

HEROES III

OF MIGHT AND MAGIC®

THE RESTORATION OF ERATHIA

Player Manual

NEW WORLD COMPUTING®

3DO™

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Edwin E. Steussy, Publisher.

Tom Ono, Author. Amy Yancey, Coordinator.

Dear *Heroes of Might and Magic*® fans,

When I sat down to create *King's Bounty*®, the precursor to *Heroes of Might and Magic*, never in my wildest dreams did I imagine it would grow into the phenomenon the series has become. I had just finished *Might and Magic*® II. At the time, *King's Bounty* was state of the art: 16 colors and used up both sides of the floppy disk. I had one programmer and one artist to make my design real, and it took us about a year to finish.

Nine years later, the *Heroes*™ III game is state of the art. The *Heroes* III game has 65,000 colors and fills an entire CD. I had over 30 people work on the project: programmers, artists, voice actors, and level designers, and it took us about 18 months to finish.

King's Bounty, although crude by today's standards, was a lot of fun to play. Players recruited troops, maintained armies, and fought battles on tactical maps with a variety of fantastic monsters. The *Heroes* III game does the same, only the graphics are much fancier and the animations are far smoother. In addition, some fundamental game play changes have happened since then, giving the player options and tactics magnifying the scope of the game tremendously.

The leap from *King's Bounty* to the *Heroes* I game was the single largest change, both in terms of technology and game play. I looked at what I thought had gone right with *King's Bounty*, mixed in our fans' wish lists and the capabilities of more modern computers, and got down to work. After a seemingly endless series of false starts, dead ends, and programming troubles, we shipped the game and held our breath.

The *Heroes* I game shipped quietly enough, but enthusiasm for the game was strong and grew stronger as time passed. It took us a while to realize we had a genuine hit on our hands, but when we did, we started work on the *Heroes* II game immediately. This time, we were armed with a ton of fan mail suggestions and an existing game that we could build from. Nevertheless, what seemed to be a simple improvement to a finished game was fraught with complications, and I agonized over design decisions and game balance considerations.

After a year's worth of design wrangling, we got down to business and the *Heroes* II game shipped in time for Christmas. I noticed that everyone in the office was playing the game - even people working on different projects - and knew from past experience what a good sign this was. The *Heroes* II game turned out to be one of our most popular games ever.

Now we've shipped the *Heroes* III game. We've had a lot of fun designing and making this game, and once again, everyone in the office is playing it. I'm confident the *Heroes* III game is going to be a smashing success! We hope you have as much fun playing it as we've had making it!

Sincerely,

Jon Van Caneghem

Creator and Designer

Heroes of Might and Magic I-III

Might and Magic I-VII

King's Bounty



Commander,

I hope this letter finds you well and has reached you before you set sail with Queen Catherine to Erathia. I regret these trying times. The duties forced upon me have made it impossible for me to see you off in person.

First, let me congratulate you on your commission. I am glad – no, thankful – Catherine has someone of your character and abilities among her entourage. I do not hold such an unqualified opinion of some who travel with you. I know you are more at home on the battlefield than in the company of the royal court, but let me remind you, the strategies and tactics employed there are every bit as complex and potentially deadly, as any found in military conflict. No, I don't have any real proof of any particular disloyalty or treachery – just a feeling.

It is unfortunate your first visit to Erathia could not be made in happier times – it is a land of beauty and stability. Or at least it has been, under Nicolas Gryphonheart's rule. He was a great king and a dedicated ally. I will remember him best as a man of strength and fairness, both qualities have bred

true in our dear Catherine. You know she has not ruled out the possibility foul play was involved in his death. Do not be too quick to dismiss her thoughts as those of a grieving daughter. True, she is saddened but has not lost hold of her wisdom.

Hah! Listen to me and my gloominess! Just watch your back as a favor to a friend made cynical and suspicious by age. I'm sure I'm just seeing things in the worst possible light. A vocational habit. Perhaps I have been at this job too long.

Farewell, friend. I look forward to your return, to a good cup of tea by the fire, and to the recounting of your journey's tale. May the seas be calm and the wind steady in your sails.

Best Regards,

Wilbur Humphrey, Regent of Enroth

Section I

How to Use this Manual

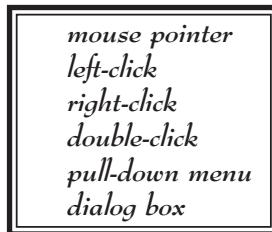
This manual is divided into three main sections. This section, the *Introduction*, contains the background story, features information, installation instructions, and “getting started” hints. The second section, *Interface Reference*, details the workings of the game’s various interfaces. The third section, *World Reference*, is full of descriptive and statistical information about the locations, creatures, heroes, and spells you will encounter as you play. The *Appendices* contain additional information about Internet gaming services, Troubleshooting, 3DO Customer Support, The 3DO Company 90-Day Warranty, and an extensive index.

If you are new to the world of *Heroes of Might and Magic*, fear not! The game is rich in detail, true, but it belongs to a series long applauded for ease of use. Furthermore, you can play the in-game tutorial specifically designed to introduce you to the basic concepts of the *Heroes III* game gameplay. Refer to the *Interface Reference* and *World Reference* for more detailed information as you play.

If you are familiar with the *Heroes II* game, you may feel comfortable diving right into the game. In the *Interface Reference*, discussion of each of the game’s major interfaces (for example, the *Adventure Map*) begins with an overview. Read each overview, then the following sections for a more detailed explanation about particular features. You will find the *World Reference* helpful as you encounter new spells, town features, and creatures.

Manual Conventions

This manual assumes you are using a standard keyboard and two-button mouse, and you are familiar with their use. It will also assume you have a minimal understanding of the Microsoft Windows® 95/98 operating systems. If you don’t understand any of the following terms, you may want to take a few minutes and run through the tutorial materials that come with Windows 95/98:



The manual will use the term “click” to replace “left-click.”

Section 11

Interface Reference

Starting Play

Before you begin a *Heroes III* gaming session, you must choose what type of game you want to play. The New Game Menu allows you to choose between **single**, **campaign**, and **multiplayer** scenarios. You may also choose to resume a previously saved game or play the tutorial.

Launching Heroes of Might and Magic III

Once the program is installed you may start the game by inserting the *Heroes III* game CD into your CD-ROM drive and clicking the **Play** button on the following screen. When you do this, the company credit animations and introductory movie will play. You may bypass these by clicking the mouse button at any time. You may also start the game by choosing the *Heroes III* game shortcut created in your Start Menu.

Full Screen Vs. Windowed Display

During your gaming session, you may hit the **F4** key to switch between full screen and windowed display modes. In full screen mode, the *Heroes III* game fills your entire video display at 800 x 600 pixel resolution. In this mode, you may press **Alt-TAB** to minimize the game screen and display the Windows Desktop. To return to the game from the Desktop, select it from your Taskbar.

In windowed display mode, the game appears in a standard Desktop window. Since the game displays at 800 x 600 resolution, it is recommended this mode only be used when running Windows at 1024 x 768 or higher resolution. In windowed display mode, you gain the following pull-down menu commands:

File	Display	Help
Quit: Closes the program	Full Screen (F4): Switches the display to full screen mode	On Line Manual: Starts the help system About: Displays copyright information about the game

Section II

Main Menu



The **Main Menu** displays after the introductory animations play. To choose an option from the menu, move the mouse cursor over a button and click.

New Game: Choose this to start a game from the beginning. Clicking this button sends you to the **New Game Menu**, where you can select between single player scenario, multiplayer, or campaign games.

Load Game: While you are playing the *Heroes III* game, you can save games in progress. Choose this option to resume a previously saved game.

High Score: When you complete a single scenario or campaign, you receive a score based on your performance. Click this button to display a list of the top scores.

Credits: Click this button to see the list of people responsible for bringing you the *Heroes III* game.

Quit: Click this button to close the program and return to Windows.

New Game Menu



The **New Game Menu** appears when you click the **New Game** button on the **Main Menu**. From this menu you can start a single, multiplayer, or campaign scenario from the beginning.

Single Scenario: Click this button to start a single scenario. Single scenarios are played on one map against the computer and are completed by meeting a set of mission conditions.

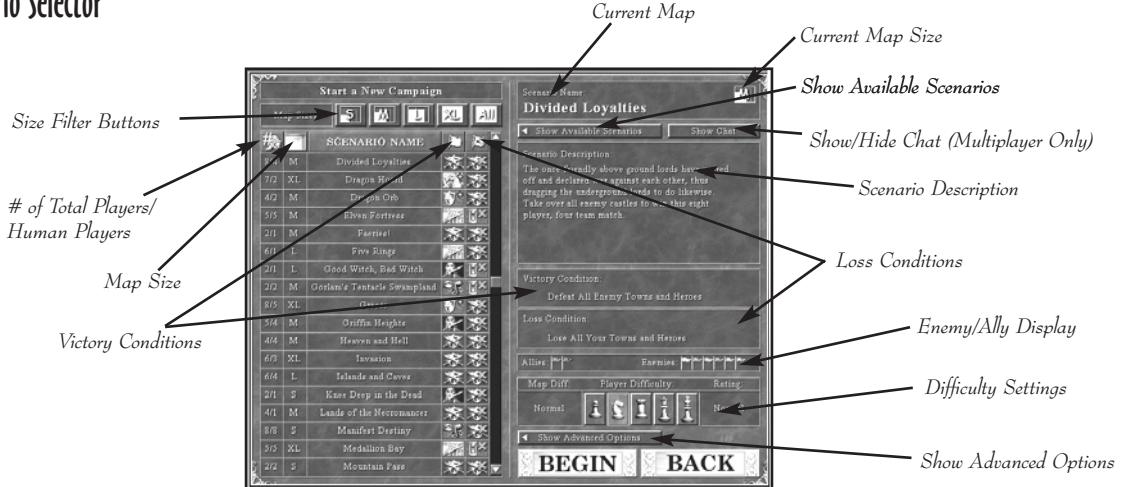
Multiplayer: You may play the *Heroes III* game against other human players across the Internet, other network connections, or on a single computer. Press this button to display the Multiplayer Game Type Selector. For more information about multiplayer games, see *Multiplayer* (pg. 59).

Campaign: Choose this button to display the selection of campaign games. Campaign games are linked scenarios marking climactic events in longer stories. They are played against the computer.

Tutorial: A special tutorial scenario has been created to help you learn the game. To play it, click this button. You will need to consult the online tutorial guide as you play.

Back: Click this button to return to the **Main Menu**.

Scenario Selector



Before you can start a single player or multiplayer game, you must choose which scenario you want to play. This is done using the Scenario Selector. Here you may also set the game difficulty and choose which forces you want to control in a single player game. In a multiplayer game, the host assigns players to their forces (see *Multiplayer*, pg. 59).

You may toggle the display of available scenarios by clicking the **Show Available Scenarios** button. You can move the list up and down using the scroll bar along the right side of the list. When you click on a scenario's name, it becomes highlighted and its scenario description and win/loss conditions are displayed. The difficulty settings control the strength of the computer opponent's starting resources and artificial intelligence.

To start the highlighted scenario, click the **Begin** button. Click the **Back** button to return to the Main Menu.

Size of Map

Maps may be small, medium, large, or extra large in size. Size refers to the tile dimension of the Adventure Map a scenario is played on. While many factors affect length of play, this can be used as a rough gauge of how long it will take to complete a scenario, with larger maps taking more time. The Map List Box's display may be constrained to a list of maps of a certain size by using the **Size Filter** buttons located directly above it.

Size Filter Button	Map Size Displayed	Tile Dimension
	S (small)	36 x 36
	M (medium)	72 x 72
	L (large)	108 x 108
	XL (extra large)	144 x 144
	All of the Above	All of the Above



Section II

Victory/Loss Conditions

Usually, you can win a scenario by taking all enemy castles and defeating all enemy heroes. Some scenarios have special victory conditions you can complete to win. You lose a scenario if you control no towns when your last hero is defeated. Some scenarios have additional loss conditions.

Special Victory Conditions

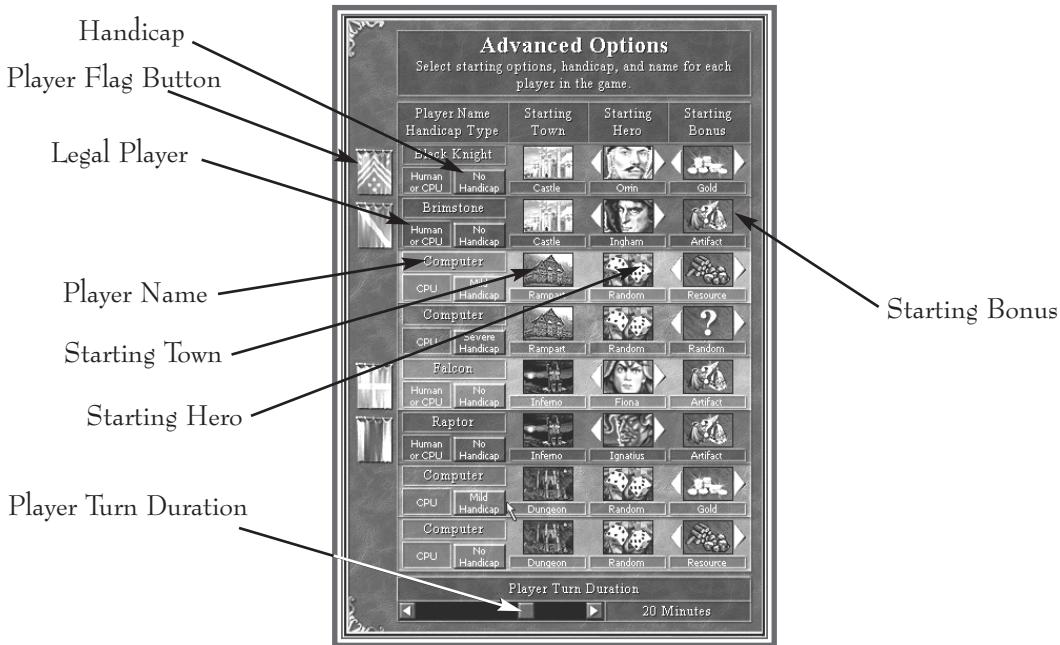
Acquire a Specific Artifact	You must find a specific artifact. Win by placing the artifact in one of your heroes' backpacks.
Accumulate Creatures	Your kingdom must acquire X number of creatures.
Accumulate Resources	Your kingdom must acquire X amount of a specific resource.
Upgrade a Specific Town	The hall and castle of a given town must be upgraded to a specified level.
Build a Grail Building	You must find the Grail and build a grail building in one of your towns.
Defeat a Specific Hero	You must defeat a specified hero.
Capture a Specific Town	You must occupy a specified town.
Defeat a Specific Creature	You must defeat a specified wandering monster.
Flag All Creature Generators	You must control all the creature generators on the map.
Flag All Mines	You must control all the mines on the map.
Transport a Specific Artifact	You must acquire a specific artifact and transport it to a specified town.

Special Loss Conditions

Lose a Specific Hero	You lose if the specified hero is defeated.
Lose a Specific Town	You lose if the specified town is occupied by an enemy.
Time Limit	You lose if you have not won the scenario within the specified number of days.

Chatting

If you are participating in a multiplayer game, you can turn on and off the display of network chat by pressing the **Show/Hide Chat** button. When Chat is on, chat messages are shown in the Scenario Description box. You can send a chat message by typing it in the box directly below this button.



Advanced Options

To display the Advanced Options, click the **Show Advanced Options** button. This will display the available options for each opponent in the currently selected scenario. For each game, the scenario's designer defines each opponent as playable by a human or the computer (CPU). Slots displaying "Human or CPU" may be played by either. Any available human slot has a **Player Flag** button adjacent to the associated slot, on the far left of the window. In a multiplayer game, the host assigns players to each available slot by repeatedly clicking the **Player Flag** button, cycling through the available players. At the start of the scenario, any player not assigned to a slot is dropped from the game. All unassigned slots will be played by the computer.

Often, you can choose an opponent's starting town type, starting hero, and/or starting bonus. If you can, arrows appear on the sides of the town, hero, and starting bonus pictures. If you can set the starting town type, which town you choose will affect what heroes and starting bonuses are available. Click on the **Handicap** button to cycle through player handicap settings. Handicap will affect a player's starting resources.

You may also set the Player Turn Duration limit by moving the slider at the bottom of the Advanced Options display. This controls how long human player turns can last (when not in combat).

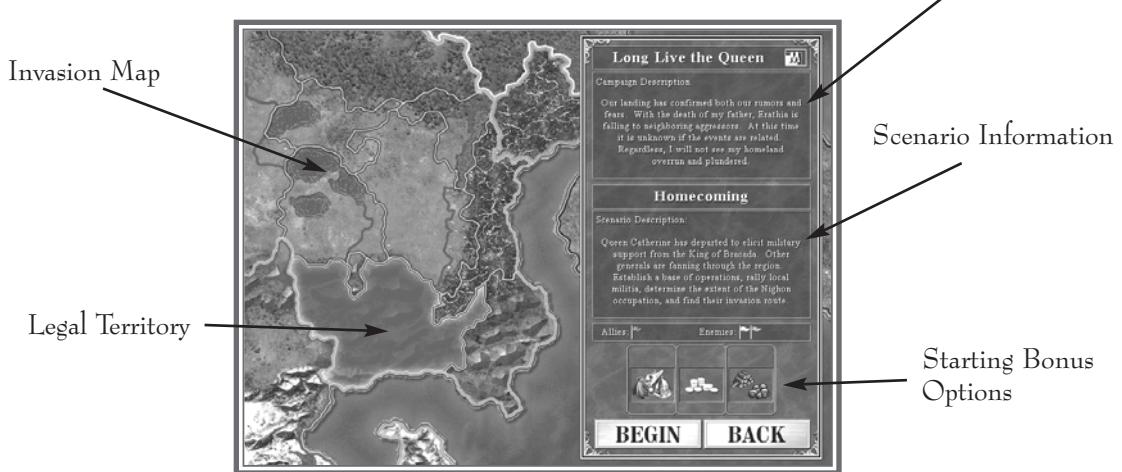


Section II

Campaign Games

Campaign games are scenarios linked together by a story line told from either a good, neutral, or evil perspective. To start a campaign, click the **Campaign** button on the **Main Menu** and then select from the available campaigns displayed on the following screen. When you complete all of the initially displayed campaigns, new campaign choices appear. After you choose a campaign, the Campaign Scenario Startup Screen displays.

Campaign Scenario Startup Screen



At various points in campaign story lines, you may choose which conflict you want to involve yourself in. If this is the case, more than one territory on the invasion map will be highlighted. Click on a highlighted area to choose a scenario. Information about the chosen scenario will be displayed in the Scenario Information box.

In most scenarios, you will be able to select starting bonus options. Once you are satisfied with your scenario and bonus selections, click the **Begin** button to start the campaign scenario. In order to advance the story of the campaign, you must win the scenario. If you lose, you can replay the scenario.

Adventure Map

Each *Heroes III* game scenario takes place in a part of Erathia. The relevant portion of the land is represented on the Adventure Map. At the beginning of each scenario, you can only see the areas of the land within view of your towns and heroes; the rest is shrouded from you. As you send your heroes exploring, the map is revealed along their path of travel. Subterranean gates act as passages to the subterranean level. This underground territory is displayed on its own map, which is also revealed as your heroes travel.

As you explore the map, you will discover treasures, wandering creatures, valuable resources, and a wide variety of permanent locations. While there are a multitude of different types of permanent locations, among those you encounter will be mines, which can provide you with steady streams of resources; abandoned ruins to explore; and creature dwellings where you may recruit troops for your heroes' armies.

You will also encounter heroes and towns belonging to opponents - either human or computer. More often than not, your scenario mission objectives will require you to make war with other heroes. Combat between your heroes and other heroes, wandering monsters, and town garrisons takes place on the Combat Screen (see *Combat*, pg. 40). When you conquer enemy towns, they become part of your territorial holdings, adding their many benefits to your cause (see *Towns*, pg. 49).

This section describes the Adventure Map screen interface for campaign and single-player games. For explanations of the particular interface differences encountered in multiplayer games see *Multiplayer* (pg. 59).

Game Play

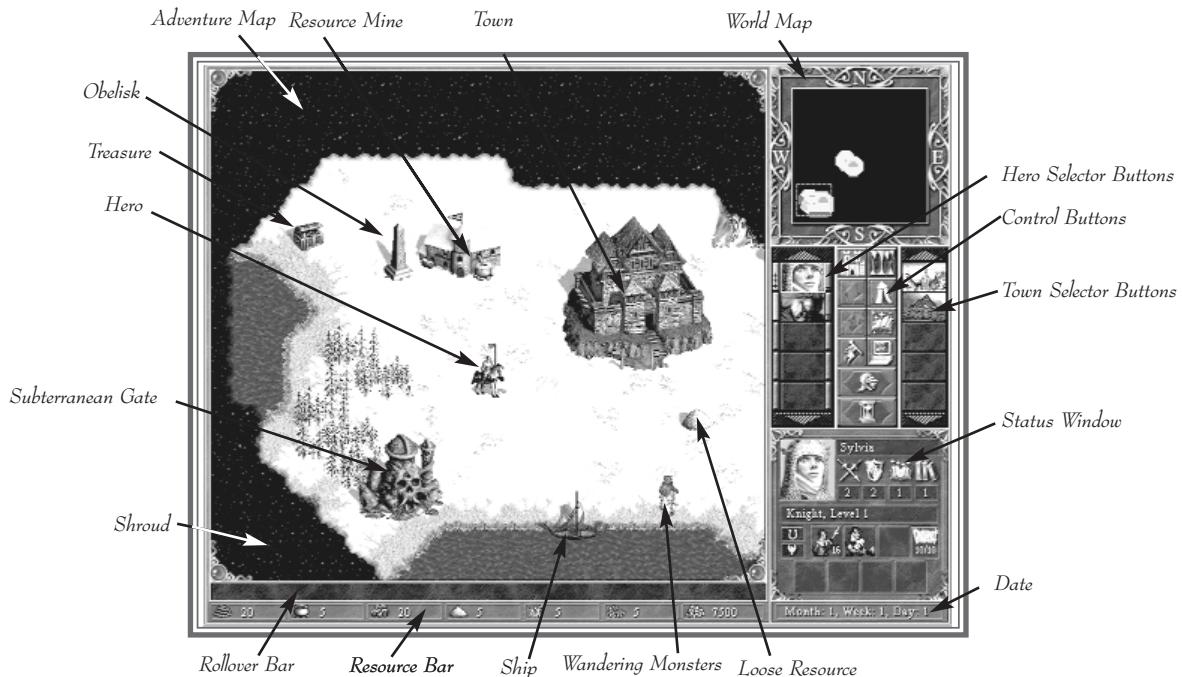
On each Erathian day, players can move their forces and manage their territories in turns. This does not happen simultaneously—rather, each player, starting with you (the human player) takes a turn, and then passes on play to the next player. Once all players have had their turn, the current day ends and a new day begins.

At the beginning of each day, mines and cities you control add to your resources. Resources represent gold and raw materials you may spend to improve your towns, recruit troops, and perform other actions. Town buildings producing creatures do so on the first day of the week (see *Towns*, pg. 49). The current date appears at the lower right corner of the Adventure Map screen.



Section II

Adventure Map View



The Adventure Map

You may scroll the Adventure Map in the direction you want by moving the cursor to the screen's edges and corners (diagonal scrolling). The red box displayed in the World Map indicates what portion of the map is shown in the Adventure Map display. Clicking in the World Map centers this box at the cursor. You may also drag the box around the World Map.

Identifying text appears in the Rollover Bar as you move the cursor over map features. You may right-click on anything appearing on the Adventure Map to display further information.

Heroes

You may have up to eight heroes on the Adventure Map at any given time; if you have more than eight heroes in the field, any extras must be commanding town garrisons (see *Towns*, pg. 49). Heroes on the Adventure Map carry their player's flag color.

Heroes travel with their armies, made up of creatures arranged in groups called *troops*. Each troop can hold one or more creatures, but all the creatures in the troop must be of the same creature type. A hero's army must have at least one troop and can include up to seven. In battle, a hero leads the battle by commanding their army rather than fighting directly.

Selecting a Hero

The **Hero Selector** buttons on the right side of the Adventure Screen are used to select your individual heroes. Clicking a hero's button selects the hero and centers the Adventure Map display on that hero. If you have more than five heroes, you may need to click the scroll buttons to display a hero's selector button. Double-clicking on a **Hero Selector** button brings up a hero's Hero Screen (see *Heroes and the Hero Screen*, pg. 23).

On the left side of each **Hero Selector** button is a green bar which shrinks as the hero's movement allowance is used up. The blue bar on the right side of each button measures what percentage of the hero's spell points he or she has left. Spell points are spent when a hero casts spells. For more information, see *Magic System* (pg. 55).

Moving Your Hero

When you click on the Adventure Map at a location the currently selected hero can move to, a line of arrows, indicating the path the hero must follow, is drawn from the hero to that location now marked by an X. If the location is within the hero's movement limit for the current day, then the arrows and X appear in green. If the hero cannot reach the location in one move, brown arrows indicate the length that must be traveled in the next or subsequent turns. You may change the destination by clicking a different spot on the map.

Click the X to move the currently selected hero along the path. You may also click on the **Move Hero** control button to move the currently selected hero down the path. If you want to halt a moving hero in mid-movement, click on the Adventure Map. The current path will remain, but the hero will stop moving. You may resume the hero's movement or select a new destination.

