

LLM Project: Chatbot + RAG + Vector Search

Heroes V Bestiary Encyclopedia

Your Name (with LLM help...)

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1 Peasant

1.1 Overview

The peasants are the basic infantry of the Holy Griffin Empire. Though weak and poorly trained, they are numerous. Peasants are an important source of revenue for their masters.

1.2 Faction

- Faction: Haven

1.3 Tier

- Tier: 1
- Upgrade: Conscript

1.4 Stats

- Attack: 1
- Defense: 1
- Damage: 1-1
- Health (HP): 3
- Initiative: 8
- Speed: 4
- Shots: 0
- Mana: 0
- Growth per week: 22

1.5 Abilities

- Taxpayer: Every day the hero gets as many units of gold as there are creatures with this ability in all their armies and castles.

1.6 Immunities / Resistance

- None

1.7 Weaknesses / Counters / Best use

- Weakness: Low HP, low damage
- Counteres: Most units
- Best use: Early game, Blocking

2 Archer

2.1 Overview

Archers are useful in battle to weaken the enemy ranks before melee combat. The archers of the Griffin Empire excel in the art of overwhelming the enemy with barrages of arrows.

2.2 Faction

- Faction: Haven

2.3 Tier

- Tier: 2
- Upgrade: Marksman

2.4 Stats

- Attack: 4
- Defense: 3
- Damage: 2-4
- Health (HP): 7
- Initiative: 9
- Speed: 4
- Shots: 10
- Mana: 0
- Growth per week: 12

2.5 Abilities

- Shooter: This creature can inflict damage remotely. When distance to target is longer than half the arena, the target suffers only half the normal damage. Shooter cannot use ranged attack when blocked by enemy creature. If there's no Ammo Cart in the army, the number of shots is limited by available ammo.
- Scatter Shot: Area-effect shooting: damage is inflicted to all targets (including friendly creatures) located within the selected area (3 by 3 tiles). The amount of damage inflicted to each creature is half the damage of a normal shot (activated ability)

2.6 Immunities / Resistance

- None

2.7 Weaknesses / Counters / Best use

- Weakness: Low HP, fragile
- Counter: Cerberus, Cavalier, Vampire
- Best use: Early ranged damage, Focus fire

3 Footman

3.1 Overview

The Footmen are a defensive backbone of the Griffin Empire forces. They can sustain attacks while other Griffin units manoeuvre to destroy the enemy.

3.2 Faction

- Faction: Haven

3.3 Tier

- Tier: 3
- Upgrade: Squire

3.4 Stats

- Attack: 4
- Defense: 8
- Damage: 2-4
- Health (HP): 16
- Initiative: 8
- Speed: 4
- Shots: 0
- Mana: 0
- Growth per week: 10

3.5 Abilities

- Large Shield: Creature receives only 50% of damage from all non-magical shooting attacks.
- Bash: At every attack creature has a chance to stun the enemy so they won't be able to retaliate and lose initiative (mechanical creatures are not affected).
- Enraged: This creature's attack increases during combat when any friendly unit dies (except resurrected creatures or creatures summoned to battlefield by magic).

3.6 Immunities / Resistance

- 50% non-magical shooting attacks resistance

3.7 Weaknesses / Counters / Best use

- Weakness: Slow, average damage
- Counterer: Mage, Lich, Shadow Witch
- Best use: Tanking, protecting shooters

4 Griffin

4.1 Overview

Griiffs are the fastest troops of the Empire that bears their name. They excel in skirmish attacks, flying into enemy ranks. Though weak when forced into melee, they will always defend themselves to their last breath.

4.2 Faction

- Faction: Haven

4.3 Tier

- Tier: 4
- Upgrade: Imperial Griffin

4.4 Stats

- Attack: 7
- Defense: 5
- Damage: 5-10
- Health (HP): 30
- Initiative: 15
- Speed: 7
- Shots: 0
- Mana: 0
- Growth per week: 5

4.5 Abilities

- Flyer: This creature can move on to any free tile on the battlefield during its turn, regardless of the obstacles in the way.
- Unlimited Retaliation: Creature always retaliates after melee attacks by enemies except when attacked by creatures with No Enemy Retaliation ability.
- Large Creature: This creature takes 2x2 squares on the battlefield.

4.6 Immunities / Resistance

- Immunity to blind

4.7 Weaknesses / Counters / Best use

- Weakness: Can overextend, gets focused
- Counteres: Mage, Lich, Master Hunter
- Best use: Harass, blocking, pressure

5 Priest

5.1 Overview

The priests are the keepers of the faith in the Griffin Empire. They fight fiercely against non-believers and any who threaten the Church of Elrath. As priests they do not engage in melee on the battlefield, but instead summon the wrath of their deity on enemy troops.

5.2 Faction

- Faction: Haven

5.3 Tier

- Tier: 5
- Upgrade: Inquisitor

5.4 Stats

- Attack: 12
- Defense: 12
- Damage: 9-12
- Health (HP): 54
- Initiative: 10
- Speed: 5
- Shots: 7
- Mana: 0
- Growth per week: 3

5.5 Abilities

- Shooter: This creature can inflict damage remotely. When distance to target is longer than half the arena, the target suffers only half the normal damage. Shooter cannot use ranged attack when blocked by enemy creature. If there's no Ammo Cart in the army, the number of shots is limited by available ammo.
- No Melee Penalty: Shooter has no penalty for damage inflicted during melee attack.

5.6 Immunities / Resistance

- None

5.7 Weaknesses / Counters / Best use

- Weakness: Low defense, dies fast if targeted
- Counteres: Vampire, Cavalier, Cerberus
- Best use: Support shooter, mid-game damage

6 Cavalier

6.1 Overview

The Cavaliers are the shock troops of the Holy Griffin Empire. Mounted on powerful horses and heavily armoured, they are at their best when they charge the enemy from afar.

6.2 Faction

- Faction: Haven

6.3 Tier

- Tier: 6
- Upgrade: Paladin

6.4 Stats

- Attack: 23
- Defense: 21
- Damage: 20-30
- Health (HP): 54
- Initiative: 11
- Speed: 7
- Shots: 0
- Mana: 0
- Growth per week: 2

6.5 Abilities

- Large Creature: This creature takes 2x2 squares on the battlefield.
- Jousting: Creature gets a 5% bonus to damage it inflicts during attack for each tile it covered on the game field before the attack.

