorer	*Stoneskin
Witches	Deneb	(Cure)	Sailing	Cure
	Mirlanda	(Weakness)	Wisdom	Weakness
	Helga	(Resistance)	Resistance	*Fear
	Heather	(Mysticism)	Mysticism	Heroism
	Styg	(Learning)	Learning	*Repair
	Voy	Hydras	First Aid	Bless

Conflux		Specialty	Starting Skills	Starting Spell
Guardians	Gayle	Air / Storm	Scouting	-
	Avalanche	Earth / Magma	Logistics	-
	Torrent	Water / Ice	Sailing	-
	Blayze	Fire / Energy	Pathfinding	-
	Tempest	Storm / Water	Learning	-
	Volcanus	Magma / Fire	Diplomacy	-
	Glacius	Ice / Earth	Armorer	-
	Raiden	Energy / Air	Offense	-
	Magus	(Sunray)	Learning	Sunray
	Jasper	(Slow)	Resistance	Slow
Sorcerers	Undine	(Ice Bolt)	Sailing	Ice Bolt
	Ashandra	(Fire Wall)	Diplomacy	Fire Wall
	Xavier	Mind / Magic	Wisdom	Shield
	Lara	(Sorcery)	Sorcery	Harm
	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	2x defense boost when defending First strike when defending	50 100 12
Archer <i>Marksman</i>	7	6	4	2-4	8	[6] No range penalty	125 200 8
Griffin <i>Royal Griffin</i>	8	9	9	3-6	20	Flying, can retaliate twice Can retaliate infinitely	200 6 250 (+3)
Swordsman <i>Paladin</i>	10	12	5	6-10	40	- Morale +2 (1-hex aura)	300 400 4
Monk <i>Zealot</i>	12	10	6	10-12	25	Foes can't retaliate [8=Water], no melee penalty	300 500 3
Horseman <i>Crusader</i>	15	18	8	15-25	80	+5% damage per hex moved +10% damage per hex moved	1000 1500 2
Angel <i>Archangel</i>	25	25	12	30-60	100	Flying, O-Body Spell (x1): Resurrection	3000* 4500** 1
A/D/S +1 on... Native Terrain: Grass							(*) = Gems

Rampart	A	D	S	Dmg	HP	[Shots] & Abilities	Gold / +
Centaur <i>Centaurian</i>	6	5	7	1-3	6	- [1] No melee penalty	50 100 12
Dwarf <i>Battle Dwarf</i>	8	7	4	2-4	15	Status Resistance: 50% +25% damage when retaliating	100 8 175 (+4)
Elf <i>Grand Elf</i>	7	5	6	3-5	12	[6] [8] Shoots twice	200 7 300 7
Pegasus <i>Silver Pegasus</i>	8	8	10	6-8	25	Flying Foes can't retaliate	250 5 400 5
Dendroid <i>Great Dendroid</i>	11	15	3	10-12	30	X-Fire Binds target stack in place	350 3 500 (+2)
Unicorn <i>Magic Unicorn</i>	14	14	8	15-25	75	May blind Spell (x3): Cure (5 Pur, Basic lv.)	800 2 1100 2
Green Dragon <i>Gold Dragon</i>	21	23	10	30-50	200	Flying, piercing Status Resistance: 50% (1-hex aura)	2500* 3500** 1
A/D/S +1 on... Native Terrain: Dirt							(*) = Crystal