Movement Allowance

How far a given hero can move is determined by the speed of the slowest creature in their army. Creature speed statistics are listed in the *Town and Creature Reference* (pg. 81). Distances on the Adventure Map are measured in *tiles*.

Movement Allowance Table

Slowest Creature Speed	Movement Allowance
Super Slow - Extra Slow	15 tiles
Slow	16 tiles
Swift - Extra Swift	17 tiles
Very Swift	18 tiles
Ultra Swift - Super Swift	19 tiles
Quick - Super Fast	20 tiles



Section II

Terrain and Roads

Some terrain is difficult to travel across and reduces the distance a hero can move. Roads increase this distance. A hero with the Pathfinding secondary skill (see *Secondary Skills*, pg. 35) is able to reduce the effects of difficult terrain. This chart explains the effects of terrain on movement:

Terrain Movement Costs				
Terrain Type	Normal	Basic Pathfinding	Advanced Pathfinding	Expert Pathfinding
Dirt	100%	100%	100%	100%
Grass	100%	100%	100%	100%
Lava	100%	100%	100%	100%
Subterranean	100%	100%	100%	100%
Cobblestone Road	50%	50%	50%	50%
Dirt Road	75%	75%	75%	75%
Gravel Road	65%	65%	65%	65%
Rough	125%	100%	100%	100%
Sand	150%	125%	100%	100%
Snow	150%	125%	100%	100%
Swamp	175%	150%	125%	100%

Example: A hero with Pikemen (Extra Slow) would have a starting movement allowance of 15 tiles. However, over the difficult terrain of snow, this hero would only move 10 tiles. With Basic Pathfinding, the movement allowance of this hero would increase to 12 tiles over snow, and with Advanced Pathfinding, 15 tiles over snow.

Boats

Heroes need boats to move on water. Boats may be: built in Castle, Necropolis, and Fortress towns located on shores, with shipyards; summoned using the Summon Boat spell; built at Adventure Map shipyards; or found elsewhere on the Adventure Map—perhaps abandoned by another hero.

Boarding or disembarking from a boat takes the remainder of a hero's movement allowance for the current day. To put a hero on a boat, click on an unoccupied boat. To disembark a hero, move the boat carrying that hero to a valid shore location, indicated by the anchor icon. Boat movement is made at a hero's full movement allowance. A boat can only carry one hero and their army at a time.

The Subterranean Level

Some maps contain a subterranean level. Heroes may enter subterranean gates to pass between the surface and the underground. Pressing the **Elevation Toggle** control button switches the Adventure Map's view between the two levels.

Adventure Locations

Towns

Towns provide many benefits to the player in control of them. The town hall for each town you control adds a quantity of gold to your daily resource pool. At your towns, your heroes may recruit troops, replenish their spell points, and learn new spells. For more information, see *Towns* (pg. 49) and the *Town and Creature Reference* section (pg. 81).



Your Towns

You may select any of your towns by clicking its **Town Selector** button. When a town is selected, it is centered in the Adventure Map and its **Town Selector** button is highlighted. Clicking on a town or its highlighted **Town Selector** button a second time displays the town's Town Screen (see *Towns*, pg. 49).

Your heroes may visit towns you control. To direct a hero to do this, move your hero to a town's front gate and the cursor will change to a rearing horse. Click, and the hero will enter the town, and the town's Town Screen will be displayed. If the town has a Mage Guild, the hero will learn any new spells available that he is able to learn, and his spell points will be replenished after staying for one day (see *Magic System*, pg. 55). Only one hero at a time may visit a given town.

Enemy and Neutral Towns

Towns controlled by other players appear on the Adventure Map with that player's flag colors and are identified in the same color on the World Map. Neutral towns, those not controlled by any player, appear gray on the World Map. Right-clicking on these towns will display limited information on that town.

When you move the cursor over the front gates of enemy and neutral towns, the sword icon appears indicating they will be defended by any garrison forces present (see *Towns*, pg. 49). When you defeat a town's defenses, the town flies your flag color and becomes part of your territory. You can immediately make use of the town and draw from its benefits. If no defenders are present, you may simply take the town by having a hero enter it.

Resource Mines and Loose Resources

When you build structures in your towns or recruit creatures, you use resources—gold, wood, ore, crystal, gems, mercury, and sulfur. Many other game situations also use them. While there are many ways to collect resources, the main means of acquiring them is to control resource mines and find loose resources. When a hero visits a mine, it becomes flagged with the hero's color and begins producing resources for the hero's player, adding to the player's resource pool on a daily basis. Loose resources are “picked up” by the hero who visits them. They disappear from the map and are immediately added to the controlling player's resource pool.



Section II

Treasure Chests and Artifacts

Heroes may also pick up treasure chests and artifacts. Artifacts are items, usually magical, that provide their owner with special powers and abilities. When a hero visits an artifact, it disappears from the map and is added to their inventory (see *Heroes*, pg. 23). Treasure chests are surprise boxes containing gold, minor artifacts, or experience.

Other Structures

There are many different types of Adventure Map structures you will encounter. Some of these will convey special benefits to the heroes who visit them. Some will be places to explore, full of danger and/or hidden rewards. Others will provide resources, useful information, or artifacts. While you will need to discover the individual qualities of many of these buildings, some of the buildings you are most likely to encounter are listed here.

Border Guards and Gates: Border Guard Towers occasionally appear at borders. In order to pass by a Guard Tower, you will need to visit a local Keymaster's Tent of the same color.

Creature Dwellings: Some structures are the living places of creatures you may recruit to your cause. Their dwellings may be found on the Adventure Map. Before the creatures serve your cause, you may need to prove your worthiness by facing them in combat. Once you succeed, the dwelling will fly your flag, associated towns may receive a creature bonus, and you can recruit troops there. The supply of available recruits will be replenished once a week.

Obelisks: On some maps, the Grail is hidden. Clues to its location can be found at obelisks.

Wandering Creatures: You may find your hero's way blocked by wandering creatures allied to no particular player. In order to pass by them, you will need to deal with them. Usually, this means defeating them in combat. Sometimes the creatures will be favorable to your cause and will offer to join you, or they may do so because they are awed by your power. Others, realizing they have no chance of defeating you, may flee. Right-clicking on a wandering creature graphic will tell you the type of creatures camped at the spot and a rough estimate of their numbers.

Wandering monster troops are randomly assigned a hostility value from one to ten. Monsters with higher hostility values are more likely to attack. A wandering monster troop will be more likely to avoid combat with hero armies stronger than they or composed of the same creature types. Heroes with the Diplomacy secondary skill will be attacked less often.

Wandering Creature Population Labels

Label	Population
Few	1-4
Several	5-9
Pack	10-19
Lots	20-49
Horde	50-99
Throng	100-249
Swarm	250-499
Zounds	500-999
Legion	1000+

Adventure Map Cursors

Movement Cursors

Clicking on the map where these icons appear will draw a movement path from the current hero to the desired location.

	The current hero can move to this spot in the number of turns indicated in the lower right. (If no number appears on a movement cursors, the hero can move to the target spot during the current turn.)
	Appears when the cursor moves over an adventure location, like a building or mine, the current hero can visit.
	If the current hero is on land, and this cursor appears over a boat, then the hero may enter the boat.
	Appears over a water location a hero on a boat may visit.
	Indicates a shore location where a hero may land a boat and disembark.
	Indicates wandering monsters, enemy towns, enemy garrisons, and enemy heroes a hero may attack.
	Appears over heroes the current hero may trade with. When the hero is reached, the Hero Trading screen is displayed (see <i>Hero Trading</i> , pg. 32)
	Appears when you cast the Dimension Door spell. To teleport the casting hero to the new location, click the destination in the Adventure Map Window.

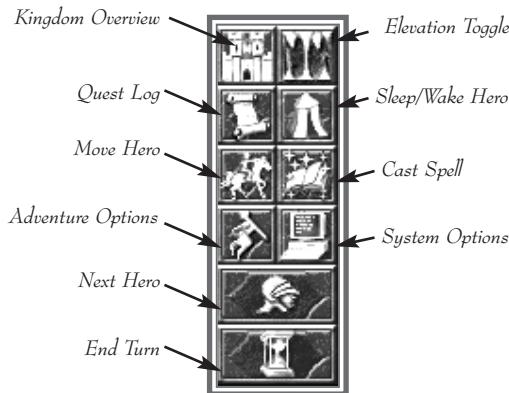
Selection Cursors

These icons are used to select the current town or hero.

	Appears over the current hero or over any of your heroes when a town is selected. Clicking selects the current hero, or displays the Hero Screen if the hero is already selected.
	Appears over your towns. Clicking selects the current town or, if the town is already selected, displays the Town Screen.
	Appears when you cast the Scuttle Boat spell. Click on the boat you wish to cast the spell on.

Section II

Control Buttons



Kingdom Overview: This button displays the Kingdom Overview (see *Kingdom Overview*, pg. 57).

Elevation Toggle: This button toggles the Adventure Map display between the surface and subterranean levels.

Quest Log: Click this button to display the Quest Log.

Sleep/Wake Hero: This button puts the current hero in sleep mode. A sleeping hero is passed over during the Next Hero selection. Wake heroes by selecting them (on the Adventure Map or with their **Hero Selector** button) and clicking this button.

Move Hero: If the current hero has a movement path laid, pressing this button will move them along their path to the extent of their movement allowance.

Cast Spell: If the current hero has a spell book, this button will display their spell book so they can cast Adventure Spells (see *Magic System*, pg. 55).

Adventure Options: Click this button to display the **Adventure Options** (pg. 21). You may click the button to close this display.

System Options: Click this button to display the **System Options** menu. You can close the menu by clicking the **Return To Game** button.

Next Hero: Clicking this button will select the next awake hero with any movement points down the list.

End Turn: Click this button to end your turn and allow your opponents to take theirs.

Adventure Options

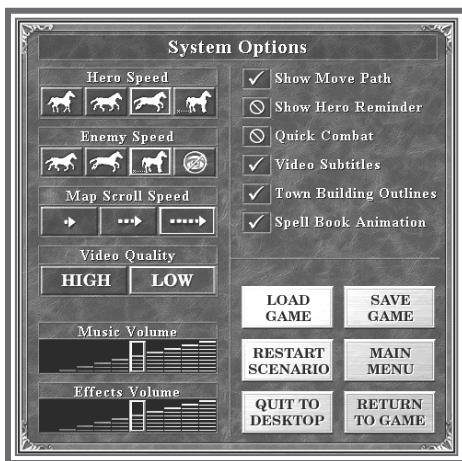
View World: This button displays a large scale view of the map in the Adventure Map display. Click on the Zoom buttons to change the view scale. Click the Puzzle Map button to switch to a view of the Puzzle Map, or ✓ to exit the display.

Puzzle Map: This button displays the Puzzle Map, which shows the location of the Grail. When your heroes visit Obelisks, parts of the map are revealed. When the map is fully displayed, you will see an X marking the spot where the Grail is buried.

Dig: In order to recover the Grail, a hero must dig it out of the ground. Click this button to direct the current hero to dig at their location. Digging takes a full day, so the hero must not yet have moved during the current turn.

Scenario Information: Click this button to display information about the current scenario.

Replay Opponent Turn: If you press this button, you can see a replay of your opponents' last turns.



System Options

Hero Speed: Select one of these buttons to set the movement animation speed of your heroes.

Enemy Speed: These buttons control the movement animation speed of your enemies. You may also choose to hide your enemies' movements from you.

Map Scroll Speed: These buttons control how fast the map view scrolls.

Video Quality: Selects high or low quality video playback.

towards any destination you click on.

Move Hero Reminder: This toggles on and off the Move Hero Reminder which normally displays at the end of a turn, if you have any sleeping heroes or heroes with movement points left.

Quick Combat: When this option is on, the game resolves combat for you without displaying the Combat Screen.

Section II

Video Subtitles: Toggles subtitles for videos on and off.

Town Building Outlines: When the cursor moves over buildings in the Town Screen, buildings you can click on may be outlined. These buttons turn on and off the outline display.

Spellbook Animation: Turns on and off the page turn animations in the spell book display.

Disk Options

Load Game: This button displays the **Load Game** menu. Loading a new game will end the current game.

Save Game: This button displays the **Save Game** menu to save your current game.

Restart Scenario: Click this button to start the current scenario from the beginning.

Main Menu: Click this button to return to the **Main Menu**. This will end the current game.

Quit to Desktop: Click this button to close *Heroes III* and return to Windows.

Return to Game: Click this button to close the **System Options** menu and return to play.

Sound Options

Music Volume: This control sets the game's music playback volume. Clicking the volume controls to the left reduces the volume, clicking to the right increases it.

Effects Volume: This control allows you to set the game's sound effect playback volume.

Informational Displays

The Resource Bar

The Resource Bar shows how much of each of the game's resources you currently have.

Rollover Bar

A Rollover Bar is at the bottom of most game menus and interface displays. As you move the cursor over the screen, displayed text identifies what the cursor is currently over.

Right-Click Information

You may right-click on most game or interface items to display further information about the item. These displays remain in view as long as you hold down the right mouse button.

Status Window Information

Information about the currently selected hero, town, or resource, as well as number of towns and allies, appears in the box at the lower right corner. You may click on this box to toggle between the various displays available.

Heroes and the Hero Screen

Actions in the *Heroes III* game are performed by heroes. Heroes explore the land, sea, and underground. They gather treasures, resources, and other artifacts. They secure towns and Adventure Map structures, adding them to your territory. Heroes travel with troops recruited at towns and other locations. With these armies they can engage in battles against your enemies or lead the defense of your towns. As heroes explore and battle, they gain experience points. When they have enough experience points, they go up a level. At each level, heroes gain new skills and increase their abilities at skills they already possess.

In most scenarios, you start with at least one hero under your command. You can gather more heroes to your cause by recruiting them in your town taverns. Heroes may be stationed in your town garrisons or may roam the lands of Erathia. Garrisoned heroes lead troops stationed in a town's garrison if the town is attacked by an enemy hero. You can have one garrisoned hero per town and up to eight roaming heroes at any one time.



Hero Types

There are sixteen different types of heroes—two for each of the eight town types. One type specializes in the use of magic, the other is more battle-oriented. Heroes of all types may be recruited in any town.



Section II

Castle Heroes

Knight: Knights are brave and noble warriors dedicated to good and righteousness. While they can learn magic skills, they are by far more dedicated to the pursuit of martial knowledge.

Cleric: Clerics are members of the fighting forces of their holy orders. They pursue a range of knowledge, both martial and mystical.

Dungeon Heroes

Overlord: Overlords build dungeon lairs to protect their gains acquired through conquest. Ruling through intimidation, they tend to be warriors who know the value of magic. They often wear armor designed to enhance the ferocity of their appearance.

Warlock: Warlocks learn magic for the power it gives them to achieve dark and selfish goals. More than any other hero, they focus on the pursuit of magical knowledge over other values. Warlocks often flaunt their power, using magic to alter their features.

Fortress Heroes

Beastmaster: Through physical force and intimidation, Beastmasters build their realms by subjugating those dwelling nearby. As a consequence, they are little interested in the pursuit of mystical knowledge. Beastmasters often costume themselves in the likeness of vicious swamp creatures.

Witch: Witches are adept at the use of magic powered by rare ingredients gathered from swamplands. Learning this knowledge takes a focus that allows for little advancement of military knowledge.

Inferno Heroes

Demoniac: Demoniacs are people (often ex-Heretics) who have been completely possessed by one or more demons. Though they have a natural predisposition to gaining magical power, Demoniacs also acquire balancing military skills as well.

Heretic: Heretics aim to harness demonic forces to their bidding. While they tend to train themselves with warrior skills, they must also know enough magic to control their infernal allies. Heretics can often be recognized by the number of protective wards and markings they wear to ward off demonic attacks.

Necropolis Heroes

Death Knight: Death Knights are knights resurrected as liches. While they maintain their former martial learnings, their new forms open them more freely to the learning of magic.

Necromancer: Necromancers are magic users seduced by the easy power of death magic. The price of their art is its practice slowly drains life from its wielders—eventually transforming them into liches.

Rampart Heroes

Ranger: Rangers are warriors born of the woods, skilled at hunting and tracking. Their dedication to the protection of the wilderness leads them to pursue a wide range of knowledge, concentrating on martial and outdoor skills.

Druid: Druids are mystics who draw their power from a harmonic relationship with the land. While they pursue their mystical knowledge, their outdoor living causes them to acquire a balance of physical skills.

Stronghold Heroes

Barbarian: Barbarians are little concerned with anything outside the pursuit of military might. Consequently, they advance most quickly in attack based skills and slowly in all others. Barbarians wield massive weapons and wear little armor.

Battle Mage: Battle Mages are Barbarians with limited spellcasting abilities. While they advance their ability at magic, they also study the arts of war. Battle Mages often wear trophies, gathered from slain foes, from which they derive additional power.

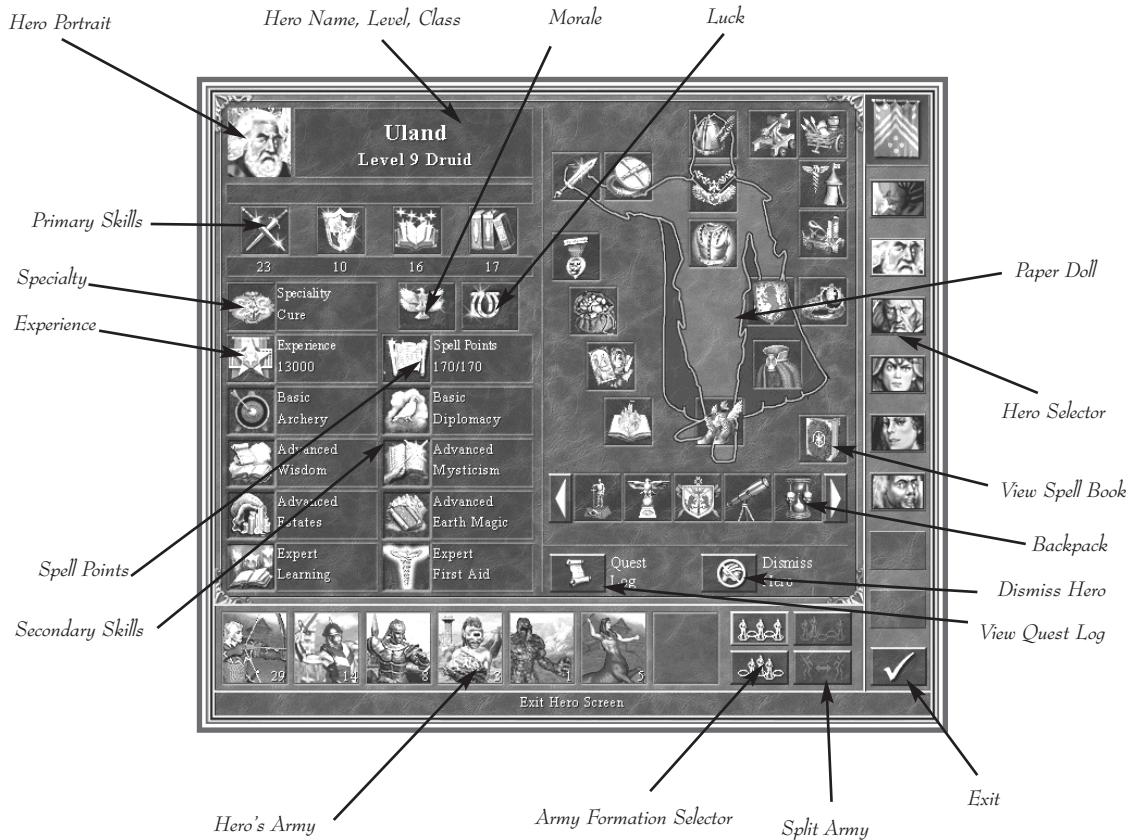
Tower Heroes

Alchemist: Alchemists are skilled in physical and chemical magic, particularly so in the building and animation of golems. Working their craft builds muscular strength, which makes Alchemists ready learners of military skills as well. Their armor is composed of rare metal alloys created through their skill in alchemy.

Wizard: Wizards are dedicated pursuers of mystical and magical knowledge. While they may lend little to the direct military aspect of a battle, they are likely to turn the tide in their favor with use of mighty arcane forces. Wizards seldom wear any armor, relying on their control of magic to protect them.

Section II

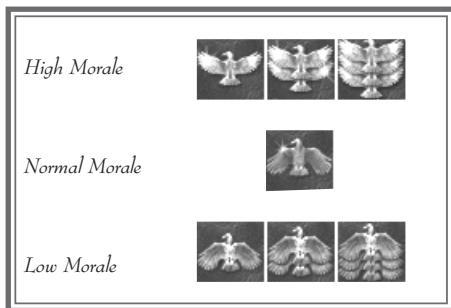
The Hero Screen



Information about each hero you control can be viewed on their individual Hero Screen. The Hero Screen can be displayed from the Adventure Map screen by double-clicking on a hero's **Hero Selector** button or by double-clicking on the hero directly on the map. The Hero Screen is also used to organize the hero's items and armies.

Morale

This icon represents the basic morale rating of the hero's army. In combat, low morale can cause creatures to freeze. High morale can allow them extra attacks (see *Combat*, pg. 40). Click on the icon to display a list of morale-affecting factors.



Luck

This icon represents the current basic luck rating of the hero's army. Good luck increases a creature's chance to do maximum damage (see *Combat*, pg. 40). Click on the icon to display a list of factors modifying the army's luck.



Specialty

Each hero has a special ability. Click on this icon to display information about it.

Experience

Displays the hero's current experience points. Click the icon to display the hero's current level and the experience points needed to reach the next level (see *Skills*, pg. 33).

Spell Points

This displays the hero's current and maximum spell points. (For example, "15/20" means that the hero currently has 15 spell points out of a maximum of 20). Click the icon for a more verbose display (see *Magic System*, pg. 55).

Primary Skills

These icons display your hero's four primary skills—Attack, Defense, Power, and Knowledge (see *Skills* pg. 33).

Secondary Skills

Each hero can have up to eight different secondary skills. Icons representing these skills are displayed in these slots. Each skill can be performed at a basic, advanced, or expert level (see *Skills*, pg. 33). Click on each icon to display information about the skill.

Section II

Hero's Army

These seven slots display the troop stacks in the hero's army. Each troop stack portrait has a number indicating how many creatures are in each slot. The slot a troop stack occupies affects where the troop appears on the battlefield (see *Combat*, pg. 40). There are several things you can do with this display to manage your hero's army.

Displaying Creature Information

Clicking on a highlighted troop stack displays its creature information as follows.

Portrait: This is a picture of the creature as it will appear on the battlefield. The number in the lower right corner is the number of creatures in the troop. Above the portrait is the creature's name.

Attack: This is the creature's attack rating. The number in parenthesis represents the rating as affected by the hero's Attack skill and other factors.

Defense: This is the creature's defense rating. In parenthesis is its rating as affected by modifying factors.

Shots: Creatures with ranged attacks have a limited number of shots. This displays how many are left. If there is no number here, then the creature has no ranged attack.

Damage: This shows the range of damage the creature does when it attacks.

Health: This shows the creature's maximum health points.

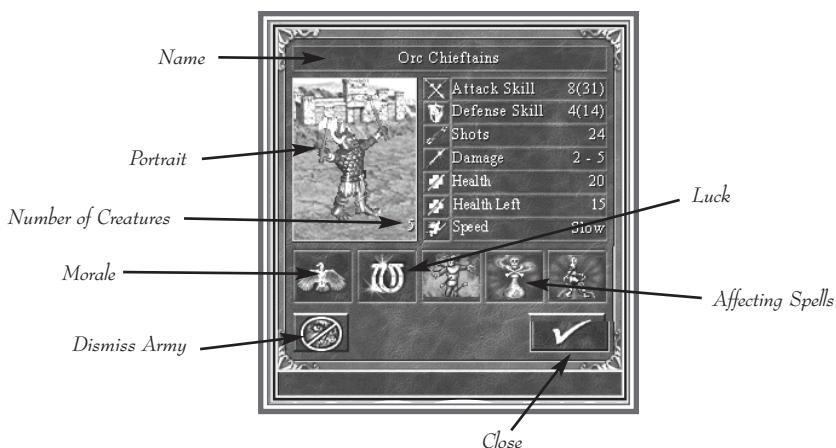
Health Left: This shows how many health points the top creature in the troop has left.

Speed: This is the creature's speed rating.

Morale: This shows the creature's current, individual morale rating.

Luck: This is the creature's current, individual luck rating.

Affecting Spells: Spells currently cast on the creature are shown here.



Dismissing a Troop

If you wish to remove a troop from the hero's army, display the troop's Creature Information window and then click the **Dismiss Troop** button. All heroes in the field must have at least one troop, so you cannot dismiss a hero's last troop.

Upgrading a Troop

Each creature is available in a basic and upgraded version. If a hero visits a town capable of generating a creature's upgraded version, you may upgrade any basic level creatures by pressing the **Upgrade Troop** button.

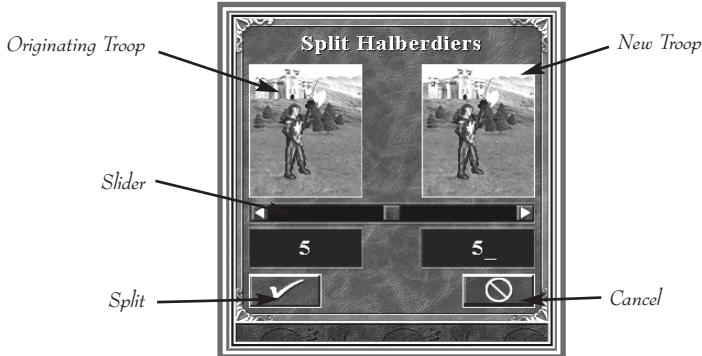
Combining Two Troops of Like Creatures

If you have two troops containing identical creatures, you can combine them into one troop. Do this by highlighting one troop, then clicking on the second one. The creatures in the first troop will be absorbed into the second.