6.6 Immunities / Resistance

- None

6.7 Weaknesses / Counters / Best use

- Weakness: Expensive, vulnerable to control
- Counteres: Phantom, Arch Devil, Vampire
- Best use: Charging key units breaking lines

7 Angel

7.1 Overview

The Angels are the incarnation of Elrath on Ashan, and as such they are the ultimate representation of his power. These creatures of Light are fierce in combat and their attacks are always deadly. An angel cannot be killed, if its body is endangered it will return to its spirit form and rejoin its master.

7.2 Faction

- Faction: Haven

7.3 Tier

- Tier: 7
- Upgrade: Archangel

7.4 Stats

- Attack: 27
- Defense: 27
- Damage: 45-45
- Health (HP): 180
- Initiative: 11
- Speed: 6
- Shots: 0
- Mana: 0
- Growth per week: 1

7.5 Abilities

- Large Creature: This creature takes 2x2 squares on the battlefield.
- Flyer: This creature can move on to any free tile on the battlefield during its turn, regardless of the obstacles in the way.

7.6 Immunities / Resistance

- None

7.7 Weaknesses / Counters / Best use

- Weakness: Very expensive
- Counterers: Arch Devil, Black Dragon, Titan
- Best use: Finisher, resurrection, late-game carrys

8 Imp

8.1 Overview

Imps are small cunning creatures who are rather weak in close combat – their strength lies in numbers. Imps possess a Mana Leech skill, which allows them to destroy the magical energy of an enemy hero.

8.2 Faction

- Faction: Inferno

8.3 Tier

- Tier: 1
- Upgrade: Familiar

8.4 Stats

- Attack: 2
- Defense: 1
- Damage: 1-2
- Health (HP): 4
- Initiative: 13
- Speed: 5
- Shots: 0
- Mana: 0
- Growth per week: 16

8.5 Abilities

- Mana Destroyer: Creature destroys some of the enemy hero's mana at the beginning of combat. The amount of destroyed mana depends on the number of creatures.
- Demonic: This creature belongs to inferno. The Chain shot (Succubus Mistress ability) does not affect it.

8.6 Immunities / Resistance

- None

8.7 Weaknesses / Counters / Best use

- Weakness: Very low HP, low impact late game
- Counterers: Archer, Master Hunter, Mage
- Best use: Early game blocking, mana stealer, cheap numbers

9 Horned Demon

9.1 Overview

Horned Demons are slow and sturdy creatures who serve as the basic infantry of the infernal armies. They are built to withstand great amounts of damage, as their thick hide is hard to penetrate.

9.2 Faction

- Faction: Inferno

9.3 Tier

- Tier: 2
- Upgrade: Horned Overseer

9.4 Stats

- Attack: 1
- Defense: 3
- Damage: 1-2
- Health (HP): 13
- Initiative: 7
- Speed: 5
- Shots: 0
- Mana: 0
- Growth per week: 15

9.5 Abilities

- Enraged: This creature's attack increases during combat when any friendly unit dies (except resurrected creatures or creatures summoned to battlefield by magic).
- Demonic: This creature belongs to inferno. The Chain shot (Succubus Mistress ability) does not affect it.

9.6 Immunities / Resistance

- None

9.7 Weaknesses / Counters / Best use

- Weakness: Slow, low damage for tier 2
- Counterers: Priest, Lich, Archmage
- Best use: Tanking, soaking hits, holding frontline

10 Hell Hound

10.1 Overview

Fury drives the Hell Hound to move quickly around the battlefield, striking with great strength and anger. Their rage when fighting is also a weakness, however. Hell Hounds care little for their own safety and leave themselves vulnerable in order to focus all their energy on the attack.

10.2 Faction

- Faction: Inferno

10.3 Tier

- Tier: 3
- Upgrade: Cerberus

10.4 Stats

- Attack: 4
- Defense: 2
- Damage: 3-5
- Health (HP): 15
- Initiative: 13
- Speed: 7
- Shots: 0
- Mana: 0
- Growth per week: 8

10.5 Abilities

- Demonic: This creature belongs to inferno. The Chain shot (Succubus Mistress ability) does not affect it.

10.6 Immunities / Resistance

- None

10.7 Weaknesses / Counters / Best use

- Weakness: Fragile, dies fast under focus fire
- Counteres: Vampire, Griffin, Cavalier
- Best use: Fast pressure, chasing shooters, early aggression

11 Succubus

11.1 Overview

A Succubus will create spheres of fire and throw them at her enemies. Any attacking troops must be prepared for a rain of flames if they are going to face a Succubus in battle.

11.2 Faction

- Faction: Inferno

11.3 Tier

- Tier: 4
- Upgrade: Succubus Mistress

11.4 Stats

- Attack: 6
- Defense: 6
- Damage: 6-13
- Health (HP): 20
- Initiative: 10
- Speed: 4
- Shots: 6
- Mana: 0
- Growth per week: 5

11.5 Abilities

- Demonic: This creature belongs to inferno. The Chain shot (Succubus Mistress ability) does not affect it.
- Shooter: This creature can inflict damage remotely. When distance to target is longer than half the arena, the target suffers only half the normal damage. Shooter cannot use ranged attack when blocked by enemy creature. If there's no Ammo Cart in the army, the number of shots is limited by available ammo.
- Ranged Retaliation: Creature retaliates after enemy ranged attack with its own ranged attack, provided it is not blocked by enemy and has not used up all its retaliation attacks.

11.6 Immunities / Resistance

- None

11.7 Weaknesses / Counters / Best use

- Weakness: Low defense, vulnerable if reached
- Counterer: Cavalier, Vampire
- Best use: Main ranged damage, focus fire, softening stacks

12 Hell Charger

12.1 Overview

The Hell Charger is a cruel beast summoned from the depths of Sheogh. Horror surrounds this creature, and even the bravest warrior can have difficulty finding strength to raise his weapon when a Charger attacks.