Tower	A	D	S	Dmg	HP	[Shots] & Abilities	Gold / +
Gremlin <i>Gremlin Engineer</i>	4	4	4	1-2	5	2x damage to war machines Repair machine (-1 damage per Gremlin)	50 75 16
Gargoyle <i>Obsidian Gargoyle</i>	6	8	7	2-3	15	Unliving, flying, O-Magic 1/3 O-Magic 2/3	150 8 200 (+4)
Golem <i>Steel Golem</i>	8	10	3	3-6	25	Unliving, O-Magic 1/3 O-Magic 2/3	200 6 300 6
Mage <i>Archmage</i>	11	6	5	6-10	20	[8=Air] Shot dispels positive statuses	350 4 450 4
Genie <i>Master Genie</i>	12	12	9	10-16	30	Flying, O-Body/Shock Spell (x3): Zoom (3 Pur, Basic lv.)	400 3 600 3
Naga <i>Naga Queen</i>	13	16	4	15-20	75	Strikes twice May poison	900 2 1300 2
Giant <i>Titan</i>	24	24	6	30-60	250	O-Mind/Shock [8=Shock] No melee/distance penalties	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	Flying SP costs (-spell lv.) when active unit	25 16 50 (+8)
Gog <i>Magog</i>	8	6	6	2-4	12	[2=Fire] No melee penalty Shot explodes (1-hex radius)	125 9 175 9
Hell Hound <i>Cerberus</i>	9	8	8	3-6	20	- Hits up to 3 adjacent foes	200 6 250 (+3)
Demon <i>Archdemon</i>	12	10	6	6-12	30	- Luck +2 (1-hex aura)	300 5 400 5
Fiend <i>Pit Lord</i>	14	14	5	10-20	40	- Spell (x1): revive as Demon(s)	500 3 700 3
Efreeti <i>Noble Efreeti</i>	16	12	10	15-25	60	Flying, O-Body/Fire, X-Water Pain Reflection (25%)	800 2 1100 2
Devil <i>Archdevil</i>	25	21	12	30-60	200	Flying, O-Mind/Fire, may disease Likely to disease	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	Undead Reanimates on death	50 16 100 16
Zombie <i>Living Dead</i>	5	5	3	2-3	8	Undead, may disease Regenerates, likely to disease	100 8 150 (+4)
Ghost <i>Wraith</i>	7	6	8	3-5	15	Undead, flying Turns living foes into Ghosts	150 7 250 7
Vampire <i>Vampire Lord</i>	9	8	7	6-8	30	Undead, flying, X-Fire Absorbs HP from living foes	350 4 500 4
Lich <i>Power Lich</i>	15	9	5	10-16	25	[8=Earth] Undead Shot harms living units near foe	500 3 750 3
Night Rider <i>Nightmare Rider</i>	17	17	8	15-30	80	Undead May deal 2x damage	1000 2 1500 2
Bone Dragon <i>Ghost Dragon</i>	19	18	9	30-40	150	Undead, flying May wither, morale -2 (1-hex aura)	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	O-Blind/Petrify +25% damage if morale > foe's morale	50 12 75 (+8)
Harpy <i>Harpy Hag</i>	6	6	9	2-3	12	Flying, strike and return Foes can't retaliate	125 9 200 9
Evil Eye <i>Beholder</i>	8	7	5	3-5	20	O-Mind, may blind [8=Earth] No melee penalty	200 6 300 6
Medusa <i>Empress Medusa</i>	9	7	4	6-8	25	[6] Melee: may petrify Melee: likely to petrify	250 5 350 5
Minotaur <i>Minotaur King</i>	15	13	6	10-20	40	- ATK +3 for every non-lethal strike	450 3 600 3
Manticore <i>Scorpicore</i>	16	15	7	15-25	75	Flying May paralyze	900 2 1300 2
Red Dragon <i>Black Dragon</i>	22	24	10	30-50	250	Flying, piercing, O-Magic 1/3 O-Magic 2/3	3000* 4500** 1
A/D/S +1 on... Native Terrain: Cavern							(*) = Sulfur

Stronghold	A	D	S	Dmg	HP	[Shots] & Abilities	Gold / +
Goblin <i>Hobgoblin</i>	5	4	6	1-3	5	- Strikes twice	50 16 75 (+8)
Wolf <i>Black Wolf</i>	7	6	8	2-4	12	- Strikes twice	100 8 175 8
Orc <i>Orc Warrior</i>	9	6	5	3-6	15	- [2] No melee penalty	150 7 250 7
Ogre <i>Ogre Mage</i>	12	12	4	6-12	40	- Spell (x2): Flamestrike	350 4 500 4
Roc <i>Thunderbird</i>	13	11	9	10-16	30	Flying May cast Thunder (+10x damage)	450 3 700 3
Cyclops <i>Cyclops Brute</i>	18	13	6	15-30	60	[1] No melee penalty [2] Can damage defense structures	750 2 1000 2
Behemoth <i>Dread Behemoth</i>	21	18	7	30-50	150	Ignores 1/3 of target's defense Ignores 2/3 of target's defense	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	Flying, may disease Likely to disease	25 20 50 20
Lizardman <i>Lizard Hunter</i>	5	7	5	2-3	15	[6] [8] No wall penalty	100 9 150 9
Gnoll <i>Gnoll Marauder</i>	7	8	6	3-5	20	Status Resistance: 25% +25% damage when initiating	150 6 250 (+3)
Basilisk <i>Tempor Basilisk</i>	8	9	5	6-8	30	May petrify Can retaliate twice	300 5 450 5
Taurus <i>Mighty Taurus</i>	13	15	7	10-16	50	- Killer Breath (may instantly kill units)	500 3 750 3
Wyvern <i>Wyvern Monarch</i>	12	14	9	15-20	75	Flying May poison	750 2 1000 2
Hydra <i>Chaos Hydra</i>	18	21	4	30-40	200	Hits all adjacent foes Regenerates 50 HP per turn	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	Flying, foes can't retaliate Attack dispels positive statuses	25 20 50 (+8)
Air Avatar <i>Storm Avatar</i>	8	8	9	3-5	20	=Air, unliving, flying, O-Shock [4] =Shock/Water, no melee penalty	150 6 450 6
Water Avatar <i>Ice Avatar</i>	8	10	5	3-5	30	=Water, unliving, O-Water, (X-Shock) =Water/Earth, (X-Fire)	150 6 450 6
Fire Avatar <i>Energy Avatar</i>	10	8	8	3-6	20	=Fire, unliving, (O-Fire), X-Water =Fire/Shock, flying, (O-Shock)	150 6 450 6
Earth Avatar <i>Magma Avatar</i>	10	10	4	3-6	30	=Earth, unliving, (O-Shock), X-Water [4] =Fire/Earth, no melee penalty (O-Fire)	150 6 450 6
Mind Avatar <i>Magic Avatar</i>	15	12	6	10-20	60	Unliving, O-Mind aura, hits all adj. foes O-Magic 3/4 (1-hex aura)	500 2 1500 (+1)
Firebird <i>Phoenix</i>	20	20	11	30-40	150	Flying, piercing, O-Fire/X-Water Rebirth on death	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]	25 20
Rogue	7	4	6	2-4	10	Foes can't retaliate	75 10
Boar	6	5	7	2-3	15	Can retaliate twice	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, may Enslave (2 turns)	300 7
Sharpshooter	10	6	7	6-10	25	[6] No distance/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	[8=Air] 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, piercing, O-Body/Fire	10000* 1
Crystal Dragon	36	48	9	40-65	900	Unliving, O-Shock	10000* 1
Azure Dragon	42	42	10	50-70	750	Flying, piercing, O-Water/Resist: 75%	10000* 1
Fairy-D = Gems x10 Rust-D = Sulfur x10 Crystal-D = Crystal x10 Azure-D = Mercury x10							

