

HEROES V

OF MIGHT AND MAGIC



Celestial Heavens' 'Appendix' Guide

Version 1.0 © Celestial Heavens, 2006.

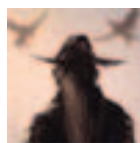
This manual was compiled for Celestial Heavens by



Gaidal Cain



Pitsu



Robenhagen

Proofreading by



Caradoc



Kalah

If you have feedback, questions or comments, please contact us at:

staff@celestialheavens.com

Disclaimer:

This may not be reproduced under any circumstances except for personal, private use.
All trademarks and copyrights contained in this document are owned by Ubisoft Entertainment.

Table of Contents

| | |
|---|-----------|
| Author Disclaimer | 3 |
| Creature Stack Sizes..... | 5 |
| Damage Calculations | 6 |
| Damage done by Creatures..... | 6 |
| Elemental Bonus Damage | 8 |
| Hero Damage | 9 |
| Damage of Caster Creatures | 10 |
| Caster Creatures Spell Power Table | 11 |
| Moat and Towers in Siege..... | 13 |
| Taking down the Walls | 14 |
| Damage..... | 14 |
| Wall Hit Points..... | 15 |
| Difficulty Levels..... | 16 |
| Experience Requirements for Levels..... | 17 |
| Hall of Fame..... | 18 |
| Marketplace | 19 |
| Movement | 20 |
| Racial Special Skills and Buildings..... | 21 |
| Academy | 21 |
| Artificer | 21 |
| Dungeon | 24 |
| Ritual Pit | 24 |
| Elements | 25 |
| Haven..... | 26 |
| Counterstrike | 26 |
| Training..... | 26 |

| | |
|---------------------------------|----|
| Inferno | 27 |
| Sacrificial Pit | 27 |
| Necropolis | 28 |
| Necromancy | 28 |
| Shrine of the Netherworld | 25 |
| Sylvan | 29 |
| Avenger | 29 |

| | |
|---------------------------------|-----------|
| Thieves Guild | 30 |
| Shown Information | 30 |
| The Levels of Information | 31 |
| Payments | 32 |

| | |
|-----------------------------------|-----------|
| Town Specializations | 33 |
| Academy | 34 |
| Dungeon | 36 |
| Haven..... | 38 |
| Inferno | 40 |
| Necropolis | 42 |
| Sylvan..... | 44 |

| | |
|---------------------------|-----------|
| Week of the | 46 |
|---------------------------|-----------|

Author Disclaimer

Data presented in this part of the unofficial Heroes V guide, has been dug out from the game files and from in-game tests. Since we, the authors, do not have access to the hard-coded parts of the game, we cannot give a 100% guarantee that everything works exactly as stated. Nevertheless, the accuracy of the guide should be enough to please all common players. The guide should be understandable for inexperienced Heroes players, but our main target group has been advanced and expert players. If you are a beginner, you probably have more basic interests than the damage or movement calculation formulas.

The authors would also like to thank all the people who have shown interest in game mechanics and tried to figure out how the things actually work. Some people without whom the completion of this guide would have been more troublesome are (in alphabetical order): **Csarmi**, **Ghasteater**, **Nebs**, **Qurqirish Dragon**, **Sfidanza**, **Zhuge**.

There certainly are more people whose notes have helped us. But the info has reached us through third parties and we cannot identify the sources anymore. Of course credits have to go also to **Wrongusername** and **Curio** for their work on cheat codes identification. The codes simplified testing enormously. If you feel like being unjustly left out or have interesting new data or corrections to already presented info, feel free to contact the authors!

Rough Quantities of Monsters

| | |
|--------------------------|---------|
| <i>Few</i> | 1-4 |
| <i>Several (or Sev.)</i> | 5-9 |
| <i>Pack</i> | 10-19 |
| <i>Lots</i> | 20-49 |
| <i>Horde</i> | 50-99 |
| <i>Throng</i> | 100-249 |
| <i>Swarm</i> | 250-499 |
| <i>Zounds</i> | 500-999 |
| <i>Legion</i> | 1000+ |



Damage Calculations

Damage done by Creatures

Damage done by creatures is a function of their base Damage range, Attack and Defense difference between attacker and defender, and hero skills that boost/reduce damage dealt/taken.

There are two equations, one for damage increase when the attacker's Attack level is greater or equal to the defender's Defense level, and another for cases when the defender's Defense level is higher than attacker's Attack level.

For actual damage, the lower and upper damage limits are first calculated based on the attacking creature's basic Damage range. A random number in this calculated range is then taken as the damage.

A. In case the attacker's Attack skill level is greater than (or equal to) defender's Defense skill level:

$$\text{Damage} = \text{trunc} [\text{creature damage value} \times \text{stack size} \times [1 + 0.05 \times (\text{attack-defense})] \times (1 + \text{attack boosters}) \times (1 - \text{defense boosters})]$$

$$\text{In short: damage} = \text{trunc} [\text{base damage} \times N \times (1 + 0.05) \times \text{modifiers}]$$

Command "trunc" means that the decimal places are ignored. 15.999 is truncated to integer 15.

This means, each additional point in attack vs defence difference increases the damage by 5% (linear regression). The equation holds true at least to Attack-Defence difference 45. The game code hints that maximal increase is 3 fold (unfortunately, there is no conformation from the game that the capping is triggered).

B. In case attacker's Attack skill level is less than defender's Defense skill level

$$\text{Damage} = \text{trunc} \frac{[\text{creature damage value} \times \text{stack size} \times [1 - (\text{defense-attack})]]}{(20 + \text{defense-attack})} \times (1 + \text{attack boosters}) \times (1 - \text{defense boosters})]$$

$$\text{In short: damage} = \text{trunc} [\text{base damage} \times N \times [1 - / (+ 20)] \times \text{modifiers}]$$

This means that the first point of difference (0) gives 5% damage reduction. Each following point gives less (nonlinear regression type $1 - x/(A+x)$). This equation seems to give correct values up to a Defense-Attack difference of 50. From the game code, it appears that the maximum reduction is down to 10% of the original unmodified damage left.

Example 1

59 Pixies (with Attack 1 and Damage 1-2) attack Treants with Defense 51 (hero and defend command bonus included).

$$\text{Damage min} = 59 \times 1 \times (1 - 50/(20+50)) = 16.85. \text{ i.e. } 16$$

$$\text{Damage max} = 59 \times 2 \times (1 - 50/(20+50)) = 33.71. \text{ i.e. } 33$$

(note, 33 is not twice the minimum damage 16)

Example 2

25 Unicorns (with Damage range 10-20) fight against Wights under a hero with Advanced Defense skill. Wight Defense is 11 points higher than Unicorns Attack.

$$\text{Damage min} = 25 \times 10 \times (1 - 11/31) \times (1 - 0.2 (\text{adv. def gives 20\% bonus})) = 129.03 \text{ i.e. } 129$$

$$\text{Damage max} = 25 \times 20 \times (1 - 11/31) \times (1 - 0.2) = 258.06 \text{ i.e. } 258$$

Damage Calculations

An illustrative table showing the Damage increase or decrease percentage for different gaps in Attack and Defense values.

| Attack and Defense difference | Attack > Defense% Damage increase | Defense > Attack% Damage decrease | Attack and Defense difference | Attack > Defense% Damage increase | Defense > Attack% Damage decrease |
|-------------------------------|--------------------------------------|--------------------------------------|-------------------------------|--------------------------------------|--------------------------------------|
| 1 | 5 | 4.8 | 31 | 155 | 60.8 |
| 2 | 10 | 9.1 | 32 | 160 | 61.5 |
| 3 | 15 | 13.0 | 33 | 165 | 62.3 |
| 4 | 20 | 16.7 | 34 | 170 | 63.0 |
| 5 | 25 | 20.0 | 35 | 175 | 63.6 |
| 6 | 30 | 23.1 | 36 | 180 | 64.3 |
| 7 | 35 | 25.9 | 37 | 185 | 64.9 |
| 8 | 40 | 28.6 | 38 | 190 | 65.5 |
| 9 | 45 | 31.0 | 39 | 195 | 66.1 |
| 10 | 50 | 33.3 | 40 | 200 | 66.7 |
| 11 | 55 | 35.5 | 41 | 205 | 67.2 |
| 12 | 60 | 37.5 | 42 | 210 | 67.7 |
| 13 | 65 | 39.4 | 43 | 215 | 68.3 |
| 14 | 70 | 41.2 | 44 | 220 | 68.8 |
| 15 | 75 | 42.9 | 45 | 225 | 69.2 |
| 16 | 80 | 44.4 | 46 | 230 | 69.7 |
| 17 | 85 | 45.9 | 47 | 235 | 70.1 |
| 18 | 90 | 47.4 | 48 | 240 | 70.6 |
| 19 | 95 | 48.7 | 49 | 245 | 71.0 |
| 20 | 100 | 50.0 | 50 | 250 | 71.4 |
| 21 | 105 | 51.2 | 51 | 355 | 71.8 |
| 22 | 110 | 52.4 | 52 | 360 | 72.2 |
| 23 | 115 | 53.5 | 53 | 365 | 72.6 |
| 24 | 120 | 54.5 | 54 | 370 | 73.0 |
| 25 | 125 | 55.6 | 55 | 375 | 73.3 |
| 26 | 130 | 56.5 | 56 | 380 | 73.7 |
| 27 | 135 | 57.4 | 57 | 385 | 74.0 |
| 28 | 140 | 58.3 | 58 | 390 | 74.4 |
| 29 | 145 | 59.2 | 59 | 395 | 74.7 |
| 30 | 150 | 60.0 | 60 | 400 | 75.0 |

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

Damage Calculations

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

Elemental Bonus Damage

Damage bonus depends on the level of Irresistible Magic skill and presence of Altar of Primal Elements structures in your towns.

$$\text{Bonus damage} = \text{trunc} [\text{base damage} \times (0.05 \times \text{IM skill level} + 0.1 \times \text{number of altars})]$$

Note: for spells, this equation occasionally gives 1 point more bonus damage than the real bonus in game.

Elemental damage is not affected by resistances and immunities, but the base damage is. For example when hitting Golems and Gremlins with Circle of Winter, Golems take less elemental damage, due to resisting the original spell.

In the combat log, the bonus damage is listed first and then the total (base+bonus) is given.

Example

Good Luck shines on the Black Dragons and they deal 14 429 damage. The hero has Expert Irresistible Magic and owns 3 towns with the Altar of primal Elements built.

$$\text{Bonus elemental damage} = 14\,429 \times (0.05 \times 3 + 0.1 \times 3) = 6\,493$$



Hero Damage

Hero default damage depends on the hero's level, the target creature's level, and some hero skill abilities.

| Creature level | A level 1 hero kills (K1) | A level 31 hero kills (K31) |
|----------------|---------------------------|-----------------------------|
| 1 | 2 | 12 |
| 2 | 1 | 9 |
| 3 | 0.8 | 6.5 |
| 4 | 0.5 | 4.5 |
| 5 | 0.3 | 3 |
| 6 | 0.2 | 2 |
| 7 | 0.1 | 1.5 |

The damage depends linearly on hero level and can be calculated:

$$\text{Damage} = \text{trunc} [\text{hit points} \times [K_1 + (K_{31}-K_1)/30 \times (\text{hero level} - 1)] - 0.01]$$

As for elemental damage calculation, there is occasionally a 1 point difference from the damage shown in game.

The Ranger's "Deadeye Shot" ability adds 3 virtual levels to the hero. Thus a Ranger can deal more damage than other heroes at identical levels. Additionally, campaign maps may contain scripts that boost certain heroes or hero classes.



Damage Calculations

Damage of Caster Creatures

Spellpower of caster creatures grows logarithmically as the stack size increases. A small stack has relatively higher Spellpower than a huge stack. The Spellpower growth applies to direct damage spells as well as other spell types. If a curse or blessing has lasting effect and it is cast several times, it does not stack. A single Archlich casting Weakness on a creature after the same spell has been cast by more Archliches, dispels the previous casting and the final duration of the spell is only 1 turn.

For stacks larger than 5 units the following equation should give correct values:

$$\text{Spellpower} = \text{trunc} [9,12 \times \ln (1+\text{size}/\text{growth})] - 1$$

The other creature abilities (Assassin's Poison, Archangel's Resurrect, Arch Devil's Summon Pit Lord, Unicorn's Blind et cetera) grow linearly with the stack size and a 'Spellpower' is not applicable.

Note:






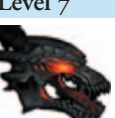
In cases where damage = a + a × SP,

you can use the equation damage = a × trunc [9,12 × ln(1 + size/growth)]

Please note that Spellpower can not be lower than 1.