12.2 Faction

- Faction: Inferno

12.3 Tier

- Tier: 5
- Upgrade: Nightmare

12.4 Stats

- Attack: 13
- Defense: 13
- Damage: 8-16
- Health (HP): 50
- Initiative: 16
- Speed: 7
- Shots: 0
- Mana: 0
- Growth per week: 3

12.5 Abilities

- Demonic: This creature belongs to inferno. The Chain shot (Succubus Mistress ability) does not affect it.
- Fear Attack: There's a chance the enemy attacked by this creature panics and tries to run to the edge of the arena to get as far away from the creature as possible, losing all initiative accumulated by this time. (Doesn't affect creatures immune to Mind-related spells)
- Large Creature: This creature takes 2x2 squares on the battlefield.

12.6 Immunities / Resistance

- None

12.7 Weaknesses / Counters / Best use

- Weakness: Expensive, can be controlled or focused down
- Counteres: Angel, Vampire Lord, Black Dragon
- Best use: Fast strike unit, fear pressure, hunting shooters

13 Pit Fiend

13.1 Overview

These mighty fiends come from the darkest pits of the underworld to do the bidding of their masters. They are skilled both in close combat and offensive magic.

13.2 Faction

- Faction: Inferno

13.3 Tier

- Tier: 6
- Upgrade: Pit Lord

13.4 Stats

- Attack: 21
- Defense: 21
- Damage: 13-26
- Health (HP): 110
- Initiative: 8
- Speed: 4
- Shots: 0
- Mana: 18
- Growth per week: 2

13.5 Abilities

- Demonic: This creature belongs to inferno. The Chain shot (Succubus Mistress ability) does not affect it.
- Caster: This creature can use a set of magical spells similar to those cast by heroes. Mana reserve is limited but always set to maximum at the beginning of combat. Spellpower depends on the number of creatures (activated ability).
- Fireball: Deals fire damage to all units in the target area.
- Large Creature: This creature takes 2x2 squares on the battlefield.

13.6 Immunities / Resistance

- None

13.7 Weaknesses / Counters / Best use

- Weakness: Slow for tier 6, can be kited
- Counter: Titan, Archangel, Black Dragon
- Best use: Late game damage dealer, frontline support, long fights

14 Devil

14.1 Overview

Devils are summoned from their fiery realm to lead the battle under the command of heroes from Sheogh. They have the ability to teleport on the field of battle, which means that no enemy can escape their savagery.

14.2 Faction

- Faction: Inferno

14.3 Tier

- Tier: 7
- Upgrade: Arch Devil

14.4 Stats

- Attack: 22
- Defense: 21
- Damage: 36-66
- Health (HP): 166
- Initiative: 11
- Speed: 7
- Shots: 0
- Mana: 0
- Growth per week: 1

14.5 Abilities

- Demonic: This creature belongs to inferno. The Chain shot (Succubus Mistress ability) does not affect it.
- Teleport: This creature can teleport itself on the battlefield, thus avoiding obstacles.
- Large Creature: This creature takes 2x2 squares on the battlefield.

14.6 Immunities / Resistance

- None

14.7 Weaknesses / Counters / Best use

- Weakness: Very expensive
- Counterers: Archangel, Black Dragon, Titan
- Best use: Finisher, teleport strike, killing key units

15 Skeleton

15.1 Overview

Armed with axe and shield, the Skeleton raises his bony arms to bring death to the living. High initiative allows Skeletons to strike first, but their rather fragile bodies cannot withstand much damage.

15.2 Faction

- Faction: Necropolis

15.3 Tier

- Tier: 1
- Upgrade: Skeleton Archer

15.4 Stats

- Attack: 1
- Defense: 2
- Damage: 1-1
- Health (HP): 4
- Initiative: 10
- Speed: 5
- Shots: 0
- Mana: 0
- Growth per week: 20

15.5 Abilities

- Undead: This creature is not alive (like all other Necropolis creatures) and its morale is always neutral. It cannot be affected by Poison-, Blind- or Mind-related magic.

15.6 Immunities / Resistance

- Poison-, Blind- or Mind-related magic immunity

15.7 Weaknesses / Counters / Best use

- Weakness: Very low stats, weak without large numbers
- Counteres: Most units
- Best use: Early game blocking, stacking numbers, cannon fodder

16 Zombie

16.1 Overview

These rotten corpses are raised by the Necromancers in order to bring death to their enemies. Although they are slow and clumsy, Zombies do not feel pain or fear. This makes them frightening foes, and ideal cannon fodder.

16.2 Faction

- Faction: Necropolis

16.3 Tier

- Tier: 2
- Upgrade: Plague Zombie

16.4 Stats

- Attack: 1
- Defense: 2
- Damage: 1-2
- Health (HP): 17
- Initiative: 16
- Speed: 4
- Shots: 0
- Mana: 0
- Growth per week: 15

16.5 Abilities

- Undead: This creature is not alive (like all other Necropolis creatures) and its morale is always neutral. It cannot be affected by Poison-, Blind- or Mind-related magic.
- Enraged: This creature's attack increases during combat when any friendly unit dies (except resurrected creatures or creatures summoned to battlefield by magic).

16.6 Immunities / Resistance

- Poison-, Blind- or Mind-related magic immunity

16.7 Weaknesses / Counters / Best use

- Weakness: Very slow, low damage
- Counteres: Most distance units
- Best use: Tanking hits, soaking damage, holding positions

17 Ghost

17.1 Overview

Ghosts are restless spirits of the dead, forever bound to the Necromancer who has enslaved them. Their bodies are incorporeal, which makes them difficult to hit.

17.2 Faction

- Faction: Necropolis

17.3 Tier

- Tier: 3
- Upgrade: Spectre

17.4 Stats

- Attack: 5
- Defense: 4
- Damage: 2-4
- Health (HP): 16
- Initiative: 10
- Speed: 5
- Shots: 0
- Mana: 0
- Growth per week: 9

17.5 Abilities

- Undead: This creature is not alive (like all other Necropolis creatures) and its morale is always neutral. It cannot be affected by Poison-, Blind- or Mind-related magic.
- Flyer: This creature can move on to any free tile on the battlefield during its turn, regardless of the obstacles in the way.
- Incorporeal: This creature is incorporeal so any non-magical attack against it has only 50% chance of inflicting damage.

17.6 Immunities / Resistance

- Poison-, Blind- or Mind-related magic immunity
- 50% chance of avoiding any non-magical attack

17.7 Weaknesses / Counters / Best use

- Weakness: Dies fast when focused
- Counteres: Most magical shooter
- Best use: Early-mid damage, flanking, pressuring shooters, incorporeal

18 Vampire

18.1 Overview

Necromancers who wish to cheat death become Vampires with ever-youthful – but empty – bodies. Any damage that Vampires inflict upon the living heals their own immortal forms. Gifted with hundreds of years of combat experience, they are so swift with their swords than none can retaliate against their strikes.

