



# Attack

# Dark Magic



## Basic Attack

Increases damage dealt by your creatures in melee combat by 5%.



## Basic Dark Magic

Allows hero to learn Dark Magic spells of the third circle and makes Dark Magic more effective overall.

## Advanced Attack

Increases damage dealt by your creatures in melee combat by 10%.



## Advanced Dark Magic

Allows hero to learn Dark Magic spells of the fourth circle and makes Dark Magic even more effective.

## Expert Attack

Increases damage dealt by your creatures in melee combat by 15%.



## Expert Dark Magic

Allows hero to learn Dark Magic spells of the fifth circle and gives maximum power to Dark Magic.

## Archery

Increases damage dealt by hero's creatures in ranged combat by 20%.



## Master of Curses

Grants mass effects to Weakness and Suffering spells, but doubles the casting cost of these spells. Hero wastes only half of his current initiative to cast these spells

## Battle Frenzy

Minimum and maximum damage inflicted by each creature under hero's control is increased by 1. Especially effective for armies of low level creatures.



## Master of Mind

Grants mass effects to Slow and Confusion spells, but doubles the casting cost of these spells. Hero wastes only half of his current initiative to cast these spells

## Tactics

Increases the area in which the hero can rearrange creatures before combat



## Master of Pain

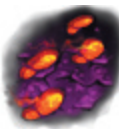
Grants area effects to Decay and Vulnerability spells, but doubles the casting cost of these spells. Hero wastes only half of his current initiative to cast these spells

## Cold Steel

The hero enhances weapons of all troops in his or her army to strike with additional ice powers (Not only undead creatures receive these enchantments).

**Necromancer:** Battle Frenzy

**Wizard:** Flaming Arrows, Mark of the Wizard (Artificer)



## Corrupted Soil

The hero calls upon forces of nature to affect enemy melee-attacking creatures. Any time an enemy creature moves it will receive fire damage. Inflicted damage equals hero's level.

**Necromancer:** Spirit Link, Dark Revelation (Enlightenment)

**Ranger:** Master of Mind

## Excruciating Strike

Excruating Strike improves Mark of the Damned ability. There's a 40% chance that a Mark of the Damned performed by Demon Lord will deal double damage to a target.

**Demon Lord:** Battle Frenzy, Mark of the Damned (Gating)



## Dark Renewal

Should it happen that any magic spell is resisted by target, the hero gains back all the mana spent to cast that spell.

**Demon Lord:** Master of Mind, Weakening Strike

**Warlock:** Master of Mind

**Wizard:** Seal of Darkness, Fiery Wrath (Destructive Magic)

## Flaming Arrows

Ballista under hero's command negates enemy defense and deals additional elemental fire damage.

**Ranger:** Nature's Wrath, Deadeye Shot (Avenger)

**Wizard:** Archery



## Fallen Knight

Dedicated to learning all the secrets of Dark Magic, the Knight becomes a pariah among his or her own kind. Troops under knight's control suffer -1 penalty to morale, but all Dark Magic spells cast by the Knight are now more powerful (effective Spellpower is +5 for casting those spells).

**Knight:** Master of Curses

## Nature's Wrath

All Sylvan creatures in Ranger's army gain +1 to maximum damage.

**Ranger:** Battle Frenzy



## Seal of Darkness

Enemy hero is forced to spend twice more mana to cast Dark Magic spells in combat.

**Ranger:** Corrupted Soil, Imbue Arrow (Avenger)

**Wizard:** Master of Mind

## Power of Speed

Hero acquires Haste spell and the ability to cast it with no cost.

**Demon Lord:** Excruciating Strike

**Knight:** Retribution, Last Stand (Defense), Weakening Strike (Dark Magic)

**Necromancer:** Cold Steel, Eternal Servitude (Necromancy)

**Warlock:** Tactics



## Spirit Link

Grants a Necromancer the ability to tie his or her own spirit to the spirits of any creatures on the battlefield. If linked creatures receive any damage the Necromancer will gain some mana, feeding upon those creatures' suffering.

**Necromancer:** Master of Curses

## Retribution

Troops under hero's control deal increased amount of damage according to their moral state.

**Knight:** Expert Trainer

**Warlock:** Power of Speed, Empowered Spells (Irresistible Magic)



## Weakening Strike

Weakening Strike improves Mark of the Damned ability. Now Mark of the Damned not only damages the target, but also curses it with a Weakness spell.

