

Demon Lords



Agrael

Aura of Swiftnes

The initiative of all creatures in hero's army is increased by 1% per hero level.



16-23
Imps



9-11
Horned
Demons



0-1
Hell
Hounds



Basic
Gating



Basic
Attack



Tactics



Alastor

Mindreaver

The Curse of Confusion spell has an additional effect of decreasing target's mana on one point per every hero level.



16-23
Imps



9-11
Horned
Demons



0-1
Hell
Hounds



Basic
Gating



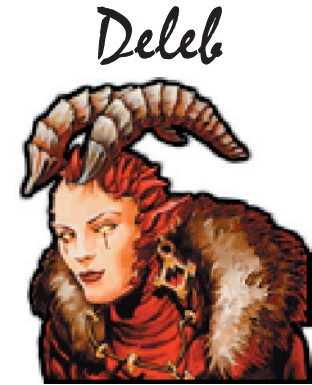
Basic
Sorcery



Mana
Regen-
eration



Confusion



Deleb

Iron Maiden

Ballista's shots under hero's command achieves fireball effect. Spell power of this fireball increases by +1 for every four hero's level.



16-23
Imps



9-11
Horned
Demons



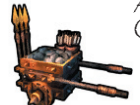
0-1
Hell
Hounds



Basic
Gating



Advanced
War
Machines



Ammo
Cart



Ballista



Grawl

Hound Master

All Hell Hounds and Cerberis in hero's army gain +1 to their attack and defense every two levels of the hero, starting on first level.



2-3 Hell
Hounds



2-3 Hell
Hounds



2-3 Hell
Hounds



Basic
Gating



Advanced
Destructive
Magic



Grak

Rusher

Hero's movement points are increased by 5% instantly and by + 1% per every four level. The cost of Teleport spell is reduced by half.



16-23
Imps



9-11
Horned
Demons



0-1
Hell
Hounds



Basic
Gating



Basic
Logistics



Pathfinding



Teleport

Demon Lords

Jezebeth



Temptress

All Succubi and Succubus Mistress in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



16-23
Imps



9-11
Horned
Demons



1
Succubus



Basic
Gating



First Aid
Tent



Basic
Sorcery



Magic
Insight

Marbas



Spellbreaker

All creatures in hero's army gain 5% Magic Resistance and + 1% per hero level.



16-23
Imps



9-11
Horned
Demons



0-1
Hell
Hounds



Basic
Gating



Basic
Defense



Protection

Nymus



Gate Keeper

The number of creatures called through the Gating increases by 1% per hero level.



16-23
Imps



9-11
Horned
Demons



0-1
Hell
Hounds



Basic
Gating



Basic
Luck



Magic
Resistance

Neliras



Chosen of Chaos

Luck of all hero's troops is increased by 1. Also, enemy hero can not use Tactics ability in combat.



16-23
Imps



9-11
Horned
Demons



0-1
Hell
Hounds



Basic
Gating



Basic
Attack



Tactics

Biara is based on Nymus
Veyer is based on Marbas
Kha-Beleth is based on Agrael

Knights

Godric



Paragon Knight

The effect of Benediction increases as hero gains new levels. Mana used for casting Light Magic spells are reduced by 1.



22-32 Peasants



7-9 Archers



0-2 Footmen



Basic Counter-strike



Basic Leadership



Benediction



Basic Light Magic



Divine Strength

Isabel



Suzerain

Hero contributes 250 gold pieces in kingdom treasury per day. Hero has a 2% per level discount for troop training in Haven towns.



22-32 Peasants



7-9 Archers



0-2 Footmen



Basic Counter-strike



Advanced Leadership

Dougal



Archer Commander

All Archers and Marksmen in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



7-8 Archers



7-8 Archers



7-8 Archers



Basic Counter-strike



Basic Attack

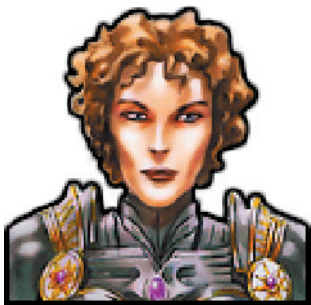


Archery



Ammo Cart

Ellaine



Beloved of the People

All Peasants and Conscripts in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level. Also, all Peasants earn another +1 gold piece in kingdom treasury every day, in addition to their Tax Payer ability.



22-32 Peasants



22-32 Peasants



22-32 Peasants



Basic Counter-strike



Basic Leadership



Recruitment

Irina



Griffon Trainer

All Griffins and Imperial Griffins in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level. Griffins get Battle Dive Ability.