Resistance (O) & Weakness (X)	
Fire	O: Immune (magic), 1/2 dmg (*attacks)
Water	X: 2x dmg (magic), 1.5x dmg (*attacks)
Shock	(*Elemental shots or any Avatar attack)
O-Magic	Reduces *damage & resists magical statuses (*Spells, elemental shots, & Magic Avatar dmg)
O-Mind	Immune to mind spells + 1/2 Mind Avatar dmg
O-Body	Immune to physical statuses & Killer Breath
Unliving	O-Mind/Body + cannot heal, has no morale
Undead	Unliving + O-Curse/Bless, -1 army morale

Physical Statuses		
Disease	Atk/Def -6, Spd -2	5 turns
Blind	Halves damage	
Poison	Unit loses 10% of max HP per turn	3 turns
Wither	Max HP halved	
Petrify	Unit cannot act -75% damage to unit	3 turns
Paralyze	Unit cannot act	

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 3000	- 5 -	5 -	-	-	-	-	Lv.1
Lv.4 - Swordsmen (Upgrade)	2000 2500	5 -	5 5	-	-	-	-	Lv.1, Blacksmith Order of the Blade
Lv.5 - Monks (Upgrade)	3000 4000	5 5	5 5	-	-	-	-	Lv.3, Mage Guild Mage Guild II
Lv.6 - Horsemen (Upgrade)	5000 5000	5 5	5 5	-	-	-	5	Lv.4, Stables Lv.4 (Upg)
Lv.7 - Angels (Upgrade)	20000 15000	10 5	10 -	-	-	-	10 20	Lv.4 (Upg) Lv.6 (Upg)
Shipyard Lighthouse	500 2500	5 -	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 1500	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, Magic Pond
Lv.5 - Dendroids (Upgrade) (Horde)	2000 3000 4000	5 5 5	-	-	-	-	-	Lv.3
Lv.6 - Unicorns (Upgrade)	4000 5000	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	500 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 1500	5 -	5 5	-	-	-	-	Fort
Lv.2 - Gargoyles (Upgrade) (Horde)	1000 1500 2000	- 5 -	5 5 -	-	-	-	-	Lv.1, Watchtower
Lv.3 - Golems (Upgrade)	1500 2000	- 5	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)	3000 4000	5 -	5 5	-	-	-	5	Lv.4 Mage Guild II
Lv.6 - Nagas (Upgrade)	4000 5000	5 -	5 5	-	-	-	5	Lv.2/3, Blacksmith
Lv.7 - Giants (Upgrade)	20000 15000	10 5	10 5	-	-	-	10 20	Lv.5, Wall of Wisdom Mage Guild III
Artifact Traders	1000	5	-	-	-	-	-	Marketplace
Watchtower	1000	-	5	-	-	-	-	Fort
Magic Library	2000	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 (Catapult)	500 1000	5 -	5 -	- (Sold in all towns)
Ballista (Ballista)	1500	-	-	(Sold at: T, N)
(Supply Cart)	1000	-	-	(Sold at: R, I, S)
(Medical Tent)	500	-	-	(Sold at: C, D, F)
Mage Guild	1000	5	5	Mr/Sf/Cr/Gm (1 each)
Mage Guild II	2000	5	5	Mr/Sf/Cr/Gm (3 each)
Mage Guild III	3000	5	5	Mr/Sf/Cr/Gm (5 each)
Mage Guild IV	4000	5	5	Mr/Sf/Cr/Gm (7 each)
Mage Guild V	5000	5	5	Mr/Sf/Cr/Gm (10 each)
(Buy spells)	*(-)	-	-	50/100/250/500/1000