Splitting Troops

You can take a troop with two or more creatures in it, and split it into two troops. To do this, highlight the troop, click the **Split Troop** button, and then click on an empty troop slot or troop of like creatures. The Split Troop control will appear.

To split the current troop, move the slider control to the right. As you do so, creatures will be transferred from the originating troop. Click when you are satisfied, or click the **Cancel** button to cancel the operation.



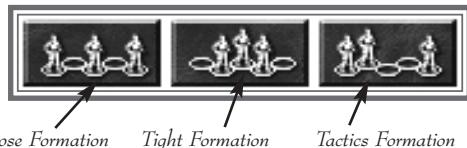
Move a Troop to an Empty Troop Slot

To move a troop from its current troop slot to an empty one, click on the troop to highlight it, and then click on the slot you want to move it to.

Section II

Switch the Positions of Two Troops

To have two different troops trade their troop slot positions, click on one of the troops to highlight it, and then click on the second troop.



Army Formation Selector

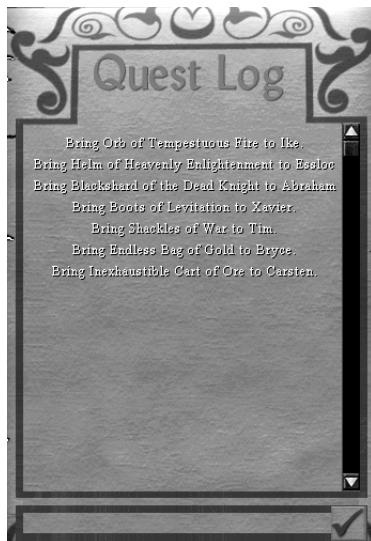
You may choose how a hero's troops are arrayed on the battlefield using the **Army Formation Selection** buttons. Choosing **Loose Formation** will cause the troops to be arrayed in a loose line, while choosing **Tight Formation** will array them in a tight line. If a hero has the **Tactics** secondary skill, the **Tactics Formation** button turns on and off the Tactics formation option. When Tactics formation is on, the hero's armies can be moved about the battlefield prior to the beginning of a battle (see *Combat*, pg. 40).

Dismiss Hero

Click this button if you wish to dismiss the displayed hero. If you do this, the hero will leave your service. He or she may later appear for hire in one of your town taverns, or may end up in the service of one of your enemies.

View Quest Log

Click on this icon to display the Quest Log. The text displayed lists quests your heroes have accepted. The quest log scrolls up/down using a scroll bar.



View Spell Book

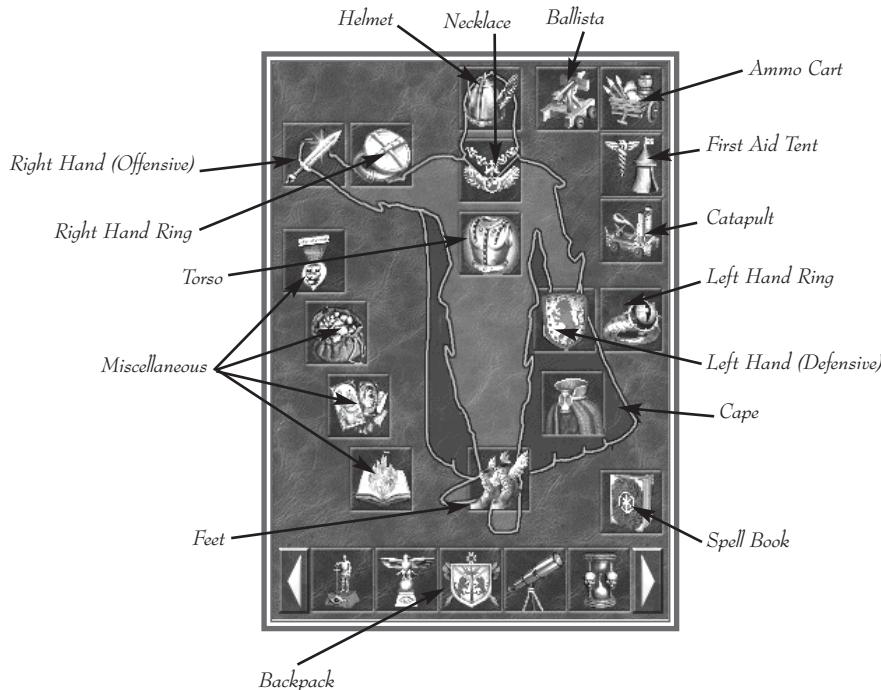
Click on this icon to display the spell book (see *Magic System*, pg. 55).

Hero Inventory

As heroes collect artifact items and war machines, they appear in their inventory. To display information about an inventory item, right-click on its icon.

In order to gain the benefits of these items, the hero must equip them. Many items must be worn or held by the hero. In order to equip a worn item, drag its icon from the hero's backpack to the appropriate slot on the hero's body diagram. Note this means a hero can only wear one helmet, one set of boots, etc. at a time. Some items are not worn but must still be equipped. Up to four of these may be equipped at one time by placing them in the miscellaneous equipment slots. Sixty-four non-equipped items may be carried by a hero in their backpack. Click the scroll arrows to scroll the backpack contents display.

There are four equipment slots reserved for any war machines the hero may be carrying. Only the Catapult, Ballista, Ammo Cart, and First Aid tent may be placed in these slots. A hero may only carry one of each war machine type at any one time.

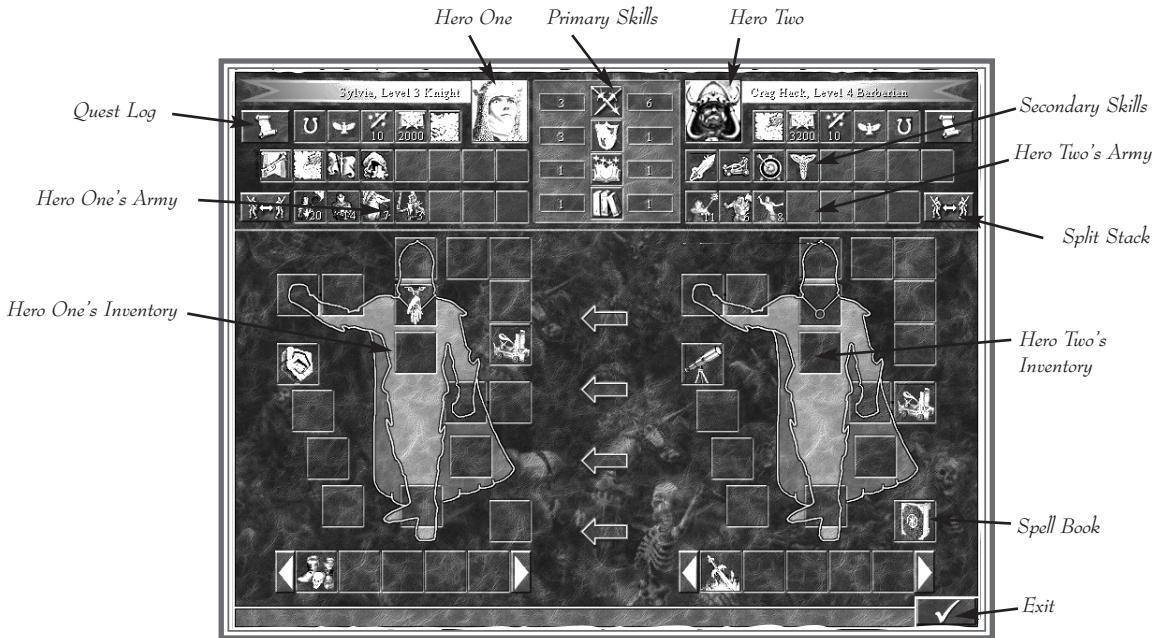


Section II

Hero Trading

When two, allied heroes meet on the Adventure Map, they may trade inventory items and troops. To initiate a trading session between two of your heroes, make one of them the current hero and then click on the second hero to move them together. When you do this, the Hero Trade Screen appears.

The Hero Trade Screen displays each hero's basic statistics, their troop slots, and their inventories. You may perform the following actions on the Hero Screen:



Adjust Inventory Items and Trade Them Between the Heroes

You can adjust the placement of inventory items for allied heroes, or trade items between them. To move an item, drag it to an empty backpack or hero equipment slot. Inventory items may only be placed in hero backpacks or in their appropriate equipment slots as described in Hero Inventory, above.

Adjust Troops and Trade Them Between the Heroes

You may move, split, combine, swap, and dismiss troops as described in Hero Army, above. These actions may also be performed between the two heroes' troop slots. Since each hero must always have at least one troop, you will not be allowed to trade away or dismiss a hero's last troop.

Note: Trades between different players with allied heroes is "one-way." You may give, but not take.

Display Information about a Hero

You may click on the icons representing the heroes' skills, experience and specialty to display information about them. Click on a hero's portrait to display the hero's Hero Screen. To display a hero's Quest Log, click on their **View Quest Log** button.

Level Advancement

When a hero wins a battle, he or she gains experience points. Experience points may also be gained at various Adventure Map locations or by picking up treasure chests. When treasure chests contain gold, you are offered the choice of keeping the gold or giving it to the local peasants. If you give up the gold, the hero gains experience points.

Once a hero gains a certain amount of experience points, he or she goes up a level. At each level, the hero advances one primary skill and one secondary skill.

Skill Advancement

Each time a hero reaches a new level, one of their primary skills is advanced by one point. Each hero may also gain expertise in up to eight secondary skills. When a hero gains a level, the Skill Advancement Screen appears. You will be offered two secondary skill advancements to choose from. Making the choice will either advance the hero's expertise in a secondary skill he or she already knows, or give the hero an entirely new skill at a basic level of expertise. Right-click on a skill icon to display information about the skill. Click on an icon to choose the skill advancement for your hero.

Skills

Primary Skills

All heroes attain ability in the four primary skills—Attack, Defense, Power, and Knowledge. Militarily oriented heroes, like Knights and Rangers, will have their Attack and Defense skills advance more rapidly. Heroes studying magic, like Wizards and Necromancers, will more often gain Power and Knowledge. The Primary Skill Advancement by Class table displays the chance a particular primary skill will advance when a hero reaches a new level. After a hero reaches level 9, their advancement generally becomes more balanced.

	<i>Attack</i>	A hero's Attack skill number is added to each of their creature's attack rating, increasing the amount of damage they do in combat.
	<i>Defense</i>	A hero's Defense skill is added to each of their army creature's defense rating, which decreases the amount of damage they take from enemy attacks.
	<i>Power</i>	When a hero casts a spell, their Power skill number determines how powerfully a spell is cast. While this effect will vary from spell to spell, the Power skill number most often determines how long a spell's effect lasts or how much damage it does.
	<i>Knowledge</i>	Each point of Knowledge a hero possesses adds ten points to their maximum spell point total. Spell points are spent when spells are cast (see <i>Magic System</i> , pg. 55).

Section II

Primary Skill Advancement by Class

Hero Class and Level	Attack	Defense	Power	Knowledge
Alchemist 2-9	30%	30%	20%	20%
Alchemist 10+	30%	30%	20%	20%
Barbarian 2-9	55%	35%	5%	5%
Barbarian 10+	30%	30%	20%	20%
Battle Mage 2-9	30%	20%	25%	25%
Battle Mage 10+	25%	25%	25%	25%
Beastmaster 2-9	30%	50%	10%	10%
Beastmaster 10+	30%	30%	20%	20%
Cleric 2-9	20%	15%	30%	35%
Cleric 10+	20%	20%	30%	30%
Death Knight 2-9	30%	25%	20%	25%
Death Knight 10+	25%	25%	25%	25%
Demoniac 2-9	35%	35%	15%	15%
Demoniac 10+	30%	30%	20%	20%
Druid 2-9	10%	20%	35%	35%
Druid 10+	20%	20%	30%	30%
Heretic 2-9	15%	15%	35%	35%
Heretic 10+	20%	20%	30%	30%
Knight 2-9	35%	45%	10%	10%
Knight 10+	30%	30%	20%	20%
Necromancer 2-9	15%	15%	35%	35%
Necromancer 10+	25%	25%	25%	25%
Overlord 2-9	35%	35%	15%	15%
Overlord 10+	30%	30%	20%	20%
Ranger 2-9	35%	45%	10%	10%
Ranger 10+	30%	30%	20%	20%
Warlock 2-9	10%	10%	50%	30%
Warlock 10+	20%	20%	30%	30%
Witch 2-9	5%	15%	40%	40%
Witch 10+	20%	20%	30%	30%
Wizard 2-9	10%	10%	40%	40%
Wizard 10+	30%	20%	20%	30%

Secondary Skills

There are twenty-eight different secondary skills in the game. Each may be held at a *basic*, *advanced*, or *expert* level of ability. Each hero can learn up to eight different secondary skills.

Secondary Skill Descriptions

	Air Magic	<i>Description</i>	Increases the effectiveness of Air Magic spells cast by the hero. Air Magic spells are cast at the basic level (see <i>Spell Reference</i> , pg. 64). Air Magic spells are cast at the advanced level. Air Magic spells are cast at the expert level.
	Archery	<i>Description</i>	Increases the damage done by ranged attackers in the hero's army. Ranged attack damage is increased by 10%. Ranged attack damage is increased by 25%. Ranged attack damage is increased by 50%.
	Armorer	<i>Description</i>	Reduces the amount of damage received by the hero's troops in combat. Damage inflicted on troops is reduced by 5%. Damage inflicted on troops is reduced by 10%. Damage inflicted on troops is reduced by 15%.
	Artillery	<i>Description</i>	Gives the hero manual control over their ballista, increases its number of shots per round to two, and increases the ballista's chance for dealing double damage. Ballista shots have a 50% chance of dealing double damage. Ballista shots have a 75% chance of dealing double damage. Ballista shots deal double damage.
	Ballistics	<i>Description</i>	Gives the hero manual control over the Catapult and increases its number of shots, accuracy, and damage. A Catapult lobs one shot with a 60% chance to hit the intended target wall. Chances to inflict maximum damage are 50%. Until all siege walls are destroyed, chances to hit arrow towers or the drawbridge is less than 60%. Same as basic, except the Catapult can lob two shots. A Catapult can lob two shots for maximum damage, each with a 75% chance to hit the intended target wall. Until all siege walls are destroyed, chances to hit arrow towers or the drawbridge is less than 75%.

Section II

 Diplomacy	Description Increases the chance wandering creatures will offer to join the hero's army and lowers the cost of surrendering to another hero. Basic 25% of creatures normally fleeing from your army offer to join. Cost of surrendering is reduced by 20%. Advanced 50% of creatures normally fleeing from your army offer to join. Cost of surrendering is reduced by 40%. Expert All creatures normally fleeing from your army offer to join. Cost of surrendering is reduced by 60%.
 Eagle Eye	Description Gives the hero a chance to learn spells cast by enemy spellcasters in battles. Basic The hero has a 40% chance to learn spells of second level or below. Advanced The hero has a 50% chance to learn spells of third level or below. Expert The hero has a 60% chance to learn spells of fourth level or below.
 Earth Magic	Description Increases the effectiveness of Earth Magic spells cast by the hero. Basic Earth Magic spells are cast at the basic level (see <i>Spell Reference</i> , pg. 68). Advanced Earth Magic spells are cast at the advanced level. Expert Earth Magic spells are cast at the expert level.
 Estates	Description The hero produces gold for their player's resource pool. Basic 125 gold per day is generated. Advanced 250 gold per day is generated. Expert 500 gold per day is generated.
 Fire Magic	Description Increases the effectiveness of Fire Magic spells cast by the hero. Basic Fire Magic spells are cast at the basic level (see <i>Spell Reference</i> , pg. 72). Advanced Fire Magic spells are cast at the advanced level. Expert Fire Magic spells are cast at the expert level.
 First Aid	Description Increases the effectiveness of the First Aid Tent war machine and gives the player manual control over what troop the First Aid Tent targets. The First Aid Tent regenerates damage done to the first creature in a target troop. Basic Regenerates up to 50 health points of the top creature in a troop. Advanced Regenerates up to 75 health points of the top creature in a troop. Expert Regenerates up to 100 health points of the top creature in a troop.

	Intelligence	<i>Description</i>	Adds a bonus to the hero's maximum spell points.
	<i>Basic</i>		Maximum spell points is increased by 25%.
	<i>Advanced</i>		Maximum spell points is increased by 50%.
	<i>Expert</i>		Maximum spell points is doubled.
	Leadership	<i>Description</i>	The hero's troops gain a morale rating bonus. Necromancers and Death Knights cannot learn this skill.
	<i>Basic</i>		Morale is increased by one.
	<i>Advanced</i>		Morale is increased by two.
	<i>Expert</i>		Morale is increased by three.
	Learning	<i>Description</i>	Increases the amount of experience the hero gains from combat.
	<i>Basic</i>		Earned experience is increased by 5%.
	<i>Advanced</i>		Earned experience is increased by 10%.
	<i>Expert</i>		Earned experience is increased by 15%.
	Logistics	<i>Description</i>	Hero's land movement range is increased.
	<i>Basic</i>		Range is increased by 10%.
	<i>Advanced</i>		Range is increased by 20%.
	<i>Expert</i>		Range is increased by 30%.
	Luck	<i>Description</i>	The hero's troops gain a bonus to their luck rating.
	<i>Basic</i>		Luck is increased by one.
	<i>Advanced</i>		Luck is increased by two.
	<i>Expert</i>		Luck is increased by three.
	Mysticism	<i>Description</i>	Increases the number of spell points the hero regenerates each day.
	<i>Basic</i>		Spell point regeneration is increased to two points per day.
	<i>Advanced</i>		Spell point regeneration is increased to three points per day.
	<i>Expert</i>		Spell point regeneration is increased to four points per day.
	Navigation	<i>Description</i>	Increases the hero's movement range over water in boats.
	<i>Basic</i>		Water range is increased by 50%.
	<i>Advanced</i>		Water range is increased by 100%.
	<i>Expert</i>		Water range is increased by 150%.

Section II

	Necromancy	<i>Description</i>	When the hero wins in battle, a portion of the opposition killed is resurrected as skeletons and added to the hero's army.
	<i>Basic</i>		10% of enemy creatures killed are resurrected.
	<i>Advanced</i>		20% of enemy creatures killed are resurrected.
	<i>Expert</i>		30% of enemy creatures killed are resurrected.
	Offense	<i>Description</i>	Increases the amount of hand-to-hand damage the hero's troops inflict in combat.
	<i>Basic</i>		Inflicted damage is increased by 10%.
	<i>Advanced</i>		Inflicted damage is increased by 20%.
	<i>Expert</i>		Inflicted damage is increased by 30%.
	Pathfinding	<i>Description</i>	Reduces the movement penalty suffered by the hero when moving over rough terrain.
	<i>Basic</i>		See Terrain Movement Costs , pg. 16.
	<i>Advanced</i>		
	<i>Expert</i>		
	Resistance	<i>Description</i>	Creates a chance enemy spells cast on the hero's troops will fail and have no effect.
	<i>Basic</i>		5% chance of spell failure.
	<i>Advanced</i>		10% chance of spell failure.
	<i>Expert</i>		20% chance of spell failure.
	Scholar	<i>Description</i>	Allows the hero to exchange spells with other heroes during trading sessions. Spell exchange occurs automatically when the Hero Trade Screen appears. The hero learns spells he or she doesn't know and teaches spells unknown to the hero traded with.
	<i>Basic</i>		Teach and learn spells second level and below.
	<i>Advanced</i>		Teach and learn spells of third level and below.
	<i>Expert</i>		Teach and learn spells of fourth level and below.
	Scouting	<i>Description</i>	Increases the hero's view radius, which expands the area of the Adventure Map revealed as the hero travels into unknown territory.
	<i>Basic</i>		Hero's view radius is increased by one square.
	<i>Advanced</i>		Hero's view radius is increased by two squares.
	<i>Expert</i>		Hero's view radius is increased by three squares.
	Sorcery	<i>Description</i>	Increases the damaging effect of spells cast by the hero. Effect varies depending on the spell cast.
	<i>Basic</i>		Effectiveness of cast spells is increased by 5%.
	<i>Advanced</i>		Effectiveness of cast spells is increased by 10%.
	<i>Expert</i>		Effectiveness of cast spells is increased by 15%.

	Tactics	<i>Description</i>	Enables you to arrange the hero's troops on the battlefield prior to the start of combat.
	<i>Basic</i>	See <i>Combat</i> (pg. 42).	
	<i>Advanced</i>	See <i>Combat</i> (pg. 42).	
	<i>Expert</i>	See <i>Combat</i> (pg. 42).	
	Water Magic	<i>Description</i>	Increases the effectiveness of Water Magic spells cast by the hero.
	<i>Basic</i>	Water Magic spells are cast at the basic level (see <i>Spell Reference</i> , pg. 76).	
	<i>Advanced</i>	Water Magic spells are cast at the advanced level.	
	<i>Expert</i>	Water Magic spells are cast at the expert level.	
	Wisdom	<i>Description</i>	Allows the hero to learn spells beyond the second level.
	<i>Basic</i>	The hero can learn third level spells and below.	
	<i>Advanced</i>	The hero can learn fourth level spells and below.	
	<i>Expert</i>	The hero can learn all spells.	

Combat

Whenever you come into direct conflict with an enemy hero, wandering creature, enemy town, or creatures guarding a structure on the Adventure Map, the ensuing battle is resolved on the Combat Screen. The Combat Screen displays a detailed map of the battlefield.

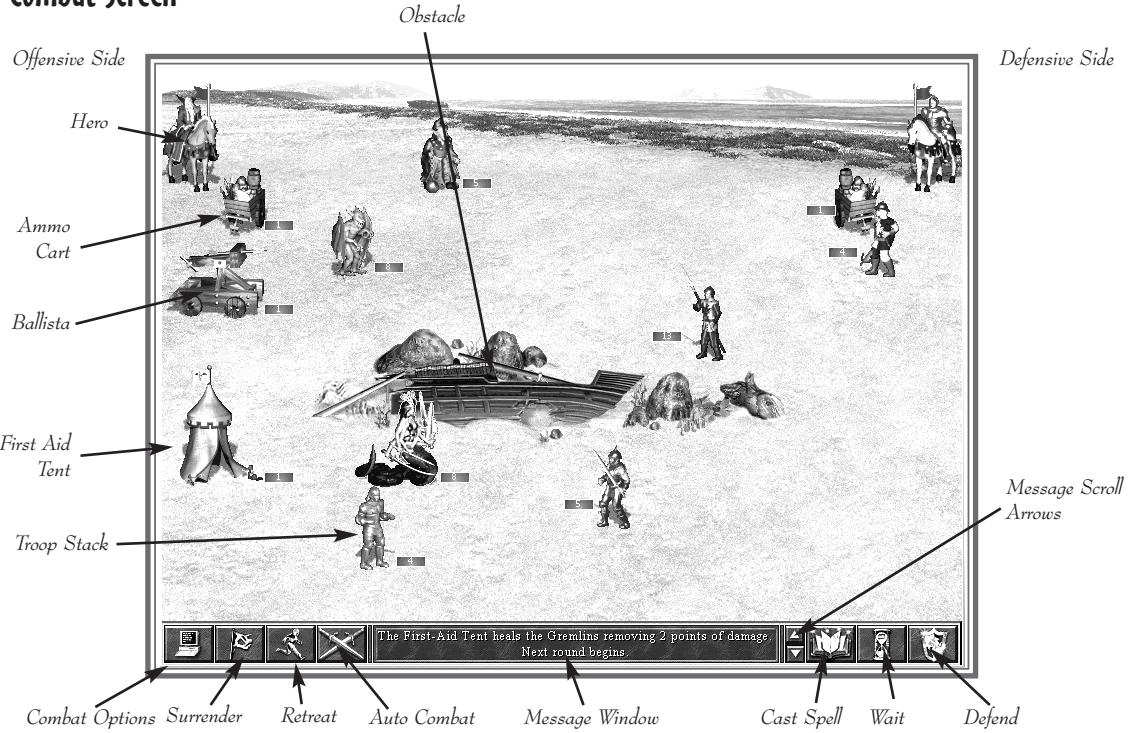
The terrain you fight on depends on where the conflict takes place on the Adventure Map. If you fight the enemy at a fortified town, you fight in siege combat. Ship-to-ship combat occurs when one boat attacks another. If a battle takes place on open terrain or at an unfortified town, it is fought in field combat. In field combat, the attacking forces are arrayed on the left side of the screen, while the defenders appear on the right side. In siege combat, the attackers are on the left, while the defenders are arrayed on the right, behind protective walls. In the case of ship-to-ship combat, both sides are protected by their ship's gunwales.

Combat takes place between creatures. If a hero is present on either side, he or she does not directly engage in attack or defense. Heroes lead the battle and may cast combat spells (see *Magic System*, pg. 55) if they are able. Individual creatures are part of troops which may contain more than one member, but are represented on the battlefield as a single unit. Each side may have as many as seven troops. Each troop can only contain creatures of the same type. If a hero is equipped with war machines, these appear on their side of the battlefield.