Damage Calculations

| Creature | Spell | Spell level | Spell damage or duration* | Growth |
|---|---|--|---|--------|
| Level 1 | | | | |
|  | Wasp Swarm Cleansing | None Advanced | 10 + 2 x Spellpower | #10 |
| Level 2 | | | | |
|  | Explosion | N/A | 9 + 9 x Spellpower | #15 |
| Level 4 | | | | |
|  | Fist of Wrath Cleansing | Basic Advanced | 30 + 6 x Spellpower | #5 |
|  | Fist of Wrath Fireball Righteous Might Cleansing | Advanced Basic Advanced Expert | 40 + 8 x Spellpower 14 + 14 x Spellpower Dur. = 1 x Spellpower | #5 |
|  | Lightning Endurance | Basic Advanced | 14 + 14 x Spellpower Dur. = 1 x Spellpower | #4 |
|  | Lightning Stone Spikes Endurance | Advanced None Expert | 17 + 17 x Spellpower 24 + 8 x Spellpower Dur. = 1 x Spellpower | #4 |
|  | Ice Bolt Circle of Winter | Basic Basic | 72 + 12 x Spellpower 72 + 12 x Spellpower | #4 |
| Level 5 | | | | |
|  | Vulnerability Decay Others | Advanced Advanced Advanced | Permanent 32 + 8 x Spellpower Dur. = 1 x Spellpower | #3 |
|  | Haste Divine Strength Endurance | Advanced Advanced Advanced | Dur. = 1 x Spellpower Dur. = 1 x Spellpower Dur. = 1 x Spellpower | #3 |
|  | Weakness Suffering Decay | Advanced Expert Advanced | Dur. = 1 x Spellpower Dur. = 1 x Spellpower 32 + 8 x Spellpower | #3 |
| Level 6 | | | | |
|  | Slow Righteous Might Vulnerability Confusion * | Advanced Advanced Advanced None | Dur. = 1 x Spellpower Dur. = 1 x Spellpower Dur. = 1 x Spellpower | #2 |
|  | Fireball Meteor Shower * Vulnerability | Basic Basic Advanced | 14 + 14 x Spellpower 15 + 15 x Spellpower | #2 |
| Level 7 | | | | |
|  | Weakness | Basic | Dur. = 1 x Spellpower | #1 |

* The spells are only available to the upgraded creature.

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

Damage Calculations

Caster Creatures Spellpower Table

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

| Stack size | Sprite | Horned Overseer | Mage Archmage | Druid Elder Water Elemental | Archlich Djiin Djiin Sultan Inquisitor | Shadow Witch Shadow Matriarch Pit Fiend Pit Lord | Spectral Dragon |
|------------|--------|-----------------|---------------|-----------------------------|--|--|-----------------|
| 1 | 1 | 1 | 1 | 1 | 1 | 2 | 5 |
| 2 | 1 | 1 | 2 | 2 | 3 | 5 | 9 |
| 3 | 1 | 1 | 3 | 3 | 5 | 7 | 11 |
| 4 | 2 | 1 | 4 | 5 | 6 | 9 | 13 |
| 5 | 2 | 1 | 5 | 6 | 7 | 10 | 15 |
| 6 | 3 | 2 | 6 | 7 | 9 | 11 | 16 |
| 7 | 3 | 2 | 6 | 8 | 9 | 12 | 17 |
| 8 | 4 | 2 | 7 | 9 | 10 | 13 | 19 |
| 9 | 4 | 3 | 8 | 9 | 11 | 14 | 20 |
| 10 | 5 | 3 | 9 | 10 | 12 | 15 | 20 |
| 11 | 5 | 4 | 9 | 11 | 13 | 16 | 21 |
| 12 | 6 | 4 | 10 | 11 | 13 | 16 | 22 |
| 13 | 6 | 4 | 10 | 12 | 14 | 17 | 23 |
| 14 | 6 | 5 | 11 | 12 | 14 | 17 | 23 |
| 15 | 7 | 5 | 11 | 13 | 15 | 18 | 24 |
| 16 | 7 | 5 | 12 | 13 | 15 | 19 | 24 |
| 17 | 8 | 5 | 12 | 14 | 16 | 19 | 25 |
| 18 | 8 | 6 | 12 | 14 | 16 | 19 | 25 |
| 19 | 8 | 6 | 13 | 14 | 17 | 20 | 26 |
| 20 | 9 | 6 | 13 | 15 | 17 | 20 | 26 |
| 25 | 10 | 7 | 15 | 17 | 19 | 22 | 28 |
| 50 | 15 | 12 | 20 | 22 | 25 | 28 | 34 |
| 75 | 18 | 15 | 24 | 26 | 28 | 32 | 38 |
| 100 | 20 | 17 | 26 | 28 | 31 | 34 | 41 |
| 125 | 22 | 19 | 28 | 30 | 33 | 36 | 43 |
| 150 | 24 | 20 | 30 | 32 | 34 | 38 | 44 |
| 175 | 25 | 22 | 31 | 33 | 36 | 39 | 46 |
| 200 | 26 | 23 | 32 | 34 | 37 | 41 | 47 |
| 500 | 34 | 31 | 41 | 43 | 45 | 49 | 55 |

Moat and Towers in Siege

A moat is added to the town's defensive structures when a Citadel is built (town level 10 earliest). The central tower is added at the same time. Two more towers are added with the Castle building (town level 13 or 16 at the earliest). The damage done by all these structures is a linear function of town level. Upgrading Citadel to Castle does not improve the moat or central tower damage (besides the +1 to town level). Different towns, however, have different damages and different effects. Common rules are that the moat damage is dealt in the end of a creature's turn (a creature in moat takes damage only if it does not leave the moat) and moat/towers damage is not a subject for damage reduction or increase by hero skills and abilities.

$$\text{Damage} = \text{trunc} [K \times \text{town level}]$$

K values are listed below.

| Town | Moat | Main tower | Side towers | Moat effect |
|------------|-------|------------|-------------|---|
| Academy | 9.448 | 1.95 | 1.39 | Damage per each land mine, mines disappear after activation, casts Blind for 1.25 turns |
| Inferno | 5.66 | 1.95 | 1.39 | |
| Haven | 4.723 | 1.95 | 1.39 | |
| Necropolis | 4.723 | 1.95 | 1.39 | Casts advanced Weakness for 5 turns and Vulnerability. |
| Dungeon | 4.59 | 1.89 | 1.35 | 28 Poison damage for three actions. |
| Sylvan | 4.475 | 1.84 | 1.315 | A chance to Entangle for 5 turns. May renew during these 5 turns. |



Damage Calculations

Taking Down the Walls

Town walls, gates and arrow towers have certain numbers of Hit Points. Catapult and the Earthquake spell can damage them.

Damage

The damage of Catapult and Earthquake depend on War Machine and Summoning Magic, skill levels, respectively. Hero Spellpower does not affect Earthquake efficiency against walls. Catapult ability gives you manual control and one extra shot for the Catapult. The manual control allows you to choose which section to attack. This, however, does not mean that the targeted area is always hit. Your control can only raise the probability that correct section is hit.

| | Catapult | | Earthquake damage per defensive structure piece | |
|----------------|--------------|---------|---|-------------|
| | Damage range | average | Damage range | average |
| No skill | 150-200 | 175 | 0.50 or 100 | 50 |
| Basic skill | 200-300 | 250 | 0.50, ... or 200 | 100 |
| Advanced skill | 250-400 | 325 | 50, 100, ... or 300 | 150 and 200 |
| Expert skill | 300-500 | 400 | 100, 150, ... or 400 | 250 |

Note that Earthquake may damage every defensive structure piece. A full built castle has 8 pieces: 4 wall sections, 1 gate, 2 side towers and 1 central tower. Expert level Earthquake will deal at least $8 \times 100 = 800$ damage in total and the maximum is $8 \times 400 = 3200$ damage. After some pieces are destroyed, the total damage will be respectively lower.

Like with all other attacks the user interface shows you the estimated damage, number of “kills” and whether the wall has any evil plan to retaliate against your Catapult.



Wall Hit Points

A picture says more than 1000 words, thus see the images below for wall Hit Points.

Yet two comments before the images:

The gate and walls appear cracked if Hit Point count falls below half of the original.

Some towns have “strong walls” specialty, which adds +50 Hit Points to all wall sections, gate and towers independently of fortification level.

A **fort** has 5 pieces of defensive structures, each with 200 Hit Points.



A **citadel** has 6 pieces of defensive structures. Added is the central tower.



Finally a **castle** has 8 defensive structures with superior strength. The Catapult cannot target the central tower before dealing with side towers.



Difficulty Levels

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

Easy

In combat, the AI moves creatures as fast as it can toward its target, doesn't use spells higher than level 3 and centres the area of effect on its target. It doesn't check whether it can reach the other player's town before that player can react, doesn't buy heroes for garrison duty, builds only every second day, and has only half the normal income and creature growth. It hires at most 8 heroes, and goes as much for AI as human players.

Neutral creature stacks are half as big as normal, but still net as much experience.

Starting Resources

Human:

 50 Ore
 50 Wood
 20 Crystals
 20 Gems
 20 Mercury
 20 Sulfur
 40 000 Gold

AI

 10 Ore
 10 Wood
 3 Crystals
 3 Gems
 3 Mercury
 3 Sulfur
 5 000 Gold

Normal

In combat, the AI moves creatures as fast as it can toward its target, doesn't use spells higher than level 3 and centres the area of effect on its target. It doesn't check whether it can reach the other player's town before that player can react, doesn't buy heroes for garrison duty, builds only every second day, and has normal income and creature growth. It hires at most 8 heroes, and goes as much for AI as human players.

Starting Resources

Human:

 30 Ore
 30 Wood
 15 Crystals
 15 Gems
 15 Mercury
 15 Sulfur
 30 000 Gold

AI

 10 Ore
 10 Wood
 5 Crystals
 5 Gems
 5 Mercury
 5 Sulfur
 10 000 Gold

Hard

In combat, the AI moves its stacks considering whether enemy stacks can reach them or not, uses all spells, and doesn't necessarily centre the area of effect on its target. It checks whether it can reach the other player's town before that player can react, buys heroes for garrison duty, can build every day, and has normal income and creature growth. It hires at most 14 heroes, and tends to go more for the human player than other AI players.

Neutral creature stacks are 12% larger than on normal, and net extra experience accordingly.

Starting Resources

Human:

 20 Ore
 20 Wood
 10 Crystals
 10 Gems
 10 Mercury
 10 Sulfur
 20 000 Gold

AI

 20 Ore
 20 Wood
 10 Crystals
 10 Gems
 10 Mercury
 10 Sulfur
 20 000 Gold

Heroic

In combat, the AI moves its stacks considering whether enemy stacks can reach them or not, uses all spells, and doesn't necessarily centre the area of effect on its target. It checks whether it can reach the other player's town before that player can react, buys heroes for garrison duty, can build every day, and has normal income and creature growth. It hires at most 17 heroes, and tends to go even more for human players than on hard.

Neutral creature stacks are 40% larger than on normal, and net extra experience accordingly.

Starting Resources

Human:

 10 Ore
 10 Wood
 5 Crystals
 5 Gems
 5 Mercury
 5 Sulfur
 10 000 Gold

AI

 30 Ore
 30 Wood
 15 Crystals
 15 Gems
 15 Mercury
 15 Sulfur
 30 000 Gold

Experience Requirements for Levels

Experience needed for Individual Levels

| | | | |
|----|-------|----|------------|
| 1 | 0 | 21 | 97949 |
| 2 | 1000 | 22 | 117134 |
| 3 | 2000 | 23 | 140156 |
| 4 | 3200 | 24 | 167782 |
| 5 | 4600 | 25 | 200933 |
| 6 | 6200 | 26 | 244029 |
| 7 | 8000 | 27 | 304363 |
| 8 | 10000 | 28 | 394864 |
| 9 | 12200 | 29 | 539665 |
| 10 | 14700 | 30 | 785826 |
| 11 | 17500 | 31 | 1228915 |
| 12 | 20600 | 32 | 2070784 |
| 13 | 24320 | 33 | 3754522 |
| 14 | 28784 | 34 | 7290371 |
| 15 | 34140 | 35 | 15069240 |
| 16 | 40567 | 36 | 32960630 |
| 17 | 48279 | 37 | 75899970 |
| 18 | 57533 | 38 | 183248314 |
| 19 | 68637 | 39 | 462353978 |
| 20 | 81961 | 40 | 1215939194 |

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

Hall of Fame

Hall of Fame was added to Heroes V in patch 1.2. It is only applicable to single player missions and in contrary to older heroes games each map has a separate fame list. It is not clear yet whether the 1.2 patch version is the final or will be improved in further patches. In 1.2 the score is determined by 3 factors: map size, difficulty level and spent time.