Inferno	Gold	W	O	M	S	C	G	Prerequisites
Lv.1 - Imps (Upgrade) (Horde)	500 1000 1000	5 -	5 5	-	-	-	-	Fort Mage Guild
Lv.2 - Gogs (Upgrade)	1000 1500	5 -	5 5	-	-	-	-	Lv.1
Lv.3 - Hounds (Upgrade) (Horde)	1500 2000 3000	5 -	5 5	-	-	-	-	Lv.1
Lv.4 - Demons (Upgrade)	2000 2500	5 -	5 5	-	-	-	-	Lv.2
Lv.5 - Fiends (Upgrade)	2500 3500	- 5	5 5	5	5	-	-	Lv.4 Burning Sky
Lv.6 - Efreet (Upgrade)	3000 4000	- 5	5 5	10	-	-	-	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	2000	5	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	-	-	-	-	Lv.1
Lv.3 - Wights (Upgrade)	1500 2500	- 5	5 5	-	-	-	-	Lv.1
Lv.4 - Vampires (Upgrade)	2000 3000	5 5	5 -	-	-	-	-	Lv.2, Shroud of Night
Lv.5 - Liches (Upgrade)	3000 4000	5 5	5 -	2	2	2	2	Lv.3, Mage Guild Necro Amplifier
Lv.6 - Horsemen (Upgrade)	5000 5000	5 5	5 5	-	-	-	-	Lv.4, Lv.1 (Upg)
Lv.7 - Dragons (Upgrade)	10000 15000	10 5	10 5	10	-	-	-	Lv.5, Death Machine Necro Amplifier
Shipyard	500	5	-	-	-	-	-	-
Shroud of Night	1000	-	5	-	5	-	-	Fort
Death Machine	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 1000	5 -	5 5	-	-	-	-	Fort
Lv.2 - Harpies (Upgrade)	1000 2000	5 -	5 5	-	-	-	-	Lv.1
Lv.3 - Beholders (Upgrade)	1500 2500	5 -	5 5	-	-	-	-	Lv.1, Mage Guild Mage Guild II
Lv.4 - Medusas (Upgrade)	2000 2500	5 5	5 -	-	-	5	-	Lv.2, Blacksmith
Lv.5 - Minotaurs (Upgrade)	2500 3500	5 -	5 5	-	-	-	-	Lv.4, Battle Academy
Lv.6 - Manticores (Upgrade)	5000 5000	5 -	5 5	-	5	-	-	Lv.4
Lv.7 - Dragons (Upgrade)	20000 15000	10 5	10 5	10	-	-	-	Lv.6, Mana Vortex Dominion Portal
Artifact Traders	1000	5	-	-	-	-	-	Marketplace
Mana Vortex	1000	-	5	-	5	-	-	Mage Guild II
Dominion Portal	2500	-	-	5	5	5	5	Mana Vortex
Battle Academy	2000	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
Citadel	+50% growth, adds barricade & main turret
Bastion	+100% growth, adds side turrets
Tavern	Buy heroes (2500 gold), +1 defender morale
Blacksmith	Sells and repairs war machines (see above)
Marketplace	Buys and sells resources
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 1000	5 -	5 5	-	-	-	-	Fort Blacksmith
Lv.2 - Wolves (Upgrade)	1000 2000	5 -	5 5	-	-	-	-	Lv.1
Lv.3 - Orcs (Upgrade)	1500 2500	5 -	5 5	-	-	-	-	Lv.1, Blacksmith Mercenary Guild
Lv.4 - Ogres (Upgrade)	2000 3000	5 5	5 5	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	-	5	-	-	Lv.3
Lv.7 - Behemoths (Upgrade)	10000 15000	10 5	10 5	-	-	10	-	Lv.4, Escape Tunnel Lv.4 (Upg)
Mercenary Guild	500	5	-	-	-	-	-	Marketplace
Ballista Yard	500	5	-	-	-	-	-	Blacksmith
Escape Tunnel	1000	5	-	-	-	-	-	Fort
Hall of Warlords	2000	5	-	-	-	-	-	Fort, Blacksmith

Fortress	Gold	W	O	M	S	C	G	Prerequisites
Lv.1 - Flies (Upgrade)	500 1000	5 -	5 5	-	-	-	-	Fort
Lv.2 - Lizardmen (Upgrade)	1000 1500	5 5	5 -	-	-	-	-	Lv.1, Blacksmith Cage of Endurance
Lv.3 - Gnolls (Upgrade) (Horde)	1500 2000 3000	5 5 5	5 5 -	-	-	-	-	Lv.1, Blacksmith Cage of Endurance
Lv.4 - Basilisks (Upgrade)	2000 3000	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)	4000 5000	5 5	-	-	-	-	-	Lv.4
Lv.7 - Hydra (Upgrade)	10000 15000	10 5	10 5	-	10	-	-	Lv.5
Shipyard	500	5	-	-	-	-	-	-
Glyphs of Fear Blood Obelisk	1000 1000	-	5	-	-	-	-	Fort, Mage Guild Mage Guild II
Cage of Endurance	2000	5	-	-	-	-	-	Fort, Blacksmith