Combat sequence is broken into rounds. Each troop or war machine can perform one action per round. All combat units take turns completing their actions. Which unit goes first is determined by the unit's speed rating, with faster units going before slower ones. If there are two creatures of equal speed, the attacker will go first. Actions can consist of moving, engaging in hand-to-hand or ranged attacks, casting spells, using special abilities, waiting or defending.

Combat ends when one side retreats, surrenders, or is completely eliminated. Heroes who win the battle receive experience points, and collect the artifacts of defeated enemy heroes. If a player's hero defeats the forces guarding a town, the town becomes part of that player's territory.

Combat Screen



Conducting Combat

Arraying Your Forces

On each hero's Hero Screen are **Formation** buttons used to set the manner in which their forces are initially placed on the battlefield (see *Hero Screen*, pg. 23). The formation options available are loose and tight.

Distances on the battlefield are measured in hexes. The easiest way to understand this is to turn on the grid overlay. To do this, click on the **Combat Options** button to display the Combat Options Menu, then click the **View Hex Grid** button. Close the menu by clicking the **Return to Game** button. Now the battlefield should be overlaid with a pattern of hexagons.

In loose and tight formations, a given hero's forces will appear on his battlefield side's back hex row. Where a given troop will appear depends on which Troop Slot they occupy on the hero's Hero Screen.

Section II

Tactics Formation

If you have heroes with the Tactics secondary skill, you can click the **Tactics Formation** button on their Hero Screen. Then, if they do battle with forces lead by a Hero with no Tactics skill, or have the skill at a lesser level, or if they meet a force not lead by a hero, you have the opportunity to arrange your hero's forces on the battlefield prior to the beginning of combat. During this special tactics phase, you may move the highlighted troop where you please, according to the following table. Click the **Next Creature** button to highlight a different creature. Click the **Start Combat** button to start the battle when you are done.

Tactics Formation Table

Tactics Advantage	Placement Allowed
Three degrees higher	Within the first seven hex columns
Two degrees higher than enemy	Within the first five hex columns
One degree higher than enemy	Within the first three hex columns
Equal or lesser skill level	Troops are placed according to selected loose or tight formation

Troop Actions

Once combat begins, each troop can perform one action per combat round. Each troop takes its turn according to its speed rating. When a troop's turn arrives, it becomes highlighted. Troops can perform the following actions:

Moving

The highlighted troop can move to a new hex. How far the troop can travel depends on its speed rating. Flying creatures move in a straight line to their destination and can surmount obstacles, including walls. Ground walking creatures must move around objects they encounter. To move a troop, click on a battlefield location within its movement range.

Make a Hand-to-Hand Attack

All creatures can approach enemy troops and attack them to inflict damage. Damage reduces creature health points, killing them if their health points are reduced to zero. To perform a hand-to-hand attack, click on the enemy troop within the highlighted creature's movement range. Your creature will approach the enemy and strike it. Creatures possessing ranged attack capabilities will only perform hand-to-hand attacks on adjacent enemies.

Perform a Ranged Attack

Many creatures can perform ranged attacks by firing a projectile at an enemy target. To do this, click on the enemy you wish to shoot. Creatures with ranged attacks have a limited number of shots and can fire only when there are no adjacent enemies.

Casting a Spell

Some creatures can cast spells on friendly units (see *Magic System*, pg. 55). To cast a spell, click on the appropriate target troop.

Wait

If you want a troop to delay its action, click the **Wait** button. Play will pass on to the next creature and return to the waiting creature at the end of the first phase, after all other creatures have had a chance to move.

Defend

If you want to skip a creature's action phase entirely, click the **Defend** button. The creature will be in defense mode for the remainder of the round and will gain a bonus of 20% to their defense rating.

Make a Special Attack

Many creatures have special attacks. Usually these take place when the creature makes a particular attack, either hand-to-hand or ranged. Depending on the circumstances, the player may or may not have control over special attacks. For specifics, consult your creatures' information in *Town and Creature Reference* (pg. 81).

Counterattacks

When one troop strikes another in a hand-to-hand attack, the defending troop can deliver a counterattack. Counterattacks are made automatically against the first troop attacking a troop in a given round. While some creatures have special abilities allowing them to make multiple counterattacks, most creatures can make only one counterattack per round. The defending troop must survive the attack to deliver a counterattack.

Damage Calculation

When one troop strikes another, the damage inflicted is determined by this formula:

1. Each creature has a damage range. A random number is chosen within this range for the attacking creature type.
2. This number is multiplied by the number of creatures in the attacking troop.
3. A damage bonus is added/subtracted depending on the difference between the attacker's Attack skill and the defender's Defense skill. If the attacker's Attack skill is higher, then damage is increased by 5% per point of difference (up to a maximum of 400%). If the Attack skill is lower, then damage is reduced by 2% per point of difference (to a minimum of 30%). The resulting number is the amount of inflicted damage.
4. Inflicted damage is subtracted from the health points of the creatures in the defending troop, one at a time. If a creature's health points are reduced to zero, the creature dies. Damage is carried over round-to-round in combat, and healed completely at the end of combat.

Section II

Morale

Each army has a morale rating which acts as a bonus to the individual morale of its troops. Troops in an army with positive morale have a chance for a second action during their action phase. Troops with negative morale have a chance of freezing each round. The morale rating for an army is normally zero but is affected thusly:

- 1 if undead creatures are mixed with living creatures
- +1 if all creatures are of the same town type (except Necropolis)
- 1 for each town type mixed beyond two town types

Undead creatures and elementals have a morale of zero, independent of their army's morale rating. Various creatures, spells, hero skills, town buildings, adventure sites, and artifacts can permanently, or temporarily affect morale.

Morale Effects

Troop Morale	Effect on Troop
3	12.5% chance of acting again
2	8.3% chance of acting again
1	4.2% chance of acting again
0	Nothing
-1	4.2% chance of freezing
-2	8.3% chance of freezing
-3	12.5% chance of freezing

Luck

Each army has a luck rating. Troops in armies with good luck (a positive luck rating) have a chance to inflict double damage when they strike. Various spells, hero skills, town buildings, adventure sites, and artifacts can permanently or temporarily affect the luck of armies or individual creatures.

Luck Effects

Troop Luck	Chance for Double Damage
3	12.5%
2	8.3%
1	4.2%

Effects of Native Terrain

Any army composed entirely of creatures native to the same terrain suffers NO movement penalty when traversing its native terrain (example – a Wizard leading all Tower troops has no movement penalty on Snow). The army would spend movement points as though it was traveling on open grass terrain.

Town Native Terrain	
Town Type	Native Terrain
Castle	Grass
Rampart	Grass
Tower	Snow
Inferno	Lava
Necropolis	Dirt
Dungeon	Subterranean
Stronghold	Rough
Fortress	Swamp

Heroes in Combat

Heroes do not engage directly in fighting. However, sides led by a hero can enjoy many benefits. A hero's Attack and Defense skills are applied as bonuses to their troops' attack and defense ratings. Other skills possessed by heroes, such as the Archery and Leadership secondary skills, can add further benefits. They can also be equipped with war machines and artifacts to aid their army's strength.

Heroes meeting the proper requirements (see *Magic System*, pg. 55) can cast combat spells once per round. To have your hero cast a spell, click the **Cast Spell** button. This will display your hero's spell book with only combat spells displayed. To cast a spell, choose it from the book and then select a target, if appropriate.

Ending Combat

Combat continues—round after round—until one or both sides lose all of their troops, one side retreats, or one side surrenders.

Loss of Troops

If a side has troops remaining after all opponent troops are lost, then that side wins. If a hero leads the winning side, then the hero gains additional experience points. More experience points are gained for defeating tougher opponents. The winning hero also gains any artifacts carried by the opponent hero. Losing heroes don't die, but they do disappear from the Adventure Map. Later, they may be available for recruitment in taverns (see *Towns*, pg. 49).

Surrender

If both sides are lead by heroes, one hero may surrender to the other. The surrendering hero must pay a fee to the other hero in exchange for safe passage. To surrender, click the **Surrender** button. You will be offered surrender terms, which you may either accept or decline. If you decline the terms, combat continues. If you accept, your hero gets to keep their artifacts and troops but disappears from the Adventure Map. Immediately after, the hero reappears in one of your town taverns for possible re-enlistment.

Retreat

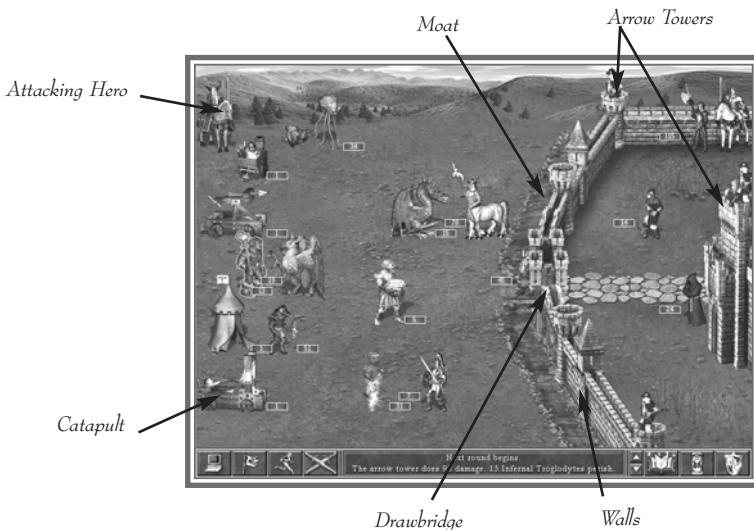
A side lead by a hero may choose to retreat. The retreating hero loses all troops but keeps all carried artifacts. To retreat, click the **Retreat** button. Your hero will disappear from the Adventure Map, and reappears in your town taverns.

Section II

Siege Combat

When a hero attacks a fortified town, siege combat ensues. The attacking forces are placed outside the town walls, and the defending forces stationed in the town's garrison (see *Towns*, pg. 49) are placed within. Town walls block the movement of ground walking creatures and hamper the attacks of ranged attackers. Ground walkers can pass through breaches in the walls caused by Catapult damage or the drawbridge—which can be opened by the town defenders. The drawbridge cannot be opened by attackers; however, a Catapult can knock it down.

Town walls are created when a fort is built in a town. A moat and an arrow tower appear when a fort is upgraded to a citadel. When the citadel is upgraded to a castle, two more arrow towers are added and the town walls are fortified. Arrow towers fire once a turn, targeting an attacking troop. The rear arrow tower fires with twice the strength of the forward two arrow towers.



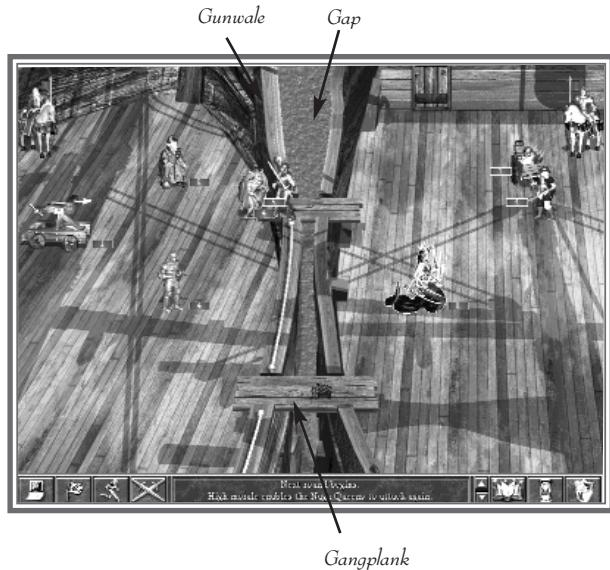
Each town type has a unique moat. Each are described in the *Town and Creature Reference* section (pg. 81). When a unit enters a moat, its movement ends for that round, though it will be able to move out of the moat on its next move. As long as a unit remains in the moat, its defense is reduced.

Each hero is equipped with a Catapult, which is a war machine used only during siege combat. A Catapult can only target walls and arrow towers. If the attacking hero has the Ballistics secondary skill, he or she can manually target Catapult shots, otherwise the Catapult operates automatically, firing on a random target, once per turn.

If the attacking hero wins the battle—in addition to all other victory benefits—the town becomes part of the controlling player's territory.

Ship-to-Ship Combat

Ship-to-ship combat occurs when one ship attacks another at sea. The battlefield represents the two ships, side-by-side. Gangplanks cross the gap between them and can be used by troops to cross to the opposing ship. The ship gunwales block the movement of ground walking troops.



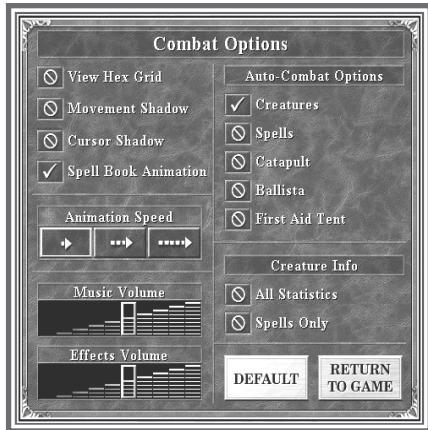
Combat Screen Cursors

	Click to move the highlighted walking troop to this location.
	Click to move the highlighted flying troop to this location.
	Click on this enemy troop to have the highlighted troop perform a hand-to-hand attack. Note: as you move the cursor around the enemy, the sword points towards the enemy. The sword's pommel sits in the hex where the attacker will stand as it attacks.
	Click on this enemy troop to have the highlighted troop perform a ranged attack.
	Click on this enemy troop to have the highlighted troop perform a hampered ranged attack. Attacks are hampered by intervening walls and do half damage.
	Click to cast a selected spell at this target.
	Appears when the cursor passes over a hero.
	Appears over a creature troop to get more information about the troop.
	Indicates an invalid target for a spell, or the highlighted creature cannot move to the desired location.

Section II

Combat Options

Click the **Combat Options** button to display the **Combat Options** menu. Here you can change sound and combat options. The sound options are the same as those described in the Adventure Map Interface section. Combat options are detailed below. To close the menu, click the **Return to Game** button.



Auto Combat Options

The **Auto Combat** button appears on the Combat Screen. Pressing it turns auto combat on and off. What exactly happens when you do this depends on your Auto Combat Options setting. Checkmark the options to turn them on.

Creatures: The computer makes decisions for your creature troops.

Spells: The computer automatically casts spells for your heroes.

Catapult: The computer operates your Catapult during siege combat.

Ballista: The computer operates your Ballista.

First Aid Tent: The computer operates your First Aid Tent.

Animation Speed

These buttons control how fast the combat animations play.

Creature Info Radio Buttons

All Statistics: When you roll the cursor over creatures, all information about them is displayed.

Spells Only: When the cursor is rolled over creatures, only spells affecting them are displayed.

View Hex Grid

Distance on the Combat Screen is measured in hexes. This checkbox turns on and off the display of the hexagon grid overlay.

Movement Shadow

This checkbox turns on and off the show movement range option. The place where the highlighted creature can move is outlined when this option is on.

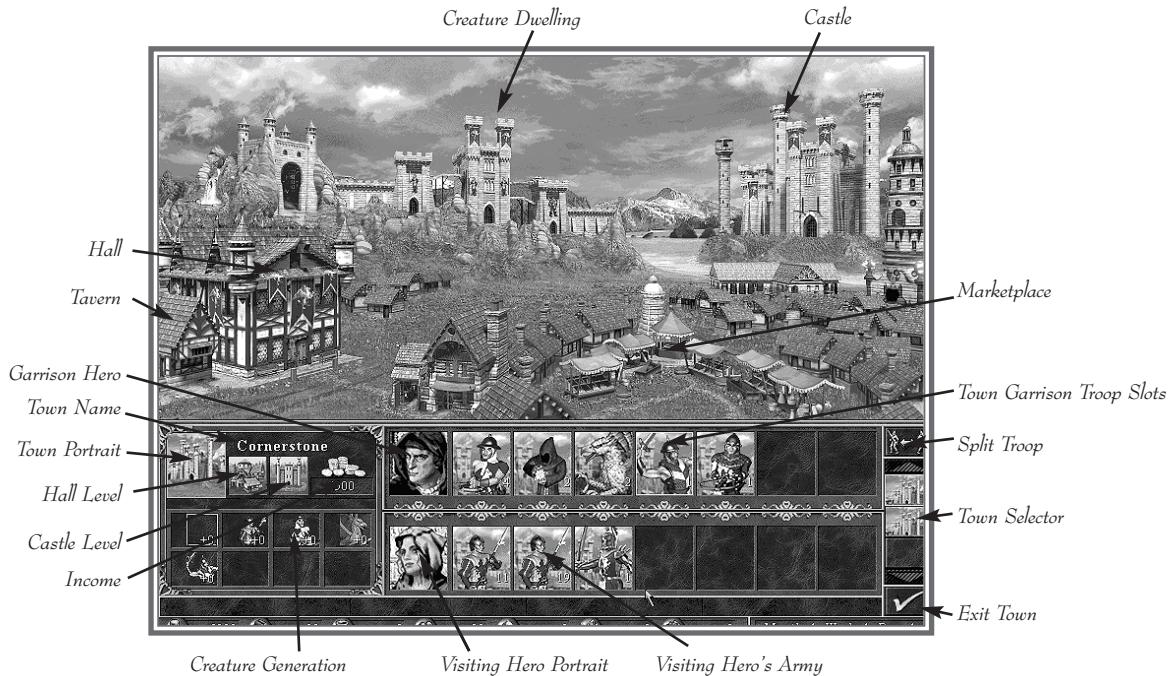
Cursor Shadow

This checkbox turns the mouse cursor shadow on and off. When the option is on, it highlights the hex the mouse is currently in.

Spell Book Animation

Turns the spell book page turning animation on or off.

Towns



The Town Screen is displayed when one of your heroes enters one of your towns. You may also double-click on a town's **Town Selector** button on the Adventure Map to display its Town Screen. Towns serve your cause in several ways. Towns act as recruitment centers for heroes and the troops making up your heroes' armies. After one day, your heroes replenish their spell points and learn new spells from towns with mage guilds. At towns with marketplaces, you can trade surplus resources for resources in short supply. Town halls provide you with daily gold income. Buildings unique to each of the *Heroes III* game's eight town types can provide your forces with additional strengths and abilities. Over time, you may spend resources to build new structures in your towns and upgrade existing ones to increase the benefits the towns provide you.

Because they are so useful to players, the conquest and defense of towns plays a major role in any successful game strategy. Towns can be defended through the building of fortifications—walls, arrow towers, and a moat—and by filling their garrisons with defending troops, which may be lead by garrison stationed heroes. Additionally, a hero visiting a town will lend their army to the town's defense, forcing an attacker to fight the visiting hero's army before facing the town's garrison forces.

Information about the Town Screen, and descriptions of the interface components associated with buildings common to all towns, are in this section. For details about buildings specific to each town type, see *Town and Creature Reference* (page 81).

Section II

Town View

All of the buildings currently built in a town are displayed in the Town View. As you move the cursor around the Town View, individual buildings are highlighted (if **Town Building Outlines** is turned on in the Adventure Map System Options). Buildings are identified by text appearing in the Rollover Bar. Right-clicking on a highlighted building displays text describing the building's benefits. Clicking on a highlighted building displays a menu appropriate to each building as described below. You may switch the view to a different town by clicking on the town's portrait in the Town Selector.

Hall



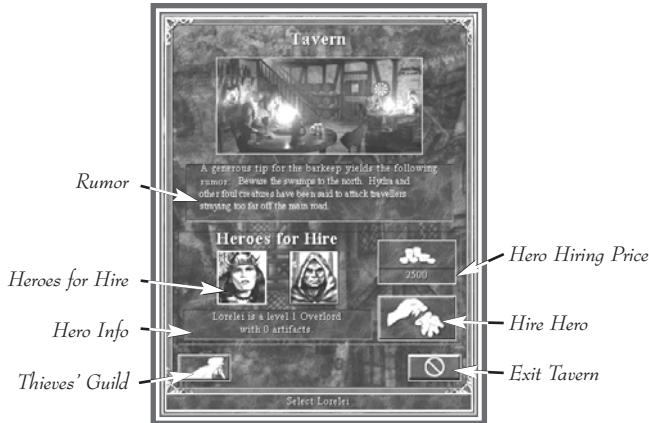
Each town has a hall. Starting with a village hall, you may upgrade this building to a town hall, then a city hall, then finally, a capitol. Each version provides you with a daily gold income and the ability to order the construction of other town buildings. When you click on a hall, the Hall Screen appears. On it you can order the construction of new town structures or upgrade existing structures.

If you can build or upgrade a given structure, its name appears in a green box. If the structure is not yet built, and you are unable to construct it for some reason, then a red X appears in the lower right corner of its picture, and its name box is red. Structures you have already built, and cannot be upgraded further, have a gold ✓ in their pictures and a gold name box.

You may right-click a building's picture to display the information found in that structure's Build Confirmation Window. Text describes what benefits your town gains when the structure is built, along with a list of structures you must build in the town before you will be allowed to construct it. The resource cost of the structure is displayed below this text.

To construct a building, click on its picture. Its Build Confirmation Window will be displayed. You may click the **Don't Build** button to cancel, or the **Build** button to order the building's construction. When you build a structure, the Hall Screen closes and you are returned to the Town Screen, where you see your new structure being built. Your town immediately benefits from it. Only one structure per day may be built in each of your towns.

Tavern



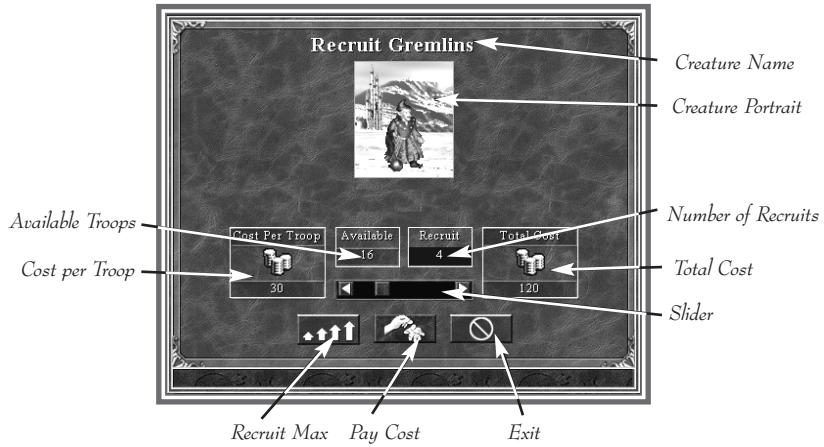
Click on a town's tavern to display the Tavern Window. In the tavern you can hear rumors, recruit heroes, and view intelligence on your enemies gathered by your Thieves' Guild. Close the Tavern Window by clicking the **Exit Tavern** button.

Hear Rumors: A new rumor is displayed in your taverns once per week. This rumor is identical in all of your town taverns.

Hiring Heroes: Two heroes can be found in each tavern, ready for you to hire. The heroes found in a given tavern change each week. To view either of the hero's Hero Screens, right-click on their portrait. When you click on a hero's portrait, it becomes highlighted. To hire the highlighted hero, click on the **Hire Hero** button. You cannot hire a hero if you currently have another hero visiting the town.

View Intelligence: Click on the **Thieves' Guild** button to display a report which compares your performance against those of your opponents.

Creature Dwelling



Section II

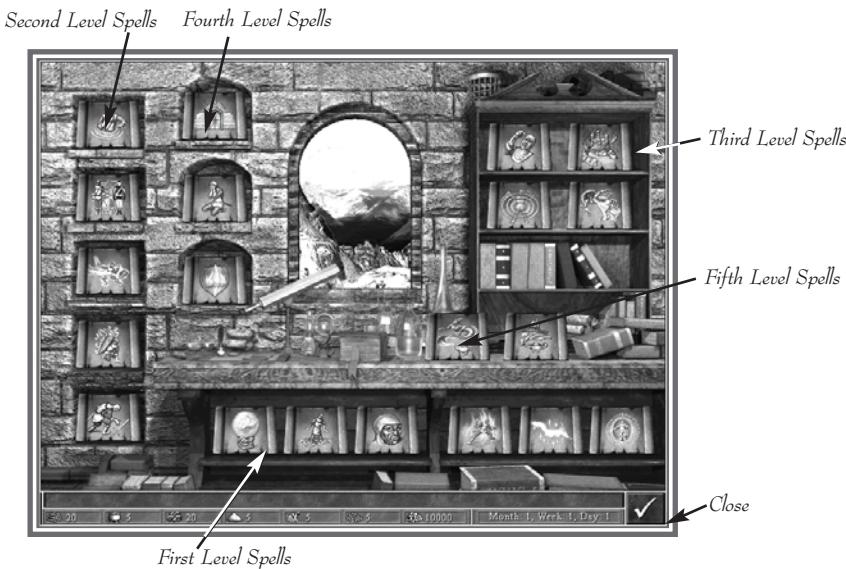
Creatures who live in towns live in creature dwellings. Each week, the population of these dwellings grows, increasing the number of creatures available at the dwelling which you may recruit into the town's garrison. Click on a creature dwelling to display the dwelling's Creature Recruitment Box. The name of the dwelling's creatures, a portrait of the troop type available, and the number of troops available are shown. As you move the slider to the right, the number of recruits increases, and the cost to recruit them is tallied. You may click the **Maximum** button to recruit all of the available troops or the maximum number of troops you can currently afford. Click the **Recruit** button to add the recruits to your town garrison.

Fort

A fort may be built in a town, which adds to the town's siege defenses. The fort may be upgraded to a citadel, and then to a castle. Click on this structure to display a summary of the town's troop recruitment availability for all creatures.