Roughly the equations are

M (normal) sized map score = $(109373 / \text{time_spent} + 109) \cdot \text{difficulty modifier}$

L sized map score = $(161184 / \text{time_spent} + 159) \cdot \text{difficulty modifier}$

XL sized map score = $(212992 / \text{time_spent} + 211) \cdot \text{difficulty modifier}$

The difficulty modifiers are 0.8, 1.0, 1.2, and 1.4 for easy, normal, hard and heroic, respectively.

Note that the default scores in Hall of Fame are rounded. Beating a large map in 82 days as the top default score will not yield in 2100 points but 2122.

Campaign scores are sums of individual maps. As soon as you complete a map, a new total score is calculated. The score after last map is not removed, meaning that there is a score after each campaign map.

For example The Queen campaign on normal difficulty:

| | Days for Map | Total Time | Map Size | Map Score | Total Score |
|------|--------------|------------|----------|-----------|-------------|
| Map1 | 7 | 7 | M | 15733 | 15733 |
| Map2 | 32 | 39 | L | 5196 | 20929 |
| Map3 | 41 | 80 | L | 4090 | 25019 |
| Map4 | 36 | 116 | XL | 6126 | 31145 |
| Map5 | 47 | 163 | L | 3588 | 34733 |

If you did have only the default scores in The Queen Hall of Fame, three new scores appear in the list: 25019 for first 3 maps, 31145 for first 4 maps and 34733 for the entire 5 map campaign.

Marketplace allows you to trade one resource for another and send resources to other players. Additionally, if you do not know the factions of your opponents, the marketplace allows you to identify all of them. The trade rates depend on number of markets you control. Adventure map Trading Post is not a flagable object, and does not add to the count. The Trading Post always gives the rates of 3 Marketplaces.

Cost of resources depending on number of controlled Marketplaces

| From | To | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|--|--|------|------|------|------|------|------|------|------|
|  |  | 2500 | 1667 | 1250 | 1000 | 834 | 715 | 625 | 556 |
|  |  | 5000 | 3333 | 2500 | 2000 | 1667 | 1429 | 1250 | 1111 |
|  |  | 1/10 | 1/7 | 1/5 | 1/5 | 1/4 | 1/3 | 1/3 | 1/3 |
|  |  | 1/20 | 1/14 | 1/10 | 1/9 | 1/7 | 1/6 | 1/5 | 1/5 |
|  |  | 25 | 37 | 50 | 62 | 75 | 87 | 100 | 112 |
|  |  | 1/5 | 1/4 | 1/3 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 |
|  |  | 1/10 | 1/7 | 1/5 | 1/4 | 1/4 | 1/3 | 1/3 | 1/3 |
|  |  | 50 | 75 | 100 | 125 | 150 | 175 | 200 | 225 |

To trade with other players or to identify their factions enter the second Marketplace menu. See the Thieves Guild section to identify the flags.



Movement

To start with the most important difference from previous Heroes games: creatures do not affect the hero movement in any way. Every hero has a default pool of 2500 movement points. It can be increased by Logistics, which raises the pool to 2749, 2999 and 3249 according to skill level. The Boots of the Swift Journey artifact adds 25% when equipped. Similarly, Navigation increases movement points on water by 50% (3749 points) and the Sextant of the Sea Elves adds +600.



2500 2749 2999 3249 +25%



2500 3749 +600

Various structures add a bonus movement. The bonuses are:

| Map structure | Bonus |
|----------------------------------|-------|
| Rally Flag | +400 |
| Fountain of Youth | +400 |
| Stables | +600 |
| Oasis | +800 |
| Lighthouse | +500 |
| <i>(affects sea travel only)</i> | |

Except the boost structures, movement amount is calculated in the beginning of a turn. Equipping Boots of the Swift Journey or gaining Logistic skill, will not boost your movement until next turn.

Like the battlefield, adventure map is divided into square tiles. Again, like on the battlefield, stepping from one tile to another costs movement points. A step to side-adjacent tile costs normally 100 point, diagonal movement costs 141. The cost of tiles depends also on their terrain type. Rough terrains increase the cost and roads decrease.

| Terrain type | Straight movement | Diagonal movement | Cost with pathfinding ability | |
|------------------------|-------------------|-------------------|-------------------------------|-------------------|
| | | | Straight movement | Diagonal movement |
| Grass, water | 100 | 141 | 100 | 141 |
| Road | 75 | 106 | 75 | 106 |
| Dirt, subterrain, lava | 125 | 176 | 112 | 158 |
| Desert | 150 | 212 | 125 | 176 |

A hero on native terrain suffers no penalty (no matter whether the army is native or not).

The native terrains are:

| Faction | Terrain |
|------------|-------------|
| Academy | Desert |
| Dungeon | Underground |
| Haven | Grass |
| Inferno | Lava |
| Necropolis | Dirt |
| Sylvan | Grass |

Artificier

The Artificier skill allows Wizards to create artifacts for academy creatures (and no others). To do so, a Wizard with the Artificier skill must visit (and not be garrisoned) an Academy that has the Arcane Forge building.

When you enter the Arcane Forge, the user interface will show you a tabbed window:



A creature can only have one artifact equipped at a time. If you try to equip a creature who already has an artifact, the old one is removed from the creature and placed into Arcane Forge inventory. However, an artifact can have more than one effect. The number of possibilities equals the level of the Wizard's Artificier skill, a maximum of 3. You cannot have same two effects on the same artifact though. For example you cannot create a two times +2 to health artifact. Upgrading creatures, with an artifact already equipped, does not remove the artifact. Joining a stack with an artifact with an unmodified stack will result in a stack with an artifact. Joining two stacks, with an artifact equipped results in a stack with the artifact from the stack that was dragged and dropped. The other artifact is put into inventory and can be equipped again in Academy towns. When a stack with an artifact is split up, only one of the stacks keep the artifact.

To help you to distinguish the artifacts, there are four types: **amulet**, **orb**, **trinket**, and **badge**. Beside being visually different, they are the same.

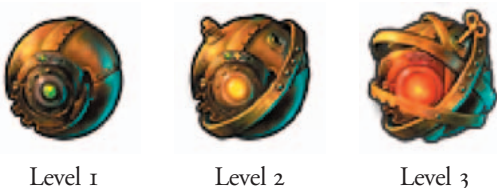
Amulet



Orb



Trinket



Badge



Racial Special Skills and Buildings

The effects and required resources are as follows:

| Effect | Resources | Effect | Resources |
|---|---|---|--|
|  + to Hit Points | Wood Gems   |  + to Morale | Sulfur Ore   |
|  - to opponents Defense per Damage | Sulfur Ore   |  + to Luck | Wood Crystals   |
|  + to Attack | Ore Crystals   |  + to Magic Resistance (percent) | Wood Gems   |
|  + to Initiative (percent) | Sulfur Mercury   |  + to Defense | Wood Crystals   |
|  + to Speed | Ore Mercury   | | |

Position 1
5 units of resources

Position 3
15 units of resources



Position 2
10 units of resources

The cost is determined by the effect's position in the artifact display. There will be one position for a level one Artificier, two positions for a level two Artificier, and three positions for a level three Artificier.

Choose an artifact to create:



Careful bull Badge of Piercing

15 15 10 15

By changing the order, you can have artifacts with identical effects, but different resource costs. For example:

$$(5 \text{ wood} + 5 \text{ gems}) + (10 \text{ wood} + 10 \text{ crystals}) + (15 \text{ ore} + 15 \text{ crystals}) = 15 \text{ wood} + 15 \text{ ore} + 5 \text{ gems} + 25 \text{ crystals}$$

Choose an artifact to create:



Careful snake Badge of Health










25 10 10 15

$$(5 \text{ ore} + 5 \text{ crystals}) + (10 \text{ wood} + 10 \text{ crystals}) + (15 \text{ wood} + 15 \text{ gems}) = 25 \text{ wood} + 5 \text{ ore} + 15 \text{ gems} + 15 \text{ crystals}$$

Racial Special Skills and Buildings

The strength of the effect is determined by hero Knowledge, and is not affected by Artificier skill or hero level. Heroes that equip Knowledge-boosting artifacts during the crafting process will improve the strength of the artifacts they craft. **NOTE:** Acedemy Grail, which adds +10 Knowledge to defending hero, cannot be used to craft more powerful artifacts.

Hero Knowledge

| | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|  | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 5 | 5 |
|  | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -2 | -2 | -2 | -2 | -2 | -2 | -2 |
|  | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 6 | 6 |
|  | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|  | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 |
|  | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 3 |
|  | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 3 |
|  | 19 | 25 | 29 | 34 | 37 | 41 | 44 | 47 | 49 | 52 | 54 | 56 | 58 | 60 | 61 | 63 | 64 | 66 | 67 |
|  | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 6 | 6 |

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

Racial Special Skills and Buildings

Ritual Pit

Dungeon can sacrifice creatures in the Ritual Pit to boost Minotaur and Blood Maiden growth. As the building description says, it is “seemingly random”. The random factor comes from the amount of Hit Points that you need to sacrifice prior getting a boost. Expect the first + 1 to Maiden growth after about 300 Hit Points of sacrifice. Later the demand grows. What is not random is the order in which the boosts come. You can expect them to come in the following order:

| | |
|-----|--|
| 1. | +1 Maiden |
| 2. | +1 Maiden |
| 3. | +1 Maiden and +1 Minotaur simultaneously |
| 4. | +1 Maiden |
| 5. | +1 Minotaur |
| 6. | +1 Maiden |
| 7. | +1 Maiden |
| 8. | +1 Minotaur |
| 9. | +1 Maiden |
| 10. | +1 Minotaur |
| 11. | +1 Maiden |
| 12. | +1 Maiden |

If you do not have the Minotaur dwelling and sacrifice to the level where Minotaur growth should be boosted, the bonus growth appears simultaneously with the building. For example, you have reached +4 Maiden growth and then build the Minotaur dwelling, you instantly get +1 to Minotaur growth.

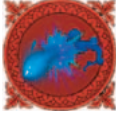
















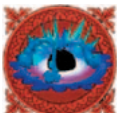



Elements

The opposing elements are:



Destructive Magic spells have an element associated with them:

| Spell | Element | Spell | Element |
|---|---|---|---|
|  Eldritch Arrow | |  Fireball |  Fire |
|  Stone Spikes |  Earth |  Chain Lightning |  Air |
|  Ice Bolt |  Water |  Meteor Shower |  Earth |
|  Lightning |  Air |  Armageddon |  Fire |
|  Circle of Winter |  Water |  Implosion |  Earth |

All creatures have only one element and all creatures of the same type have the same element. The element of a creature can change during a battle and at the start of a week. On day 1 of each week the element may change randomly, but same type creature stacks always all have same element. **Not confirmed:** each creature has different probabilities for elements. For example an Assassin may have the water element most often and rarely fire or earth. A Fire Elemental does not necessarily have fire as its associated element.

In battle, the opposite elements deal additional damage to each other. After this takes place, both units (or only the target unit in case of spell vs a creature) get new elements assigned to them. Once again, the new elements are selected randomly. Creatures with double strike (like Minotaur Guards) have the elements changed after the first hit. When a battle is over, the original elements are restored, no matter how many times and how they were changed during the battle.

For calculations of the bonus damage, see the Damage Calculation Chapter (page 8).

Racial Special Skills and Buildings

Counterstrike

Counterstrike makes Haven troops deal more damage in retaliation. See the damage calculation equations, and when calculating retaliation damage, apply Counterstrike level as one of the “attack boosters”.









Training

Training allows you to upgrade lower tier units to a higher tier. For this, the Haven must have its special Training Grounds building.



It does not matter whether you train a basic or upgraded unit – the cost is the same. You do not need to upgrade the dwelling to train units to higher tier. The trained unit always appears as unupgraded.

To calculate the cost of training, use the table below. The cost in gold is per unit. For a stack, multiply the gold value by the stack size. The Hall of Heroes gives a 40% discount, trainer ability gives 10%, and together they give 46%.

| Units for Training | Result of Training | Base Cost | Hall of Heroes | Expert Trainer ability | Hall of Heroes + Expert Trainer ability |
|---|---|-----------|----------------|------------------------|--|
|  |  | 150 | 90 | 135 | 81 |
|  |  | 270 | 162 | 243 | 145.8 |
|  |  | 1950 | 1170 | 1755 | 1053 |
|  |  | 3750 | 2250 | 3375 | 2025 |

Sacrificial Pit

Sacrificial Pit allows you to trade creatures for Experience. Unlike kills made in battle, experience gained is not calculated from a creature's Experience value, but from its Hit Points. In the Sacrificial Pit 1 Hit Point = 1 point of Experience.



ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

Racial Special Skills and Buildings

Necromancy

Necromancy allows you to raise killed enemies as Skeletons or Skeleton Archers. The latter is possible only when you possess the Skeleton Archers ability. Only living, non-elemental, and non-mechanical creatures can be necromanced, and only when killed in battle. You cannot get the Skeletons from fleeing monsters.

The number of raised Skeletons depends on your hero's Necromancy skill level and the number of Pillar of Bones structures in towns you control.

$$\text{Skeletons} = \text{trunc} \frac{\text{hit points killed} \times (0.05 \times \text{necromancy level} + 0.1 \times \text{pillar of bones})}{\text{skeleton or skeleton archer hit points (4 or 5 respectively)}}$$

The number of raised Skeletons cannot exceed the number of killed creatures. Since most creatures have more Hit Points than Skeletons, you can expect usually to raise one Skeleton per each enemy killed.

Hit Point-boosting artifacts and the Vitality ability affect the Hit Points of killed creatures. More Skeletons are raised from 100 Vitality boosted Peasants than 100 Peasants with original Hit Points. Health boosts of Skeletons or Skeleton Archers do not count. A Necromancer with Vitality raises the same number as a Necromancer without the skill. However the Skeletons raised by the Necromancer with Vitality will have additional Hit Points.

Shrine of the Netherworld

In addition to Necromancy there is another special for the Undeads. The Shrine of the Netherworld (also called the Unholy Temple) is a building in the Necropolis that allows you to convert living (not undead, mechanical, or elemental) units to undeads. The process does not require the presence of a hero and does not cost anything. During conversion, the level of the creature remains unchanged. This means that all tier 6 creatures come out as Wights, all tier 4 creatures as Vampires, et cetera. Upgraded creatures are turned into unupgraded undead units.



Avenger

The Avenger skill allows a Ranger to do bonus damage to chosen 'favoured' creature types. More precisely, the skill gives 40% a chance to deal double damage to the Ranger's designated enemies. (The Avenger Brotherhood building increases it to 50%) The number of enemies a hero can have equals his or her Avenger skill level.

To add a creature to a Ranger's avenger list, the hero has to "kill two populations of it first". This means that the Ranger must kill the equivalent of two basic weekly growths. For example: basic growth for all level 7 creatures is 1 and for level 6 monsters 2. To kill two "populations", the ranger would need to kill 2 level 7 creatures or 4 level 6 creatures, respectively. The creatures you let flee, do not count as killed. It does not matter whether the Ranger kills 2 populations of the basic units, 2 populations of upgraded units, or a mixture of them. In any case, both units become available for the Avenger list. However, if you pick one of them as the favoured enemy, you do not deal additional damage to the other.

For example, by killing 2 Angels and no Archangels you can choose Archangel as a favoured enemy, but this will not give a bonus against Angels.



Thieves Guild

The Thieves Guild is built together with a Tavern and can be accessed from the Tavern.

Shown Information

The thieves guild shows info about 11 subjects:

- Hero count
- Town count
- Best hero (level and army size both count, exact function unknown)
- Gold amount
- Wood and ore amount
- Rare resources amount
- Best creature (stack size and creature type matter, exact function unknown)
- Artifact count
- Obelisks visited
- Mightiest army (only the faction flag is shown, not details about the army)
- Gold income

Only the top three are shown. In case equal scores, the nations are listed by their flag colour (not correlating with player number). On the other hand, if there are not enough players/info to show the top three, a lesser number is shown. If only 2 players out of 4 have a town, Thieves Guilds list only the 2 lucky ones. If nobody has any artifacts or has visited any Obelisk, respective lines are skipped all together.



The flag icons do not only show you the colour of the player, but also the faction. With more than 2 opponents it is, however, more convenient to use a marketplace to identify the faction of each opponent (see also marketplace description).

The flags shapes are:



(teal) Academy



(red) Haven



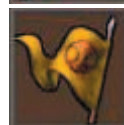
(green) Necropolis



(orange) Dungeon



(blue) Inferno



(yellow) Sylvan

The Levels of Information

The more thieves and spies work for you the more precise information is available with no payment. One could say there are 7 major “levels” from very minimal information to all possible info. The level is determined by the count of controlled Taverns in towns and adventure map Thieves Guilds structures.

NOTE: There is a difference in whether one starts a map with a pre-built Tavern or not. **A pre-built Tavern on day 1 gives the player a permanent +1 to guilds count for the rest of the game.** Moreover, some towns have Thieves Guild specialty, which means that the single Tavern counts as 2 Thieves Guilds.

Info and its precision level available without payment depending on number of the Thieves Guilds. With more guilds than listed here all info is available without payment and the “pay” button is disabled.

| | 1 * | 2 | 3 | 4 | 5 | 6 |
|------------------|-----------------------|---------------------------|---------------------------------|-------------------------|-----------------------|--------------|
| Hero count | Shown with no details | Rough amount | Precise info | Precise info | Precise info | Precise info |
| Town count | Shown with no details | Rough amount | Precise info | Precise info | Precise info | Precise info |
| Best hero | Shown with no details | Shown with primary skills | + creatures with no stack sizes | + rough sizes of stacks | Precise info | Precise info |
| Gold amount | - | Shown with no details | Rough amount | Precise info | Precise info | Precise info |
| Wood and Ore | - | Shown with no detail | Rough amount | Precise info | Precise info | Precise info |
| Rare resources | - | - | Shown with no details | Rough amount | Precise info | Precise info |
| Best creature | - | - | Shown | Shown | Shown | Shown |
| Artifact count | - | - | - | Rough amount | Precise info | Precise info |
| Obelisks visited | - | - | - | Shown with no details | Rough amount | Precise info |
| Mightiest army | - | - | - | Shown | Shown | Shown |
| Gold income | - | - | - | - | Shown with no details | Rough amount |

1* – applicable only if you do not start with a pre-built Tavern.

The rough quantities are handled similarly for every subject. Except creatures count in “best hero” army, for which the quantities are the same as on adventure map. It does not matter for thieves whether they count heroes or gold pieces.

| | |
|---------|---------------|
| Few | 1-4 |
| Several | 5-9 |
| Pile | 10-19 |
| Lot | 20-49 |
| Bulk | 50-99 |
| Heap | 100-249 |
| Mass | 250-499 |
| Zounds | 500-999 |
| Masses | 1000-infinity |

Payments

The more Thieves Guilds (town Taverns or adventure map buildings) you control, the more info is available without cost. Nevertheless, even a single Tavern can still give the maximum info, but it costs you money. Each 250 gold piece payment, however, adds only the smallest piece of information that one can imagine. A single payment does not give you a new “level” or a new full line of information. Say you do not have any information about the artifact count. Single payment will reveal only the flag of third position. To see who is at the second position in the top three, you have to pay once again 250 gold, and to see the full top three give out a third pile of gold. This means that in most cases to truly access new useful information one needs to pay like 3 to 29 times. To increase the detail precision of already shown data, one needs to pay until the respective “level” (see the info versus number of guilds table on the previous page) is reached. For example, precise info of town count appears after top three for “best creature” are shown. The payment is valid only as long as you stay in the guild. If you leave it, and enter again, you need to pay again.

NOTE: If nobody has any artifacts, the precise information about the last “gold income” is disallowed. The “pay” button becomes disabled before gold income details are shown. You can force the statistics to appear by buying an artifact. This is probably a bug in the game.



Example

You started the map with a pre-built Tavern and you have no more towns yet. In guild you see the best enemy hero with no info about its army. But you want to know the rough quantities of his armies. To see his/her creature types you need to pay until the top score for “best creature” is shown. In other words, you pay so much that the number of shown cells equals to +1 guild count. To see the rough quantities of creatures you need to pay more until the “mightiest army” top statistics are shown (you virtually have 3 guilds).

Town Specializations

Towns in Heroes V may have specific bonuses that give them increased military or economical power. The scripts can probably be changed, modified by editing game files or, possibly, also with the map editor. Here comes a list of the towns and specialties in unmodified game version 1.1. To properly understand the tables, please read the meaning of each column:

Default name – Town names are (most likely) easily customisable by the mapmaker. Expect single player story telling missions to have towns that occur nowhere else. If mapmaker has not bothered to change the names, these are the default names used.

Bonus effect – Details of the bonus. Some towns should have a bonus, but the script may be bugged or link to it is faulty and it does not function. Therefore, do not take the bonus as granted in maps with pre-set towns. A random starting town generally means that the mapmaker has not tooled around with names and biographies and linking to the correct script.

Game Internal References (GIR): Town name(s) and SCRIPT_KEYWORDS – These values are most likely less dependant on mapmakers will. They are not shown in game, but used as hidden IDs, no matter if the name and biography is altered by the mapmaker or not. Some towns have more than one reference. The script name is longer than given here, but the piece should be enough for everyone who needs to identify them.

Biography – the description of the town and its specialty. Although probably as easy to change as the town name, it gives a more solid clue about the specialty. Blame the mapmaker, if he/she removes specialization hint and description from the biography!

ACADEMY

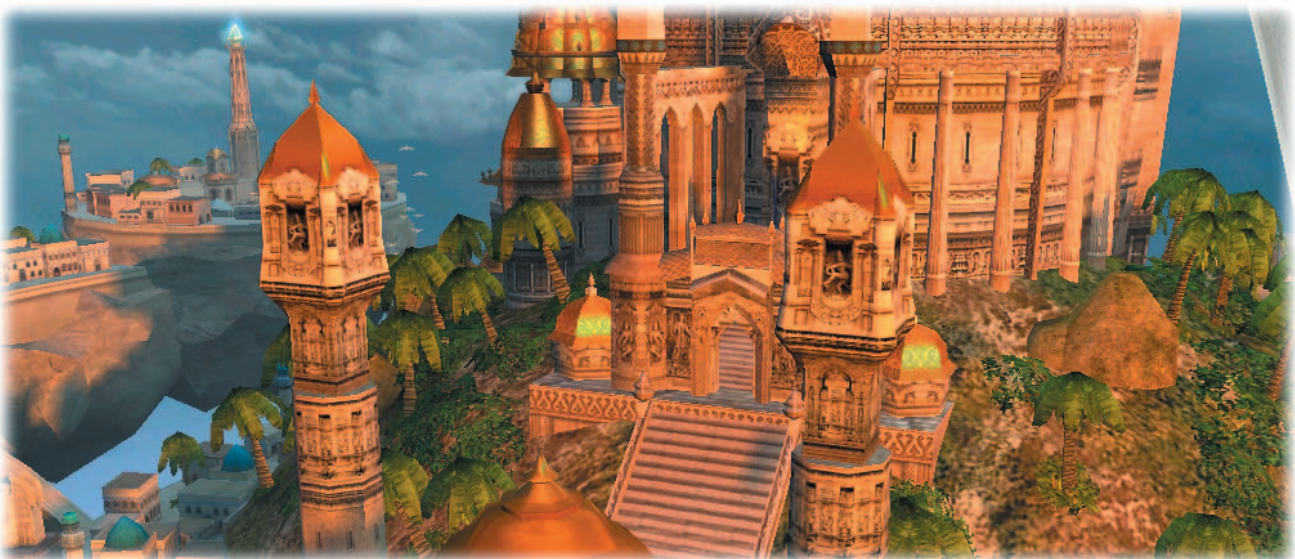
DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN



Town Specializations

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

| Default name | Bonus effect | GIR: Town name(s) SCRIPT_KEYWORD | Biography |
|--------------|---|---------------------------------------|--|
| Al Safir | +2 to defenders Attack and Defence | Sey PLUS_OFFENCE_ DEFENCE_2 | - |
| Azhar | +2 mercury each week on day 1 | Zeid MERCURY | There's a portal near Azhar leading to the Demons' lands, and the Wizards keep it under a constant watch. The elite guards have a tradition: they make occasional bold forays into the lava pits, bringing back a few additional measures of mercury. |
| Bahiyaa | See Yafiah | See Yafiah | See Yafiah. |
| Fidaa | Hero cost reduced by 10% | Batta HEROES | Fidaa's schools are universities are more than just academies for the eldritch arts, they are famous for turning out Mages who are warriors more than academics. Every year a large class of would-be heroes graduates, and their services can be had at a reasonable price. |
| Hadiya | +2 crystals each week on day 1 | Dgoh CRYSTALS | Many years ago Elven troops came to help the defenders of Hadiya in their fight against the Undead. In memory of that battle Wizards and Druids worked together to put a powerful spell on the graves of the fallen, now every week crystals grow on the burial mounds, protecting the dead from the dark magic of Necromancers. |
| Hikm | Wood and gold cost of ships halved | Hikm SHIPS | The port of Hikm serves as the Silver Cities' gates to the sea. The ships of many nations berth here, willing to put up with the high landing fees to get access to the rich markets of the Silver Cities. The high costs go directly into the city treasuries, where they help support the Wizards' navy. |
| Janaan | First Aid Tent has normal cost, other War Machines triple cost | Umar FIRST_AID_TENT | During the War of the Broken Staff the Wizards of the Silver Cities faced a problem: their fallen warriors were being resurrected by their enemies, providing fresh troops for the other side. Following a hasty council of war Janaan started mass-producing First Aid Tents, thereby both reducing their own losses and weakening the Undead army. |
| Johara | +2 Gremlins | Tirith TIER I | Johara is known as a town of craftsmen and tinkers, be it for children's toys or mighty military constructs. Many people come here to see the exhibitions of curious mechanical devices, the purpose of which is known only to the hordes of Gremlins who work on them. |
| Mutazz | +50 to wall sections, gate, and towers Hit Points. | Mahk WALLS | When this town was built its architect made a bet with the great mage Cyrus, claiming that he could build walls of such strength that they could withstand strikes by titans. Cleverly embedding powerful artifacts into the fortifications, the architect came out the winner. |
| Nawal | Thieves Guild gives information equal to 2 guilds. | Naz THIEVES_GUILD | If the thieves of the Silver League ever took over, Nawal would be their capital. For the time being the Circle of Nine turns a blind eye, permitting the thieves to operate. If the Circle ever dared to crack down, many people, messages, and artifacts would simply ... disappear ... |

Town Specializations

| Default name | Bonus effect | GIR: Town name(s) SCRIPT_KEYWORD | Biography |
|------------------|--|-------------------------------------|--|
| Nudhar | +250 gold per day | Gan 250_GOLD | Many residents of the Silver Cities, the Griffin Empire, and Irollan keep their gold in Nudhar's safe deposits. The reason is the high interest rates paid, plus the guarantees by Nudhar's Council of Nine that the money will be absolutely safe. This has made it the wealthiest town in the Silver Cities. |
| Omran | +1 to Golems | Demir Lal TIER3 | Omran is the place where an unusual but important Mage competition is held – the Golem gladiator fights. While their numbers peak during the competition and its festivals, there is sure to always be a few extra golems in training in the town. |
| Sihaam | Towers do 1.25 fold more damage than usual | insar TOWERS | The shooting towers of Sihaam are full of intricate gremlin-made machinery. Few Mages understand their principles of operation, but the results speak for themselves – they take a terrible toll on attacking forces. |
| Ziyad | +1 to Gargoyles | Aldemaros TIER2 | Just as a table can only be as good as the wood from which it is made, the choice of stone makes a great difference in a gargoyle. The quarries here are famous for their plentiful stones, which are easily turned into these famed flying troops of the Silver Cities. |
| Tarfah | +1 wood each day from the silo building | Rag WOOD | Tarfah's townsfolk don't need wood – they get all the heat they need from the hot springs and thermal vents around the town. They have to watch where they step but it's worth it, the abundance of wood is the main source of Tarfah's wealth. |
| Thaqib | Ballista has normal cost, other War Machines triple cost | Ayer BALLISTA | The War of the Gray Alliance of the Humans and Elves against the Demons didn't spare the Silver Cities. Defenders of Thaqib had to withstand a long siege, during which they were on the receiving end of ballista attacks. Quick to learn, Thaqib built its own and now makes the finest ones in the Silver League. |
| Tharaa | Town Marketplace has rates of 2 Marketplaces | Casim MARKETPLACE | Noisy and restless, Tharaa is the Silver Cities' center of trade. The town council intentionally lowered the trade tax, improving the flow of goods and guaranteeing that they would be cheaper here than in competing towns. |
| Yafiah (Bahiyaa) | +1 to defenders Morale | Davvad PLUS_MORALE | Yafiah is the place where Sar-Shazzar, one of the great wizards of the early days of Ashan, is said to have passed away. In the middle of town there is a monument to him, and the town defenders fight like dervishes to keep this important site out of enemy hands. |
| Yasaar | +1 ore each day from the silo building | Mans ORE | Residents of Yasaar are used to tremors in the earth. The cause of it is their unusual method for extracting ore: Wizards generate an earthquake every few days in order to bring fresh veins of ore-rich rock to the surface. |
| Yumn | +1 to defenders Luck | Efdal PLUS_LUCK | Yumn is a town of gamblers, and luck has come to be such an important part of daily life that the elders have imposed a luck tax. Few believe that tossing a coin in the old fountain costs them luck, but invading armies seem to be hit with unexpected and unwelcome surprises. |

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

Town Specializations

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

| Default name | Bonus effect | GIR: Town name(s) SCRIPT_KEYWORD | Biography |
|--------------|--|-------------------------------------|---|
| Colris | Towers do 1.25 fold more damage than usual | Firingil TOWER | The defensive towers here are adorned with barbed magical stars that inflict additional damage on those who attack the town. The origin of these stars is unknown, but the Dragon profile drawn on them hints that they are a gift from Malassa's brood to the Dark Elves who worship them. |
| Halad | +1 to Blood Maiden and Blood Fury growth | Rogmir TIER2 | Deep in these catacombs witches weave a net of sorcery to protect the Dungeon dwellers from enemies. It's one of the few activities upon which the bickering Dark Elf clans agree, and they all send apprentice witches there to train. |
| Myrthin | +2 mercury each week on day 1 | Laskurun MERCURY | The Dark Elves were always short of mercury, until one clever alchemist figured out how to extract it from subterranean lichen. The lichen growing near Myrthin is best for that purpose, so the town has become the center for Ygg-Chall's mercury trade. |
| Ristyrri | Ballista has normal cost, other War Machines triple cost | Gortadan BALLISTA | Ristyrri is a former town of the Soulscar Clan, this name releases a torrent of abuse from the mouth of any Warlock. During early clan wars they entered into alliance with demons, which them to ruin. The only reminder of that are the ballistae: the Demons taught the Ristyrri blacksmiths to make them. |
| Salgûnsal | +250 gold per day | Ilutang Ilunur 250_GOLD | Most of the wealth of this town is generated by hundreds of slaves. Captured in war or sold into servitude, their numbers are large and provide a docile, well-ordered, and inexpensive labor supply. |
| Seishnec | +1 to Dark and Grim Raiders growth | Gibirlad Gibirnur TIER4 | The powerful saurian mounts used by the Dark Elf cavalry are native to this place. Because of their military importance, there is a constant flow of warriors, trainers, and buyers through the town. Seishnec is never short of an extra hand should war come to the town. |
| Shamal | Wood and gold cost of ships halved | Alklomed SHIPS | Few of the cities in the labyrinthine caverns of the Dark Elves are navigable as far as the seas. The importance of these few ports – for spying as much as for trade – means that they are carefully managed. The building of boats is of paramount importance, and prices are kept artificially low. |
| Shansyl | +1 wood each day from the silo building | Tondnor Tondnur WOOD | Though Druids are not to be found among the Dark Elves, some nuts and seedlings were taken from their homeland when they were banished and are today grown in Shansyl. Unique for the fissures that permit light and air to the depths of the caverns, Shansyl does a thriving business in lumber. |
| Sorfail | -1 to attackers Luck | Efelgul MINUS_LUCK | A potent curse of ill luck was laid on this town by defeated Necromancer cultists, enemies and even strangers who come to the town fall victim to it. A traveler can expect merely a lost purse or a twisted ankle, but invading armies are doomed to a string of disasters. |
| Sweristal | +1 ore each day from the silo building | Dolnur ORE | The area around Sweristal reminds one of a barren wasteland. During the War of the Bitter Ashes, Dark Elf Warlocks unleashed a powerful magic that ripped away a layer of earth, incidentally baring countless beds of ore. The collection of this ore is the main occupation of local residents. |

Town Specializations

| Default name | Bonus effect | GIR: Town name(s) SCRIPT_KEYWOORD | Biography |
|--------------|---|--------------------------------------|--|
| Talgath | -1 to attackers Morale | Himannun MINUS_MORALE | Subterranean cold and damp envelop the residents Talgath, a town marked by Death. It became a grave for its attackers during the War Under the Mountain, and anybody who comes near the walls feels the cold of death squeezing their heart. |
| Talmon | +2 gems each week on day 1 | Balvalak Balnur GEMS | The network of subterranean labyrinths that branch out from all over Talmon comes out near Ur-Toth – a Demon town famous for its reserves of diamonds. Covert penetration into the Demons' treasury has become a frequent exercise for these stealthy fighters of Ygg-Chall. |
| Talosthra | -1 to attackers Attack and Defence | Narmor MINUS_DEFENCE_ OFFENCE | The scorched plain that surrounds the Talosthra walls is scattered with explosive stones – the traces of a past battle between the Dark Elves and particularly clever Dwarven Fire Mages. The stones have not lost their magical power, and will inflict serious damage on anybody who tries to lay siege to Talosthra. |
| Thilgathal | +50 to wall sections, gate, and towers Hit Points. | Vinhit WALLS | Thilgathal's walls are enveloped by thick fog, and the whole town seems to be hidden behind a dirty grey haze. Whether magical or not the fog is certainly effective, shots fired against the town have a hard time hitting their target. |
| Thralsin | First Aid Tent has normal cost, other War Machines triple cost | Pelduat Pelnur FIRST_AID_TENT | The secret of making First Aid Tents seemed to be lost forever when the Dark Elves were cut off from the Druids and healing arts of Irollan. Diligent study by Thralsin alchemists and craftsmen managed to restore much of what was lost. Jealously guarding their knowledge, Thralsin is the only town where one can buy these Tents. |
| Torost | +2 to Scout and Assassin growth | Mitbarad TIER1 | A tradition from the ancient days when all Elves were one people, every Dark Elf goes through a rite of passage to adulthood. Assassins, for instance, come from all over to try the ascend this city's Culling Tower. Not all manage it, however, the narrow spiral stairs are laced with cunning traps and the spirits of the dead are said to stand guard. |
| Vantalost | Town Marketplace has rates of 2 Marketplaces | Nazhir MARKETPLACE | The market here is often full of mercenaries and soldiers on leave, selling their hard-won booty to pay for a bit of well-deserved rest and relaxation. As a result, surprisingly low prices can be had on items from all over Ashan. |
| Virbeth | +1 to Minotaur and Minotaur Guard growth | Angband TIER3 | This is one of the few towns that remained intact after the Dark Elves took over the caves and labyrinths of Ygg-Chall. This was not by chance, it is the town of Minotaurs, and the Dark Ones kept it whole so they could replenish their army with Minotaur slaves. |
| Yeshad | Thieves Guild gives information equal to 2 guilds. | Torondir THIEVES_GUILD | Dark Elves are often members of some form of Thieves' Guild, and they all delight in mysteries and secrets. This town is a place where gossip and rumors from all of Ygg-Chall comes together, and if a Warlock needs reliable information this is where he comes. |
| Yonchall | Hero cost reduced by 10% | Kirikat HEROES | Though possessed of an excellent military academy and training grounds, this sleepy town is located far from the lands where conflict usually simmers – the borders with the Dwarves and with the Elves of Irollan. As a result the Dark Elf heroes trained here, eager to get out and make their fortune elsewhere, are willing charge less for their services. |