**Demon Lord:** Mark of the Damned (Gating)

























**Knight:** Fallen Knight, Aura of Swiftmess (Leadership)



# Defense

# Destructive Magic



<p><b>Basic Defense</b> Decreases damage dealt to your creatures in melee combat by 10%.</p>			<p><b>Basic Destructive Magic</b> Allows hero to learn Destructive Magic spells of the third circle and makes Destructive Magic more effective overall.</p>
<p><b>Advanced Defense</b> Decreases damage dealt to your creatures in melee combat by 20%.</p>			<p><b>Advanced Destructive Magic</b> Allows hero to learn Destructive Magic spells of the fourth circle and makes Destructive Magic even more effective.</p>
<p><b>Expert Defense</b> Decreases damage dealt to your creatures in melee combat by 30%.</p>			<p><b>Expert Destructive Magic</b> Allows hero to learn Destructive Magic spells of the fifth circle and gives maximum power to Destructive Magic.</p>
<p><b>Evasion</b> Decreases damage dealt to your creatures by ranged attacks by 20%.</p>			<p><b>Master of Fire</b> Grants armor-damaging effect to Fireball and Armageddon spells. Creatures affected by these spells suffer additional -50% defense penalty.</p>
<p><b>Protection</b> Decreases damage dealt to your creatures by magic attacks by 15%.</p>			<p><b>Master of Ice</b> Grants freezing effect to Ice Bolt and Circle of Winter spells.</p>
<p><b>Vitality</b> Increases hit points of all your creatures by 2 (Particularly effective for large armies)</p>			<p><b>Master of Storms</b> Grants stunning effect to Lightning Bolt and Chain Lightning (first target only) spells.</p>
<p><b>Chilling Bones</b> Enhances all undead troops under Necromancer's control with powerful ice enchantments. Any enemy creature which engages in melee combat with those troops will receive ice damage. <i>Necromancer:</i> Protection</p>			<p><b>Cold Death</b> Makes Necromancer's spells Ice Bolt and Circle of Winter more powerful. Those spells will kill at least one creature, if that creature has no Immunity to Cold. <i>Necromancer:</i> Master of Ice</p>
<p><b>Hellwrath</b> Hellwrath improves Hellfire ability. Additional fire damage to enemy creatures will be dealt on retaliation strikes as well. <i>Demon Lord:</i> Evasion, Hellfire (Gating)</p>			<p><b>Fiery Wrath</b> Additional elemental fire damage is dealt to enemy units on all melee and ranged attacks. <i>Knight:</i> Master of Fire, Expert Trainer (Counterstrike) <i>Wizard:</i> Sap Magic, Mark of the Wizard (Artificer)</p>
<p><b>Last Stand</b> All troops under hero's control are blessed with amazing vitality. If enemy creatures attack the hero's troops and kill them all, the last of the troops will survive the attack with 1 hit point. <i>Knight:</i> Stand Your Ground, Aura of Swiftmess (Leadership) <i>Ranger:</i> Vitality</p>			<p><b>Mana Burst</b> The hero calls upon the forces of nature to affect enemy casters. Any time an enemy creature casts a spell it will receive fire damage. Inflicted damage equals hero's level. <i>Demon Lord:</i> Hellfire (Gating), Arcane Brilliance (Sorcery) <i>Ranger:</i> Master of Fire <i>Warlock:</i> Secrets of Destruction, Retribution (Attack)</p>
<p><b>Power of Endurance</b> Hero acquires Endurance spell and the ability to cast it with no cost. <i>Warlock:</i> Vitality <i>Wizard:</i> Resistance, Magic Mirror (Artificer)</p>			<p><b>Sap Magic</b> Damage dealt by enemy spells is reduced by 20%. <i>Wizard:</i> Magic Mirror (Artificer)</p>
<p><b>Resistance</b> Hero gains +2 defense permanently. <i>Necromancer:</i> Chilling Bones, Skeleton Archers (Necromancy) <i>Warlock:</i> Protection, Power of Endurance' <i>Wizard:</i> Protection</p>			<p><b>Searing Fires</b> Searing Fires improves Hellfire ability. Fire damage dealt to enemy creatures by Hellfire ability is increased by 50%. <i>Demon Lord:</i> Master of Fire, Hellfire (Gating)</p>
<p><b>Stand Your Ground</b> Troops under hero's control get +60% bonus to their defense carrying out the Defend command. <i>Demon Lord:</i> Hellwrath <i>Knight:</i> Vitality <i>Ranger:</i> Last Stand, Familiar Ground (Logistics)</p>			<p><b>Secrets of Destruction</b> Hero gains +2 Knowledge permanently and randomly acquires one damaging spell of 1st to 3rd circle that is not yet in hero's spellbook. <i>Necromancer:</i> Cold Death, Arcane Excellence (Sorcery) <i>Ranger:</i> Mana Burst, Imbue Arrow (Avenger) <i>Warlock:</i> Dark Ritual (Irresistible Magic)</p>

<sup>1</sup>Note that theses requirements would make the skill unattainable for Warlocks!