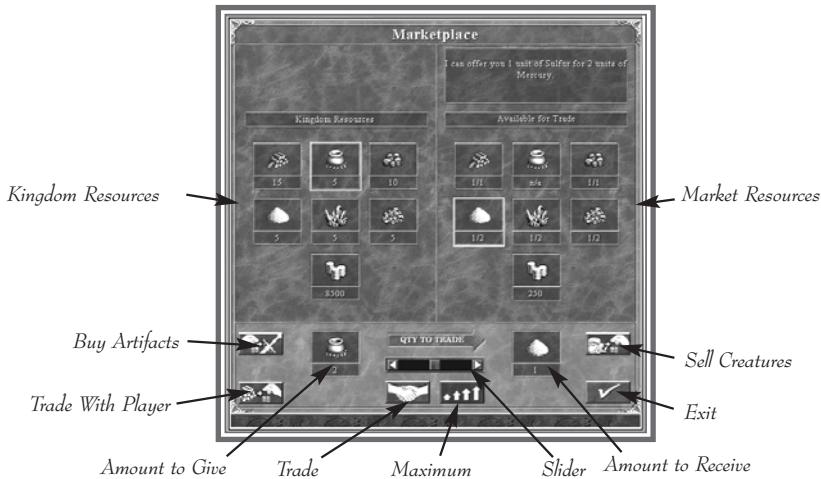
Mage Guild

Heroes learn new spells from towns with mage guilds. You may build a first level mage guild in each of your towns. Mage guilds may be upgraded, level-by-level, up to fifth level in some towns. As you build each level, a random selection of spells becomes available at the guild. Clicking on a mage guild displays the spells available. If the visiting hero doesn't own a spell book, you may purchase one for him or her by clicking on the mage guild. For more information, see *Magic System* (pg. 55).



Marketplace

You can trade surplus resources for needed ones at marketplaces. Clicking on a town's marketplace brings up the Marketplace Window. One side displays your kingdom's resources. On the other side, are the resources available at the market. Highlight the resource you want to trade, and the resource you want to trade for. When two resources are highlighted, you may move the slider to the right to increase the quantity of the resource to be traded. You may trade the maximum amount of your selected resource by clicking the **Maximum** button. To complete the transaction, click the **Trade** button. Each marketplace you control reduces the costs of trading.



When a scenario map is created, the map maker can create alliances between players. Using the Marketplace, you can give resources to your enemies or allies. To do this, click on the **Trade With Player** button. When you do this, a display of colored flags replaces the Market Resources portion of the Marketplace Trade Window. Choose which resource you want to give, and set the amount using the slider. Click the flag of the player you want to give the resources to, and then click the **Trade** button to confirm the gift.

In Tower and Dungeon town types, the marketplace can be upgraded by building an artifact merchant. When you build this upgrade, you can trade artifacts for resources, and resources for artifacts. To do this, click the **Trade Artifacts** button. A selection of artifacts will be displayed—this selection will be the same for all of your artifact merchants. Click the artifact you want to purchase. The cost for the artifact will appear under all of the Kingdom Resources icons. Choose which resource you wish to trade, and then click the **Trade** button to complete the purchase. Click the **Sell Artifact** button to sell artifacts carried by the visiting hero. The hero's inventory will appear. Click the artifact you want to trade, select the resource you want to trade for, and then click the **Trade** button.

In Stronghold towns, you can build a Freelancer's Guild as a marketplace upgrade. When it is built, you can trade the visiting hero's armies for resources. To do so, click the **Sell Creature** button. The Kingdom Resources icons will be replaced by a display of the visiting hero's troops. Click the troop containing creatures you want to sell, then click the resource you want to trade for. Set the number of creatures you want to sell using the slider, and then click the **Trade** button to make the sale.

Section II

Town Garrison

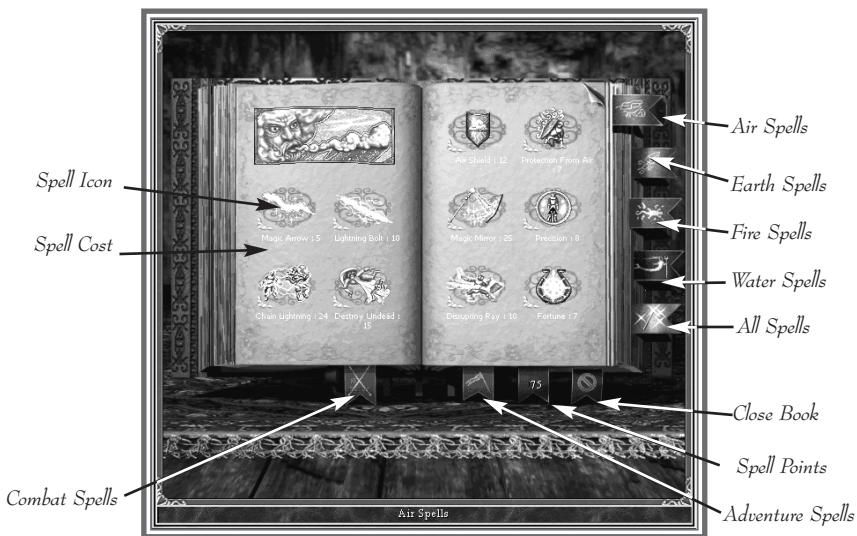
Each town can have an army stationed in its town garrison. This army can be composed of up to seven troops, which may be moved, split, combined, or dismissed. When you recruit troops from a creature dwelling, they appear as a troop in an empty garrison troop slot.

When a hero visits a town, their troops may be traded with those found in the town's garrison. You can make the visiting hero the leader of a town's garrison by moving the hero into the garrison. To do this, click on the hero's portrait to highlight it, and then click on the banner to the left of the first garrison troop slot. The hero's army will be combined with the garrison army, and the hero will now lead the army in defense of the city. You may swap the visiting and garrisoned heroes, and their armies, by highlighting either hero and clicking the other.

Garrison troops and troops belonging to a visiting hero can be upgraded. If a town contains an upgraded creature dwelling, the lesser creature troop of the same creature type provided by the dwelling, may be upgraded for a price. To do this, double-click on the troop you wish to upgrade. This will bring up that creature's information display. Click on the **Upgrade** button to show the upgrade cost for the troop. This cost will equal the difference between the recruitment costs of the lesser and higher creatures, multiplied by the number of creatures in the troop. Click to pay the cost, or the **Cancel** button to cancel.



Magic System



Heroes are able to use the forces of magic in the form of spells. Heroes can use spells to aid their travels, reveal hidden knowledge about their surroundings, and in combat, help their troops or bring harm to their adversaries. When all other things are equal, magic can provide the necessary edge to assure victory in a campaign.

Before they can cast spells, heroes must possess a spell book. The spell book is where a hero records the spells he or she has learned. Some heroes will already have a spell book when they are recruited. Others may purchase theirs from the mage guilds located in towns. A hero's spell book is kept in their item inventory but may not be traded like other items.

Each spell has a level which represents how difficult it is to cast. Higher level spells are only obtainable by heroes with higher Wisdom skill ratings (see *Secondary Skills*, pg. 35). When heroes visit a town with a mage guild, they automatically learn any new spells the guild has to offer and their Wisdom rating allows them to cast. Heroes may also learn spells as they explore map locations.

Each spell belongs to one of the four schools of magic—air, earth, fire, or water. Heroes may learn the Air Magic, Earth Magic, Fire Magic, and Water Magic secondary skills to increase the strength at which they cast the spells of each school.

Spells cost spell points to cast. A hero's maximum spell points is equal to $10 \times$ their Knowledge skill. As a hero casts spells, their spell points are diminished. A hero cannot cast a spell costing more spell points than he or she has available. Each hero regains one spell point per day, or can be completely replenished when he or she starts a new day in a town with a mage guild. Heroes with the Mysticism skill regain spell points more rapidly (see *Secondary Skills*, pg. 35).

Section II

Spell Book

A hero's spell book may be viewed by clicking on the spell book's icon in the inventory portion of their Hero Screen. In a hero's spell book, spells known to the hero are listed by school and divided into combat spells and adventure spells. Adventure spells may be cast while a hero is travelling around the Adventure Map. Combat spells may be cast when a hero is in combat. To display adventure and combat spells, click the combat spell and adventure spell bookmarks sticking out of the bottom of the book. To display spells of a particular school, click the school's bookmark on the right side of the book. If the hero knows more spells in a given category than can be displayed on one page, pages may be turned by clicking on the page curls.

Next to each spell's name is a number representing the number of spell points it costs to cast the spell. You may view information about a spell by right-clicking on its icon.

Casting Spells

To cast an adventure spell, click the **Cast Spell** button found in the control buttons on the right side of the Adventure Map display. The current hero's spell book will be displayed as described above, but the combat spells bookmark will be deactivated. To cast a spell, find it, then click on the spell's icon.

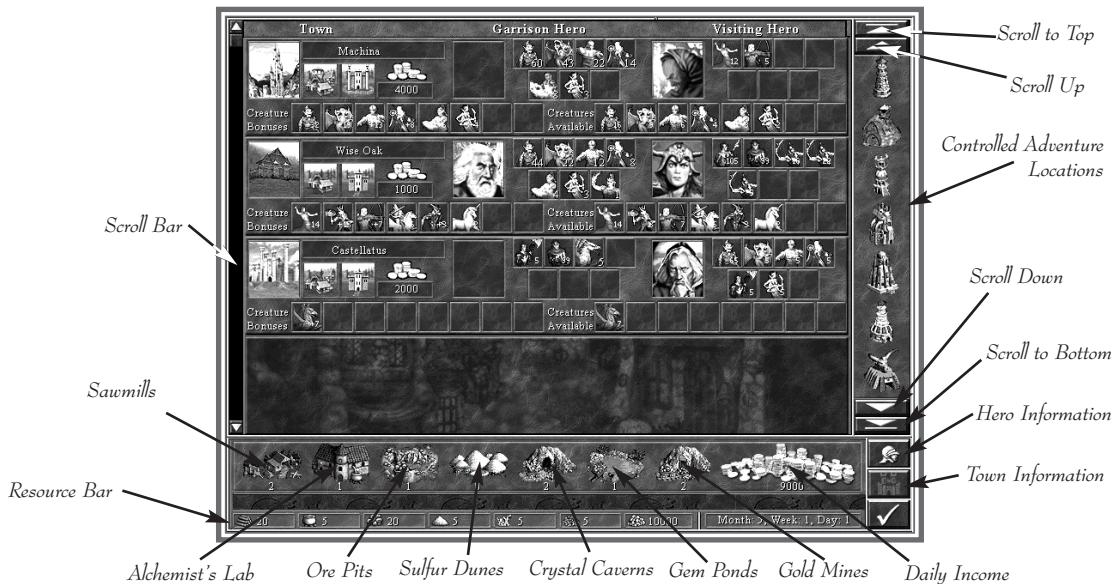
You may have your hero cast a combat spell by clicking the **Cast Spell** button located at the lower right corner of the Combat Screen. The hero's spell book appears. During combat, only combat spells are displayed. Find the spell you want to cast, then click on its icon. When you do so, the spell book will vanish, returning you to the Combat Screen. If the spell needs a target, you choose the target by clicking on it.

You may cancel the casting of combat and adventure spells by closing the spell book without selecting a spell icon. If a spell is already selected, right-click to avoid casting the spell.



Kingdom Overview

When you click on the Kingdom Overview button found on the right side of the Adventure Map display, the Kingdom Overview screen appears. On it you can see information about all your towns, heroes, resources, and controlled locations. While resource and controlled location information is always shown, you press the **Hero Information** and **Town Information** buttons located at the bottom right corner of the screen to toggle between hero and town information displays.



Resource Information

The Resource Bar located at the bottom of the screen shows you how much gold, wood, mercury, ore, sulfur, crystal, and gem units you currently have along with the current date. This is the same display appearing at the bottom of the Town Screen and Adventure Map displays.

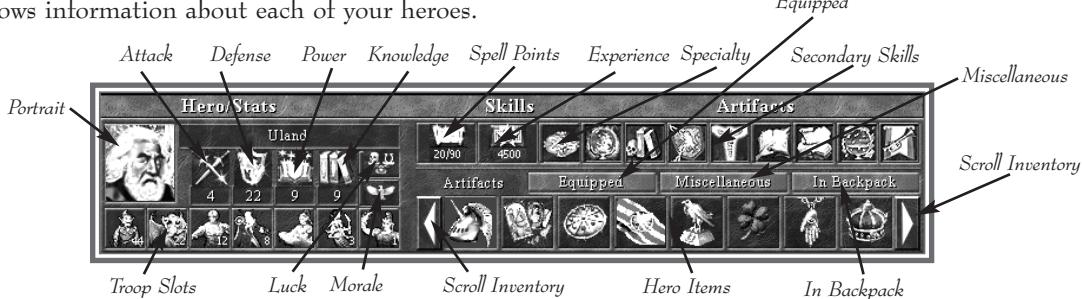
Above the Resource Bar is a row showing how many of each mine type you currently have under territorial control.

Controlled Locations

As your heroes visit locations on the map, many of those locations become part of your territory and fly your flag color. Icons representing these locations appear along the right side of the Kingdom Overview. You may use the scroll arrows to cycle through the controlled location icons.

Section II

Individual Hero Information: When you click the **Hero Information** button, the main part of the display shows information about each of your heroes.

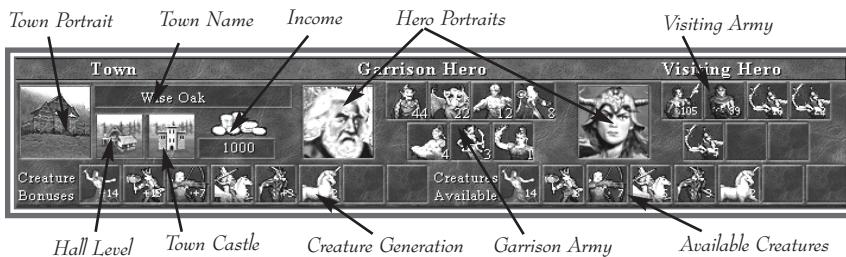


Hero/Stats: This portion of the Hero Information section displays the hero's name, portrait, morale, luck, troop slots, and primary skills. You can click on the hero's portrait to bring up that hero's full Hero Screen.

Hero Skills: This section displays the hero's secondary skills, experience points, spell points and other information.

Hero Artifacts: This section displays the hero's inventory. Clicking the **Equipped**, **Miscellaneous**, or **In Backpack** buttons will allow you to view the items the hero is currently using or carrying.

Individual Town Information: Click the **Town Information** button to display information about each of your towns in the main section of the screen. If you have more than four towns, you may use the scroll bar on the left side of the screen to bring your other towns into view.



Town: This section displays the town's name, portrait, village hall level, castle level, and daily gold income. Click on the town portrait to display that town's Town Screen. The Creature Generation section displays any creature population you are receiving from Adventure Map creature dwellings under your territorial control.

Garrison Hero: This section shows information about the town's garrison forces. If a garrison hero leads those forces, their name and portrait appear. Click on the hero's portrait to switch to the hero's Hero Screen.

Visiting Hero Section: If a hero is visiting the town, then their portrait, name, and army are shown here. You can click on the hero's portrait to bring up the hero's Hero Screen.

Multiplayer

In many of the scenarios supplied with *Heroes of Might and Magic III*, between two and eight of the opposing forces may be played by a human players. These scenarios may be played as multiplayer games, either on a single computer (a hotseat game), with each player taking turns at the computer's controls, or as a network game, with each player sitting at a separate computer connected via network, Internet, modem, or serial cable. This section describes how these games are started and played.

Multiplayer Game Type Selector



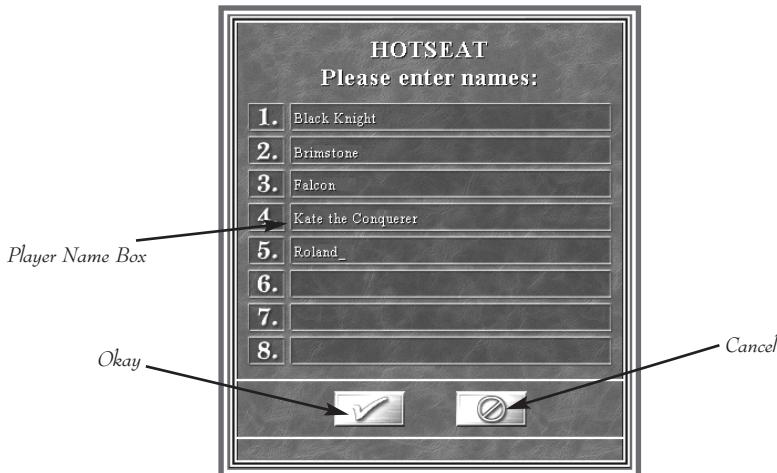
Starting a Multiplayer Game

From the Main Menu, click the New Game button to bring up the New Game Menu. There, click the Multiplayer button to display the Multiplayer Game Type Selector pictured above. From there you may choose the type of multiplayer game you want to begin—Hotseat, IPX, TCP/IP, Modem, or Direct Connection. Click on the Online Services button to connect to available Internet opponent matching services. You can click in the player name field to activate its text cursor and type in your name. This will be the name other players see you as. Click the Cancel button to return to the Main Menu.

Section II

Hotseat Games

Starting a Hotseat Game



Hotseat Opponent Setup Menu

Start a hotseat game by clicking the **Hotseat** button on the Multiplayer Game Type Selector. The Hotseat Multiplayer Opponent Setup menu appears. To add a player to the game, type a player's name into one of the eight Name Boxes. Erasing a name from a box will remove a player. Once you have entered a name for all the players who are going to participate in the hotseat game, you can click the **✓** button to go to the Scenario Selector (see **Scenario Selector**, pg. 9).

Playing a Hotseat Game

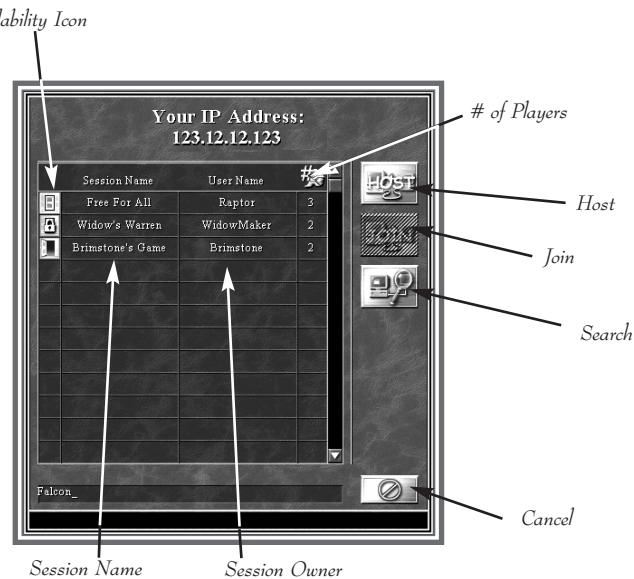
Hotseat games proceed like single player games except as each player's turn comes up, he or she takes over control of the computer—sitting in the “hotseat,” so to speak. Players can normally see opponent movements in areas of the Adventure Map they have uncovered, however this is not possible in a hotseat game. To see such opponent movements you may press the **Replay Opponents' Turns** button on the Adventure Options menu.

Network, Modem, and Direct Connection Games

Starting an IPX or TCP/IP Network Game

Network Game Setup

Network games may be played between computers communicating over a Local Area Network (LAN) or over the Internet. LAN connected computers must be able to use the IPX or TCP/IP protocols, while Internet connected computers must communicate via TCP/IP. Before you can play a network game, the appropriate protocol must be properly configured in your Windows Network Control Panel. Additionally, all involved computers must have a copy of the *Heroes III* games installed. To begin setting up a game, click on the IPX or TCP/IP button to display the Network Game Setup Menu.



Hosting a Game

Each multiplayer game requires a host computer. The hosting player controls scenario selection and chooses which forces each player will lead. To host a game, press the **Host** button in the Network Game Setup Menu. A box will appear which will allow you to name the network game and choose a password for the game. If you choose a password, only players that know it will be able to join your game. If you leave the password field empty, anyone can join. Click the button to accept your settings. Your game will appear on the Game Lists of other players. Password protected games appear with a lock icon. Unprotected games appear with an open door icon. Games in progress appear with a closed door icon.

Your screen will advance to the Scenario Selector (see Scenario Selector, pg. 9). There you must choose a scenario and assign players to their forces. All players not assigned to a force are dropped from the game when you start.

Joining a Game

To join a game hosted by another player, fill your name in the Name Box, and then click on a name in the Game List and press the **Join** button. If the game is password protected, a box will appear asking you for the password. When you join a game, your display will switch to the Scenario Selector. You will not be able to select scenarios or make player assignments. Rather, you will see these actions as performed by the game's host. Pressing the **Cancel** button will drop you from the game and return you to the Main Menu.

Section II

Finding a TCP/IP Host

To connect to a game over the Internet, you must know the IP address of the computer hosting the game. To search for that computer, press the Search button. A box will appear where you may enter the computer's eleven number TCP/IP address (example 123.21.123.123). The host player will need to supply this address.

Starting a Modem Game

Modem games are played between two players sitting at computers communicating via modems with one computer acting as the host. To start a modem game, click the **Modem** button on the Multiplayer Game Type Selector. If you are going to host the game, click on the **Host** button. Choose which modem you want to use (if you have more than one installed), then click the **Answer** button. Your computer will now wait for a call from the other computer.

To join a game, press the **Join** button. After the host computer is setup and ready to answer, enter the host computer's phone number in the indicated box, then press the **Connect** button. After the two computers negotiate the connection, the host player can assign players in the Scenario Selector.

Starting a Direct Connection Game

Two players may play a game between computers connected via a null-modem cable run between serial ports on each computer. To start such a game, one of the computers must be set up as the host. To do this, click on the Direct Connection button on the Multiplayer Game Type Selector. A box will appear with a place to type in your game name, and buttons marked **Host** and **Join**. Fill in your player name and click the **Host** button. The other player should click Direct Connection, and then the **Join** button.

Playing a Network, Modem, or Direct Connection Game

Each player, computer or human, gets one turn per Erathian day. As in a single player game, only one player directs their forces at a time. While waiting for your turn, you may explore the Adventure Map and view any informational display available during your turn. You may not move heroes, build towns, adjust heroes' inventories, or make any other changes to the game environment. It is your turn when the screen border turns to your kingdom's flag color. You are also prompted with a window and a sound.

Chatting

During multiplayer games, you may send text messages to the other players. To do this, press the **Tab** key when any screen containing a Rollover Bar is displayed. A text cursor will appear in the Rollover Bar, type your message, then press the **Return** key to send the message. Your message, with your name attached to it, will be displayed to all other players. If you want to send a secret message to a specific player, press an **F1-F8** key instead of the **Return** key. **F1-F8** represents players 1-8.

In the course of playing a multiplayer game, you may check to see if another player is still connected by typing the chat message "ping" and pressing the **Return** key. This command will tell you who is still connected to the game and at what speed. In place of the **Return** key, you may press the **F1-F8** keys to ping a specific player. Every ten minutes, the game automatically pings all existing players.

Section III

World Reference

Spell Reference

Here you will find descriptive listings for all spells in the *Heroes III* game. Each spell is from one of four schools of magic—Air, Earth, Fire, or Water. Your heroes' expertise in a spell increases as he gains the secondary skill for the appropriate school of magic (see *Secondary Skills*, pg. 45). Heroes without such expertise may cast a school's spells at Normal level (resulting in the same effect as the Basic level spell). Increased expertise allows for spells to be cast at the Basic, Advanced and Expert Levels.

Heroes holding expertise in a school's secondary skill cast spells from a school at a reduced cost. This cost reduction is the same regardless of whether a hero holds the skill at basic, advanced, or expert level.

Effects of School Expertise on Casting Cost

Spell Level I	Spell Level II	Spell Level III	Spell Level IV	Spell Level V
-1	-2	-3	-4	-5

Some spells are more difficult to cast than others. A spell's difficulty is reflected by its level. All heroes are capable of learning and casting first and second level spells. Heroes with the secondary skill Wisdom can cast higher level spells. A hero with Basic Wisdom can cast third level spells, one with Advanced Wisdom can cast fourth level spells, and one with Expert Wisdom can cast fifth level spells—the highest level spells in the game.

Spells are listed here by school and level.

Spell Listing Legend

<i>Name</i>	What the spell is called.
<i>Type</i>	Indicates whether the spell may be cast in combat or on the Adventure Map.
<i>Cost</i>	How many spell points a hero must have to cast the spell.
<i>Duration</i>	How long the spell lasts.
<i>Basic Effect</i>	Effect of the spell cast at Normal or Basic Expertise.
<i>Advanced Effect</i>	Effect of the spell cast at Advanced Expertise.
<i>Expert Effect</i>	Effect of the spell cast at Expert Expertise.