18.2 Faction

- Faction: Necropolis

18.3 Tier

- Tier: 4
- Upgrade: Vampire Lord

18.4 Stats

- Attack: 6
- Defense: 6
- Damage: 6-8
- Health (HP): 30
- Initiative: 11
- Speed: 6
- Shots: 0
- Mana: 0
- Growth per week: 5

18.5 Abilities

- Undead: This creature is not alive (like all other Necropolis creatures) and its morale is always neutral. It cannot be affected by Poison-, Blind- or Mind-related magic.
- Life Drain: When attacking enemy units, this creature can drain their health and use it to restore its own, or even to resurrect some killed creatures.
- No Enemy Retaliation: Enemies never retaliate after melee attacks by creatures with this ability.

18.6 Immunities / Resistance

- Poison-, Blind- or Mind-related magic immunity

18.7 Weaknesses / Counters / Best use

- Weakness: Low HP for tier 4, vulnerable to focus fire
- Counterer: Cavalier, Angel, Black Dragon
- Best use: Draining enemies, hitting shooters, snowballing fights

19 Lich

19.1 Overview

Liches are powerful undead mages, seething with hatred for all forms of life. They bring plague to the lands they tread upon, creating dreadful Death Clouds to strike their enemies from afar.

19.2 Faction

- Faction: Necropolis

19.3 Tier

- Tier: 5
- Upgrade: Archlich

19.4 Stats

- Attack: 15
- Defense: 15
- Damage: 12-17
- Health (HP): 50
- Initiative: 10
- Speed: 3
- Shots: 5
- Mana: 0
- Growth per week: 3

19.5 Abilities

- Undead: This creature is not alive (like all other Necropolis creatures) and its morale is always neutral. It cannot be affected by Poison-, Blind- or Mind-related magic.
- Shooter: This creature can inflict damage remotely. When distance to target is longer than half the arena, the target suffers only half the normal damage. Shooter cannot use ranged attack when blocked by enemy creature. If there's no Ammo Cart in the army, the number of shots is limited by available ammo.
- Large Creature: Creature receives only 50% of damage from all non-magical shooting attacks.
- Death Cloud: Ranged attack damages not just the target but all non-undead creatures covered by the Death Cloud (3 by 3 tiles) appearing at the hit point.

19.6 Immunities / Resistance

- Poison-, Blind- or Mind-related magic immunity

19.7 Weaknesses / Counters / Best use

- Weakness: Fragile shooter, vulnerable if reached
- Counter: Cavalier, Nightmare
- Best use: Ranged damage, hitting multiple stacks, safe backline DPS

20 Wight

20.1 Overview

Wights are tormented souls thirsty for revenge on all living creatures.

20.2 Faction

- Faction: Necropolis

20.3 Tier

- Tier: 6
- Upgrade: Wraith

20.4 Stats

- Attack: 24
- Defense: 22
- Damage: 21-25
- Health (HP): 95
- Initiative: 11
- Speed: 6
- Shots: 0
- Mana: 0
- Growth per week: 2

20.5 Abilities

- Undead: This creature is not alive (like all other Necropolis creatures) and its morale is always neutral. It cannot be affected by Poison-, Blind- or Mind-related magic.
- Large Creature: Creature receives only 50% of damage from all non-magical shooting attacks.

20.6 Immunities / Resistance

- Poison-, Blind- or Mind-related magic immunity

20.7 Weaknesses / Counters / Best use

- Weakness: Expensive
- Counteres: Archangel, Titan, Arch Devil
- Best use: Heavy hitter, charging key targets, late-game carry

21 Bone Dragon

21.1 Overview

Stolen from their graves and compelled to serve the Necromancers, Bone Dragons are formed from the skeletons of dead dragons of other breeds. The Necromancer lands have no native dragons, and so they are compelled to steal and create their own.

21.2 Faction

- Faction: Necropolis

21.3 Tier

- Tier: 7
- Upgrade: Spectral Dragon

21.4 Stats

- Attack: 27
- Defense: 28
- Damage: 15-30
- Health (HP): 150
- Initiative: 11
- Speed: 6
- Shots: 0
- Mana: 0
- Growth per week: 1

21.5 Abilities

- Undead: This creature is not alive (like all other Necropolis creatures) and its morale is always neutral. It cannot be affected by Poison-, Blind- or Mind-related magic.
- Large Creature: Creature receives only 50% of damage from all non-magical shooting attacks.
- Flyer: This creature can move on to any free tile on the battlefield during its turn, regardless of the obstacles in the way.

21.6 Immunities / Resistance

- Poison-, Blind- or Mind-related magic immunity

21.7 Weaknesses / Counters / Best use

- Weakness: Big target, weaker than other tier 7 units
- Counteres: Titan, Archangel, Black Dragon
- Best use: Late game tank, fear pressure, finishing fights

22 Pixie

22.1 Overview

The Pixies are the guardian spirits of the Kersyls, the giant trees that host the Sylvan cities. They live in the trees' branches, tending them in exchange for shelter and sustenance. These creatures are not dedicated to war, but they will defend their home fiercely. Their swift attacks can hit more than one creature, and their small size and speed make retaliation impossible.

22.2 Faction

- Faction: Sylvan

22.3 Tier

- Tier: 1
- Upgrade: Sprite

22.4 Stats

- Attack: 1
- Defense: 1
- Damage: 1-2
- Health (HP): 5
- Initiative: 12
- Speed: 7
- Shots: 0
- Mana: 0
- Growth per week: 10

22.5 Abilities

- No Enemy Retaliation: Enemies never retaliate after melee attacks by creatures with this ability.
- Spray Attack: Creature simultaneously attacks three adjacent tiles occupied by the enemy.
- Flyer: This creature can move on to any free tile on the battlefield during its turn, regardless of the obstacles in the way.

22.6 Immunities / Resistance

- None

22.7 Weaknesses / Counters / Best use

- Weakness: Very low HP, dies easily to any ranged damage
- Counteres: Most units
- Best use: Fast blocking, early harassment, tying shooters

23 Blade Dancer

23.1 Overview

Elite among sylvan warriors, certain Elves dedicate their lives to the intricate Elven martial art known as the Battle Dance. Relying on evasion and quick action rather than resistance or brute force, Blade Dancers wear no armor, and are therefore exposed to enemy strikes.