# Enlightenment



# Leadership

<p><b>Basic Enlightenment</b> Hero receives +1 to one of his primary stats for every four levels including the levels already got and + 10% bonus to the experience gained from combat<sup>1</sup>.</p>			<p><b>Basic Leadership</b> Increases moral of all creatures in hero's army by 1.</p>
<p><b>Advanced Enlightenment</b> Hero receives +1 to one of his primary stats for every three levels including the levels already got and + 20% bonus to the experience gained from combat<sup>1</sup>.</p>			<p><b>Advanced Leadership</b> Increases moral of all creatures in hero's army by 2.</p>
<p><b>Expert Enlightenment</b> Hero receives +1 to one of his primary stats for every two levels including the levels already got and + 30% bonus to the experience gained from combat<sup>1</sup>.</p>			<p><b>Expert Leadership</b> Increases moral of all creatures in hero's army by 2.</p>
<p><b>Arcane Intuition</b> Allows hero to learn an unknown spell used by an enemy hero or creature in combat (hero must be able to learn the spell with regards to school, level, etc.).</p>			<p><b>Diplomacy</b> Allows hero to effectively negotiate with hostile creatures. Increases chances and reduces costs of creatures that wish to join your army.</p>
<p><b>Intelligence</b> Increases normal maximum mana by 50%.</p>			<p><b>Estates</b> Hero contributes 250 gold pieces per day to your cause.</p>
<p><b>Scholar</b> Allows heroes to teach each other various spells, effectively trading spells between spell books.</p>			<p><b>Recruitment</b> Increases weekly growth of 1st, 2nd and 3rd level creatures by +3, +2 and +1 respectively. Hero must be stationed within the friendly town on the last day of the week for effect to take place.</p>
<p><b>Arcane Exaltation</b> Delving deep into the secrets of spellcraft, hero gains +2 Spellpower permanently. <b>Demon Lord:</b> Scholar <b>Ranger:</b> Know Your Enemy, Deadeye Shot (Avenger)</p>			<p><b>Artificial Glory</b> War Machines and Golems are now affected by positive morale effects (negative morale does not apply). <b>Wizard:</b> Estates</p>
<p><b>Dark Revelation</b> Hero qualifies for additional free level up. <b>Demon Lord:</b> Arcane Exaltation <b>Necromancer:</b> Lord of the Undead, Skeleton Archers (Necromancy) <b>Warlock:</b> Arcane Intuition</p>			<p><b>Aura of Swiftnes</b> Combat movement speed of all units in hero army is increased by +1. <b>Knight:</b> Divine Guidance, Benediction (Counterstrike) <b>Warlock:</b> Recruitment</p>
<p><b>Graduate</b> Being so keen to learn, the hero is granted +2 Knowledge and an additional bonus of +1000 experience. <b>Knight:</b> Scholar <b>Wizard:</b> Wizard's Reward</p>			<p><b>Battle Commander</b> Adds +2 to Ranger's attack permanently. War Dancers join the Ranger's army to fight for his or her cause. The number of War Dancers depends upon the number of the week. <b>Ranger:</b> Recruitment</p>
<p><b>Know Your Enemy</b> The chance of inflicting a critical hit using "Avenger" skill is increased by +10% <b>Ranger:</b> Arcane Intuition</p>			<p><b>Gate Master</b> Gating ability becomes more potent, bringing 20% more reinforcements than normal. <b>Demon Lord:</b> Recruitment</p>
<p><b>Lord of the Undead</b> The Necromancer receives +1 to Knowledge due to his or her intimate understanding of Death. The Necromancy skill is also increased by 5%. <b>Necromancer:</b> Scholar</p>			<p><b>Divine Guidance</b> The Knight receives the special combat ability to encourage his troops on a battlefield, making their turns come faster. <b>Knight:</b> Retaliation Strike (Counterstrike)</p>
<p><b>Wizard's Reward</b> Hero gains +2 to Spellpower permanently, plus an extra 1000 gold as a one-time bonus. <b>Knight:</b> Graduate <b>Warlock:</b> Dark Revelation, Elemental Vision (Irresistible Magic) <b>Wizard:</b> Scholar</p>			<p><b>Herald of Death</b> All neutral creatures which join the Necromancer's army will be automatically transformed into the undead creatures of their respective level. <b>Necromancer:</b> Recruitment</p>

<sup>1</sup> This seems to be bugged, so you only get half the amount of extra experience you should



# Light Magic

## Basic Light Magic

Allows hero to learn Light Magic spells of the third circle and makes Light Magic more effective overall.