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

Special Buildings	
Shipyard	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)
Magic Pond	+2-4 random rare resource per week
Lucky Fountain	+2 Luck to defending units
Treasury	+10% interest on total gold per week
Watchtower	+1 Speed to defending units
Magic Library	Sells scrolls for lv.1-3 spells
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	Warp heroes to any town you own
Shroud of Night	-1 Speed to attacking units
Death Machine	Converts living units to undead units
Necro Amplifier	+5% Necromancy (all of your heroes)
Dominion Portal	Summons any hero you own (once/week)
Mana Vortex	+50 spell points to defending hero
Battle Academy	+1,000 experience (once per hero)
Mercenary Guild	Trades resources for units
Ballista Yard	Sells ballistas
Escape Tunnel	Allows a defending hero to retreat
Hall of Warlords	+1 Attack (permanent, once per hero)

<i>Air Magic</i>	SP	Description	Basic	Expert	Master	-	C	R	T	I	N	D	S	F	X
Wizard Eye	1	Shows pickups and random units on the map screen until end of turn	Also shows mines, towns, and heroes			Lv 1	R	R	C	R	R	C	R	R	C
Sunray	2	Defense -4 (one stack)	Defense -8				C+	U	C+	C+	-	-	C+	U	C
Air Resistance	3	Halves physical and magical air/shock damage (one stack or war machine)	(Mass effect)				U	U	C	U	U	U	U	U	U
Haste	4	Speed +2 (one stack)	(Mass effect)				C	C+	C+	C+	U	C	M	U	C
Fate	6	Attack +6 (one stack or ballista) - ranged attacks only	(Mass effect)	Attack +8		Lv 2	C+	C+	C+	C	U	C	C+	U	C
Shield	8	Halves damage from non-elemental ranged attacks (one stack)	(Mass effect)	1/3 damage			C+	C+	C+	C+	C	C	U	C	C
Lightning Bolt	10	Deals 20x+20 shock damage to target enemy stack or war machine	+40 damage	+80 damage			U	C	M	C+	U	C+	C+	R	C+
Dispel	12	Removes all non-physical statuses (positive and negative) from all units	(Ignore ally buffs)		(Ignore foe debuffs)	Lv 3	C	C+	C+	U	R	U	U	R	C
Zoom	16	Target stack gains flying and +x Speed (lasts 1 turn)	Lasts 2 turns		Lasts 3 turns		U	U	C	C	R	C	C	R	U
Counterstrike	20	Target stack deals double damage when retaliating	+1 retaliation		+2 retaliations		C	C	C	C	U	U	C+	R	U
Chain Lightning	25	Deals 35x+75 shock damage to target enemy and up to three more targets, halving damage for each new one			+150 damage	Lv 4	U	U	C+	C	R	C	C	R	C
Fly	30	Halves rough terrain penalties and allows hero to cross impassable tiles (at 2x base cost) until the end of turn			1.5x base cost		C+	C	M	C+	U	C	M	R	C+
Summon Air	35	Summons a stack of 5x Air Avatars until end of combat				Lv 5	U	-	C	-	-	-	-	-	R
Implosion	40	Deals 100x+200 air damage to target enemy stack or war machine					R	U	C+	C	R	C	-	-	C

<i>Earth Magic</i>	SP	Description	Basic	Expert	Master	-	C	R	T	I	N	D	S	F	X	
Repair	1	Restores 5x+5 HP to a damaged war machine	Can repair broken war machines (in and out of battle)			Lv 1	C	C+	C	C	C+	C	C	C+	R	
Harm	2	Deals 5x+5 earth damage to target enemy stack or war machine	+20 damage				U	C+	U	C	C+	C	U	U	C	
Earth Resistance	3	Halves physical and magical earth damage (one stack or war machine)	(Mass effect)				U	C	U	U	C	U	U	U	U	
Slow	4	Reduces Speed by 1/3 (one stack)	(Mass effect)				U	C+	U	U	C+	C	U	M	C	
Stoneskin	6	Defense +6 (one stack)	(Mass effect)	Defense +8		Lv 2	C	M	C+	C	C+	U	U	C+	C	
Fear	8	Morale -2 (one stack) [Mind spell]	(Mass effect)	Morale -3			U	C	R	C	M	C	U	C+	C	
Reanimate	10	Revives 20x+20 HP of units in target undead stack	+60 HP	+100 HP			-	-	-	-	M	-	-	-	-	
Toxic Cloud	12	10x+20 body damage to all non-immune unit stacks			May poison (10%)	May poison (20%)	Lv 3	-	-	-	-	M	-	-	R	
Quicksand	16	Binds target stack to current hex for 2 turns			1-hex radius	2-hex radius		R	C	R	R	C+	R	R	M	U
Recall	20	Returns hero to hiring pool; they may be re-hired from your capitol with their army intact			Any town	Any tavern		U	M	C	C	C+	U	R	C+	C
Anti-Magic	25	Grants O-Magic 1/2 to target stack or war machine (will remove all existing negative magical statuses)			O-Magic 3/4	Lv 4	C	M	R	R	C	R	R	C+	R	
Meteor Shower	30	Deals 40x+80 earth damage to target hex & half damage to all surrounding hexes			+160 damage		U	C	R	U	C+	C	R	U	C	
Summon Earth	35	Summons a stack of 5x Earth Avatars until end of combat				Lv 5	-	C	-	-	C	-	-	-	R	
Resurrection	40	Revives 50x+250 HP of units in target stack (ineffective on unliving units)					C	M	U	R	-	C	-	-	R	