23.2 Faction

- Faction: Sylvan

23.3 Tier

- Tier: 2
- Upgrade: War Dancer

23.4 Stats

- Attack: 3
- Defense: 2
- Damage: 2-5
- Health (HP): 12
- Initiative: 11
- Speed: 6
- Shots: 0
- Mana: 0
- Growth per week: 9

23.5 Abilities

- None

23.6 Immunities / Resistance

- None

23.7 Weaknesses / Counters / Best use

- Weakness: Fragile in longer fights, vulnerable to focus fire
- Counterers: Archer, Vampire, Hell Hound
- Best use: Early aggression, fast melee damage, flanking

24 Hunter

24.1 Overview

In times of peace, the Hunters supply the Sylvan communities with food, and they are respected for their skills and prowess. Wandering Irollan, they live in harmony with Nature and its unwritten laws. They will never kill a living being without purpose. In times of war, however, they have no compunction about using their talents to strike down enemies from afar. Their uncanny affinity with their enchanted Elf bow allow them to fire two shots before an enemy can even blink.

24.2 Faction

- Faction: Sylvan

24.3 Tier

- Tier: 3
- Upgrade: Master Hunter

24.4 Stats

- Attack: 4
- Defense: 1
- Damage: 4-7
- Health (HP): 10
- Initiative: 10
- Speed: 5
- Shots: 12
- Mana: 0
- Growth per week: 7

24.5 Abilities

- Shooter: This creature can inflict damage remotely. When distance to target is longer than half the arena, the target suffers only half the normal damage. Shooter cannot use ranged attack when blocked by enemy creature. If there's no Ammo Cart in the army, the number of shots is limited by available ammo.
- Double Shot: Creature strikes two blows at the target in a single attack.

24.6 Immunities / Resistance

- None

24.7 Weaknesses / Counters / Best use

- Weakness: Low defense, weak if reached by fast melee
- Counterer: Hell Hound, Vampire, Nightmare
- Best use: Main ranged DPS, focus fire, deleting key stacks

25 Druid

25.1 Overview

The druids are the priests of Sylanna, Elemental Dragon of Earth and living embodiment of Nature. As such they are granted control over the magic of the elements, which they call upon in times of peril.

25.2 Faction

- Faction: Sylvan

25.3 Tier

- Tier: 4
- Upgrade: Druid Elder

25.4 Stats

- Attack: 7
- Defense: 7
- Damage: 7-9
- Health (HP): 34
- Initiative: 10
- Speed: 5
- Shots: 5
- Mana: 12
- Growth per week: 4

25.5 Abilities

- Shooter: This creature can inflict damage remotely. When distance to target is longer than half the arena, the target suffers only half the normal damage. Shooter cannot use ranged attack when blocked by enemy creature. If there's no Ammo Cart in the army, the number of shots is limited by available ammo.
- Caster: This creature can use a set of magical spells similar to those cast by heroes. Mana reserve is limited but always set to maximum at the beginning of combat. Spellpower depends on the number of creatures (activated ability).
- Lightning bolt: Deals lightning damage to selected enemy unit.

25.6 Immunities / Resistance

- None

25.7 Weaknesses / Counters / Best use

- Weakness: Expensive for a shooter, fragile if focused
- Counterer: Cavalier, Vampire, Nightmare
- Best use: Mid-game ranged support, strong single-stack damage

26 Unicorn

26.1 Overview

The Unicorns are spirits of nature, and as such they are sacred to the Elves. They are considered as a totem animal for the whole of Irollan, and it is said that when the last Unicorn will die so will the Elven kingdom and all its people. While the truth of this legend is not known, the Unicorns' shimmering auras do have the ability to shield their allies from hostile spells.

26.2 Faction

- Faction: Sylvan

26.3 Tier

- Tier: 5
- Upgrade: Silver Unicorn

26.4 Stats

- Attack: 12
- Defense: 12
- Damage: 10-20
- Health (HP): 57
- Initiative: 12
- Speed: 7
- Shots: 0
- Mana: 0
- Growth per week: 3

26.5 Abilities

- Large Creature: This creature takes 2x2 squares on the battlefield.
- Aura of Magic Resistance: For this creature and all friendly units located on tiles adjacent to it, magic resistance increases by 30%

26.6 Immunities / Resistance

- 30% magic resistance

26.7 Weaknesses / Counters / Best use

- Weakness: Expensive, can be controlled or kited
- Counterers: Archangel, Arch Devil, Black Dragon
- Best use: Frontline power unit, charging, blinding key stacks

27 Treant

27.1 Overview

Living embodiments of the forest themselves, Treants have left the deep woods at the bidding of the most powerful druids. It is said that when the first Elves ventured into the heart of the primordial forest, they found the Treants there, waiting for them and ready to vow their undying loyalty. Do not be fooled by their awkward gait - their solid bodies can not be harmed easily, and any enemy creature fighting Treants will be entangled by their vines, roots, and creepers.

27.2 Faction

- Faction: Sylvan

27.3 Tier

- Tier: 6
- Upgrade: Ancient Treant

27.4 Stats

- Attack: 19
- Defense: 27
- Damage: 7-17
- Health (HP): 175
- Initiative: 7
- Speed: 6
- Shots: 0
- Mana: 0
- Growth per week: 2

27.5 Abilities

- Large Creature: This creature takes 2x2 squares on the battlefield.
- Enraged: This creature's attack increases during combat when any friendly unit dies (except resurrected creatures or creatures summoned to battlefield by magic).
- Entangling Roots: Creature's attack entangles enemy with its roots and immobilises it. Creature can immobilise several enemies simultaneously, but the effect only lasts while the creature remains in direct contact with its victims.
- TurboBoost: Having successfully completed OCP (Overweight Creature Program), this creature is now able to move with lightning speed. Some say that this comes with a personality alteration and violent tendencies, but experts are already working on a cure.