## Basic Logistics

Increases hero's movement speed over land by 10%.

## Advanced Light Magic

Allows hero to learn Light Magic spells of the fourth circle and makes Light Magic even more effective.



## Advanced Logistics

Increases hero's movement speed over land by 20%.

## Expert Light Magic

Allows hero to learn Light Magic spells of the fifth circle and gives maximum power to Light Magic.



## Expert Logistics

Increases hero's movement speed over land by 30%.

## Master of Abjuration

Grants mass effects to Deflect Missile and Endurance spells, but doubles the casting cost of these spells. Hero wastes only half of his current initiative to cast these spells



## Navigation

Increases hero's movement speed at sea by 50%.

## Master of Blessings

Grants mass effects to Divine Strength and area effect to Cleansing spells, but doubles the casting cost of these spells. Hero wastes only half of his current initiative to cast these spells



## Pathfinding

Reduces penalty for moving through rough terrain by 50%.

## Master of Wrath

Grants mass effects to Righteous Might and Haste spells, but doubles the casting cost of these spells. Hero wastes only half of his current initiative to cast these spells



## Scouting

Hero receives +4 to his range of view and gets an ability to see precise number of creatures in neutral troops, in enemy armies, towns and garrisons within his range of view.

## Fire Resistance

Creatures under Hero's control receive only 50% damage from all fire-based attacks and are immune to armor damaging effects of Master of Fire ability.

**Demon Lord:** Master of Abjuration, Hellfire (Gating)

**Ranger:** Storm Wind, Imbue Arrow (Avenger)



## Death March

All hero's troops gain +4 speed during the siege of an enemy castle

**Knight:** Familiar Ground, Expert Trainer (Counterstrike)

**Necromancer:** Pathfinding

**Warlock:** Teleport Assault, Dark Ritual (Irresistible Magic)

## Guardian Angel

When all the knight's troops fall dead in combat, an Angel, summoned on a field of battle, resurrects the most powerful group of dead creatures and disappears.

**Knight:** Master of Blessings



## Familiar Ground

All creatures in hero (Knight or Ranger) army receive +1 for movement speed if the battle is taking place on grassy terrain

**Knight:** Pathfinding

**Ranger:** Silent Stalker

## Refined Mana

Casters in hero army will spend only half the required mana cost to cast spells.

**Knight:** Guardian Angel, Benediction (Counterstrike)

**Warlock:** Master of Wrath

**Wizard:** Suppress Light, Tremors (War Machines), Dark Renewal (Dark Magic)



## March of the Golems

All golems under hero's command have their speed and initiative increased by +2.

**Wizard:** Pathfinding

## Storm Wind

The Ranger calls upon the forces of nature to affect enemy flying creatures. Initiative and Speed of all enemy flyers is decreased by 1.

**Ranger:** Master of Wrath



## Silent Stalker

The enemy will see only the strongest creature in hero's army with no number at all.

**Necromancer:** Death March

**Ranger:** Scouting

## Suppress Light

Enemy hero is forced to spend twice more mana to cast Light Magic spells in combat.

**Wizard:** Master of Abjuration



## Swift Gating

The Demon Lord masters the ways of transferring creatures from the infernal plane and back. Gating becomes 50% quicker than normal.<sup>1</sup>

**Demon Lord:** Pathfinding

## Twilight

Increases Spellpower: +3 for all spells of dark and light magic schools

**Necromancer:** Master of Blessings

**Warlock:** Refined Mana, Dark Ritual (Irresistible Magic)



## Teleport Assault

Hero acquires Teleportation spell and the ability to cast it with assault effect, increasing the initiative of creature being teleported.

**Demon Lord:** Swift Gating, Consume Corps (Gating)

**Warlock:** Scouting

**Wizard:** March of the Golems, Mark of the Wizard (Artificer)

<sup>1</sup>Only makes the creatures gating in reinforcements get their next turn 50% sooner. Doesn't affect creatures gated in.



# Luck

# Sorcery



## Basic Luck

Increases luck of all creatures in hero's army by 1.



## Basic Sorcery

Speeds up hero's casting in combat. Interval between two consecutive spell casts is reduced by 10%.