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

Town Specializations

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

| Default name | Bonus effect | GIR: Town name(s) SCRIPT_KEYWOORD | Biography |
|--------------|--|--------------------------------------|---|
| Ashwick | +2 sulfur each week on day 1 | Ashwick SULFUR | Many give Ashwick a wide berth because they believe the town is a refuge for Demons. The reason for this is the smell of the numerous sulfur bogs and mud pools nearby, whose contents are the main source of income for the townsfolk. |
| Ashwood | See Bailey | Tradeville MARKETPLACE | See Bailey |
| Bailey | Town Marketplace has rates of 2 Marketplaces | Bailey MARKETPLACE | Once merely a large encampment of tents near a couple of caravan trails and a river, over time this town grew into a thriving commercial center. Today you can find anything you may need in Bailey, and at a very reasonable price. |
| Barrington | No bonus | Barrington NONE | One of the most ancient towns in Griffin Empire, Barrington's central location means that it is always in the thick of things when war breaks out. |
| Bayworth | Wood and gold cost of ships halved | Bayworth SHIPS | The name of this Griffin Empire city is synonymous with seafaring. The Empire's finest shipyards are located here, and the competition ensures that quality craft can be purchased at advantageous prices. |
| Brookshire | Hero cost reduced by 10% | Alexandretta HEROES | Established as a training center by King Nicolai, Brookshire immediately attracted heroes who hoped to win glory on the battlefields under their charismatic king. |
| Castlegate | +50 to wall sections, gate, and towers Hit Points. | Castlegate WALLS | The objective of the builders that constructed the border town of Castlegate was to lay stout town walls capable of withstanding any attack. Over the course of its tumultuous history the town has often shown that the builders did their job quite well. |
| Chillbury | +1 to defenders Luck | Chillbury PLUS_LUCK | According to rumor, drinking from the lakes and springs near Chillbury brings luck to those who live there. Though it's often dismissed as an old wives' tale, gamblers tend to be very cautious when they cast dice with someone from the town. |
| Cogston | Thieves Guild gives information equal to 2 guilds. | Devicey THIEVES_GUILD | Hidden away among the thick forests, Lostdale became a home for those who chase easy money and like to avoid publicity. Very few know the trails leading to the town, but those who end up there are richly rewarded with the latest gossip and secrets. |
| Eirigh | No bonus | Lenceros NONE | Many years ago mutinous elements of the Stag Duchy moved against the throne, as the ex-Falcon family members chafed under Griffin rule. The uprising was severely punished, and now meek Eirigh is one of the quietest and most loyal cities. |
| Forkriver | No bonus | Exeter NONE | No Griffin king has ever really trusted this town, it is famous for always supporting the winner regardless of who they might have been supporting the day before. Poor in everything but manpower, however, the people view themselves as pragmatists. |
| Glenheim | +1 to Swordman and Squire growth | Glenheim TIER3 | Many people wonder why it is that Glenheim seems to always field a few extra sons training as swordsmen, while most locals shrug with indifference at the question, a few old crones may wink slyly and nod up the river, where an old temple to a goddess of fertility hides. |
| Graceville | | Graceville | The years of trials that have befallen the Griffin Empire have left their traces on this town as well. There is a monument rising in the middle of the town to the knights who have fallen during the various wars with Demons, Orcs, and Dark Elves. |
| Greystone | +1 ore each day from the silo building | Whitestone ORE | Greystone is named for the huge grey cliffs encircling the town. The cliffs are famous due to the richness of their mineral veins, and the fact that mining them generates much more ore than ordinary rock. Working the cliff faces is the main occupation of Greystone residents. |

Town Specializations

| Default name | Bonus effect | GIR: Town name(s) SCRIPT_KEYWOORD | Biography |
|--------------|---|--------------------------------------|---|
| Gryphon Hill | +1 to Griffin and Imperial Griffin growth | Gryphonhill TIER4 | Unsurprisingly, Gryphon Hill's symbol is a griffin. After all, the town is situated among the hills where these majestic creatures hunt, nest and breed, almost every inhabitant of the town is involved in their capture, training, or sustenance. |
| Merlon | +1 to Archer and Marksman growth | Merlon TIER2 | Founded in an area full of field, brush, and forest, Merlon has been popular with hunters ever since it was a tiny hamlet. Now by rights considered the archers' capital, it is the ideal place to get weapons, supplies, advice, guides, and quality taxidermy. |
| Millfield | +2 to Peasant and Conscript growth | Millfield TIER1 | Grain country - that's what the lands around Millfield are known as in the Griffin Empire. Since time immemorial this area has supplied bread for the rest of the country. Peasants are quite willing to come and live in Millfield, knowing that they can always find work there. |
| Newpost | Hero cost reduced by 10% | Newpost HEROES | Established as a local militia training center by Queen Isabel, heroes come to Newpost from all over the region to sign up in the service of the Griffin Empire. |
| Northcross | +250 gold per day | Dunhart 250_GOLD | Enterprising rulers of Northcross decided to capitalize on their town's location at the crossing of trade routes and imposed a small levy for the right to pass through. As a result, there is a constant flow of coins into the town's coffers. |
| Palespring | +2 mercury each week on day 1 | Kildersom MERCURY | For years it was thought that evil spirits had poisoned the valley on the far side of Palespring. The truth turned out to be much simpler – a visiting alchemist found unusually high traces of mercury in the rocks and streams. |
| Providence | No bonus | Providence NONE | Even in the years of tribulations Providence remained true to its vow: warriors must have a home to come back to. As a result this quiet, clean town is a favorite refuge of Griffin Empire veterans. |
| Shaderock | See Ashwick | Shaderock | See Ashwick |
| Sheller | Ammo Cart has normal cost, other War Machines triple cost | Claxton AMMO_CART | The residents of this town ended up serving a particular niche, their skill in metal foundry and molds led them to develop great expertise in the creation of all sorts of missiles. Their artisans excel in the creation of quality ammunition, rather than larger pieces. |
| Stormdale | +1 to defenders Attack and Defence | Stormdale PLUS_DEFENCE_OFFENCE | Stormdale is located in a narrow, wind-blown ravine. Over the decades its fortifications have been refined so that the garrison is protected by gusts of air that throw enemy arrows astray. Any attacking force needs to deal with difficult ascents, uneven ground, and blasts of wind. |
| Strongbow | See Merlon | Hunt | See Merlon |
| Talonguard | No bonus | Paledon Talonguard NONE | Talonguard is the capital of Griffin Empire, a legendary town established by the Duke Ivan of Griffin. No other town can compare with it in terms of wealth, luxury and fortifications built to protect the riches from invaders. |
| Timberwood | +1 wood each day from the silo building | Timberwood WOOD | Timberwood's resource warehouse was a gift from the Irollan Elves to the Humans, in commemoration of the "Forest and Castle" Treaty. Now this vast forest, blessed by the Elves, produces twice the usual amount of wood for the residents of Timberwood. |
| Vigil | +1 to defenders Morale | Sorreth PLUS_MORALE | There is a great mausoleum in Vigil, where famous warriors and heroes of the Griffin and Falcon Empires are buried. Displays of their weapons and tapestries of their exploits decorate the building, anyone in Vigil who goes to war tries bravely to be worthy of similar glory. |
| Yellowtail | No bonus | Chertles NONE | Unlike less fortunate neighbors, Yellowtail got away with its treason during the time known as "Falcon's Last Flight." According to malicious gossip, that was due to a large sum of money paid by the town elders to have their shameful act stricken from all song and record. |

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

Town Specializations

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

| Default name | Bonus effect | GIR: Town name(s) SCRIPT_KEYWORD | Biography |
|--------------|---|-------------------------------------|--|
| Ur-Alzevoth | Wood and gold cost of ships halved | Acheron SHIPS | When the Demons come they come in force, with supplies – like ships – built by armies of unwilling slaves. This town happened to be an important portal with a major shipyard. Now that the invasion forces have arrived the ships, no longer needed, are being sold off quickly. |
| Ur-Chardros | +1 to defenders Attack | Funace PLUS_OFFENCE | Ur-Chardros, the Demon smithy, is located by a volcanic vent that serves as a forge for making legendary armour. Clad in such a suit, an Ur-Chardros defender can sustain blows that would kill anybody else. |
| Ur-Drask | See Ur-Toth | Asmar | See Ur-Toth |
| Ur-Estaroth | +1 wood each day from the silo building | Devur WOOD | Not located conveniently near a natural source of flame, the residents of Ur-Estaroth keep their forges fueled with endless wagon trains of wood brought or plundered from other regions. Their byproducts of ash and charcoal provide additional sources of revenue, but the stacks of wood are the sight for which the town is best known. |
| Ur-Gehenna | +1 ore each day from the silo building | Azog ORE | Demon legend states that a nearby abyss is inhabited by a vengeful incarnation of Urgash, an elemental of lava that feeds on coal. Demon overseers ensure that their slaves work overtime, supplying coal to the abyss while providing tons of ore to the Demon foundries. |
| Ur-Gorthol | Ammo Cart has normal cost, other War Machines triple cost | Splinter AMMO_CART | Ur-Gorthol was the one of the Sovereign's strongholds before he was defeated and imprisoned in Sheogh. It retains the skills it developed during that era, consistently turning out the finest ammunition as it did for the Sovereign's favorite sport – hunting, preferably two-legged prey. |
| Ur-Henoch | -1 to attackers Morale | Abaddon MINUS_MORALE | A Demon of legendary savagery, Az-Henoch gave this town not just his name but also the vast burial mounds around it. Filled with the bodies of fallen enemies, these gruesome mass graves and their awful history lower the morale of any troops who dare to attack. |
| Ur-Ischin | +2 to Imp and Familiar growth | Gehenna TIER1 | Ur-Ischin is named for a fiery lake near which it was built. Feral imps descend often to play in the flames and feed on the ancient carbon deposits that fuel it, it is a pastime for the locals to snare and train the imps, which they do with pleasure. The town is never lacking for willing imps among its troops. |
| Ur-Kharg | +1 to Demon and Horned Overseer growth | Gradl TIER2 | It is said in Demon legend that Ur-Kharg is the place where Urgash crafted the first Demon from burning obsidian. As such, it is a holy place and the defenses are bolstered by constant streams of fanatic pilgrims, giving it additional defensive strength. |
| Ur-Korsh | +2 crystals each week on day 1 | Deht CRYSTALS | The Elves, sometimes to their own chagrin, are exacting when their word is given and their honor is in question. That is why, in spite of their implacable enmity, every week they bring crystals to the Demons of Ur-Korsh as part of an age-old ransom. |
| Ur-Kurgan | Towers do 1.25 fold more damage than usual | Blackburn Waalag TOWERS | All that is remembered of the founders of this town is that they were wiped out by Demons in a long and bloody siege. When the city was rebuilt, all the rage and desperation of the defenders was fused into its towers. These grim spires now inflict additional damage on anyone who dares to attack. |

Town Specializations

| Default name | Bonus effect | GIR: Town name(s) SCRIPT_KEYWOORD | Biography |
|--------------|--|--------------------------------------|--|
| Ur-Mangor | First Aid Tent has normal cost, other War Machines triple cost | Uphir FIRST_AID_TENT | There's a monument in the middle of town to Mangor, a Demon atypically wise in the ways of healing that was killed – slowly – for his place in a conspiracy. His legacy is strong, however, and this town is the only place where one can buy a First Aid Tent. |
| Ur-Melphas | +50 to wall sections, gate, and towers Hit Points. | Muldberr WALLS | A great Demon architect is buried in this town, which bears his name. Acknowledged even by his enemies as a master craftsman, his workshop and students were wiped out during the War of the Gray Alliance. As a result, Demonkind has never matched the perfection of the walls here. |
| Ur-Nebyrzias | Ur-Gorthol | Nebircias AMMO_CART | See Ur-Gorthol |
| Ur-Raag | -1 to attackers Luck | Styx MINUS_LUCK | It is said that nothing hates a Demon like another Demon. Ur-Raag is a proof of this, an angry Demon overlord summoned a horde of archdevils and laid a curse for bad luck on his rival who ran the town. The effects of that curse are still felt to this day. |
| Ur-Rioch | +250 gold per day | Burden 250_GOLD | Nobody wants to live in Ur-Rioch, a town notorious for its unbearable taxes and extortion, for Demons it is a place of exile. Guilty Demons serve their hard time here, handing over all their money to the town treasury – which, in its turn, makes a hefty contribution to the Sovereign. |
| Ur-Shangor | +1 to Hell Hound and Cerberus growth | Candent TIER3 | With so many slaves required to run their economy, and with slaves having such a high mortality rate, the question of what to do with the remains can be a problem. Not in this town, however, as the vast kennels of Hellhounds and Cerberus for which Ur-Shangor is famous require a great deal of provender. |
| Ur-Sphaal | Town Marketplace has rates of 2 Marketplaces | Mavoyr Mammon MARKETPLACE | Demons have their own ways of slaking their lusts and this town is no exception, everything and everybody is for sale. It's a town of palaces and hovels, gambling houses and markets. Government is a treacherous business, there is always someone who wants control of this town where anything can be had for a price. |
| Ur-Tarsh | Hero cost reduced by 10% | Tartaros HEROES | Even by Demon standards the noise, the smell, and the food make Ur-Tarsh an unpleasant place. Battle-hardened heroes start looking for a way out after a day or two, as a result they tend to be willing to accept much lower wages. |
| Ur-Toth | +2 gems each week on day 1 | Habor GEMS | As with all Demon towns, the backbone of industry in Ur-Toth is the backs of slaves. Here, they cull precious stones from flooded veins of subterranean lakes, and the extra emeralds that grace the coffers of the town are there at the price of hundreds of lives. |
| Ur-Vesphaal | +1 to Succubus and Succubus Mistress growth | Hellwind TIER4 | Ur-Vesphaal is the former Demon capital, first the residence and later the mausoleum of the current Sovereign's predecessor. When the Sovereign killed him and moved the seat of power away, Ur-Vesphaal was slowly taken over by what was left of the competing army – succubae. Now it's their town. |
| Ur-Vramin | Thieves Guild gives information equal to 2 guilds. | Furf THIEVES_GUILD | Everybody who comes to Ur-Vramin for the first time sees the huge ear adorning the town gates. It's the symbol of this town of spies, gossips, and snitches. Ur-Vramin is famous for its Guild of Thieves, which always has information about everything happening in Ashan |