27.6 Immunities / Resistance

- None

27.7 Weaknesses / Counters / Best use

- Weakness: Very slow, easy to kite
- Counterer: Titan, Mage, Archmage
- Best use: Tanking, holding ground, protecting shooters

28 Green Dragon

28.1 Overview

The Green Dragons are the offspring and servants of Sylanna, Elemental Dragon of Earth. They have made their home in the forest cliffs and sacred caves of Irollan. Mighty allies of the Elves, they spit an acid cloud that is capable of harming many creatures with a single strike.

28.2 Faction

- Faction: Sylvan

28.3 Tier

- Tier: 7
- Upgrade: Emerald Dragon

28.4 Stats

- Attack: 27
- Defense: 25
- Damage: 30-50
- Health (HP): 200
- Initiative: 12
- Speed: 8
- Shots: 0
- Mana: 0
- Growth per week: 1

28.5 Abilities

- Large Creature: This creature takes 2x2 squares on the battlefield.
- Acid Breath: During attack creature damages not only the target but any other unit positioned directly behind it.
- Flyer: This creature can move on to any free tile on the battlefield during its turn, regardless of the obstacles in the way.

28.6 Immunities / Resistance

- None

28.7 Weaknesses / Counters / Best use

- Weakness: Very expensive, vulnerable to focus and control
- Counteres: Titan, Arch Devil, Archangel
- Best use: Late-game finisher, breaking enemy lines, high damage

29 Scout

29.1 Overview

The main role for scouts on the battlefield is to make ranged attacks with their crossbows. They are also trained in close combat, however, and can defend themselves in melee.

29.2 Faction

- Faction: Dungeon

29.3 Tier

- Tier: 1
- Upgrade: Assassin

29.4 Stats

- Attack: 3
- Defense: 3
- Damage: 2-4
- Health (HP): 10
- Initiative: 10
- Speed: 5
- Shots: 0
- Mana: 0
- Growth per week: 7

29.5 Abilities

- Shooter: This creature can inflict damage remotely. When distance to target is longer than half the arena, the target suffers only half the normal damage. Shooter cannot use ranged attack when blocked by enemy creature. If there's no Ammo Cart in the army, the number of shots is limited by available ammo.
- Range Penalty: Shooter always inflicts only half the normal damage to the target but doesn't incur any penalty on melee attack.
- No Melee Penalty: Shooter has no penalty for damage inflicted during melee attack.

29.6 Immunities / Resistance

- None

29.7 Weaknesses / Counters / Best use

- Weakness: Very low quantity
- Counter: Archer, Hunter, Succubus
- Best use: Early game blocking, soaking hits, cheap stack

30 Blood Maiden

30.1 Overview

The main role for scouts on the battlefield is to make ranged attacks with their crossbows. They are also trained in close combat, however, and can defend themselves in melee.

30.2 Faction

- Faction: Dungeon

30.3 Tier

- Tier: 2
- Upgrade: Blood Fury

30.4 Stats

- Attack: 4
- Defense: 2
- Damage: 5-7
- Health (HP): 16
- Initiative: 14
- Speed: 7
- Shots: 0
- Mana: 0
- Growth per week: 5

30.5 Abilities

- Strike and Return: Creature attacks and returns to its previous position.

30.6 Immunities / Resistance

- None

30.7 Weaknesses / Counters / Best use

- Weakness: Fragile, low HP, dies fast if focused
- Counteres: Hell Hound, Cavalier, Vampire
- Best use: Early-mid shooter, support damage, finishing targets

31 Minotaur

31.1 Overview

Along with the other Beastmen, the Minotaurs, half-man and half-bull, were created by the Wizards of the Seven Cities as replacement for the Orcs. They fled east, and underground, to earn their freedom, but they were later conquered by the Dark Elfs and once again bound in chains and muzzled. In the Dark Elf society, the Minotaurs are used as menial labour to perform the most degrading and tedious tasks. Despite this treatment, the Minotaurs are known for their bravery and dignity. They will perform any task to the utmost of their ability, including fighting for those who treat them as slaves. They hope some day to earn their freedom; the Dark Elves fear that some day, they will seize it instead.

31.2 Faction

- Faction: Dungeon

31.3 Tier

- Tier: 3
- Upgrade: Minotaur Guard

31.4 Stats

- Attack: 5
- Defense: 2
- Damage: 4-7
- Health (HP): 31
- Initiative: 18
- Speed: 5
- Shots: 0
- Mana: 0
- Growth per week: 6

31.5 Abilities

- Bravery: Creature always has positive morale (no less than +1).

31.6 Immunities / Resistance

- None

31.7 Weaknesses / Counters / Best use

- Weakness: Slow, can be kited by shooters
- Counter: Mage, Lich, Priest
- Best use: Frontline brawler, protecting shooters, steady damage

32 Dark Raider

32.1 Overview

Dark Raiders are the backbone of the armies of Ygg-Chall. They are well-trained, armoured warriors, mounted on great lizards, who ride into battle with a heavy lance and shield. Speed is their main weapon, and the damage they wreak with their lances depends on the distance over which they accelerate.

32.2 Faction

- Faction: Dungeon

32.3 Tier

- Tier: 4
- Upgrade: Grim Raider

32.4 Stats

- Attack: 9
- Defense: 7
- Damage: 7-12
- Health (HP): 40
- Initiative: 11
- Speed: 6
- Shots: 0
- Mana: 0
- Growth per week: 4

32.5 Abilities

- Large Creature: This creature takes 2x2 squares on the battlefield.
- Rider Charge: For each battlefield tile covered by this creature during attack, the target's Defense is reduced by 20% (all the way down to zero).

32.6 Immunities / Resistance

- None

32.7 Weaknesses / Counters / Best use

- Weakness: Vulnerable to control, can be focused down
- Counterers: Archangel, Arch Devil, Black Dragon
- Best use: Fast strike unit, hunting shooters, killing key targets

33 Hydra

33.1 Overview

Hydras are another race of underground creatures tamed and enslaved by the Dark Elves. Their origins are unknown, although they seem to be related to the Dragons in spite of their very limited intelligence and lack of magic power. However, Hydras are incredibly strong, and their multiple heads can strike simultaneously at different opponents.