Section III

School of Air Magic

Level I

	Haste	<i>Type</i> Combat <i>Cost</i> 6 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> Target, allied troop's speed is increased by three hexes/turn. <i>Advanced Effect</i> Target, allied troop's speed is increased by five hexes/turn. <i>Expert Effect</i> All allied troops' speed is increased by five hexes/turn.
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	Magic Arrow	<i>Type</i> Combat <i>Cost</i> 5 <i>Duration</i> Instant <i>Basic Effect</i> Target, enemy troop receives ((Power x 10) + 10) damage. <i>Advanced Effect</i> Target, enemy troop receives ((Power x 10) + 20) damage. <i>Expert Effect</i> Target, enemy troop receives ((Power x 10) + 30) damage.
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	View Air	<i>Type</i> Adventure <i>Cost</i> 2 <i>Duration</i> Instant <i>Basic Effect</i> Displays the location of all artifacts on the View World Screen. <i>Advanced Effect</i> Displays the location of all artifacts and heroes on the View World Screen. <i>Expert Effect</i> Displays the location of all artifacts, heroes and towns.
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Level II

	Disguise	<i>Type</i> Adventure <i>Cost</i> 4 <i>Duration</i> 1 Day <i>Basic Effect</i> When the casting hero is right-clicked by opponents, all of the hero's creature troops are displayed as if they were composed of the most powerful creatures in the hero's army. Troop population numbers are represented normally. <i>Advanced Effect</i> Same as Basic Effect except troop population quantities are represented as "0." <i>Expert Effect</i> Same as Advanced Effect except all troops are represented as if populated by the most powerful creature in hero's longest owned town.
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	Disrupting Ray	<i>Type</i> Combat <i>Cost</i> 10 <i>Duration</i> Current Battle <i>Basic Effect</i> Reduces target, enemy troop's defense rating by three. Spell may be cast on same troop repeatedly. <i>Advanced Effect</i> Same as Basic Effect except defense rating is reduced by four. <i>Expert Effect</i> Same as Basic Effect except defense rating is reduced by five.
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	Fortune	<i>Type</i> Combat <i>Cost</i> 7 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> Increases Luck of target, allied troop by one. <i>Advanced Effect</i> Increases Luck of target, allied troop by two. <i>Expert Effect</i> Increases Luck of all allied troops by two.
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	Lightning Bolt	<i>Type</i> Combat <i>Cost</i> 10 <i>Duration</i> Instant <i>Basic Effect</i> Target, enemy creature receives ((Power x 25) + 10) damage. <i>Advanced Effect</i> Target, enemy creature receives ((Power x 25) + 20) damage. <i>Expert Effect</i> Target, enemy creature receives ((Power x 25) + 50) damage.
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	Precision	<i>Type</i> Combat <i>Cost</i> 8 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> Target, allied troop with ranged attack has its attack rating increased by three when making ranged attacks. <i>Advanced Effect</i> Same as Basic Effect, except attack rating is increased by six. <i>Expert Effect</i> Same as Advanced Effect, except all allied troops with ranged attacks are affected.
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	Protection from Air	<i>Type</i> Combat <i>Cost</i> 7 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> Damage from Air Magic spells is reduced by 30% for target, allied troop. <i>Advanced Effect</i> Damage from Air Magic spells is reduced by 50% for target, allied troop. <i>Expert Effect</i> Damage from Air Magic spells is reduced by 50% for all allied troops.
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Section III

 Visions	<i>Type</i> Adventure <i>Cost</i> 4 <i>Duration</i> 1 Day <i>Basic Effect</i> Displays number of monsters in a wandering monster troop and whether or not the troop will offer to join the casting hero's army. Range is equal to Power or three, whichever is greater. <i>Advanced Effect</i> Same as Basic Effect, except an enemy hero's primary skill stats, and the composition and quantity of the hero's army can be viewed. Range is (Power x 2) or three, whichever is greater. <i>Expert Effect</i> Same as Advanced Effect, except an enemy town's statistics and garrison composition and quantity may be viewed. Range is (Power x 3) or three, whichever is greater.
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Level III

 Air Shield	<i>Type</i> Combat <i>Cost</i> 12 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> Target, allied troop takes 25% less damage from ranged attacks. <i>Advanced Effect</i> Target, allied troop takes 50% less damage from ranged attacks. <i>Expert Effect</i> All allied troops take 50% less damage from ranged attacks.
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 Destroy Undead	<i>Type</i> Combat <i>Cost</i> 15 <i>Duration</i> Instant <i>Basic Effect</i> All undead creature troops receive ((Power x 10) + 10) damage. <i>Advanced Effect</i> All undead creature troops receive ((Power x 10) + 20) damage. <i>Expert Effect</i> All undead creature troops receive ((Power x 10) + 50) damage.
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 Hypnotize	<i>Type</i> Combat <i>Cost</i> 18 <i>Duration</i> Special <i>Basic Effect</i> Target, enemy troop of less than ((Power x 25) + 10) Health is put under your control. Allied troops may attack hypnotized troop without fear of retaliation. <i>Advanced Effect</i> Same as Basic Effect, except that Health of target must be less than ((Power x 25) + 20). <i>Expert Effect</i> Same as Basic Effect, except that Health of target must be less than ((Power x 25) + 50).
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Level IV

	Chain Lightning	<i>Type</i> Combat <i>Cost</i> 24 <i>Duration</i> Instant <i>Basic Effect</i> Lightning bolt strikes target troop for $((\text{Power} \times 40) + 25)$ damage. Bolt then strikes closest troop for half the damage. Effect continues until 4 troops are hit. <i>Advanced Effect</i> Like Basic Effect except that initial strike does $((\text{Power} \times 40) + 50)$ damage, and bolt strikes five troops. <i>Expert Effect</i> Like Advanced Effect except that initial strike does $((\text{Power} \times 40) + 100)$ damage.
	Counterstrike	<i>Type</i> Combat <i>Cost</i> 24 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> Target, allied troop can retaliate against one additional attack per round. <i>Advanced Effect</i> Target, allied troop can retaliate against two additional attacks per round. <i>Expert Effect</i> All allied troops can retaliate against two additional attacks per round.

Level V

	Dimension Door	<i>Type</i> Adventure <i>Cost</i> 25 <i>Duration</i> Instant <i>Basic Effect</i> Teleports hero to target, unoccupied, visible location on the Adventure Map. Spell may be cast twice per day and reduces the hero's movement by three tiles for each casting. If movement is reduced to zero, the spell may not be cast. <i>Advanced Effect</i> Same as Basic Effect, except the spell may be cast three times in a day. <i>Expert Effect</i> Same as Advanced Effect, except the spell may be cast four times in a day, and movement allowance is reduced by two tiles.
	Fly	<i>Type</i> Adventure <i>Cost</i> 20 <i>Duration</i> 1 Day <i>Basic Effect</i> Casting hero can fly over terrain obstacles to an unoccupied map location. Distance traveled may be up to 60% of normal movement. <i>Advanced Effect</i> Same as Basic Effect, except the hero may fly up to 80% of normal movement. <i>Expert Effect</i> Same as Basic Effect, except the hero may fly up to 100% of normal movement.
	Magic Mirror	<i>Type</i> Combat <i>Cost</i> 25 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> Enemy spells cast on targeted, allied troop has a 20% chance of being redirected to a random enemy troop. <i>Advanced Effect</i> Enemy spells cast on targeted, allied troop has a 30% chance of being redirected to a random enemy troop. <i>Expert Effect</i> Enemy spells cast on targeted, allied troop has a 40% chance of being redirected to a random enemy troop.

Section III

 Summon Air Elemental 	<i>Type</i> Combat <i>Cost</i> 25 <i>Duration</i> Combat <i>Basic Effect</i> A troop containing (Power x 2) air elementals appears on the side of the casting player. Only one type of elemental can be summoned. <i>Advanced Effect</i> Same as Basic Effect, except that (Power x 3) air elementals are summoned. <i>Expert Effect</i> Same as Basic Effect, except that (Power x 4) air elementals are summoned.
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School of Earth Magic

Level I

 Magic Arrow 	<i>Type</i> Combat <i>Cost</i> 5 <i>Duration</i> Instant <i>Basic Effect</i> Target, enemy troop receives ((Power x 10) + 10) damage. <i>Advanced Effect</i> Target, enemy troop receives ((Power x 10) + 20) damage. <i>Expert Effect</i> Target, enemy troop receives ((Power x 10) + 30) damage.
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 Shield 	<i>Type</i> Combat <i>Cost</i> 5 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> Hand-to-hand damage delivered to target, allied troop is reduced by 15%. <i>Advanced Effect</i> Hand-to-hand damage delivered to target, allied troop is reduced by 30%. <i>Expert Effect</i> Hand-to-hand damage delivered to all allied troops is reduced by 30%.
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 Slow 	<i>Type</i> Combat <i>Cost</i> 6 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> Target, enemy troop's speed is reduced to 25% of normal. <i>Advanced Effect</i> Target, enemy troop's speed is reduced to 50% of normal. <i>Expert Effect</i> All enemy troops' speed ratings are reduced to 50% of normal.
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 Stone Skin 	<i>Type</i> Combat <i>Cost</i> 5 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> Target, allied troop's defense rating is increased by three. <i>Advanced Effect</i> Target, allied troop's defense rating is increased by six. <i>Expert Effect</i> All allied troops' defense ratings are increased by six.
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	View Earth	<i>Type</i> Adventure <i>Cost</i> 2 <i>Duration</i> Instant <i>Basic Effect</i> Displays the location of all loose resources on the View World Screen. <i>Advanced Effect</i> Displays the location of all mines and loose resources on the View World Screen. <i>Expert Effect</i> Displays the entire terrain, all mines and loose resources on the View World Screen.
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Level II

	Death Ripple	<i>Type</i> Combat <i>Cost</i> 10 <i>Duration</i> Instant <i>Basic Effect</i> All creatures (except undead) troops take ((Power x 5) + 10) damage. <i>Advanced Effect</i> All creatures (except undead) troops take ((Power x 5) + 20) damage. <i>Expert Effect</i> All creatures (except undead) troops take ((Power x 5) + 30) damage.
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	Quicksand	<i>Type</i> Combat <i>Cost</i> 8 <i>Duration</i> Until Touched <i>Basic Effect</i> Quicksand pits are placed in four random hexes. They are invisible to creatures unless they are on native terrain (see <i>Combat</i> , pg. 47). Troops stepping on pit hexes have their movement halted for the current round. Once a pit is stepped on, it is revealed to all. <i>Advanced Effect</i> Same as Basic Effect, except that six pits are placed. <i>Expert Effect</i> Same as Basic Effect, except that eight pits are placed.
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	Visions	<i>Type</i> Adventure <i>Cost</i> 4 <i>Duration</i> 1 Day <i>Basic Effect</i> Displays number of monsters in a wandering monster troop and whether or not the troop will offer to join the casting hero's army. Range is equal to Power or three, whichever is greater. <i>Advanced Effect</i> Same as Basic Effect, except an enemy hero's primary skill stats, and the composition and quantity of that hero's army can be viewed. Range is (Power x 2) or three, whichever is greater. <i>Expert Effect</i> Same as Advanced Effect, except an enemy town's statistics and garrison composition and quantity may be viewed. Range is (Power x 3) or three, whichever is greater.
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Section III

Level III

	Animate Dead	<i>Type</i> Combat <i>Cost</i> 15 <i>Duration</i> Permanent <i>Basic Effect</i> Reanimates $((\text{Power} \times 50) + 30)$ health points worth of killed undead creatures in target, allied troop. <i>Advanced Effect</i> Reanimates $((\text{Power} \times 50) + 60)$ health points worth of killed undead creatures in target, allied troop. <i>Expert Effect</i> Reanimates $((\text{Power} \times 50) + 160)$ health points worth of killed undead creatures in target, allied troop.
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	Anti-Magic	<i>Type</i> Combat <i>Cost</i> 15 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> Target, allied troop can only be affected by level 4 or 5 spells. <i>Advanced Effect</i> Target, allied troop can only be affected by level 5 spells. <i>Expert Effect</i> Target, allied troop is immune to spell effects.
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	Earthquake	<i>Type</i> Combat (Siege) <i>Cost</i> 20 <i>Duration</i> Instant <i>Basic Effect</i> Does one point of damage to two, random castle walls during siege combat. <i>Advanced Effect</i> Does one point of damage to three, random castle walls during siege combat. <i>Expert Effect</i> Does one point of damage to four, random castle walls during siege combat.
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	Force Field	<i>Type</i> Combat <i>Cost</i> 12 <i>Duration</i> 2 Rounds <i>Basic Effect</i> A two hex-wide force wall is created at target hex. Movement through these hexes is blocked. <i>Advanced Effect</i> Same as Basic Effect, except the force wall is three hexes wide. <i>Expert Effect</i> Same as Advanced Effect.
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	Protection from Earth	<i>Type</i> Combat <i>Cost</i> 12 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> Damage from Earth Magic spells is reduced by 30% for target, allied troop. <i>Advanced Effect</i> Damage from Earth Magic spells is reduced by 50% for target, allied troop. <i>Expert Effect</i> Damage from Earth Magic spells is reduced by 50% for all allied troops.
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Level IV

	Meteor Shower	<i>Type</i> Combat <i>Cost</i> 16 <i>Duration</i> Instant <i>Basic Effect</i> Troops in target hex and adjacent hexes take ((Power x 25) + 25) damage. <i>Advanced Effect</i> Troops in target hex and adjacent hexes take ((Power x 25) + 50) damage. <i>Expert Effect</i> Troops in target hex and adjacent hexes take ((Power x 25) + 100) damage.
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	Resurrection	<i>Type</i> Combat <i>Cost</i> 20 <i>Duration</i> Combat/Permanent <i>Basic Effect</i> Target, allied troop with dead creatures has ((Power x 50) + 40) health worth of creatures restored to life for the duration of the current battle. <i>Advanced Effect</i> Same as Basic Effect, except that ((Power x 50) + 80) health worth of creatures are restored permanently. <i>Expert Effect</i> Same as Advanced Effect, except that ((Power x 50 + 160) health worth of creatures are restored.
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	Sorrow	<i>Type</i> Combat <i>Cost</i> 16 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> Target, enemy troop's morale rating is reduced by one. <i>Advanced Effect</i> Target, enemy troop's morale rating is reduced by two. <i>Expert Effect</i> All enemy troop's morale ratings are reduced by two.
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	Town Portal	<i>Type</i> Adventure <i>Cost</i> 16 <i>Duration</i> Instant <i>Basic Effect</i> Casting hero is teleported to the nearest allied town. 300 movement points are expended when the spell is cast. <i>Advanced Effect</i> Casting hero may teleport to any allied town with no visiting hero. 300 movement points are expended when the spell is cast. <i>Expert Effect</i> Same as Advanced Effect, except that movement point cost is 200.
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Level V

	Implosion	<i>Type</i> Combat <i>Cost</i> 30 <i>Duration</i> Instant <i>Basic Effect</i> Target, enemy troop receives ((Power x 75) + 100) damage. <i>Advanced Effect</i> Target, enemy troop receives ((Power x 75) + 200) damage. <i>Expert Effect</i> Target, enemy troop receives ((Power x 75) + 300) damage.
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Section III

 Summon Earth Elemental 	Type Combat Cost 25 Duration Combat Basic Effect A troop containing (Power x 2) Earth Elementals appears on the side of the casting player. Only one type of elemental can be summoned. Advanced Effect Same as Basic Effect, except that (Power x 3) earth elementals are summoned. Expert Effect Same as Basic Effect, except that (Power x 4) earth elementals are summoned.
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School of Fire Magic

Level I

 Bloodlust 	Type Combat Cost 5 Duration 1 Round/Power Basic Effect Target, allied troop receives a +3 attack rating bonus for hand-to-hand attacks. Advanced Effect Target, allied troop receives a +6 attack rating bonus for hand-to-hand attacks. Expert Effect All allied troops receive a +6 attack rating bonus for hand-to-hand attacks.
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 Curse 	Type Combat Cost 6 Duration 1 Round/Power Basic Effect Enemy, target troop creatures deliver minimum damage when attacking. Advanced Effect Enemy, target troop creatures delivers ((80% of their minimum damage) - 1) when they attack. Expert Effect All enemy creatures deliver ((80% of their minimum damage) - 1) when they attack.
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 Magic Arrow 	Type Combat Cost 5 Duration Instant Basic Effect Target, enemy troop receives ((Power x 10) + 10) damage. Advanced Effect Target, enemy troop receives ((Power x 10) + 20) damage. Expert Effect Target, enemy troop receives ((Power x 10) + 30) damage.
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 Protection from Fire 	Type Combat Cost 5 Duration 1 Round/Power Basic Effect Damage from Fire Magic spells is reduced by 30% for target, allied troop. Advanced Effect Damage from Fire Magic spells is reduced by 50% for target, allied troop. Expert Effect Damage from Fire Magic spells is reduced by 50% for all allied troops.
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Level II

	Blind	<i>Type</i> Combat <i>Cost</i> 10 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> Target, enemy troop is frozen until attacked, dispelled or effect wears off. Deactivating attack is retaliated at 50% of base attack rating. <i>Advanced Effect</i> Same as Basic Effect, except that deactivating attack is retaliated at 25% of base attack rating. <i>Expert Effect</i> Same as Basic Effect, except that deactivating attack is not retaliated.
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	Fire Wall	<i>Type</i> Combat <i>Cost</i> 8 <i>Duration</i> 2 Rounds <i>Basic Effect</i> A two hex-wide wall of fire is produced at target hex. A troop passing through these hexes takes $((\text{Power} \times 10) + 10)$ damage. <i>Advanced Effect</i> Same as Basic Effect, except that wall of fire is three hexes wide and damage is $((\text{Power} \times 10) + 20)$. <i>Expert Effect</i> Same as Advanced Effect, except that damage is $((\text{Power} \times 10) + 50)$.
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	Visions	<i>Type</i> Adventure <i>Cost</i> 4 <i>Duration</i> 1 Day <i>Basic Effect</i> Displays number of monsters in a wandering monster troop and whether or not the troop will offer to join the casting hero's army. Range is equal to Power or three, whichever is greater. <i>Advanced Effect</i> Same as Basic Effect, except an enemy hero's primary skill stats, and the composition and quantity of that hero's army can be viewed. Range is $(\text{Power} \times 2)$ or three, whichever is greater. <i>Expert Effect</i> Same as Advanced Effect, except an enemy town's statistics and garrison composition and quantity may be viewed. Range is $(\text{Power} \times 3)$ or three, whichever is greater.
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Level III

	Fireball	<i>Type</i> Combat <i>Cost</i> 15 <i>Duration</i> Instant <i>Basic Effect</i> Troops in target hex and its surrounding hexes take $((\text{Power} \times 10) + 15)$ damage. <i>Advanced Effect</i> Same as Basic Effect, except that damage is $((\text{Power} \times 10) + 30)$. <i>Expert Effect</i> Same as Basic Effect, except that damage is $((\text{Power} \times 10) + 60)$.
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Section III

	Land Mine	<i>Type</i> Combat <i>Cost</i> 18 <i>Duration</i> Until Touched <i>Basic Effect</i> Landmines are placed in four random hexes on the battlefield. A troop stepping on a mine takes $((\text{Power} \times 10) + 25)$ damage. Enemy creatures battling on their native terrain (see <i>Combat</i> , pg. 47) can see the mines and can cross them safely. To all others they are invisible. <i>Advanced Effect</i> Same as Basic Effect, except that six mines are placed, and damage is $((\text{Power} \times 10) + 50)$. <i>Expert Effect</i> Same as Basic Effect, except that eight mines are placed, and damage is $((\text{Power} \times 10) + 100)$.
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	Misfortune	<i>Type</i> Combat <i>Cost</i> 12 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> Luck of target, enemy troop is reduced by one. <i>Advanced Effect</i> Luck of target, enemy troop is reduced by two. <i>Expert Effect</i> Luck of all enemy troops is reduced by two.
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Level IV

	Armageddon	<i>Type</i> Combat <i>Cost</i> 24 <i>Duration</i> Instant <i>Basic Effect</i> All troops take $((\text{Power} \times 50) + 30)$ points of damage. <i>Advanced Effect</i> All troops take $((\text{Power} \times 50) + 60)$ points of damage. <i>Expert Effect</i> All troops take $((\text{Power} \times 50) + 120)$ points of damage.
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	Berserk	<i>Type</i> Combat <i>Cost</i> 20 <i>Duration</i> 1 Attack <i>Basic Effect</i> Target attacks nearest troop. All creatures in a 1 hex radius affected. <i>Advanced Effect</i> Target attacks nearest troop. All creatures in a 7 hex radius affected. <i>Expert Effect</i> Target attacks nearest troop. All creatures in a 19 hex radius affected.
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	Fire Shield	<i>Type</i> Combat <i>Cost</i> 16 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> 20% of hand-to-hand damage inflicted on target, allied troop is counter-inflicted on attackers of the troop. <i>Advanced Effect</i> Same as Basic Effect except that 25% of damage is counter-inflicted. <i>Expert Effect</i> Same as Basic Effect, except that 30% of damage is counter-inflicted.
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	<p>Frenzy</p> <p><i>Type</i> Combat <i>Cost</i> 16 <i>Duration</i> Until target troop's next action <i>Basic Effect</i> Target troop's attack rating is increased by 100% of the troop's defense rating, and its defense rating is reduced to zero. <i>Advanced Effect</i> Same as Basic Effect, except attack rating is increased to 150% of the troop's defense rating. <i>Expert Effect</i> Same as Advanced Effect, except attack rating is increased to 200% of the troop's defense rating.</p>
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	<p>Inferno</p> <p><i>Type</i> Combat <i>Cost</i> 16 <i>Duration</i> Instant <i>Basic Effect</i> Strikes target hex, and all hexes within two hexes for $((Power \times 10) + 20)$ damage. <i>Advanced Effect</i> Same as Basic Effect, except that damage is $((Power \times 10) + 40)$. <i>Expert Effect</i> Same as Basic Effect, except that damage is $((Power \times 10) + 80)$.</p>
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	<p>Slayer</p> <p><i>Type</i> Combat <i>Cost</i> 16 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> Target, allied troop's attack rating is increased by eight against behemoths, dragons, and hydras. <i>Advanced Effect</i> Same as Basic Effect, except that attack bonus also affects devils and angels. <i>Expert Effect</i> Same as Advanced Effect, except attack bonus also affects titans.</p>
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Level V

	<p>Sacrifice</p> <p><i>Type</i> Combat <i>Cost</i> 25 <i>Duration</i> Permanent <i>Basic Effect</i> Target, non-undead troop is sacrificed (destroyed). Then another target dead troop has $((Power + Destroyed Troop's Creature Base Health + 3) \times \# \text{ of Creatures Sacrificed})$ in health total of creatures returned to life. <i>Advanced Effect</i> Same as Basic Effect, except that health total of creatures resurrected is $((Power + Destroyed Troop's Creature Base Health + 6) \times \# \text{ of Creatures Sacrificed})$. <i>Expert Effect</i> Same as Basic Effect, except that health total of creatures resurrected is $((Power + Destroyed Troop's Creature Base Health + 10) \times \# \text{ of Creatures Sacrificed})$.</p>
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Section III

 Summon Fire Elemental 	<p><i>Type</i> Combat <i>Cost</i> 25 <i>Duration</i> Combat <i>Basic Effect</i> A troop containing (Power x 2) fire elementals appears on the side of the casting player. Only one type of elemental can be summoned. <i>Advanced Effect</i> Same as Basic Effect, except that (Power x 3) fire elementals are summoned. <i>Expert Effect</i> Same as Basic Effect, except that (Power x 4) fire elementals are summoned.</p>
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School of Water Magic

Level I

 Bless 	<p><i>Type</i> Combat <i>Cost</i> 5 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> Creatures in target, allied troop inflict maximum damage when they attack. <i>Advanced Effect</i> Creatures in target, allied troop inflict maximum damage + 1 when they attack. <i>Expert Effect</i> All allied creatures inflict maximum damage + 1 when they attack.</p>
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 Cure 	<p><i>Type</i> Combat <i>Cost</i> 6 <i>Duration</i> Instant <i>Basic Effect</i> Removes all negative spell effects from target, allied troop and heals it for ((Power x 5) + 10) health points. <i>Advanced Effect</i> Removes all negative spell effects from target, allied troop and heals it for ((Power x 5) + 20) health points. <i>Expert Effect</i> Removes all negative spell effects from all allied troops and heals each for ((Power x 5) + 30) health points.</p>
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 Dispel 	<p><i>Type</i> Combat <i>Cost</i> 5 <i>Duration</i> Instant <i>Basic Effect</i> Removes all spell effects from target, allied creature troop. <i>Advanced Effect</i> Removes all spell effects from target allied or enemy creature troop. <i>Expert Effect</i> Removes all spell effects from all creatures and the battlefield.</p>
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 Magic Arrow 	<p><i>Type</i> Combat <i>Cost</i> 5 <i>Duration</i> Instant <i>Basic Effect</i> Target, enemy troop receives ((Power x 10) + 10) damage. <i>Advanced Effect</i> Target, enemy troop receives ((Power x 10) + 20) damage. <i>Expert Effect</i> Target, enemy troop receives ((Power x 10) + 30) damage.</p>
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	Protection from Water	<i>Type</i> Combat <i>Cost</i> 5 <i>Duration</i> 1 Round/Power <i>Basic Effect</i> Damage from Water Magic spells is reduced by 30% for target, allied troop. <i>Advanced Effect</i> Damage from Water Magic spells is reduced by 50% for target, allied troop. <i>Expert Effect</i> Damage from Water Magic spells is reduced by 50% for all allied troops.
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	Summon Boat	<i>Type</i> Adventure <i>Cost</i> 8 <i>Duration</i> Instant <i>Basic Effect</i> Summons one of your hero's boats to their current location. If none of those boats are available, then one of your other heroes' boats is summoned. Spell has a 50% chance of working. The spell fails if there are no unoccupied boats available. <i>Advanced Effect</i> Same as Basic Effect, except that if no boats are available, a new one is created. The spell has a 75% chance of working. There are a maximum of sixty-four boats allowed on the Adventure Map at one time. The spell fails if all are occupied. <i>Expert Effect</i> Same as Advanced Effect, except that the spell has a 100% chance of working (unless all sixty-four boats are occupied).
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Level II