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

Town Specializations

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

| Default name | Bonus effect | GIR: Town name(s) SCRIPT_KEYWOORD | Biography |
|--------------|--|---|--|
| Abi-libur | Town Marketplace has rates of 2 Marketplaces | Famulus MARKETPLACE | Here one finds the center of the Necromancer's slave trade, and a town unusually open to other races. The Necromancers have a constant need for slaves – or for their bodies, and prices are kept low by the scum who come from far and wide to dispose of unwanted competition, enemies, or family members. |
| Adad-shuma | Towers do 1.25 fold more damage than usual | Putor TOWERS | Adad-shuma's watchtowers have their own gruesome ways of attacking the enemy. Storehouses of plague and diseases that, by definition, cannot affect those who are already dead, the towers of this town take a terrible toll on their foes. |
| Adad-usur | Ballista has normal cost, other War Machines triple cost | Cerebrum BALLISTA | A mage turned Necromancer, one former ruler of Adad-usur continued dabbling in machines and engines as a hobby alongside the studies of the Spider Goddess. When unexpectedly faced by war and lacking the time to create legions of troops, she turned instead to her her mechanical skills and the city began manufacturing ballistae. Unusually for Heresh, the town continues the tradition to this day. |
| Amel-ishkun | +1 ore each day from the silo building | Porta ORE | A legend says that ancient artifacts of the Spider Goddess are hidden away inside the Ishkun mountain. Hundreds of hopefuls scratch their way into the mountain, seeking items of power – and incidentally extracting tons of ore. Interestingly, there are those who dare to whisper that the rumor of the artifacts comes from the ore dealers themselves ... |
| Ammi-eshuh | +1 wood each day from the silo building | Manus WOOD | The Undead of Ammi-eshuh are in constant struggle with the primeval powers of the forest. Lingered druidic magics cause saplings and seedlings to sprout constantly throughout the town, and only by constantly culling high and low can the slaves and zombies keep up. The cycle is annoying for the Necromancers, but provides them with plenty of extra wood. |
| Ammi-saduqa | +2 gems each week on day 1 | Sepulcrum GEMS | Certain Necromancers of of Ammi-saduqa have made a hobby of grave robbery. The town is located not far the Silver Cities, whose passion for jewelry includes richly adorned mummies and coffins. There is constant struggle between the Wizards who police their mausoleums and the thieves of Ammi-saduqa who plunder them, a portion of the thieves' booty is given in 'protection' to their town. |
| Apal-shipak | Ammo Cart has normal not triple cost | Telum AMMO_CART | Apal-shipak is an ancient town, even by the ageless standards of the Necromancers. As fortifying the crumbling walls is difficult, the defenders instead focus on clearing the fields nearby and carefully placing well-supplied defensive siege machinery. Any attackers must face an endless hail of heavy missiles. |
| Apil-Sin | +1 to Vampire and Vampire Lord growth | Terminus TIER4 | Vampires chose this as their capital because of the deep and gloomy caves under the town that they converted to catacombs. Desiring protection for their coffins and some peace and quiet, they are willing to ensure that the local garrison is always supplied with a few extra troops. |
| Ashur-gamil | Wood and gold cost of ships halved | Trabs SHIPS | Piracy is the main occupation of Ashur-gamil residents, and "live goods" are their main source of income. Profits of the slave trade keep the shipyards working at full 'speed, turning out huge quantities of vessels to support this valuable commerce. |
| Bel-ibni | -2 to attackers Defence and Attack | Necorrum MINUS_DEFENCE_ OFFENCE_2 | Bel-ibni was one of the many towns that fell beneath eldritch fires when the Necromancers lost their great war with the Wizards. The spirits of many dead Necromancers haunt these ruins, and Necromancers in spirit form are almost as dangerous as normal undead ones ... |
| Bel-kudurri | Thieves Guild gives information equal to 2 guilds. | Latro THIEVES_GUILD | Bel-kudurri's Thieves' Guild could write the textbook on hazardous working conditions. They check their information many times before they dare to present it to their Necromancer customers. After all, any mistake might cost them very, very dearly ... |

Town Specializations

| Default name | Bonus effect | GIR: Town name(s) SCRIPT_KEYWOORD | Biography |
|--------------|--|--------------------------------------|--|
| Bel-zeri | -1 to attackers Luck | Spes MINUS_LUCK | “Abandon all hope” is written on a banner made of human skin and bones that hangs above the gates of Bel-zeri. That’s both the town’s motto and a warning of the powerful defensive spell that affects anybody who dares to attack it. |
| Ea-ditana | -1 to attackers Morale | Metus MINUS_MORALE | The road to Ea-ditana is paved with the bones of enemy warriors for whom it proved to be the last road they would ever walk. Any being coming the same way has ample time to consider what may be waiting for them at the road’s end ... |
| Enlil-saduga | +1 to Zombie and Plague Zombie growth | Corporis TIER2 | In desperate times people turn to desperate solutions, during the plague years many of the infected came to Enlil-saduga, hoping to live on as Undead. Never philanthropic with opportunists who are not true believers, the bodies of many of those unfortunates still serve as a source of military might for Enlil-saduga. |
| Eriba-ishkun | Hero cost reduced by 10% | Decus HEROES | Eriba-ishkun is a museum town where the embalmed bodies of great heroes of the past are collected. Visiting here always has its effect, as even veteran heroes are so impressed by the noble feats of their predecessors that they charge less for their services than they otherwise would. |
| Kadashman | No bonus | Insarius Alemadrum NONE | This city of eldritch lore fell from power when it was cursed after the Undead invasion. It has lost its arcane essence, and has become a stronghold of the Necromancers. |
| Lorekeep | -1 to attackers Attack | Lorekeep MNUS_OFFENCE | - |
| Nabu-shuma | +1 to Ghost and Spectre growth | Animus TIER3 | Strangers are strongly advised to give this town a wide berth, as a curse on it turns anyone who falls asleep here into an Undead creature. Strangely enough the town council built the walls right across a major highway, and the welcoming inns serve strong alcohol at very low prices ... |
| Nadin-eshah | +1 to defenders Attack and Defence | Locus PLUS_DEFENCE_ OFFENCE | All enemies of the Necromancers agree that their view of Asha as a Spider Goddess of the Undead is corrupted, and over-emphasizes a sole aspect – death – of the cycle over which Asha reigns. In Nadin-eshah, however, they claim to have an artifact of the Spider Goddess herself. And corrupted or not, the town is surprisingly difficult to conquer. |
| Nadin-zakir | +1 wood each day from the silo building | Initium WOOD | See Ammi-eshuh |
| Nergal-shum | +250 gold per day | Sanctum 250_GOLD | There are still some people around who crave to become immortal and are willing to pay heavily for that. Such fools are welcome here, where Necromancers offer life after death. The monies paid by the “customers” go straight into the town treasury. |
| Ninurta-usur | +2 crystals each week on day 1 | Fodin CRYSTALS | The caves of Ninurta-usur shelter the richest site of crystals in the whole of Ashan, a treasure trove to be easily harvested were it not for the razor-sharp rocks, aggressive spiders, and sweltering heat. Only the Undead, indifferent to these pains, could so simply harvest the mineral wealth. |
| Shagarakti | +2 to Skeleton and Skeleton Archer growth | Inhumatio TIER1 | In the days before the War of the Broken Staff, a majestic city stood here – one of the first founded by the Mages. The town survived many wars but was eventually destroyed, and the victorious Necromancers built Shagarakti on its ruins. Now, they plunder the ancient graves for reinforcements for their Undead armies. |
| Sumu-ilum | +50 to wall sections, gate, and towers Hit Points. | Lapis WALLS | At first glance the walls of Sumu-irkin seemed cracked and aged, hardly a serious obstacle to siege machines. But this is misleading, and those who have tried to take Sumu-ilum have found that out to their peril, catapult missiles can do little harm to ensorcelled gravestones that make up the walls. |

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

Town Specializations

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

| Default name | Bonus effect | GIR: Town name(s) SCRIPT_KEYWOORD | Biography |
|--------------|---|--------------------------------------|--|
| Aglan | -1 to attackers Attack | Rovadell MINUS_OFFENCE | The way to Aglan goes via a long and narrow hollow, when an enemy passes through it the wrath of the forest fills their minds and weighs their steps. All but the most stouthearted are affected by the spell, and at journey's end they are easier prey for Aglan's defenders. |
| Altyr | +1 ore each day from the silo building | Eteramon ORE | In the middle of the Elven forests rises Altyr - the eternal mountain. At its foot lies a town whose main function is to supply ore to make weapons. Despite the town's importance, Elves tacitly agree that making that sort of a living is, in effect, an exile. |
| Anfail | +1 to defenders Luck | Luvin PLUS_LUCK | There's a boulder standing in Anfail's town square, in fact, the town was re-built around it after the War of the Blood Moon. The boulder fell from the sky during a siege, crushing a Demon general and his bodyguard and sending the invaders back in disarray. Every Anfail defender touches the stone before battle, as everyone knows it brings luck. |
| Damlad | Towers do 1.25 fold more damage than usual | Damlad TOWERS | During the War of the Blood Moon between the Demons and all the people of Ashan, Damlad was the site of a heroic stand against a larger, well-equipped Demon horde. The defenders put a spell on the town's defensive towers, transferring to them the battle rage of the besieged. Thanks to the towers the Elves held the town, ultimately forcing the Demons to look for slaughter elsewhere. |
| Diraen | +1 to Blade and War Dancers growth | Duagor TIER2 | Diraen is a town that happens to have numerous camps and military depots. Various troops of the armies of Ygg-Chall are always passing through or training there, and finding an extra swordsman under these conditions does not present a problem. |
| Erewel | +250 gold per day | Erewel 250_GOLD | Connoisseurs and collectors are willing to pay well for the unique and beautiful Elven crafts in wood, leather, and crystal that come from the talented craftsmen of the city of Erewel. The town also profits from the trade, levying a hefty tax from those who would purchase. |
| Falltyl | Town Marketplace has rates of 2 Marketplaces | Reuteem MARKETPLACE | The simplicity of the Elven lifestyle is often at odds with the rich beauty of the things they craft. Pieces considered too ostentatious have always found a welcome market in Falltyl, a large market town with reasonably priced items has grown there as a result. |
| Firios | +1 to Hunters and Master Hunters growth | Keenlin TIER3 | Even a close look doesn't always reveal the motionless figures of Elf archers guarding Firios. This town guards a holy Elfin relic – a sapling of Brythigga, the World Tree. It is deeply sacred to the Elves, so they've allocated additional forces to protect it. |
| Giladan | Ballista has normal cost, other War Machines triple cost | Giadan BALLISTA | For many years Irollan was allied with the Griffin Empire, and this town was the site of the treaty that formed the Gray Alliance. As a token of friendship Griffin Empire engineers taught the Giladan smiths the secrets of the ballista, the town remains one of the few sources of these weapons in all of Irollan. |
| Hallin | +1 to defenders Morale | Holin PLUS_MORALE | This city's name is synonymous with 'hero' in the mind of the Elves, a heavily outnumbered and undersupplied group of warriors held off an army of Dark Elves for three days during the storms of winter. All it takes is for the horns to blow the melody of the Lay of the Steadfast that retells the story of the battle, and the defenders' hearts are filled with confidence. |