## Advanced Luck

Increases luck of all creatures in hero's army by 2.



## Advanced Sorcery

Speeds up hero's casting in combat. Interval between two consecutive spell casts is reduced by 20%.

## Expert Luck

Increases luck of all creatures in hero's army by 2.



## Expert Sorcery

Speeds up hero's casting in combat. Interval between two consecutive spell casts is reduced by 30%.

## Magic Resistance

Increases magic resistance of all creatures in hero's army by 15%. Creatures are more likely to avoid enemy magic.



## Arcane Training

Reduces casting costs of all spells by 20%.

## Resourcefulness

In the course of adventures the hero tends to find more gold and resources and be more lucky overall.



## Magic Insight

Allows a hero to learn magic spells of the third circle regardless of actual skills in the respective schools of magic.

## Soldier's Luck

Guarantees that useful combat abilities of creatures in hero's army (like Squires's Shield Bash, for example) will trigger more often.



## Mana Regeneration

Doubles mana regeneration

## Dead Man's Curse

The hero has gained an ability to affect the Luck of enemy creatures. The Luck of all enemy troops is decreased by 1.

**Demon Lord:** Swarming Gate, Dark Renewal (Dark Magic)

**Necromancer:** Banshee Howl (Necromancy)

**Ranger:** Elven Luck, Rain of Arrows (Avenger)



## Arcane Brilliance

Adds +2 to hero's Spellpower permanently. Hero also receives a new spell in his or her spell book.

**Demon Lord:** Soulfire, Elemental Balance (Summoning Magic)

**Ranger:** Mana Regeneration

## Elven Luck

The Luck bonus to damage is increased by 25%.

**Ranger:** Soldier's Luck



## Arcane Excellence

Showing excellent progress in the field of sorcery, the hero is granted +2 Spellpower permanently and +100 temporary mana.

**Knight:** Arcane Training, Benediction (Counterstrike)

**Necromancer:** Boneward, Eternal Servitude (Necromancy)

## Spoils of War

From each victorious battle, the hero will salvage some gold and resources as spoils of war.

**Knight:** Tear of Asha Vision, Wizard's Reward (Enlightenment)

**Wizard:** Resourcefulness



## Boneward

Damage inflicted by any Destructive Magic spells to all undead troops under Necromancer's command is reduced by 20%.

**Necromancer:** Magic Insight

## Swarming Gate

There's a 15-30% (depending on hero luck) chance that the gated stack will summon twice as many reinforcements as normal.

**Demon Lord:** Soldier's Luck



## Counterspell

Special combat ability. Negates all effects of the next spell cast by the enemy, but drains twice the mana cost of that spell.

**Ranger:** Arcane Brilliance, Arcane Exaltation (Enlightenment), Fire Warriors (Summoning Magic)

**Warlock:** Erratic Mana, Mana Burst (Destructive Magic), Resistance (Defense)

**Wizard:** Arcane Training

## Tear of Asha Vision

The hero now 'feels' the location of the Tear of Asha in his or her very heart. Digging for a Tear of Asha somewhere around its actual location is much more likely to be a success.

**Knight:** Resourcefulness

**Warlock:** Warlock's Luck, Death March (Logistics)

**Wizard:** Tear of Asha Vision, Consume Artifact (Artificer)



## Erratic Mana

Mana cost of spells cast by the hero is randomly reduced by up to 50% (actual reduction is determined while casting is in progress).

**Warlock:** Mana Regeneration

**Wizard:** Counterspell, Magic Mirror (Artificer)

## Warlock's Luck

Luck rolls will now be applied to destructive spells cast by the hero, thus allowing a chance for double damage from spells.

**Warlock:** Soldier's Luck



## Soulfire

As a Demon Lord consumes corpses to restore mana, corpses may suddenly explode in a burst of fire, damaging all adjacent units including those under hero's control.

**Demon Lord:** Consume Corpse (Gating)

# Summoning Magic

# War Machines

## Basic Summoning Magic

Allows hero to learn Summoning Magic spells of the third circle and makes Summoning Magic more effective overall.



## Basic War Machines

Makes war machines more effective overall. Increases Attack, defense and Damage of Ballistae. Increases Catapult's Damage and grants it a 30% chance to hit. The First Aid Tent receives increased Healing Power. Ammo Cart gains an ability to increase Attack of ranged units in hero's army by 1.

## Advanced Summoning Magic

Allows hero to learn Summoning Magic spells of the fourth circle and makes Summoning Magic even more effective.