	Ice Bolt	<i>Type</i> Combat <i>Cost</i> 8 <i>Duration</i> Instant <i>Basic Effect</i> Target, enemy troop receives ((Power x 20) + 10) damage. <i>Advanced Effect</i> Target, enemy troop receives ((Power x 20) + 20) damage. <i>Expert Effect</i> Target, enemy troop receives ((Power x 20) + 50) damage.
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	Remove Obstacle	<i>Type</i> Combat <i>Cost</i> 7 <i>Duration</i> Instant <i>Basic Effect</i> Removes one, non-magic obstacle from the battlefield. Integrated obstacles, such as cliffs are not affected. <i>Advanced Effect</i> Same as Basic Effect, except Fire Walls may also be removed. <i>Expert Effect</i> Same as Advanced Effect, except all, non-integrated obstacles can be removed.
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	Scuttle Boat	<i>Type</i> Adventure <i>Cost</i> 8 <i>Duration</i> Instant <i>Basic Effect</i> Spell has 50% chance of destroying a boat, unless occupied. <i>Advanced Effect</i> Spell has a 75% chance of destroying a boat, unless occupied. <i>Expert Effect</i> Spell destroys a boat, unless occupied.
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Section III

 Visions	<p><i>Type</i> Adventure</p> <p><i>Cost</i> 4</p> <p><i>Duration</i> 1 Day</p> <p><i>Basic Effect</i> Displays number of monsters in a wandering monster troop and whether or not the troop will offer to join the casting hero's army. Range is equal to Power or three, whichever is greater.</p> <p><i>Advanced Effect</i> Same as Basic Effect, except an enemy hero's primary skill stats, and the composition and quantity of that hero's army can be viewed. Range is (Power x 2) or three, whichever is greater.</p> <p><i>Expert Effect</i> Same as Advanced Effect, except an enemy town's statistics and garrison composition and quantity may be viewed. Range is (Power x 3) or three, whichever is greater.</p>
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 Weakness	<p><i>Type</i> Combat</p> <p><i>Cost</i> 8</p> <p><i>Duration</i> 1 Round/Power</p> <p><i>Basic Effect</i> Target, enemy troop's attack rating is reduced by three.</p> <p><i>Advanced Effect</i> Target, enemy troop's attack rating is reduced by six.</p> <p><i>Expert Effect</i> All enemy troops' attack ratings are reduced by six.</p>
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Level III

 Forgetfulness	<p><i>Type</i> Combat</p> <p><i>Cost</i> 12</p> <p><i>Duration</i> 1 Round/Power</p> <p><i>Basic Effect</i> Half of the creatures in target, enemy troop, with ranged attack forget to shoot.</p> <p><i>Advanced Effect</i> Target, enemy troop with ranged attack cannot use its ranged attack.</p> <p><i>Expert Effect</i> All enemy troops with ranged attacks cannot use their ranged attacks.</p>
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 Frost Ring	<p><i>Type</i> Combat</p> <p><i>Cost</i> 12</p> <p><i>Duration</i> Instant</p> <p><i>Basic Effect</i> Troops in hexes surrounding target hex receive ((Power x 10) + 15) in damage. Target hex is unaffected.</p> <p><i>Advanced Effect</i> Same as Basic Effect, except damage is ((Power x 10) + 30).</p> <p><i>Expert Effect</i> Same as Basic Effect, except damage is ((Power x 10) + 60).</p>
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 Mirth	<p><i>Type</i> Combat</p> <p><i>Cost</i> 12</p> <p><i>Duration</i> 1 Round/Power</p> <p><i>Basic Effect</i> Morale of target, allied troop is increased by one.</p> <p><i>Advanced Effect</i> Morale of target, allied troop is increased by two.</p> <p><i>Expert Effect</i> Morale of all allied troops is increased by two.</p>
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 Teleport	<p><i>Type</i> Combat</p> <p><i>Cost</i> 15</p> <p><i>Duration</i> Instant</p> <p><i>Basic Effect</i> Target, allied troop instantly moves to an unoccupied target hex. Troop cannot teleport over walls or moats.</p> <p><i>Advanced Effect</i> Same as Basic Effect, except troop cannot teleport over walls.</p> <p><i>Expert Effect</i> Troop can move to any unoccupied hex.</p>
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Level IV

 Clone	<p><i>Type</i> Combat</p> <p><i>Cost</i> 24</p> <p><i>Duration</i> Current Battle</p> <p><i>Basic Effect</i> Creates a duplicate of target, allied troop level 1-5. The duplicate can attack but is dispelled if it receives any damage. Creatures from a given town are rated 1 - 7 based on their relative combat effectiveness. Thus, for the Castle town, pikemen and halberdiers are level 1 creatures, while angels and archangels are level 7.</p> <p><i>Advanced Effect</i> Same as Basic Effect, except the duplicate may be of a level 1-6 troop.</p> <p><i>Expert Effect</i> Same as Basic Effect, except the duplicate may be of a level 1-7 troop.</p>
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 Prayer	<p><i>Type</i> Combat</p> <p><i>Cost</i> 16</p> <p><i>Duration</i> 1 Round/Power</p> <p><i>Basic Effect</i> Target, allied troop's attack, defense, and speed (hexes per turn) ratings are increased by two.</p> <p><i>Advanced Effect</i> Target, allied troop's attack, defense, and speed ratings are increased by four.</p> <p><i>Expert Effect</i> All allied troop's attack, defense, and speed ratings are increased by four.</p>
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 Water Walk	<p><i>Type</i> Adventure</p> <p><i>Cost</i> 12</p> <p><i>Duration</i> 1 Day</p> <p><i>Basic Effect</i> The casting hero may follow a movement path across water, provided the end destination is an unoccupied location on land. Water movement may be up to 60% of the hero's normal movement.</p> <p><i>Advanced Effect</i> Same as Basic Effect, except that water movement may be up to 80% of the hero's normal movement.</p> <p><i>Expert Effect</i> Same as Basic Effect, except that water movement may be made at the hero's full, normal movement.</p>
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Section III

Level V

 Summon Water Elemental 	<p><i>Type</i> Combat <i>Cost</i> 25 <i>Duration</i> Combat <i>Basic Effect</i> A troop containing (Power x 2) water elementals appears on the side of the casting player. Only one type of elemental can be summoned. <i>Advanced Effect</i> Same as Basic Effect, except that (Power x 3) water elementals are summoned. <i>Expert Effect</i> Same as Basic Effect, except that (Power x 4) water elementals are summoned.</p>
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Town and Creature Reference

Here you will find descriptions for all of the buildings found in the *Heroes III* game's eight town types. The first section deals with buildings common to all town types. This is followed by individual sections to cover buildings unique to each town. Creature statistics are listed with statistics for the buildings producing them. The individual town sections are followed by information about creatures not associated with any particular town type and then stats for war machines and siege battlefield features.

Resources

Wood	Mercury	Ore	Sulfur	Crystals	Gems	Gold

Creature Table Field Legend

<i>Name</i>	Creature's name.
<i>Cost</i>	How much it costs to recruit one creature of this type.
<i>Building</i>	The type of building the creature may be recruited at.
<i>Attack</i>	Creature's attack strength.
<i>Defense</i>	Creature's defensive ability.
<i>Health</i>	How many points of damage the creature can take before dying.
<i>Damage</i>	How much damage the creature's attack does.
<i>Shots</i>	How many ranged shots the creature can perform in one battle. "None" indicates the creature has no ranged attack.
<i>Movement</i>	How the creature moves.
<i>Speed</i>	How fast the creature moves.

Building Statistics Legend

<i>Structure</i>	Name of Building type.
<i>Cost</i>	What it costs to build the structure.
<i>Requirements</i>	Building(s) that must be built before this one.
<i>Creatures/Week</i>	Type and number of creatures produced by this building per week.

Section III

Buildings Common to All Towns

Halls

A town's hall is its center of leadership. Your halls provide you with income in the form of gold. You may order the construction of new structures and structure upgrades at the hall. For more information on constructing other buildings, see *Towns* (pg. 49).

Structure	Cost	Requirements	Benefits
Village Hall	N/A	N/A	The village hall, being the minimum defining building of a town, is automatically a part of all towns. It provides an income of 500 Gold per day.
Town Hall	2500 Gold	Village Hall, Tavern	This upgrade to the village hall provides 1000 Gold per day.
City Hall	5000 Gold	Town Hall, Blacksmith, Mage Guild Level I, Marketplace	This upgrade to the town hall provides 2000 Gold per day.
Capitol	10,000 Gold	City Hall, Castle	This upgrade to the city hall provides 4000 Gold per day. You may only build a capitol if you don't already have one.

Castles

A castle provides a town with increased security. Because castles add walls and other defensive features to the town, enemy forces must lay siege to the town when they attack it (see *Combat*, pg. 40). Presence of a castle also increases town creature production. Clicking on a castle will provide information about the town's current population.

Structure	Cost	Requirements	Benefits
Fort	5000 Gold + 20 Wood + 20 Ore	Village Hall	Building a fort adds walls to a town.
Citadel	2500 Gold + 5 Ore	Fort	This upgrade to the fort adds a moat and the primary arrow tower to a town. Presence of a citadel increases the production of creature dwellings by 50%.
Castle	5000 Gold + 10 Wood + 10 Ore	Citadel	When a castle is built, it adds two arrow towers at half strength of the primary tower, and the standard walls are strengthened to fortified walls. Further, production of creature dwellings is increased by 100%.

Mage Guilds

Mage guilds are centers for spell research and provide spells for heroes to learn. Heroes possessing spell books—which are available for purchase at mage guilds—automatically learn all spells known to mage guilds of allied towns they visit, as long as they have the appropriate level of Wisdom (see *Secondary Skills*, pg. 35). Each upgrade of a town's mage guild increases the number of spells available. Additionally, heroes who spend one day in a town with a mage guild have their spell points replenished.

Structure	Cost	Requirements	Benefits
Mage Guild Level I	2000 Gold + 5 Wood + 5 Ore	Village Hall	When the level I mage guild is built, five level I spells become available for heroes to learn. Heroes are able to purchase a spell book from the guild for 500 Gold.
Mage Guild Level II	1000 Gold + 5 Wood + 5 Ore + 4 Crystal + 4 Gem + 4 Mercury + 4 Sulfur	Mage Guild Level I	When the level II mage build is built, an additional four level II spells become available for heroes to learn.
Mage Guild Level III	1000 Gold + 5 Wood + 5 Ore + 6 Crystal + 6 Gem + 6 Mercury + 6 Sulfur	Mage Guild Level II	When the level III mage guild is built, an additional three level III spells become available for heroes to learn. This is the highest level mage guild you can construct in Stronghold and Fortress towns.
Mage Guild Level IV	1000 Gold + 5 Wood + 5 Ore + 8 Crystal + 8 Gem + 8 Mercury + 8 Sulfur	Mage Guild Level III	When the level IV mage guild is built, an additional two level IV spells become available for heroes to learn. This is the highest level of the mage guild you can construct in Castle towns.
Mage Guild Level V	1000 Gold + 5 Wood + 5 Ore + 10 Crystal + 10 Gem + 10 Mercury + 10 Sulfur	Mage Guild Level IV	When the level V mage guild is built, one level V spell becomes available for heroes to learn.

Marketplace

Resources may be traded for other resources at town marketplaces. While the marketplace traders will always seek to make a profit, the more marketplaces you have under your control, the better the exchange rate. In multiplayer games, the marketplace allows you to trade resources with other players. For more information, see *Towns* (pg. 49).

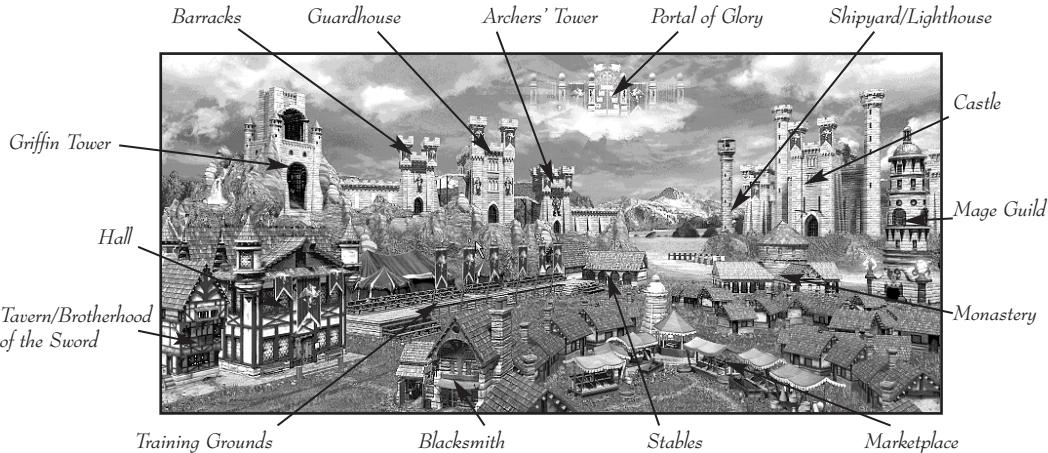
Structure	Cost	Requirements	Benefits
Marketplace	500 Gold + 5 Wood	Village Hall	Allows resources to be traded.

Tavern

At the town tavern you may hear rumors, check how you are doing compared to your opponents, and hire new heroes for field or garrison duty. For more information, see *Towns* (pg. 49).

Structure	Cost	Requirements	Benefits
Tavern	500 Gold + 5 Wood	Village Hall	Provides the ability to recruit heroes, hear rumors, and visit the Thieves' Guild.

Section III



Castle Towns

Castles are home to the Cleric and Knight hero classes. Castle armies are primarily composed of human men-at-arms, though these towns have also formed an alliance with the griffins and are under the protection of angels. With two types of ranged attack units and two flying unit types available, Castle-based armies are well equipped to quickly engage and defeat their enemies.

Castle Specific Buildings

Structure	Cost	Requirements	Benefits
Blacksmith	1000 Gold + 5 Wood	Village Hall	Produces the Ballista war machine (see <i>War Machines</i> , pg. 117).
Brotherhood of the Sword	500 Gold + 5 Wood	Tavern	This Tavern upgrade gives a +2 morale bonus to all garrisoned creatures during a siege.
Resource Silo	5000 Gold + 5 Ore	Marketplace	This upgrade to the marketplace provides 1 Wood and 1 Ore per day.
Shipyard	2000 Gold + 20 Wood	Village Hall	Allows ships to be built. Ships cost 1000 Gold + 10 Wood.
Lighthouse	2000 Gold + 10 Ore	Shipyard	Each lighthouse you build will increase the movement allowance of your ships.
Stables	2000 Gold + 10 Wood	Barracks	Visiting heroes departing from Castle towns with stables have their movement allowance increased.

Note: Information on creature dwellings unique to each town type can be found in their corresponding sections, within the creature tables.

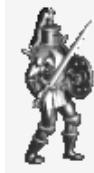
Castle Creature Dwellings and Hordes

Pikemen & Halberdiers Pikemen and halberdiers are among the strongest basic foot soldiers available to any army. While somewhat slow, they have respectable combat ratings.		Name <i>Pikeman</i> Cost 60 Gold Damage 1-3 Shots None Attack 4 Defense 5 Health 10 Movement Ground Speed Extra Slow (4 hexes/turn)		Halberdier <i>Halberdier</i> Cost 75 Gold Damage 2-3 Shots None Attack 6 Defense 5 Health 10 Movement Ground Speed Slow (5 hexes/turn)	
Structure Requirements		Structure <i>Guardhouse</i> Cost 500 Gold + 10 Ore Requirements Fort Creatures/Week 14 Pikemen	Guardhouse 1000 Gold + 5 Ore Guardhouse 14 Halberdiers	Upgraded Guardhouse 1000 Gold + 5 Ore Guardhouse 14 Halberdiers	

Archers & Marksmen Archers and marksmen are lightly armored troops armed with crossbows for ranged attacks and daggers for light hand-to-hand fighting. Marksmen can get off two shots in each ranged attack.		Name <i>Archer</i> Cost 100 Gold Attack 6 Defense 3 Health 10 Damage 2-3 Shots 12 Movement Ground Speed Extra Slow (4 hexes/turn)		Marksmen <i>Marksmen</i> Cost 150 Gold Attack 6 Defense 3 Health 10 Damage 2-3 Shots 24 Movement Ground Speed Swift (6 hexes/turn)	
Structure Requirements		Structure <i>Archers' Tower</i> Cost 1000 Gold + 5 Wood + 5 Ore Requirements Guardhouse Creatures/Week 9 Archers	Archers' Tower 1000 Gold + 5 Wood + 5 Ore Guardhouse 9 Archers	Upgraded Archers' Tower 1000 Gold + 5 Wood + 5 Ore Archers' Tower 9 Marksmen	

GriFFINS & Royal Griffins Griffins roost in special towers built for them on the Castle grounds. Standard griffins are able to counterstrike against two attackers per turn. Royal griffins can counterstrike an unlimited number of attackers.		Name <i>Griffin</i> Cost 200 Gold Attack 8 Defense 8 Health 25 Damage 3-6 Shots None Movement Flying Speed Very Swift (6 hexes/turn)		Royal Griffin <i>Royal Griffin</i> Cost 240 Gold Attack 9 Defense 9 Health 25 Damage 3-6 Shots None Movement Flying Speed Ultra Swift (9 hexes/turn)	
Structure Requirements		Structure <i>Griffin Tower</i> Cost 1000 Gold + 5 Ore Requirements Barracks Creatures/Week 7 Griffins	Griffin Tower 1000 Gold + 5 Ore Barracks 7 Griffins	Upgraded Griffin Tower 1000 Gold + 5 Ore Griffin Tower 7 Royal Griffins	Griffin Bastion 1000 Gold Griffin Tower +3 Griffin Tower Production

Section III

<h3>Swordsmen & Crusaders</h3> <p>Well armed and armored, swordsmen and crusaders are better all-around foot soldiers than their pikemen companions. Crusaders deliver two blows per attack.</p>	<p>Name Swordsman Cost 300 Gold Attack 10 Defense 12 Health 35 Damage 6-9 Shots None Movement Ground Speed Slow (5 hexes/turn)</p> 	<p>Name Crusader Cost 400 Gold Attack 12 Defense 12 Health 35 Damage 7-10 Shots None Movement Ground Speed Swift (6 hexes/turn)</p> 
<h3>Structure Requirements</h3>	<p>Structure Barracks Cost 2000 Gold + 5 Ore Requirements Guardhouse, Blacksmith Creatures/Week 4 Swordsmen</p>	<p>Upgraded Barracks 2000 Gold +5 Ore +5 Crystal Barracks 4 Crusaders</p>

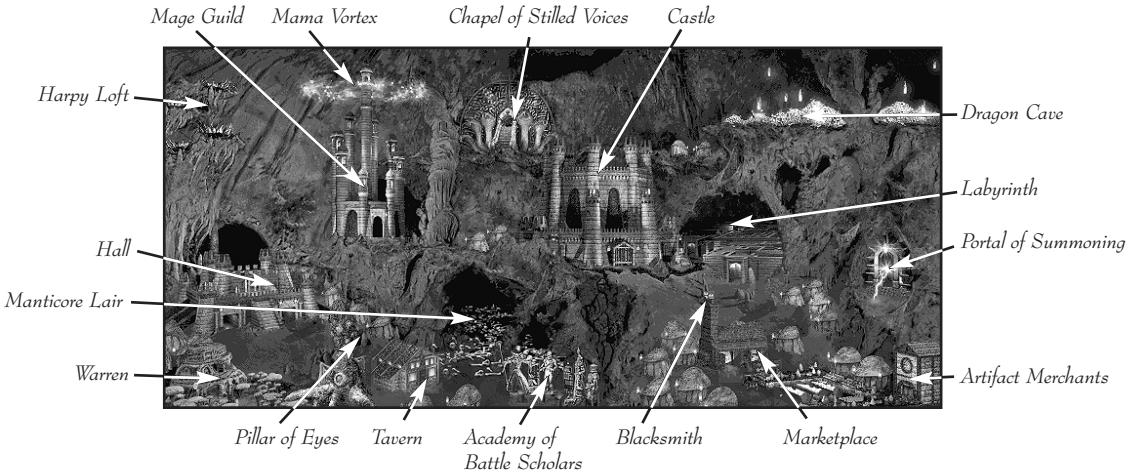
<h3>Monks & Zealots</h3> <p>Monks and zealots train themselves to control and project their personal energetic forces, which they deliver as ranged blasts. While monks suffer the normal penalty for ranged unit hand-to-hand attack damage (50%), the better trained zealots do not.</p>	<p>Name Monk Cost 400 Gold Attack 12 Defense 7 Health 30 Damage 10-12 Shots 12 Movement Ground Speed Slow (5 hexes/turn)</p> 	<p>Name Zealot Cost 450 Gold Attack 12 Defense 10 Health 30 Damage 10-12 Shots 24 Movement Ground Speed Extra Swift (7 hexes/turn)</p> 
<h3>Structure Requirements</h3>	<p>Structure Monastery Cost 3000 Gold+5 Wood+5 Ore+2 Crystal+2 Gem+2 Mercury+2 Sulfur Requirements Mage Guild Level I, Barracks Creatures/Week 3 Monks</p>	<p>Upgraded Monastery 1000 Gold+2 Wood+2 Ore+2 Crystal+2 Gem+2 Mercury+2 Sulfur Monastery 3 Zealots</p>

<h3>Cavaliers & Champions</h3> <p>The horse-mounted cavalier and champion deal extra impact damage (+5% per hex traveled to creature attacked) when charging into battle.</p>	<p>Name Cavalier Cost 1000 Gold Attack 15 Defense 15 Health 100 Damage 15-25 Shots None Movement Ground Speed Extra Swift (7 hexes/turn)</p> 	<p>Name Champion Cost 1200 Gold Attack 16 Defense 16 Health 100 Damage 20-25 Shots None Movement Ground Speed Ultra Swift (9 hexes/turn)</p> 
<h3>Structure Requirements</h3>	<p>Structure Training Grounds Cost 5000 Gold + 20 Wood Requirements Stables Creatures/Week 2 Cavaliers</p>	<p>Upgraded Training Grounds 3000 Gold + 10 Wood Training Grounds 2 Champions</p>

Angels & Archangels	Name Angel Cost 3000 Gold Attack 20 Defense 20 Health 200 Damage 50 Shots None Movement Flying Speed Extra Quick (12 hexes/turn)		Archangel 5000 Gold 30 30 250 50 None Flying Very Fast (18 hexes/turn)	
Structure Requirements	Structure Cost Portal of Glory 20000 Gold+10 Crystal +10 Gem+10 Mercury +10 Sulfur Requirements Monastery Creatures/Week 1 Angel		Upgraded Portal of Glory 20000 Gold+10 Crystal +10 Gem+10 Mercury +10 Sulfur Portal of Glory 1 Archangel	



Section III



Dungeon Towns

Dungeons towns are built by Warlock and Overlord hero types to act as bases from which to wage campaigns of conquest for wealth and power. Similarly minded creatures are attracted as allies. Other Dungeon creatures are in thrall to their masters. Dungeon armies are possessed of a variety of long range attacks, have effective damage dealing troops, and have the ability to greatly disrupt the strategies of their enemies.

Dungeon Specific Buildings

Structure	Cost	Requirements	Benefits
Academy of Battle Scholars	1000 Gold + 5 Wood + 5 Ore	Village Hall	Visiting heroes gain 1000 experience points from the academy. This effect is applied only once per hero for each Academy of Battle Scholars visited
Artifact Merchants	10,000 Gold	Marketplace	You may visit the Artifact Merchants building to trade resources for artifacts.
Blacksmith	1000 Gold + 5 Wood	Village Hall	The Ballista war machine (see <i>War Machines and Siege Features</i> , pg. 126) may be purchased from the Dungeon blacksmith.
Mana Vortex	1000 Gold	Mage Guild Level I	Presence of a mana vortex doubles the spell points available for visiting heroes.
Portal of Summoning	2500 Gold + 5 Ore	Village Hall	On Day 1 of each week, a random creature type from a creature dwelling flagged on the Adventure Map, becomes available for recruitment at the Portal of Summoning.
Resource Silo	5000 Gold + 5 Ore	Marketplace	This marketplace upgrade provides 1 Sulfur per day.