22-32 Peasants



7-9 Archers



1 Griffin



Basic Counter-strike



Basic Luck



Magic Resistance

Knights

Klaus



Cavalry Commander
Cavaliers and Paladins in hero's army get additional jousting bonus as hero gains new levels. Hero's "Retaliation Strike" ability is more powerful.



22-32 Peasants

7-9 Archers

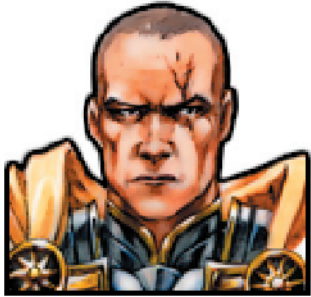
0-2 Footmen

Basic Counter-strike

Retaliation Strike

Basic Attack

Lazlo



Infantry Commander
All Footmen and Squires in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



2-3 Footmen

2-3 Footmen

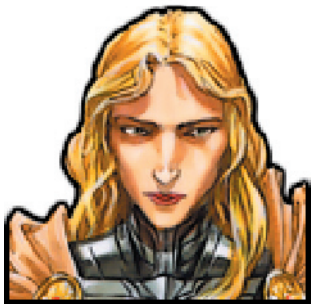
2-3 Footmen

Basic Counter-strike

Basic Defense

Vitality

Maeve



Windrider
The effect of Haste spell is increased by 1% for every hero level.



22-32 Peasants

7-9 Archers

0-2 Footmen

Basic Counter-strike

Basic Attack

Tactics

Basic Leadership

Haste

Rutger



Pathfinder
Hero's movement points are increased by 1% per every two hero level.



22-32 Peasants

7-9 Archers

0-2 Footmen

Basic Counter-strike

Basic Logistics

Pathfinding

Vessel of Shalassa

Vittoria



Siege Engineer
Ballistae receive +1 to their attack for every level of hero. Catapult's chance to hit the wall is increased by 2% for every hero level.



22-32 Peasants

7-9 Archers

0-2 Footmen

Basic Counter-strike

Basic War Machines

Ballista

Ballista (War Machine)

Necromancers

Markal



Death Lord

All neutral undead creatures will join hero's army. The number joining army is 50% of initial number + 2% per hero level.



20-29
Skeletons



Basic
Necro-
mancy



9-11
Zombies



Basic
Leadership



0-2
Ghosts



Diplomacy

Deidre



Banshee

The effect of Banshee Howl ability increases as hero gains new levels.



20-29
Skeletons



Basic
Necro-
mancy



9-11
Zombies



Banshee
Howl



0-2
Ghosts



Basic
Dark
Magic

Kaspar



Embalmer

The First Aid Tent will heal 5 more hit points per hero level. The damage in case of Plague Tent ability is also increased.



20-29
Skeletons



Basic
Necro-
mancy



9-11
Zombies



Basic
War
Machines



0-2
Ghosts



First Aid



First Aid
Tent

Lucretia



Vampire Princess

All Vampires and Vampire Lords in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



20-29
Skeletons



Basic
Necro-
mancy



9-11
Zombies



Basic
Sorcery



1 Vampire



Mana
Regeneration

Naadir



Soulhunter

Every time the group of enemy creatures dies it is replaced by the group of friendly Manes on the time of combat. The number of the Manes depends on hero's level.



20-29
Skeletons



Basic
Necro-
mancy



9-11
Zombies



Basic
Summoning
Magic



0-2
Ghosts



Basic
Dark
Magic

Necromancers

Orson



Zombie Lord

All Zombies and Plague Zombies in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



Basic Necromancy



Basic Defense



Vitality

Raven



Souldrinker

The Curse of Weakness spell not only lowers creature's damage, but also reduces creature's defense by 1 for every three levels of hero, starting on first level.



Basic Necromancy



Basic Destructive Magic



Basic Dark Magic



Weakness

Vladimir



Reanimator

The Raise Dead spell has increased effect. The spellpower of this spell is increased by 1 for every three levels of hero, starting on first level.



Basic Necromancy



Basic Summoning Magic



Master of Life



Animate Dead

Zoltan



Spellwinger

If enemy hero casts any spell, it can be blocked in his or her spellbook making it impossible to cast that spell again in this combat. The probability of blocking increases as hero gains new levels. The higher the spell's circle, the harder it is to block it.



Basic Necromancy



Basic Enlightenment



Arcane Intuition

Rangers

Findan



Storm of Arrows

Arrow barrage of the enemy ranks at the start of every battle, total damage depends on hero level.