<i>Fire Magic</i>	SP	Description	Basic	Expert	Master	-	C	R	T	I	N	D	S	F	X
Torchlight	1	Increases hero's view radius by 1 tile until end of turn	2 tiles			Lv 1	U	-	C	C+	C	M	C+	U	U
Curse	2	Decreases maximum damage by half of unit's range (one stack or ballista)	(Mass effect)				-	-	R	C+	M	C	C	C	C
Fire Resistance	3	Halves physical and magical fire damage (one stack or war machine)	(Mass effect)				U	-	U	C+	C	U	U	U	U
Fire Wall	4	Set a fire that deals 10x+20 fire damage to passing units (lasts 2 rounds)	Fire is larger				R	-	U	M	C	C	C+	U	C
Strength	6	Attack +6 (one stack) - melee attacks only	(Mass effect)	Attack +8		Lv 2	U	-	C	C+	C	C+	M	C	C
Fireball	8	Deals 15x+15 fire damage to target & all surrounding hexes	+30 damage	+60 damage			R	-	C	C+	U	C+	C+	U	C+
Fortune	10	Luck +2 (one stack)	(Mass effect)	Luck +3			R	-	U	M	C+	C	C+	U	C
Pain Reflection	12	50% of melee damage dealt to target stack (before reduction) is also dealt to attacker	75% reflection		100% reflection	Lv 3	-	-	U	C+	C+	C	U	U	U
Flamestrike	16	Target stack's melee attacks deal an additional 50% of fire damage	+75% damage		+100% damage		R	-	U	C+	U	C	M	U	R
Firestorm	20	Deals 30x+30 fire damage to everything within a 2-hex radius of target hex	+60 damage		+120 damage		R	-	U	M	U	C+	C+	U	C
Sacrifice	25	Destroys a friendly stack to revive ((x+# of units)*HP) in another (may revive but not sacrifice unliving units)			2x+ # of units	Lv 4	-	-	-	C+	C+	-	-	R	R
Berserk	30	Target and adjacent stacks will attack the nearest unit, friend or foe, on their next turn [Mind spell]			2-hex radius		-	-	R	M	C	U	C+	U	U
Summon Fire	35	Summons a stack of 5x Fire Avatars until end of combat				Lv 5	-	-	-	C+	C	-	-	-	R
Armageddon	40	Deals 50x+100 damage to everything on the battlefield, ignoring O-Fire immunity by 50%					-	-	R	M	C+	C	-	-	C

<i>Water Magic</i>	SP	Description	Basic	Expert	Master	-	C	R	T	I	N	D	S	F	X	
Cure	1	Restores 5x+5 HP to target (living) stack	Removes physical status effects			Lv 1	C+	M	C	-	-	R	U	C+	R	
Bless	2	Increases minimum damage by half of unit's range (one stack or ballista)	(Mass effect)				M	C+	C	-	-	R	U	C+	C	
Water Resistance	3	Halves physical and magical water damage (one stack or war machine)	(Mass effect)				C	U	U	-	U	U	U	U	U	
Ice Bolt	4	Deals 10x+10 water damage to target enemy stack or war machine	+40 damage				C+	C	U	-	U	C	U	U	C	
Weakness	6	Attack -6 (one stack) - melee attacks only	(Mass effect)	Attack -8		Lv 2	C+	C	C+	-	U	C	U	M	C	
Heroism	8	Morale +2 (one stack) [Mind spell]	(Mass effect)	Morale +3			M	C+	R	-	-	U	C	C+	R	
Purify	10	Kills 25% of units in target undead stack, then deals 50x water damage	33% of units		50% of units		C+	C+	U	-	-	-	-	R	R	
Clone	12	Creates a copy of a friendly lv.1-5 stack with 1 HP			Lv. 6 maximum	Clone any lv. unit	Lv 3	C	U	C	-	-	U	R	C	U
Ice Blast	16	Deals 25x+25 water damage to all hexes surrounding target hex			+50 damage	+100 damage		C+	C	U	-	R	C+	U	C	C
Water Walk	20	Allows hero to cross water (at 1.4x base cost) until the end of turn			1.2x base cost	Base cost		M	C	U	-	R	R	R	C	C
Enslave	25	Temporarily gain control of enemy stack with up to 100x total HP (lasts 2 turns) [Mind spell]			Lasts 3 turns	Lv 4	C+	U	C	-	R	C	R	C+	U	
Town Portal	30	Teleports hero to any town under your control (movement cost: 50% maximum)			25% maximum		M	C+	C+	-	U	C+	C	M	C+	
Summon Water	35	Summons a stack of 5x Water Avatars until end of combat				Lv 5	C+	U	-	-	-	-	-	-	R	
Warp	40	Cast once to mark hero's current map location, then again to return to that position (or set a new marker)					C	U	C	-	U	C	-	-	C	