Town Specializations

| Default name | Bonus effect | GIR: Town name(s) SCRIPT_KEYWOORD | Biography |
|--------------|---|--------------------------------------|--|
| Mensyl | +50 to wall sections, gate, and towers Hit Points. | Gonarest WALLS | The site of the first Druid Circle in all of Irollan, the trees that form the walls of Mensyl are unique. They go deep into the earth, and their ancient druidic magics link them inseparably with the world of Ashan itself. If an enemy manages to break the wall, the trees react and rebuild the broken section. |
| Nargorad | +2 sulfur each week on day 1 | Ngaurash SULFUR | After emerging victorious in the War of the Blood Moon, Elves came back to the ashes of this once-mighty town that had been destroyed by the Demons. The town was rebuilt and given a new name and with it a new function: to mine sulfur, which the Elves needed to restore their devastated kingdom. |
| Rael | +2 crystals each week on day 1 | Perael CRYSTALS | For many years the Elves hoarded their sources of crystals, with which they created marvelous jewelry and items of power. During the War of the Blood Moon the secret was revealed, and the Elves aided their allies in exploiting this resource. Since that time the miners of Rael openly produce crystals, which the Elves require for their magical rites and artifacts. |
| Shalaya | Wood and gold cost of ships halved | Pelarber SHIPS | Though there is a minority of the Elves that is deeply in love with the ocean, most of their lore and study is saved for the forests and mountains. The kings, appreciating the importance of shipping for defense and trade, ensure that ships can be had inexpensively in Shalaya in the hopes of encouraging more Elves to take to the seas. |
| Sylina | +1 to Druid and Druid Elder growth | Menelfor TIER4 | Lost in the thickets of Irollan, Sylina is a Druid town. Here they talk to the Forest, absorbing its power and wisdom. Some of them become hermits and are allowed by the Forest to settle down nearby. Generous and kindly, they are always ready to help in case of emergency. |
| Syris Thalla | +500 gold per day +2 to Morale and Luck for defenders | Imarium ELVEN_CAPITOL | Founded after the Day of the Tears of Fire and the destruction of their old capital city, the Elves have worked diligently to recapture some of the beauty of that lost capital in their new one, Syris Thalla. |
| Thalirn | +1 wood each day from the silo building | Verlirn WOOD | Thalirn is surrounded by vast trees of ancient growth, yet by law and by tradition it is forbidden to cut them. Instead, the townspeople plant huge fields of young saplings, raising and harvesting them as farmers would their crops. |
| Wenlan | +2 to Pixies and Sprites growth | Ladefalot TIER1 | The flower glades surrounding Wenlan are the site of the Three Moons festival. Because of this the Pixies and Sprites – creatures who cannot imagine life without festivities – proclaimed Wenlan their capital. The Elves didn't mind, realizing that the huge numbers of these creatures living there would only make the town more secure. |
| Vinlad | Ammo Cart has normal cost, other War Machines triple cost | Nantour AMMO_CART | Vinlad is the site of the annual Eye of the Hunter archery competition, which draws the greatest marksmen from across Irollan. As a result the town has become the source of the finest arrows, atypically, the town smithy works exclusively on these arms. |
| Vintyl | Hero cost reduced by 10% | Tirnrs HEROES | During the war that erupted following the Day of the Tears of Fire, Vintyl survived a brutal siege. Earol, who selflessly subsisted on half rations during two months of heavy fighting, headed the defense. In memory of their great predecessor, all heroes who find themselves in Vintyl charge less for their services less than they do elsewhere. |
| Ynthil | Thieves Guild gives information equal to 2 guilds. | Routmit THIEVES_GUILD | Ynthil is an Elven town that had been historically sympathetic to its Dark Elven brethren. The reason for this becomes clear once a traveler digs a bit deeper, like the Dark Elves, Ynthil has a thriving Thieves' Guild and does a great trade in goods, mysteries and secrets. |

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

Week of the ...

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

| Week name | Has effect in game? | Week description |
|-------------|---------------------|--|
| Abjuration | + | Skill level of all Light Magic spells increased to maximum during battles. |
| Air | + | Air spell damage increased by 50% during battles. Amount of summoned Air Elementals increases by 50%. |
| Alchemy | + | Double income of Mercury and Sulfur from mines. |
| Alteration | + | Skill level of all Dark Magic spells increased to maximum during battles. |
| Angel | + | Double growth for Angels and Archangels. |
| Antelope | | The lions' favourite week. |
| Archer | + | Double growth for Archers and Marksmen. |
| Assassin | + | Double growth for Scouts and Assassins. |
| Balance | + | Morale and Luck negated during battles. |
| Bear | | Not a good week to be a salmon. |
| Beaver | | Not a good week to be a tree. |
| Bee | | Children's favourite week; hives produce three times the usual amount of honey. |
| Beggars | | A week during which everyone should give to the poor. |
| Bonedragon | + | Double growth for Bone Dragons and Shadow Dragons. |
| Butterfly | | A week which often has sudden storms. |
| Calm | + | Initiative of all creatures from Necropolis, Inferno and Dungeon factions reduced by 20% during battles. |
| Caterpillar | | A week when the Elves organise a great meal, after which they do a traditional dance. |
| Cavalier | + | Double growth for Cavaliers and Paladins. |
| Chaos | + | Spell damage increased by 50% during battles. |
| Colossus | + | Double growth for Colossuses and Titans. |
| Conjunction | + | Triple growth for all creatures. Triple income of all resources from mines and towns. |
| Conjuration | + | Skill level of all Summoning Magic spells increased to maximum during battles. |
| Cuckoo | | A week when cuckoos sing day and night. |
| Deadly Calm | | A week when nothing really happens. |
| Deer | | The week of Ashan's biggest hunting contest. |
| Demon | + | Double growth for Demons and Horned Demons. |
| Devil | + | Double growth for Devils and Archdevils. |
| Diplomacy | + | All neutral creatures that usually join for money will join for free. |
| Disease | + | Two thirds of creatures in all dwellings die (minimum remaining is one). Only one third of growth for all creatures. |
| Djinn | + | Double growth for Djinn and Djinn Sultans. |
| Dragon | + | Double growth for Deep Dragons and Black Dragons. |
| Dragonfly | | A week when it impossible to have a quiet lakeside fishing session. |
| Druid | + | Double growth for Druids and Druid Elders. |
| Earth | + | Earth spell damage increased by 50% during battles. Amount of summoned Earth Elementals increases by 50%. |

| Week name | Has effect in game? | Week description |
|--------------|---------------------|---|
| Ether | + | Spell cost doubled. |
| Evocation | + | Skill level of all Destructive Magic spells increased to maximum during battles. |
| Falcon | | A week when it would be wise to keep a watch on what is happening over one's head |
| Feebleness | + | Defense of all creatures from Haven, Sylvan and Academy factions reduced by 20% during battles. |
| Festivals | + | No resource income from towns and mines. |
| Fever | + | Half of creatures in all dwellings die (minimum remaining is one). Only half of growth for all creatures. |
| Fire | + | Fire spell damage increased by 50% during battles. Amount of summoned Fire Elementals increases by 50%. |
| Firefly | | The week with the most beautiful nights. |
| Fire'n'ice | + | Fire and ice spells deal double damage during battles. |
| Flame | + | Movement of all heroes increased by 50%. |
| Flamingo | | Not a good week to be a prawn. |
| Folly | + | Experience gained from battles halved. |
| Footman | + | Double growth for Footmen and Swordsmen. |
| Forgery | + | Cost of creature upgrade halved. |
| Fox | | Not a good week to be a chicken. |
| Gargoyle | + | Double growth for Gargoyles and Obsidian Gargoyles. |
| Goat | | Production of goat's cheese triples. |
| Gold | + | Double Gold income from mines and towns. |
| Golem | + | Double growth for Iron Golems and Steel Golems. |
| Green Dragon | + | Double growth for Green Dragons. |
| Gremlin | + | Double growth for Gremlins and Master Gremlins. |
| Griffin | + | Double growth for Griffins and Imperial Griffin. |
| Hamster | | Weekly Hamster and Berserk Combat Hamster production doubles. |
| Harvest | + | Double Wood and Ore income from mines. |
| Hedgehog | | The week when hedgehogs have right of way on the roads. |
| Hellhound | + | Double growth for Hell Hounds and Cerberi. |
| Hen | | A week when you should watch your step. |
| Honor | + | Experience gained from battles doubled. |
| Hope | + | During battles Morale and Luck for all creatures increased by 1. |
| Hydra | + | Double growth for Hydras and Chaos Hydras. |
| Idleness | + | Initiative for all creatures from Haven, Sylvan and Academy factions reduced by 20% during battles. |
| Imp | + | Double growth for Imps and Familiars. |
| Infirmity | + | Defense for all creatures from Necropolis, Inferno and Dungeon factions reduced by 20% during battles. |
| Jewels | + | Double Gem and Crystal income from mines. |

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

Week of the ...

ACADEMY

DUNGEON

HAVEN

INFERNO

NECROPOLIS

SYLVAN

| Week name | Has effect in game? | Week description |
|---------------|---------------------|--|
| Lich | + | Double growth for Liches and Archliches. |
| Life | + | Double growth for all creatures. |
| Light | + | Luck and Morale for all creatures from Necropolis, Inferno and Dungeon factions reduced by 2 during battles. |
| Lion | | Not a good week to be an antelope. |
| Lynx | | Not a good week to be a rabbit. |
| Magi | + | Double growth for Mages and Archmages. |
| Magic | + | Spell cost halved during battles. |
| Matron | + | Double growth for Matrons and Matriarchs. |
| Meditation | + | Mana regeneration rate doubled. |
| Might | + | Non-magic damage increased by 50% during battles. |
| Might'n'Magic | + | Non-magic damage increased by 50% and spell cost halved during battles |
| Minotaur | + | Double growth for Minotaurs and Minotaur Guards. |
| Nightmare | + | Double growth for Nightmares and Frightful Nightmares. |
| Owl | | A good week for fly by nights |
| Peasant | + | Double growth for Peasants and Conscripts. |
| Penguin | | A good week for marching (if you're an Emperor). |
| Pigeon | | A week when all statues must be cleaned daily. |
| Pit Lord | + | Double growth for Pit Fiends and Pit Lords. |
| Pixie | + | Double growth for Pixies and Sprites. |
| Plague | + | Creatures in all dwellings die. No growth for all creatures. |
| Poppy | | A week during which you are expected to offer wild flowers to your neighbours. |
| Priest | + | Double growth for Priests and Inquisitors. |
| Rabbit | | Not a good week to be a carrot. |
| Rakshasa | + | Double growth for Rakshasa Rani and Rakshasa Raja. |
| Rat | | The favourite week of cats. |
| Raven | | The week when the contest for the best scarecrow is held. |
| Rider | + | Double growth for Rider and Ravager. |
| Rooster | | A week when everyone gets up really early. |
| Salamander | | The week when children play at being heroes and fight miniature dragons. |
| Sheep | | Wool production doubles. |
| Skeleton | + | Double growth for Skeletons and Skeleton Archers. |
| Sorrow | + | Morale and Luck for all creatures from Haven, Sylvan and Academy factions reduced by 2 during battles. |
| Sparrow | | Not a good week to be a worm. |
| Squirrel | | Not a good week to be a hazelnut. |
| Stork | | The week when chimneysweeps have the most work. |
| Succubus | + | Double growth for Succubi and Infernal Succubi. |

| Week name | Has effect in game? | Week description |
|--------------|---------------------|---|
| Swallow | | The week when the swallows return, sometimes carrying coconuts. |
| Swan | | No special effect. |
| Tiger | | A perfect week for finding a new bedspread. |
| Toad | | If a young girl should dare kiss a frog during this week, it is said that she will be married within a year. |
| Tortoise | | A week when everyone takes things slowly. |
| Toughness | + | Hit points of all creatures increased by 20% during battles. |
| Trade | + | Prices for artefacts halved. Prices for resource exchange halved. |
| Treant | + | Double growth for Treants and Treant Guardians. |
| Unicorn | + | Double growth for Unicorns and Battle Unicorns. |
| Walking Dead | + | Double growth for Zombies and Plague Zombies. |
| Vampire | + | Double growth for Vampires and Vampire Lords. |
| Wardancer | + | Double growth for Blade Jugglers and War Dancers. |
| Water | + | Ice spell damage increased by 50% during battle. Amount of summoned Water Elementals increases by 50%. |
| Whale | | Double growth for Manes and Ghosts. Note that the description is a bug and no change in Manes/Ghost growth is triggered. |
| Wight | + | Double growth for Manes and Ghosts. |
| Winds | + | Sea movement of all heroes increased by 50%. |
| Viper | | A week when it would be wise to watch where you tread. |
| Witch | + | Double growth for Witches and Blood Witches. |
| Woodelf | + | Double growth for Hunters and Master Hunters. |
| Worry | | The week of the final exams of the Silver Cities' Apprentice Magicians. |
| Worm | | A week when the weekly Worm production used to double, before they were totally exterminated. |

Visit Celestial Heavens online



www.celestialheavens.com