10-14 Pixies



Basic Avenger



Ammo Cart



5-7 Blade Dancers



Basic Attack



0-1 Hunters



Tactics

Anwen



Sword of Sylvanna

All Sylvan creatures under hero's command inflict +2% more damage to favoured enemy for every hero's level



10-14 Pixies



Basic Avenger



5-7 Blade Dancers



Basic Defense



0-1 Hunters



Protection

Diraal



Swarm Queen

Wasp Swarm spell is more effective depending on hero level.



10-14 Pixies



Basic Avenger



Wasp Swarm



5-7 Blade Dancers



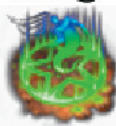
Basic Summoning Magic



Favoured enemy: Imps



0-1 Hunters



Master of Conjuraton

Gilraen



Blade Master

All Blade Dancers and War Dancers in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



5-7 Blade Dancers



Basic Avenger



5-7 Blade Dancers



Basic Defense



5-7 Blade Dancers



Protection

Osir



Master of the Hunt

All Hunters and Master Hunters in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



1-2 Hunters



Basic Avenger



1-2 Hunters



Basic Luck



1-2 Hunters



Magic Resistance

Rangers

Talanar



Elven Fury

Blade Dancer, War Dancer, Hunter, Master Hunter, Druid, Druid Elder get Enraged ability.



10-14 Pixies



Basic Avenger



Ballista (War Machine)



5-7 Blade Dancers



Basic Leadership



0-1 Hunters



Recruitment

Vinrael



Battle-hardened

All experience that hero gains after battles is increased by 2% per hero level.



10-14 Pixies



Basic Avenger



5-7 Blade Dancers



Basic Enlightenment



0-1 Hunters



Intelligence

Wynzaal



Swift Striker

Creature's in hero's army have a 2% bonus to their initiative on the start of combat.



10-14 Pixies



Basic Avenger



5-7 Blade Dancers



Basic Attack



0-1 Hunters



Tactics

Ylthin



Unicorn Maiden

All Unicorns and Silver Unicorns in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



10-14 Pixies



Basic Avenger



First Aid Tent



5-7 Blade Dancers



Basic Light Magic

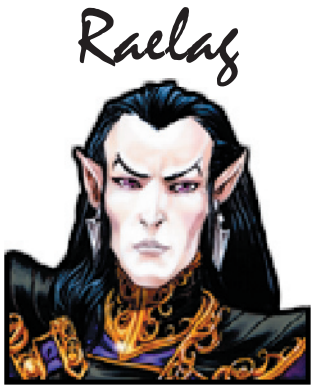


1 Unicorn



Master of Blessings

Warlocks



Raelas

Intimidate

Enemy units have penalty to initiative, depending on hero level.



7-10 Scouts



3 Blood Maidens



0-1 Minotaurs



Basic Irresistible Magic



Basic Defense



Vitality



Slow



Shadya

Shadow Dancer

Less damage is suffered from distant attacks, reduction depends on hero level.



7-10 Scouts



3 Blood Maidens



0-1 Minotaurs



Basic Irresistible Magic



Basic Defense



Evasion



First Aid Tent



Erina

Coven Mistress

Shadow Witches and Shadow Matriarchs have a chance to make a free additional shot at the hero's current target. Chance increases depending on hero level.



7-10 Scouts



3 Blood Maidens



0-1 Minotaurs



Basic Irresistible Magic



Basic Destructive Magic



Basic Attack



Ammo Cart



Kythra

Slave Driver

Specializes in Minotaurs. All Minotaurs and Minotaur Guards in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



1-2 Minotaurs



1-2 Minotaurs



1-2 Minotaurs



Basic Irresistible Magic



Basic Leadership



Estates



Lethos

Poison Master

Enemy units may enter the combat already poisoned, chances depend on hero level.



7-10 Scouts



3 Blood Maidens



0-1 Minotaurs



Basic Irresistible Magic



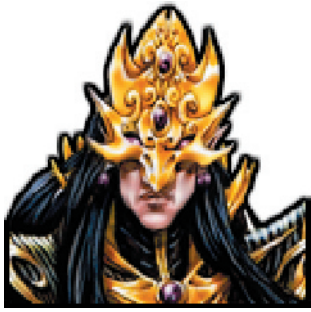
Basic Dark Magic



Decay

Warlocks

Sinitar



Catalyst

Empowered spells mana cost is reduced according to hero level.



7-10 Scouts



3 Blood Maidens



0-1 Minotaurs



Basic Irresistible Magic



Eldritch Arrow



Empowered Spells



Basic Destructive Magic

Sorgal



Lizard Breeder

Specializes in Raiders. Raiders's special attack Lizard Bite deals more damage, depending on hero level.