## Advanced War Machines

Increases Attack, defense and Damage of Ballistae. Grants Catapult a 40% chance to hit. The First Aid Tent receives increased Healing Power. Ammo Cart gains an ability to increase Attack of ranged units in hero's army by 2.<sup>1</sup>

## Expert Summoning Magic

Allows hero to learn Summoning Magic spells of the fifth circle and gives maximum power to Summoning Magic.

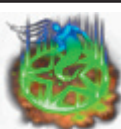


## Expert War Machines

Increases Attack, defense and Damage of Ballistae. Grants Catapult a 50% chance to hit. The First Aid Tent receives increased Healing Power. Ammo Cart gains an ability to increase Attack of ranged units in hero's army by 3.<sup>1</sup>

## Master of Conjunction

Makes Conjure Phoenix and Summon Elementals spells more powerful (effective Spellpower increases by 4 for casting those spells).



## Ballista

Allows manual control of the Ballista. Ballista gains one extra shot. Restores the Ballista after the battle if it was destroyed

## Master of Earthblood

Makes Fire Trap and Earthquake spells more powerful (effective Spellpower increases by 4 for casting those spells).



## Catapult

Allows manual control of the Catapult. Catapult gains one extra shot. Restores ammo cart after the battle if it was destroyed

## Master of Life

Makes Fist of Wrath and Raise Dead spells more powerful (effective Spellpower increases by 4 for casting those spells).



## First Aid

Allows manual control of the First Aid Tent. Restores the First Aid Tent after the battle if it was destroyed

## Banish

Special combat ability. Unsummons part of the summoned or gated stack.

**Necromancers:** Secrets of Destruction (Destructive Magic), Banshee Howl (Necromancy)

**Wizard:** Master of Conjunction



## Brimstone Rain

Catapult gains another extra shot (up to 3 consecutive shots in turn if hero is proficient with catapults).

**Demon Lord:** Catapult

## Elemental Balance

Superb knowledge of summoning magic allows the knight to counterbalance the combat situation when battling against skilled summoners. Each time the enemy uses the Summon Elementals spell, a small group of elementals of opposite alignment is automatically summoned to fight for the knight's cause.

**Demon Lord:** Fire Warriors, Tremors (War Machines)

**Knight:** Master of Conjunction, Expert Trainer (Counterstrike)



## Imbue Ballista

Imbue Arrow ability will now affect Ballistae as well. All Ballistae shots will carry Ranger's enchantments and therefore drain Ranger's mana.

**Ranger:** Ballista

## Exorcism

All Destructive Damage spells against summoned and gated targets deal double the normal damage.

**Warlock:** Master of Conjunction



## Plague Tent

The hero's First Aid Tent receives an ability to damage enemy creatures.

**Necromancers:** First Aid

**Warlock:** Tremors

## Fire Warriors

Hero is granted the knowledge of Summon Elementals spell. Regardless of circumstances this spell will summon Fire Elementals from now on. The number of Elementals summoned is 40% greater than normal.

**Demon Lord:** Master of Conjunction

**Ranger:** Wall of Fog, Fire Resistance (Light Magic)



## Tremors

Hero acquires Earthquake spell and the ability to cast it with shaking effect, damaging and stunning all creatures behind fortress wall

**Demon Lord:** Brimstone Rain, Mark of the Damned (Gating)

**Warlock:** Catapult

**Wizard:** Remote Control, Consume Artifact (Artificer)

## Haunted Mines

After capturing an enemy mine the Necromancer is able to haunt it. Some Ghosts will appear in mine's garrison, the number of summoned Ghosts depends upon the number of the week.

**Necromancers:** Master of Life



## Remote Control

At the beginning of the combat one of the enemy War Machines comes under your control.

**Wizard:** Catapult

## Wall of Fog

The Ranger calls upon the forces of nature to affect enemy ranged-attacking creatures. Initiative of all enemy shooters is decreased by 10% and their damage is decreased by 10%.

**Ranger:** Master of Earthblood

**Wizard:** Banish, Mark of the Wizard (Artificer)




## Triple Ballista

Ballista gains another extra shot (up to 3 consecutive shots total if hero is proficient with ballistas).