33.2 Faction

- Faction: Dungeon

33.3 Tier

- Tier: 5
- Upgrade: Deep Hydra

33.4 Stats

- Attack: 15
- Defense: 12
- Damage: 7-14
- Health (HP): 80
- Initiative: 7
- Speed: 5
- Shots: 0
- Mana: 0
- Growth per week: 3

33.5 Abilities

- Large Creature: This creature takes 2x2 squares on the battlefield.
- Three-headed Attack: The creature can attack simultaneously all enemy creatures standing on three adjacent cells.
- No Enemy Retaliation: Enemies never retaliate after melee attacks by creatures with this ability.
- Enraged: This creature's attack increases during combat when any friendly unit dies (except resurrected creatures or creatures summoned to battlefield by magic).

33.6 Immunities / Resistance

- None

33.7 Weaknesses / Counters / Best use

- Weakness: Very slow, takes time to reach targets
- Counterer: Titan, Archmage
- Best use: Tanking, holding choke points, long fights

34 Shadow Witch

34.1 Overview

The Shadow Witches are priestesses of Malassa. They use their whips in close combat, but are far deadlier with their spells of dark magic.

34.2 Faction

- Faction: Dungeon

34.3 Tier

- Tier: 6
- Upgrade: Shadow Matriarch

34.4 Stats

- Attack: 18
- Defense: 18
- Damage: 17-24
- Health (HP): 80
- Initiative: 10
- Speed: 4
- Shots: 4
- Mana: 11
- Growth per week: 2

34.5 Abilities

- Shooter: This creature can inflict damage remotely. When distance to target is longer than half the arena, the target suffers only half the normal damage. Shooter cannot use ranged attack when blocked by enemy creature. If there's no Ammo Cart in the army, the number of shots is limited by available ammo.
- Caster: This creature can use a set of magical spells similar to those cast by heroes. Mana reserve is limited but always set to maximum at the beginning of combat. Spellpower depends on the number of creatures (activated ability).

34.6 Immunities / Resistance

- None

34.7 Weaknesses / Counters / Best use

- Weakness: Expensive, high priority target
- Counter: Titan, Archangel, Arch Devil
- Best use: Late-game finisher, breaking formations, heavy damage

35 Shadow Dragon

35.1 Overview

Shadow dragons live deep in the massive caverns of the far underground. Worshipped by Dark Elf society as avatars of their Great Mother, they tolerate their worshippers and occasionally ally with them. Even a single dragon is a terrifying opponent, its breath a burst of negative energy that can lay waste to even the toughest enemies.

35.2 Faction

- Faction: Dungeon

35.3 Tier

- Tier: 7
- Upgrade: Black Dragon

35.4 Stats

- Attack: 25
- Defense: 24
- Damage: 45-70
- Health (HP): 200
- Initiative: 10
- Speed: 9
- Shots: 0
- Mana: 0
- Growth per week: 1

35.5 Abilities

- Large Creature: This creature takes 2x2 squares on the battlefield.
- Fire Breath: During attack, creature damages not only the target but any other unit positioned directly behind it.
- Flyer: This creature can move on to any free tile on the battlefield during its turn, regardless of the obstacles in the way.

35.6 Immunities / Resistance

- None

35.7 Weaknesses / Counters / Best use

- Weakness: Fragile for tier 7
- Counter: Titan, Archangel
- Best use: High damage carry, sniping key stacks, late-game pressure

36 Gremlin

36.1 Overview

Creatures born as result of magical experiments on captured goblins, Gremlins are more clever and tractable than their progenitors. The most common creature in the Wizards' army, they prefer to fight from a distance using primitive projectile weapons fuelled by explosive spells. Their clumsy hand-held mortars are sturdy, and during melee Gremlins use them as metal clubs.

36.2 Faction

- Faction: Academy

36.3 Tier

- Tier: 1
- Upgrade: Master Gremlin

36.4 Stats

- Attack: 2
- Defense: 2
- Damage: 1-2
- Health (HP): 5
- Initiative: 7
- Speed: 3
- Shots: 5
- Mana: 0
- Growth per week: 20

36.5 Abilities

- Shooter: This creature can inflict damage remotely. When distance to target is longer than half the arena, the target suffers only half the normal damage. Shooter cannot use ranged attack when blocked by enemy creature. If there's no Ammo Cart in the army, the number of shots is limited by available ammo.

36.6 Immunities / Resistance

- None

36.7 Weaknesses / Counters / Best use

- Weakness: Very low HP, weak damage
- Counteres: Hell Hound, Cavalier
- Best use: Early game blocking, fodder, protecting shooters

37 Stone Gargoyle

37.1 Overview

Gargoyles are statues of flying creatures animated by magic. Wizards treat these creatures with care, due to their ability to fly and their power to smash their foes with massive stone slabs. Stone gargoyles are immune to lightning spells.

37.2 Faction

- Faction: Academy

37.3 Tier

- Tier: 2
- Upgrade: Obsidian Gargoyle

37.4 Stats

- Attack: 3
- Defense: 4
- Damage: 1-1
- Health (HP): 15
- Initiative: 9
- Speed: 6
- Shots: 0
- Mana: 0
- Growth per week: 14

37.5 Abilities

- Flyer: This creature can move on to any free tile on the battlefield during its turn, regardless of the obstacles in the way.
- Elemental: This creature is not alive and cannot be affected by Poison-, Blind- or Mind-related magic. Nor can it be resurrected or healed with First Aid Tent.
- Enraged: This creature's attack increases during combat when any friendly unit dies (except resurrected creatures or creatures summoned to battlefield by magic).
- Immunity to Lightning: Lightning cannot harm this creature.

37.6 Immunities / Resistance

- Poison-, Blind- or Mind-related magic immunity
- Immunity to Lightning

37.7 Weaknesses / Counters / Best use

- Weakness: Low damage, can be ignored in fights
- Counterers: Mage, Lich, Priest
- Best use: Tanking, blocking paths, soaking hits

38 Iron Golem

38.1 Overview

Golems are ancient magical constructs that are used as primary battle units by the Silver Cities. Golems are armed with two long curved swords, and their substance is their armour. Iron golems are impervious to slowing effects - they really can't get much slower - and are well protected against magic (all damage from such attacks is halved).

38.2 Faction

- Faction: Academy

38.3 Tier

- Tier: 3
- Upgrade: Steel Golem

38.4 Stats

- Attack: 5
- Defense: 5
- Damage: 3-5
- Health (HP): 18
- Initiative: 7
- Speed: 4
- Shots: 0
- Mana: 0
- Growth per week: 9

38.5 Abilities

- Mechanical: This creature is not alive (like all Golems) and its morale is always neutral. It cannot be affected by Poison-, Blind- or Mind-related magic. These creatures cannot be resurrected or healed by First Aid Tent.
- Magic-proof 50%: Attacking spells inflict 50% less damage to this creature.
- Immunity to Slow: This creature cannot be slowed down.