7-10 Scouts



3 Blood Maidens



0-1 Minotaurs



Basic Irresistible Magic



Basic Attack



Battle Frenzy

Vayshan



Black Hand

Specializes in Scouts. Scouts and Assassins in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



7-10 Scouts



7-10 Scouts



7-10 Scouts



Basic Irresistible Magic



Basic Luck



Soldier's Luck

Yrbeth



Dark Mystic

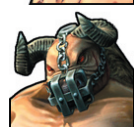
Dark Ritual ability is more powerful, enabling the hero to regenerate mana even beyond the normal max mana cap. Amount regenerated over the cap depends on hero level.



7-10 Scouts



3 Blood Maidens



0-1 Minotaurs



Basic Irresistible Magic

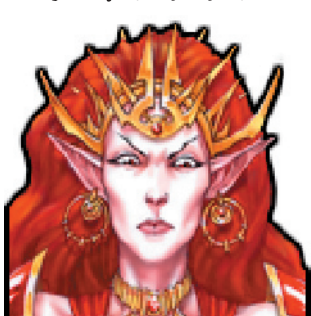


Dark Ritual



Basic Dark Magic

Yrwanna



Blood Mistress

Specializes in Blood Maidens. Blood Maidens and Blood Furies in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



3 Blood Maidens



3 Blood Maidens



3 Blood Maidens



Basic Irresistible Magic



Basic Enlightenment



Intelligence

Wizards

Zehir



Master of Elements

Every time a friendly stack dies, a group of elementals enters combat at hero's side. Number of elementals increases depending on hero level. In addition, Summon Elements and Summon Phoenix spells casted by the hero are more powerful.



21-26 Gremlins



8-10 Stone Gargoyles



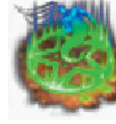
0-3 Iron Golems



Basic Artificer



Basic Summoning Magic



Master of Conjunction



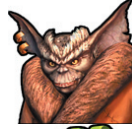
Summon Elements

Faiz



Disrupter

Specializes in Curse of Vulnerability so that the spell not only decreases the defense of the target, but also inflicts damage. Damage inflicted depends on hero level.



21-26 Gremlins



8-10 Stone Gargoyles



0-3 Iron Golems



Basic Artificer



Basic Dark Magic



Master of Pain



Vulnerability

Galib



Spell Twister

The Spell Twister ability increases the chance that redirected enemy spells land on one of the enemy units instead of going in a random direction.



21-26 Gremlins



8-10 Stone Gargoyles



0-3 Iron Golems



Basic Artificer



Magic Mirror



Basic Luck

Havez



Gremlin Master

Specializes in Gremlins. Gremlins and Master Gremlins in the hero's army gain +1 to their attack and defense for every 2 levels of the hero, starting on first level.



19-21 Gremlins



19-21 Gremlins



19-21 Gremlins



Basic Artificer



Basic War Machines



Tactics



Ammo Cart



Ballista



First Aid Tent

Ishara



Windspeaker

Hero has increased initiative in combat depending on hero level



21-26 Gremlins



8-10 Stone Gargoyles



0-3 Iron Golems



Basic Artificer



Basic Sorcery



Arcane Training



Eldritch Arrow

Wizards

Narxes



Mentor

Specializes in Mage. Mage and Archmage are more efficient depending on hero level



21-26 Gremlins



Basic Artificer



8-10 Stone Gargoyles



Basic Enlightenment



1 Mage



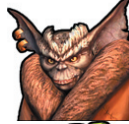
Intelligence

Nathir



Flame Wielder

Effective Spell-power of the hero is increased when casting fire-based spells. Modifier depends on hero level.



21-26 Gremlins



Basic Artificer



Fireball



8-10 Stone Gargoyles



Basic Destructive Magic



0-3 Iron Golems



Master of Fire

Nur



Mystic

Hero is able to restore mana in combat gradually by himself. Restoration speed depends on hero level.



21-26 Gremlins



Basic Artificer



8-10 Stone Gargoyles



Basic Sorcery



0-3 Iron Golems



Mana Regeneration

Razzak



Golem Crafter

Specializes in Golems. Iron Golems and Steel Golems in hero's army gain +1 to their attack and defense for every two levels of the hero, starting on first level.



2-3 Iron Golems



Basic Artificer



2-3 Iron Golems



Basic Defense



2-3 Iron Golems



Vitality

Temkhan



Master of the Sands

Caster transforms the local time continuum, changing the order of creatures' actions at the start of combat. The intensity of the transformation depends on the hero's level.



21-26 Gremlins



Basic Artificer



Slow



8-10 Stone Gargoyles



Basic Sorcery



0-3 Iron Golems



Magic Insight

Maahir is based on Nur
Cyrus is based on Galib