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 +2	-	2500
Magician's Hat	Head	Magic +1, Knowledge +1	-	2000
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	Souldbinder	2000
Scholar's Amulet	Neck	Learning +5%, Knowledge +1	Timespinner	2000
Vampire's Cowl	Cloak	Necromancy +5%, Magic +1	Lichcrafter	2000
Feet of Legend	Misc	Lv.1 unit damage +10%	Statue of Legend	1500
Ass of Legend	Misc	Lv.2 unit damage +10%	Statue of Legend	2500

Major Artifacts	Slot	Effect	Part of...	\$
Sword of Hellfire	Weapon	Attack +3, Magic +3	Armageddon's Blade	8000
Ogre's Club of Havoc	Weapon	Attack +5, Luck +1	-	10000
Shield of Hades	Shield	Defense +3, Magic +3	Armageddon's Blade	8000
Targe of the Mad Ogre	Shield	Defense +5, Luck +1	-	10000
Hellstorm Helmet	Head	Defense +3, Magic +3	Armageddon's Blade	8000
Crown of the Magi	Head	Magic +5, Knowledge +1	-	10000
Brimstone Breastplate	Body	Defense +3, Magic +3	Armageddon's Blade	8000
Tunic of the Magus	Body	Magic +5, Knowledge +1	-	10000
Mystic Eye of Wisdom	Ring	Knowledge +4	-	9000
Helm of Enlightenment	Head	Defense +4, Knowledge +2	Holy Alliance	10000
Armor of Wonder	Body	Defense +4, Knowledge +2	Holy Alliance	10000
Dragonscale Shield	Shield	Defense +4, Magic +2	Dragonlord Armor	10000
Dragonscale Armor	Body	Defense +4, Magic +2	Dragonlord Armor	10000
Pegasus Boots	Feet	Unit Speed +2	-	10000
Refined Troll's Blood	Misc	Unit HP +10% (living units only)	Elixir of Life	9000
Angel Feather Arrows	Misc	Archery +15%, Attack +3	Everstrike	9000
Seal of Duality	Neck	Resistance +15%, Defense +3	Souldbinder	9000
Infinity Cloak	Cloak	Learning +15%, Knowledge +3	Timespinner	9000
Death's Head Pendant	Neck	Necromancy +15%, Magic +3	Lichcrafter	9000
Head of Legend	Misc	Lv.5/6 unit damage +10%	Statue of Legend	9000

Minor Artifacts	Slot	Effect	Part of...	\$
Blackshard of Darkness	Weapon	Attack +3, Magic +1	-	4000
Gnoll's Supreme Flail	Weapon	Attack +4	-	5000
Shield of Doom	Shield	Defense +3, Magic +1	-	4000
Serpent's Buckler	Shield	Defense +4	-	5000
Skull Helmet	Head	Defense +2, Magic +2	-	4000
Helm of Chaos	Head	Defense +3, Knowledge +1	-	5000
Rib Cage	Body	Defense +2, Magic +2	-	4000
Basilisk Scale Armor	Body	Defense +4	-	5000
Mystic Eye of Power	Ring	Magic +3	-	4500
Amulet of Divinity	Neck	Knowledge +1, Morale +1	Holy Alliance	4000
Sandals of the Saint	Feet	Knowledge +1, Morale +1	Holy Alliance	4000
Dragontooth Necklace	Neck	Magic +2	Dragonlord Armor	4000
Dragonbone Greaves	Feet	Magic +1, Defense +1	Dragonlord Armor	4000
Diplomat's Ring	Ring	Morale +2	-	4500
Dazzling Ring	Ring	Luck +2	-	4500
Cape of Velocity	Cloak	Unit Speed +1	-	5000
Seven League Boots	Feet	Unit Speed +1	-	5000
Ring of Health	Ring	Unit HP +5% (living units only)	Elixir of Life	4500
Pendant of Life	Neck	Unit HP +5% (living units only)	Elixir of Life	4500
Unicorn Mane Bowstring	Misc	Archery +10%, Attack +2	Everstrike	5000
Dichomatic Surcoat	Cloak	Resistance +10%, Defense +2	Souldbinder	5000
Ring of Ages	Ring	Learning +10%, Knowledge +2	Timespinner	5000
Dead Man's Boots	Feet	Necromancy +10%, Magic +2	Lichcrafter	5000
Arms of Legend	Misc	Lv.3 unit damage +10%	Statue of Legend	4000
Body of Legend	Misc	Lv.4 unit damage +10%	Statue of Legend	5000