**Knight:** Ballista, Retaliation Strike (Counterstrike)

**Ranger:** Imbue Ballista, Rain of Arrows (Avenger)

<sup>1</sup>Text shortened to fit on page

 <h1>Artificer</h1>	<h1>Avenger</h1>	<h1>Counterstrike</h1>
<p><b>Basic Artificer</b> Allows hero to create creature equipment of the first level.</p>	<p><b>Basic Avenger</b> Unique Ranger's skill. Allows Ranger to choose 1 favored enemy from the Avenger's Guild in any Sylvan town. All Ranger's troops will receive a 40% chance to inflict a critical hit upon that creature, giving double damage to it. Before choosing a creature as a favored enemy, the Ranger must kill two whole populations of those creatures.</p>	<p><b>Basic Counterstrike</b> Unique knight's skill. Allows to upgrade human troops up the tier. Only works within Haven towns where Training Grounds facility has been built. Besides, damage dealt by knight's troops on retaliation strikes is increased by 5%.</p>
<p><b>Advanced Artificer</b> Allows hero to create creature equipment of the second level.</p>	<p><b>Advanced Avenger</b> Unique Ranger's skill. Allows Ranger to choose 2 favored enemy [sic] from the Avenger's Guild in any Sylvan town.<sup>2</sup></p>	<p><b>Advanced Counterstrike</b> Damage dealt by knight's troops on retaliation strikes is increased by 10%.<sup>1</sup></p>
<p><b>Expert Artificer</b> Allows hero to create creature equipment of the third level.</p>	<p><b>Expert Avenger</b> Unique Ranger's skill. Allows Ranger to choose 3 favored enemy [sic] from the Avenger's Guild in any Sylvan town.<sup>2</sup></p>	<p><b>Expert Counterstrike</b> Damage dealt by knight's troops on retaliation strikes is increased by 20%.<sup>1</sup></p>
<p><b>Ultimate Artificer</b> Reduces the price of creating creature equipment by half.<sup>1</sup></p>	<p><b>Ultimate Avenger</b> Unique Ranger's skill. Allows Ranger to choose 4 favored enemy [sic] from the Avenger's Guild in any Sylvan town.<sup>2</sup></p>	<p><b>Ultimate Counterstrike</b> Damage dealt by knight's troops on retaliation strikes is increased by 25%.<sup>2</sup></p>
<p><b>Consume Artifact</b> Special combat ability. Allows hero to consume artifacts equipped on friendly creatures to regain mana in combat.</p>	<p><b>Deadeye Shot</b> Grants Ranger an ability to attack any enemy creatures on battlefield. The inflicted damage is 3 times his or her level. If that creature is present in Ranger's favorite enemy list then the critical strike is fulfilled, the damage is doubled and it always kills at least one creature.</p>	<p><b>Benediction</b> The Knight receives special combat ability to temporarily raise the morale, initiative, attack and defense of his troops.</p>
<p><b>Mark of the Wizard</b> Special combat ability. Caster binds himself to the target with Mark of the Wizard so that each subsequent spell striking that target has its effect doubled. Moreover every spell striking another creature will affect this target as well.</p>	<p><b>Imbue Arrow</b> Allows Ranger to enhance his or her arrows with attacking or cursing spells. All Ranger's attacks will now not only inflict damage upon enemy creatures but also will immediately cast an imbued spell, draining Ranger's mana. Imbue Arrow lasts until the end of the fight or until all Ranger's mana is drained.</p>	<p><b>Expert Trainer</b> Troop training in Haven towns costs 10% less than normal. Knight must be stationed within the town with Training Grounds built for this effect to take place.</p>
<p><b>Magic Mirror</b> Every damaging or cursing spell cast by the enemy has a chance to be randomly reflected to some other target, including enemy units.</p>	<p><b>Rain of Arrows</b> Grants Ranger an ability to attack all enemy creatures which are present in his favorite enemy list. The Ranger deals 3 times his or her level damage.</p>	<p><b>Retaliation Strike</b> The knight receives special combat ability to guard any selected creature in his army for one turn by inflicting direct damage to every enemy that is attacking this guarded creature.</p>
<p><b>Arcane Omniscience</b> All spells that are in existence will be written to hero's spellbook and hero will be able to cast them on expert level. Requires Cold Steel (Attack), Erratic Mana (Sorcery), Graduate (Enlightenment &amp; Wall of Fog (Summoning Magic).</p>	<p><b>Nature's Luck</b> Units in hero army always have luck rolled on attacks. Requires Dead Man's Curse (Luck), Stand Your Ground (Defense) &amp; Flaming Arrows (Attack)</p>	<p><b>Unstoppable Charge</b> Hero's Retaliation Strike ability inflicts triple damage. Requires Retaliation Strike, Refined Mana (Light Magic), Death March (Logistics) &amp; Spoils of War (Luck).</p>

<sup>1</sup> Reports indicate that there's a bug and that the ability doesn't do anything.