38.6 Immunities / Resistance

- Poison-, Blind- or Mind-related magic immunity
- Immunity to Slow
- 50% Magic proof

38.7 Weaknesses / Counters / Best use

- Weakness: Very slow, easy to kite
- Counterers: Titan, Master Hunter, Succubus
- Best use: Frontline tank, holding ground, protecting shooters

39 Mage

39.1 Overview

Some of the Wizards of the Silver Cities serve in the army. They are weak in close combat, being armed only with a dagger and unskilled at melee fighting. This weakness, however, is more than compensated for by the power of their spells. They can fire blasts of pure magical energy that damage any creature in their way - including friendly ones. They also carry scrolls with additional spells on them.

39.2 Faction

- Faction: Academy

39.3 Tier

- Tier: 4
- Upgrade: Archmage

39.4 Stats

- Attack: 10
- Defense: 10
- Damage: 7-7
- Health (HP): 18
- Initiative: 10
- Speed: 4
- Shots: 3
- Mana: 15
- Growth per week: 5

39.5 Abilities

- Shooter: This creature can inflict damage remotely. When distance to target is longer than half the arena, the target suffers only half the normal damage.
- Caster: This creature can use a set of magical spells similar to those cast by heroes.
- No Range Penalty: Shooter has no penalty for damage inflicted during ranged attack, provided the range is over half the arena.
- Magic Attack: Creature hits all creatures in the line of attack with its shot, including friendly ones.
- Energy Channel: If there's a creature with this ability in the hero's army, the hero will need 25% less mana to cast spells.
- Fist of Wrath: Summons magical fist to deal non-elemental physical damage to target enemy creature. This spell ignores magic resistance and protection from magic.

39.6 Immunities / Resistance

- None

39.7 Weaknesses / Counters / Best use

- Weakness: Fragile, low defense, dies fast if reached
- Counteres: Archer, Cavalier, Vampire
- Best use: Main ranged damage, focus fire, deleting key stacks

40 Djinn

40.1 Overview

Djinns are ancient elemental spirits whom the Wizards can summon and magically bind to their person. Once a Djinn is thus bound, he cannot retreat, and will protect his master until all his vital energy is consumed. Djinns are very useful on the battlefield, but their magical essence makes them chaotic and unpredictable. It is impossible to predict which spell a Djinn will use against the enemy, but it is sure, at least, that they won't turn against their friends. Spellcasting is not Djinn's sole task on the battlefield, as they can also engage in melee with their heavy scimitars.

40.2 Faction

- Faction: Academy

40.3 Tier

- Tier: 5
- Upgrade: Djinn Sultan

40.4 Stats

- Attack: 13
- Defense: 12
- Damage: 12-16
- Health (HP): 33
- Initiative: 12
- Speed: 7
- Shots: 0
- Mana: 0
- Growth per week: 3

40.5 Abilities

- Flyer: This creature can move on to any free tile on the battlefield during its turn, regardless of the obstacles in the way.
- Large Creature: This creature takes 2x2 squares on the battlefield.
- No Range Penalty: Shooter has no penalty for damage inflicted during ranged attack, provided the range is over half the arena.
- Random Caster: Creature casts a random spell at the selected target. Spells can be cast at both friendly (positive effect spells) and enemy (negative effect spells) creatures (activated ability).

40.6 Immunities / Resistance

- None

40.7 Weaknesses / Counters / Best use

- Weakness: Expensive, inconsistent damage, vulnerable to focus
- Counterers: Archangel, Arch Devil, Black Dragon
- Best use: Fast support unit, magic pressure, hitting key targets

41 Rakshasa Rani

41.1 Overview

Vengeful spirits from a forgotten age, the Rakshasas have lingered on the fringes of Ashan for millennia. Thirsty for revenge, these creatures have been rediscovered by Wizard travellers who - after many unsuccessful attempts - managed to summon and control them efficiently. The Rakshasa Rani are an imposing force on the battlefield, intimidating the enemy with their multi-armed, lion-headed bodies and wickedly sharpened blades. So fearful are their attacks that the enemy is unable to retaliate against them.

41.2 Faction

- Faction: Academy

41.3 Tier

- Tier: 6
- Upgrade: Rakshasa Raja

41.4 Stats

- Attack: 25
- Defense: 20
- Damage: 15-23
- Health (HP): 120
- Initiative: 9
- Speed: 5
- Shots: 0
- Mana: 0
- Growth per week: 2

41.5 Abilities

- No Enemy Retaliation: Enemies never retaliate after melee attacks by creatures with this ability.
- Large Creature: This creature takes 2x2 squares on the battlefield.

41.6 Immunities / Resistance

- None

41.7 Weaknesses / Counters / Best use

- Weakness: Slow, can be kited and controlled
- Counter: Titan, Archangel, Black Dragon
- Best use: Heavy melee hitter, pushing frontline, long fights

42 Colossus

42.1 Overview

Colossi are the most powerful creatures that can be built or summoned by the Wizards. They are created using the same basic method as golems, but on a much larger scale. Each Colossus also hosts a figment of the soul of his creator. This unwavering will makes them immune to mind-controlling magic, assuring the Wizards of their unquestionable loyalty. Not fond of weapons, Colossi deal heavy blows to their opponents using their massive hands and close combat feats.

42.2 Faction

- Faction: Academy

42.3 Tier

- Tier: 7
- Upgrade: Titan

42.4 Stats

- Attack: 27
- Defense: 27
- Damage: 40-70
- Health (HP): 175
- Initiative: 10
- Speed: 7
- Shots: 0
- Mana: 0
- Growth per week: 1

42.5 Abilities

- Large Creature: This creature takes 2x2 squares on the battlefield.
- Immunity to Mind Control: This creature is immune to mind-affecting spells.

42.6 Immunities / Resistance

- Immunity to Mind Control

42.7 Weaknesses / Counters / Best use

- Weakness: Very expensive
- Counteres: Black Dragon, Arch Devil, Archangel
- Best use: Late-game finisher, high damage, breaking enemy lines