"Relic" Artifacts	Slot	Effect	Part of...	\$
Titan's Gladius	Weapon	Attack +10, Knowledge -2	Titan's Thunder	18000
Titan's Shield	Shield	Defense +10, Magic -2	Titan's Thunder	18000
Titan's Helmet	Head	Knowledge +10, Defense -2	Titan's Thunder	18000
Titan's Cuirass	Body	Magic +10, Attack -2	Titan's Thunder	18000
Sword of Judgement	Weapon	Attack +5, Knowledge +5	Holy Alliance	16000
Shield of Salvation	Shield	Defense +5, Knowledge +5	Holy Alliance	16000
Dragontongue Sword	Weapon	Attack +5, Magic +5	Dragonlord Armor	16000
Dragonfang Crown	Head	Knowledge +5, Magic +5	Dragonlord Armor	16000
Cosmic Orb of Mind & Body	Misc	All Stats +2	-	18000
Glorious Cloak	Cloak	Morale/Luck +3	-	18000
Angel Wings	Cloak	Unit Speed +3	-	20000
Arcane Orb of Storms	Misc	Air spell damage +25%	-	20000
Arcane Orb of Flame	Misc	Fire spell damage +25%	-	20000
Arcane Orb of Frost	Misc	Water spell damage +25%	-	20000
Arcane Orb of Earth	Misc	Earth spell damage +25%	-	20000

War Machines	A	D	Dmg	HP	Description	\$
Catapult	-	10	1-2	25 + (5xhero lv)	Damages siege defensive structures (fires 1-2 shots)	1000
Ballista	10	10	*(→)		Shoots foes (damage = 5-10 * (hero lv.+1), 12 shots)	2000
Ammo Cart	-	5	(2)		Replenishes shots to ranged units & ballista	1500
First Aid Tent	-	1	(25-50)		Heals (living) unit HP (+ physical status w/ First Aid)	1000

Combination Artifacts	
Elixir of Life	Unit HP +20%, regenerate 50 HP per turn (living units only)
Everstrike	Archery +30%, Attack +6, no distance or wall penalties
Souldbinder	Resistance +30%, Defense +6, O-Body/Mind (Hostile mind spells only)
Timespinner	Learning +30%, Knowledge +6, SP costs -25%
Lichcrafter	Necromancy +30%, Magic +6, lv.5+ units are raised as Liches
Statue of Legend	All unit damage +10%
Armageddon's Blade	Attack/Defense +9, Magic +12, deals 100 damage to all foes each round
Titan's Thunder	All Stats +12, O-Shock
Holy Alliance	Attack/Defense +13, Knowledge +16, Morale +2, allows mixing good units
Dragonlord Armor	Magic/Defense +17, Attack/Knowledge +5, reduces magic damage by 25%

Town	Offense (Dmg)	Defense (HP)	Grail Bonus
Castle	25 (Wa)	20-40	3/2, 6
Rampart	25	30-60	2/1, 5
Tower	100 (Fi)	40-80 (Air)	2/1, 5
Inferno	100 (Fi)	20-40 (Fi)	2/1, 5
Necropolis	10	40-80 (Ea)	2/1, 5
Dungeon	50 (Ea)	30-60	1/1, 4
Stronghold	25	30-60	2/1, 5
Fortress	50 (Ea)	20-40	3/2, 6
Conflux	25 (Wa)	40-80 (Sh)	1/1, 4

Spell Scrolls
May cast spell at basic (lv.1-3) or minimum required skill (lv. 4-5)
Value: 500 (Lv.1), 1,500 (Lv.2), 2,500 (Lv.3), 5,000 (Lv.4/5)

Sailing	Base	Basic	Expert	Master
1500 (1600)	2250 (2400)	3000 (3200)	4500 (4800)	

Terrain	Cost
Grass	(Base)
Dirt	(Base)
Wasteland	x1.40
Sand	x1.40
Snow	x1.60
Swamp	x1.80
Volcano	x1.80
Cavern	(Base)
Water	(Base)
Dirt	Base x0.75
Gravel	Base x0.66
Cobble	Base x0.50
Base Movement Cost	100 (Lateral), 140 (Diagonal)

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%	-
Unit	110%	120%	130%	140%	150%
Resource Values	Basic: 250			Rare: 500	

Unit Specialties	Melee Units	Ranged Units	Flying Units	All Lv.7 Units
HP +20% (of upgraded unit)				
Damage +50% (of minimum)				
Speed +3				
Spd +1, Dmg +5, HP +25				

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)		

Spell Specialties	Haste	Slow	Sunray	Strength	Stoneskin	Weakness
+1	50%	+ (unit lv)	Cure			
Bless	Curse		Harm			
Full range (always min/max)			+100% damage (or healing)			
+50 * unit lv.			Reanimate			
(All Others)						
+50 * unit lv.						
+50% damage						

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