<sup>2</sup> Text has been shortened to fit in one page. Everything not specified here works as for Basic Avenger

<sup>3</sup> Ultimate Counterstrike doesn't seem to have an icon of its own.



# Gating

# Irresistible Magic Necromancy

**Basic Gating**  
 Unique Demon Lord skill. Imps and Demons (as well as their upgrades) are granted an ability to gate into the infernal plane to bring reinforcements back to the battlefield. Each unit can gate only once per combat. Newly arrived creatures constitute 1/4 of the gated ones and will disappear after the end of the combat.



**Basic Irresistible Magic**  
 Partially negates magic protection and allows hero to deal 20% of normal spell damage to otherwise resistant creatures.<sup>2</sup>



**Basic Necromancy**  
 Unique Necromancer's skill. Allows a Necromancer to raise 5% of fallen enemy living creatures as skeletons.



**Advanced Gating**  
 Imps, Demons, Hell Hounds and Succubi (with upgrades) are granted the ability to gate. Newly arrived creatures constitute 30% of the gated ones.<sup>1</sup>



**Advanced Irresistible Magic**  
 Significantly negates magic protection and allows hero to deal 40% of normal spell damage to otherwise resistant creatures.<sup>2</sup>



**Advanced Counterstrike**  
 Damage dealt by knight's troops on retaliation strikes is increased by 10%.<sup>1</sup>



**Expert Gating**  
 All infernal troops except Devils and Arch Devils are granted the ability to gate. Newly arrived creatures constitute 35% of the gated.<sup>1</sup>



**Expert Irresistible Magic**  
 Negates half of magic protection and allows hero to deal 50% of normal spell damage to otherwise resistant creatures.<sup>2</sup>



**Expert Necromancy**  
 Unique Necromancer's skill. Allows a Necromancer to raise 15% of fallen enemy living creatures as skeletons.



**Ultimate Gating**  
 All infernal troops are granted the ability to gate. Newly arrived creatures constitute 40% of the gated ones.<sup>1</sup>



**Ultimate Irresistible Magic**  
 Drastically negates magic protection and allows hero to deal 75% of normal spell damage to otherwise resistant creatures.<sup>2</sup>



**Ultimate Necromancy**  
 Unique Necromancer's skill. Allows a Necromancer to raise 20% of fallen enemy living creatures as skeletons.



**Consume Corpse**  
 Demon Lord receives special combat ability to consume corpses of fallen creatures to restore mana. Consumed corpses disappear from the battlefield.



**Dark Ritual**  
 Special adventure ability. Hero spends entire day to perform the ritual and regain full mana. Can only be used at the beginning of the day.



**Banshee Howl**  
 Grants a hero an ability to call upon death itself in combat. All enemy living creatures receive -1 to morale, luck and -10% on initiative.



**Hellfire**  
 Creatures under Demon Lord's control are granted a 30% chance to deal additional fire damage on attack. The damage is dependent upon the number of creatures in the stack and the hero's Spellpower. Hellfire drains the Demon Lord's mana.



**Elemental Vision**  
 Allows Warlock to see elements associated with each creature to help him to build and blow up elemental chains.



**Eternal Servitude**  
 The Necromancer receives an ability to raise some of the fallen undead creatures in his or her army after combat.



**Mark of the Damned**  
 Demon Lord receives special combat ability to punish the target enemy creature with a powerful Mark of the Damned if that creature is about to attack, retaliate or cast any spell. Once declared, Mark of the Damned is active until next hero's turn. Should target creature remain idle or move without attacking, the Mark will not be performed.



**Empowered spells**  
 All damaging spells cast by hero deal 50% more damage, but the mana cost is doubled.



**Skeleton Archers**  
 Allows a Necromancer to raise Skeleton Archers instead of Skeletons.



**Uragash's Call**  
 Gating becomes instant. Requires Teleport Assault (Logistics), Dead Man's Curse (Luck) & Power of Speed (Attack).



**Rage of the Elements**  
 Elemental chain effects inflict double damage. Requires Plague Tent (War Machines), Fear of Asha Vision (Luck) & Wizard's Reward (Enlightenment).



**Howl of Terror**  
 Banshee Howl special ability additionally dampens enemy morale by -6. Requires Banshee Howl, Silent Stalker (Logistics), Power of Speed (Attack) & Corrupted Soil (Dark Magic).



<sup>1</sup> Text has been shortened to fit in one page. Everything not specified here works as for Basic Gating

<sup>2</sup> Works against your own units as well. Also, damage from Elemental Chains are increased by 5, 10, 15 or 20%, dependant on skill level.