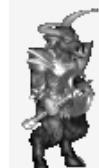
Dungeon Creature Generators and Hordes

Troglodytes & Infernal Troglodytes		<i>Name</i> <i>Cost</i> <i>Attack</i> <i>Defense</i> <i>Health</i> <i>Damage</i> <i>Shots</i> <i>Movement</i> <i>Speed</i>	 Troglodyte 50 Gold 4 3 5 1-3 None Ground Extra Slow (4 hexes/turn)	 Infernal Troglodyte 65 Gold 5 4 6 1-3 None Ground Slow (5 hexes/turn)
Structure Requirements	<i>Structure</i> <i>Cost</i> <i>Requirements</i> <i>Creatures/Week</i>	Warren 400 Gold + 10 Wood Fort 14 Troglodytes	Upgraded Warren 1000 Gold + 5 Wood Warren 14 Infernal Troglodytes	Mushroom Rings 1000 Gold Warren +7 Warren Production

Harpies & Harpy Hags		<i>Name</i> <i>Cost</i> <i>Attack</i> <i>Defense</i> <i>Health</i> <i>Damage</i> <i>Shots</i> <i>Movement</i> <i>Speed</i>	 Harpy 130 Gold 6 5 14 1-4 None Flying Swift (6 hexes/turn)	 Harpy Hag 170 Gold 6 6 14 1-4 None Flying Ultra Swift (9 hexes/turn)
Structure Requirements	<i>Structure</i> <i>Cost</i> <i>Requirements</i> <i>Creatures/Week</i>	Harpy Loft 1000 Gold Warren 8 Harpies	Upgraded Harpy Loft 1000 Gold + 2 Crystal +2 Sulfur Harpy Loft 8 Harpy Hags	

Beholders & Evil Eyes		<i>Name</i> <i>Cost</i> <i>Attack</i> <i>Defense</i> <i>Health</i> <i>Damage</i> <i>Shots</i> <i>Movement</i> <i>Speed</i>	 Beholder 250 Gold 9 7 22 3-5 12 Ground Slow (5 hexes/turn)	 Evil Eye 280 Gold 10 8 22 3-5 24 Ground Extra Swift (7 hexes/turn)
Structure Requirements	<i>Structure</i> <i>Cost</i> <i>Requirements</i> <i>Creatures/Week</i>	Pillar of Eyes 1000 Gold +1 Wood +1 Ore +1 Crystal +1 Gem +1 Mercury +1 Sulfur Warren 7 Beholders	Upgraded Pillar of Eyes 1000 Gold +1 Wood +1 Ore +1 Crystal +1 Gem +1 Mercury +1 Sulfur Pillar of Eyes 7 Evil Eyes	

Section III

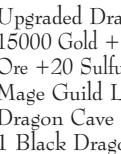
<p>Medusas & Medusa Queens</p> <p>Armed with bows, medusas and medusa queens can attack at range to good effect. Their hand-to-hand attacks do the same damage and also have a 20% chance of petrifying their targets for three rounds. Petrified creatures cannot move, take 50% damage, and become unfrozen when attacked.</p>	<p>Name Medusa</p> <p>Cost 300 Gold</p> <p>Attack 9</p> <p>Defense 9</p> <p>Health 25</p> <p>Damage 6-8</p> <p>Shots 4</p> <p>Movement Ground</p> <p>Speed Slow (5 hexes/turn)</p>		<p>Medusa Queen 330 Gold</p> <p>Cost 10</p> <p>Attack 10</p> <p>Defense 30</p> <p>Health 6-8</p> <p>Damage 8</p> <p>Shots Ground</p> <p>Movement Swift (6 hexes/turn)</p>	
	<p>Structure Requirements</p>	<p>Structure Chapel of Stilled Voices</p> <p>Cost 2000 Gold +5 Wood +10 Ore</p> <p>Requirements Harpy Loft, Pillar of Eyes</p> <p>Creatures/Week 4 Medusas</p>	<p>Upgraded Chapel of Stilled Voices 1500 Gold +5 Wood Chapel of Stilled Voices 4 Medusa Queens</p>	
<p>Minotaurs & Minotaur Kings</p> <p>Minotaurs and minotaur kings live in labyrinths and devour all who enter. These bull-like humanoids are sure of their ability to dominate in battle and have good morale. This self image is well-founded as they are durable and have a very damaging axe attack.</p>	<p>Name Minotaur</p> <p>Cost 500 Gold</p> <p>Attack 14</p> <p>Defense 12</p> <p>Health 50</p> <p>Damage 12-20</p> <p>Shots None</p> <p>Movement Ground</p> <p>Speed Swift (6 hexes/turn)</p>		<p>Minotaur King 575 Gold</p> <p>Cost 15</p> <p>Attack 15</p> <p>Defense 50</p> <p>Health 12-20</p> <p>Damage None</p> <p>Shots Ground</p> <p>Movement Very Swift (8 hexes/turn)</p>	
	<p>Structure Requirements</p>	<p>Structure Labyrinth</p> <p>Cost 4000 Gold + 10 Ore + 10 Gem</p> <p>Requirements Chapel of Stilled Voices</p> <p>Creatures/Week 3 Minotaurs</p>	<p>Upgraded Labyrinth 3000 Gold +5 Ore +5 Gem Labyrinth 3 Minotaur Kings</p>	
<p>Manticores & Scorpidores</p> <p>Manticores and their venomous cousins, the scorpidores, have features combined of bat, lion and scorpion. They attack with stabs from their stinging tails. Scorpideore attacks have a 20% chance of paralyzing an opponent. Creatures thus petrified take 50% damage and are unfrozen when attacked or after three rounds.</p>	<p>Name Manticore</p> <p>Cost 850 Gold</p> <p>Attack 15</p> <p>Defense 13</p> <p>Health 80</p> <p>Damage 14-20</p> <p>Shots None</p> <p>Movement Flying</p> <p>Speed Extra Swift (7 hexes/turn)</p>		<p>Scorpideore 1050 Gold</p> <p>Cost 16</p> <p>Attack 14</p> <p>Defense 80</p> <p>Health 14-20</p> <p>Damage None</p> <p>Shots Flying</p> <p>Movement Quick (11 hexes/turn)</p>	
	<p>Structure Requirements</p>	<p>Structure Manticore Lair</p> <p>Cost 5000 Gold +5 Wood +5 Ore +5 Mercury +5 Sulfur</p> <p>Requirements Chapel of Stilled Voices</p> <p>Creatures/Week 2 Manticores</p>	<p>Upgraded Manticore Lair 3000 Gold +5 Wood +5 Ore +5 Mercury +5 Sulfur Manticore Lair 2 Scorpideore</p>	

Red & Black Dragons

Red and black dragons with their great mobility, flying ability, and powerful breath weapons are among the most effective units in the game. Red dragons are immune to spells below level four. Black dragons are twice as durable, do 150% damage to giants and titans, and are immune to all spells.

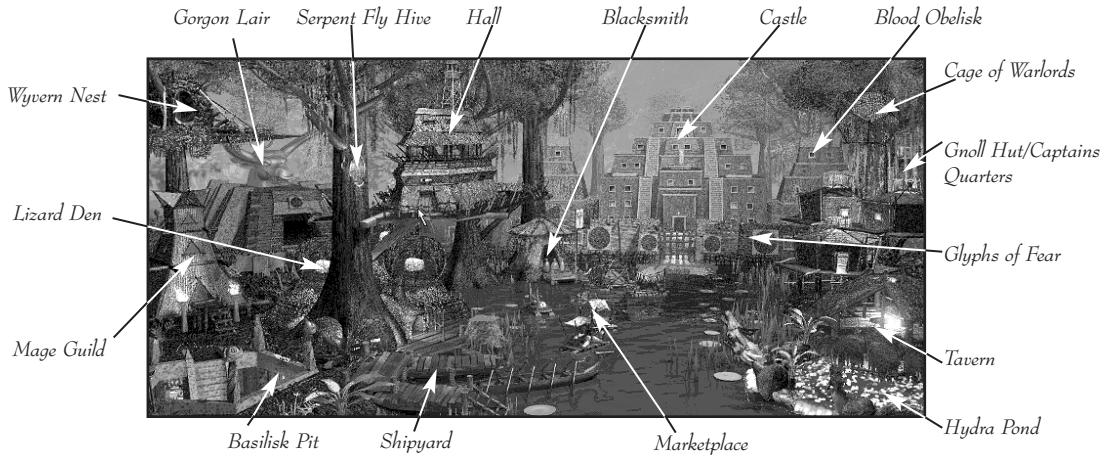
Name	Red Dragon		Black Dragon
Cost	2500 Gold + 1 Sulfur		4000 Gold + 2 Sulfur
Attack	19		25
Defense	19		25
Health	180		300
Damage	40-50		40-50
Shots	None		None
Movement	Flying		Flying
Speed	Quick (11 hexes/turn)		Super Quick (15 hexes/turn)

Structure Requirements

Structure	Dragon Cave		Upgraded Dragon Cave
Cost	15000 Gold + 15 Wood + 15 Ore + 20 Sulfur		15000 Gold + 15 Wood + 15 Ore + 20 Sulfur
Requirements	Mage Guild Level II, Labyrinth, Manticore Lair		Mage Guild Level III, Dragon Cave
Creatures/Week	1 Red Dragons		1 Black Dragons



Section III



Fortress Towns

Fortress towns are built at the edge of swamps and are often used as bases by the Beastmaster and Witch hero classes. Their armies are primarily made up of deadly creatures—born of the swamps, and then subdued and trained for warfare. While among them there is only one ranged attack creature, Fortress units are possessed of many special abilities to offset this deficiency.

Fortress Specific Buildings

Structure	Cost	Requirements	Benefits
Blacksmith	1000 Gold + 5 Wood	Village Hall	You may purchase the First Aid Tent (see <i>War Machines and Siege Features</i> , pg. 126) from the Fortress blacksmith.
Blood Obelisk	1000 Gold	Glyphs of Fear	The Blood Obelisk gives heroes a +2 to their Attack skill during siege battles.
Glyphs of Fear	1000 Gold	Fort	The Glyph of Fear gives heroes a +2 to their Defense skill during sieges.
Cage of Warlords	1000 Gold	Town Hall, Glyphs of Fear	The Cage of Warlords gives visiting heroes a permanent +1 to their Defense skill.
Resource Silo	5000 Gold + 5 Ore	Marketplace	This upgrade to the marketplace provides 1 Wood and 1 Ore per day.
Shipyard	2000 Gold + 20 Wood	Village Hall	Ships may be purchased from the shipyard for 1000 Gold + 10 Wood.

Fortress Creature Generators and Hordes

Gnolls & Gnoll Marauders		Name Gnoll Cost 50 Gold Attack 3 Defense 5 Health 6 Damage 2-3 Shots None Movement Speed Ground Extra Slow (4 hexes/turn)		Gnoll Marauder 70 Gold 4 6 6 2-3 None Ground Slow (5 hexes/turn)	
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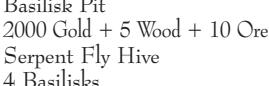
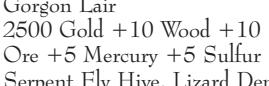
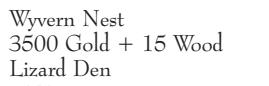
Structure Requirements	Structure Gnoll Hut Cost 400 Gold + 10 Wood Requirements Fort Creatures/Week 12 Gnolls	Upgraded Gnoll Hut	Captain's Quarters 1000 Gold + 10 Wood Tavern, Gnoll Hut 12 Gnoll Marauders	1000 Gold Gnoll Hut +6 Gnoll Hut
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Lizardmen & Lizard Warriors		Name Lizardman Cost 110 Gold Attack 5 Defense 6 Health 12 Damage 1-3 Shots 12 Movement Speed Ground Extra Slow (4 hexes/turn)		Lizard Warriors 130 Gold 5 7 12 2-3 24 Ground Slow (5 hexes/turn)	
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Structure Requirements	Structure Lizard Den Cost 1000 Gold + 5 Wood Requirements Gnoll Hut Creatures/Week 8 Lizardmen	Lizard Den 1000 Gold + 5 Wood Gnoll Hut 8 Lizardmen	Upgraded Lizard Den 1000 Gold + 5 Wood Lizard Den 8 Lizard Warriors
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Serpent Flies & Dragon Flies		Name Serpent Fly Cost 220 Gold Attack 6 Defense 8 Health 20 Damage 2-5 Shots None Movement Speed Flying Ultra Swift (9 hexes/turn)		Dragon Fly 240 Gold 6 8 20 2-5 None Flying Very Quick (13 hexes/turn)	
Structure Requirements	Structure Serpent Fly Hive Cost 1000 Gold + 5 Wood + 2 Mercury + 2 Sulfur Requirements Gnoll Hut Creatures/Week 8 Serpent Flies	Serpent Fly Hive 1000 Gold + 5 Wood + 2 Mercury + 2 Sulfur Gnoll Hut 8 Serpent Flies	Upgraded Serpent Fly Hive 1000 Gold + 2 Mercury + 2 Sulfur Serpent Fly Hive 8 Dragon Flies		

Section III

<h2>Basilisks & Greater Basilisks</h2> <p>The basilisk and greater basilisk have developed the ability to petrify their prey for three rounds. Their attacks have a 20% chance of making this occur. Petrified creatures take 50% damage from attacks and are unfrozen when struck.</p>	Name	Basilisk		Greater Basilisk 400 Gold 12 12 40 6-10 None Ground Extra Swift (7 hexes/turn)
	Cost	325 Gold		
<h2>Structure Requirements</h2>	Attack	11		Upgraded Basilisk Pit 2000 Gold + 5 Wood + 10 Ore Basilisk Pit 4 Basilisks
	Defense	11		
<h2>Gorgons & Mighty Gorgons</h2> <p>The sturdy gorgons attack with their acidic breath. The Mighty Gorgon has a Death Stare with a 10% chance per attack of killing the top creature of a troop outright per 10 Mighty Gorgons.</p>	Health	35		Mighty Gorgon 600 Gold 11 16 70 12-16 None Ground Swift (6 hexes/turn)
	Damage	6-10		
<h2>Structure Requirements</h2>	Shots	None		Upgrade Gorgon Lair 2000 Gold + 5 Wood + 5 Ore Gorgon Lair, Resource Silo 3 Mighty Gorgons
	Movement	Ground		
<h2>Wyverns & Wyvern Monarchs</h2> <p>Wyverns and wyvern monarchs attack with swipes of their stinging tails. The wyvern monarch's stinger has a chance of poisoning its target for three rounds. The top creature of a poisoned troop loses 50% of its health each round. Poisoning can only be removed by the Cure spell.</p>	Speed	Slow (5 hexes/turn)		Wyvern Monarch 1100 Gold 14 14 70 18-22 None Flying Quick (11 hexes/turn)
<h2>Structure Requirements</h2>				Upgraded Wyvern Nest 3000 Gold + 10 Wood + 10 Mercury Wyvern Nest 2 Wyvern Monarchs

Hydras & Chaos Hydras

Hydras and chaos hydras are multiheaded serpents attacking with vicious bites. When they attack, they attack all adjacent enemy troops. This attack is so overwhelming no counterstrike is possible.

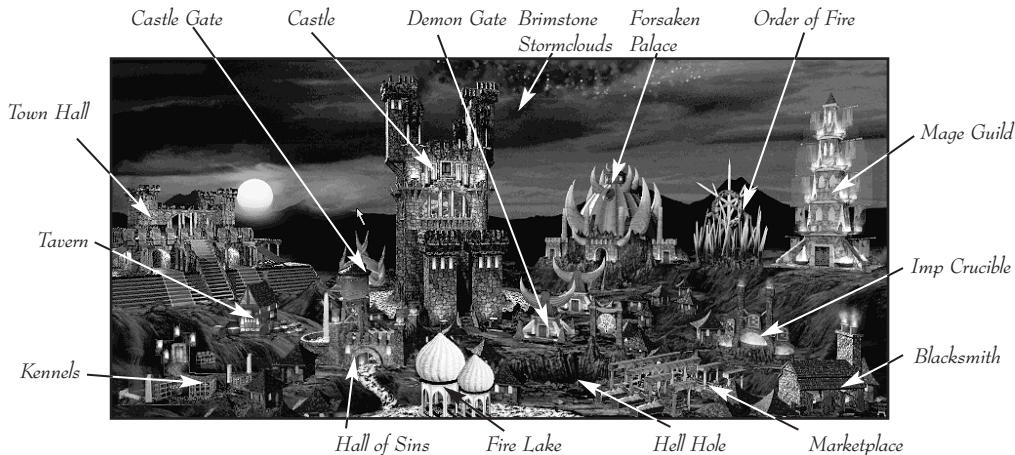
<i>Name</i>	Hydra		<i>Name</i>	Chaos Hydra
<i>Cost</i>	2200 Gold		<i>Cost</i>	3500 Gold + 1 Sulfur
<i>Attack</i>	16		<i>Attack</i>	18
<i>Defense</i>	18		<i>Defense</i>	20
<i>Health</i>	175		<i>Health</i>	250
<i>Damage</i>	25-45		<i>Damage</i>	25-45
<i>Shots</i>	None		<i>Shots</i>	None
<i>Movement</i>	Ground		<i>Movement</i>	Ground
<i>Speed</i>	Slow (5 hexes/turn)		<i>Speed</i>	Extra Swift (7 hexes/turn)

Structure Requirements

<i>Structure</i>	Hydra Pond	<i>Upgraded Structure</i>	Upgraded Hydra Pond
<i>Cost</i>	10000 Gold + 10 Wood + 10 Ore + 10 Sulfur	<i>Cost</i>	15000 Gold + 10 Wood + 10 Ore + 20 Sulfur
<i>Requirements</i>	Basalisk Pit, Wyvern Lair	<i>Requirements</i>	Hydra Pond
<i>Creatures/Week</i>	1 Hydras	<i>Creatures/Week</i>	1 Chaos Hydras



Section III



Inferno Towns

Inferno towns can be found in Erathian regions blighted by the emergence of the underworld on the surface. Demonic and Heretic heroes stand in uneasy alliance with these towns. Inferno armies have great hand-to-hand attack units and are only slightly hampered at the lower levels by a lack of flying units until the awesome, teleporting devil and arch devil units can be brought into play.

Inferno Specific Buildings

Structure	Cost	Requirements	Benefits
Blacksmith	1000 Gold + 5 Wood	Village Hall	The Ammo Cart war machine (see <i>War Machines and Siege Features</i> , pg. 126) can be purchased from the Inferno blacksmith.
Brimstone Stormclouds	1000 Gold + 5 Sulfur	Fort	During a siege, the Brimstone Stormclouds increase the Power skill of a hero by two.
Castle Gate	10000 Gold + 5 Wood + 5 Ore	Citadel	A visiting hero can pass through the Castle Gate building to any other allied Inferno town with a castle gate as long as that town does not have a visiting hero present.
Order of Fire	1000 Gold + 5 Wood	Mage Guild Level I	The Order of Fire permanently adds one to a visiting hero's Power skill. This effect is applied only once per scenario for each Order of Fire visited.
Resource Silo	5000 Gold + 5 Ore	Marketplace	This upgrade to the marketplace provides 1 Mercury per day.

Inferno Creature Generators and Hordes

Imps & Familiars		<i>Name</i> <i>Cost</i> <i>Attack</i> <i>Defense</i> <i>Health</i> <i>Damage</i> <i>Shots</i> <i>Movement</i> <i>Speed</i>	 Imp 50 Gold 2 3 4 1-2 None Ground Slow (5 hexes/turn)	 Familiar 60 Gold 4 4 4 1-2 None Ground Extra Swift (7 hexes/turn)
Structure Requirements	<i>Structure</i> <i>Cost</i> <i>Requirements</i> <i>Creatures/Week</i>	Imp Crucible 300 Gold + 5 Wood + 5 Ore Fort 15 Imps	Upgraded Imp Crucible 1000 Gold Imp Crucible 15 Familiars	Birthing Pool 1000 Gold Imp Crucible +8 Crucible Production

Gogs & Magogs		<i>Name</i> <i>Cost</i> <i>Attack</i> <i>Defense</i> <i>Health</i> <i>Damage</i> <i>Shots</i> <i>Movement</i> <i>Speed</i>	 Gog 125 Gold 6 4 13 2-4 12 Ground Extra Slow (4 hexes/turn)	 Magog 175 Gold 7 4 13 2-4 24 Ground Swift (6 hexes/turn)
Structure Requirements	<i>Structure</i> <i>Cost</i> <i>Requirements</i> <i>Creatures/Week</i>	Hall of Sins 1000 Gold + 5 Ore Imp Crucible 8 Gogs	Upgraded Hall of Sins 1000 Gold + 5 Mercury Hall of Sins 8 Magogs	

Hell Hounds & Cerberi		<i>Name</i> <i>Cost</i> <i>Attack</i> <i>Defense</i> <i>Health</i> <i>Damage</i> <i>Shots</i> <i>Movement</i> <i>Speed</i>	 Hell Hound 200 Gold 10 6 25 2-7 None Ground Extra Swift (7 hexes/turn)	 Cerberus 250 Gold 10 8 25 2-5 None Ground Very Swift (8 hexes/turn)
Structure Requirements	<i>Structure</i> <i>Cost</i> <i>Requirements</i> <i>Creatures/Week</i>	Kennels 1500 Gold + 10 Wood Imp Crucible 5 Hell Hounds	Upgraded Kennels 1500 Gold + 5 Sulfur Kennels 5 Cerberi	Cages 1000 Gold Kennels +3 Kennel Production

Section III

 Demons & Horned Demons Both types of demons are capable hand-to-hand attack units.	Name Demon Cost 250 Gold Attack 10 Defense 10 Health 35 Damage 7-9 Shots None Movement Ground Speed Slow (5 hexes/turn)		Horned Demon 270 Gold 10 10 40 7-9 None Ground Swift (6 hexes/turn)	
Structure Requirements	Structure Demon Gate Cost 2000 Gold +5 Wood +5 Ore Requirements Hall of Sins Creatures/Week 4 Demons	Upgraded Structure Upgraded Demon Gate 2000 Gold +5 Wood +5 Ore Upgraded Requirements Demon Gate Upgraded Creatures/Week 4 Horned Demons		

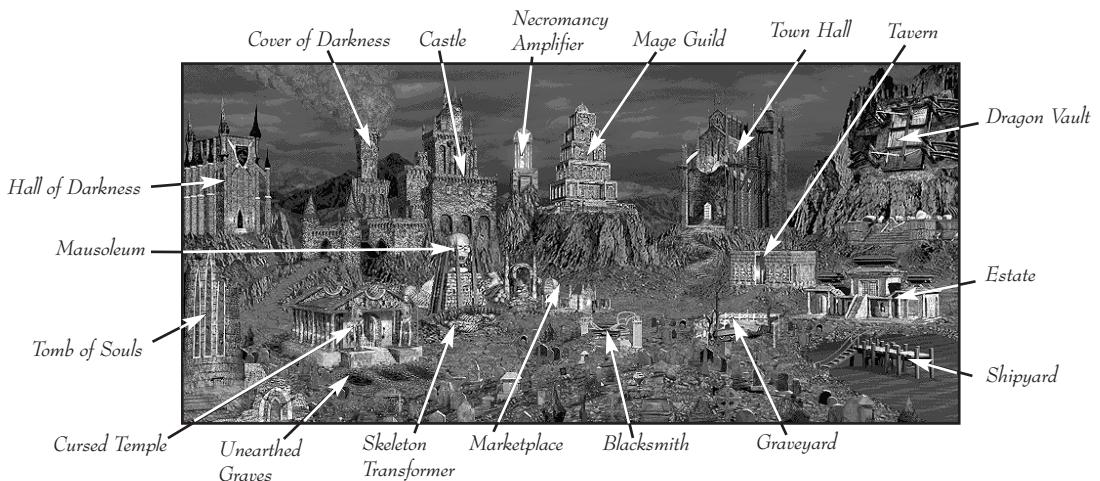
 Pit Fiends & Pit Lords Pit fiends and pit lords attack with tormenting whip blows. Once per combat, pit lords are able to resurrect dead allied troops as demons in place of another action. The number raised cannot be higher than the number of pit lords performing the resurrection.	Name Pit Fiend Cost 500 Gold Attack 13 Defense 13 Health 45 Damage 13-17 Shots None Movement Ground Speed Swift (6 hexes/turn)		Pit Lord 700 Gold 13 13 45 13-17 None Ground Extra Swift (7 hexes/turn)	
Structure Requirements	Structure Hell Hole Cost 3000 Gold Requirements Demon Gate Creatures/Week 3 Pit Fiends	Upgraded Structure Upgraded Hell Hole 3000 Gold + 5 Mercury +5 Sulfur Upgraded Requirements Mage Guild Level II, Hell Hole Upgraded Creatures/Week 3 Pit Lords		

 Efreet & Efreet Sultans Efreet and efreet sultans are recruited into Inferno forces from the realm of fire magic, and are, consequently, immune to Fire School spells. They are natural enemies of genies and do 150% damage against them.	Name Efreet Cost 900 Gold Attack 16 Defense 12 Health 90 Damage 16-24 Shots None Movement Fly Speed Ultra Swift (9 hexes/turn)		Efreet Sultan 1100 Gold 16 14 90 16-24 None Fly Very Quick (13 hexes/turn)	
Structure Requirements	Structure Fire Lake Cost 4000 Gold +10 Ore +3 Gems +3 Mercury +3 Sulfur Requirements Mage Guild Level I, Demon Gate Creatures/Week 2 Efreet	Upgraded Structure Upgraded Fire Lake 3000 Gold + 5 Ore + 5 Gems +5 Mercury +5 Sulfur Upgraded Requirements Fire Lake Upgraded Creatures/Week 2 Efreet Sultans		

Devils & Arch Devils	Name Devil Cost 2700 Gold + 1 Mercury Attack 19 Defense 21 Health 160 Damage 30-40 Shots None Movement Teleport Speed Quick (11 hexes/turn)	Arch Devil 4500 Gold + 2 Mercury 26 28 200 30-40 None Teleport Extra Fast (17 hexes/turn)
Structure Requirements	Structure Forsaken Palace Cost 15000 Gold +10 Wood +10 Ore +20 Mercury Requirements Hell Hole, Fire Lake Creatures/Week 1 Devil	Upgraded Forsaken Palace 20000 Gold +5 Wood +5 Ore + 20 Mercury Forsaken Palace 1 Arch Devil



Section III



Necropolis Towns

Necropolis towns are overrun and ruled by undead creatures. They are the natural bases for the Necromancer and Death Knight hero types. Necropolis armies have many units with abilities to weaken their opponents. This quickly gives them an edge over equal or even more powerful enemy armies.

Necropolis Specific Buildings

Structure	Cost	Requirements	Benefits
Blacksmith	1000 Gold + 5 Wood	Village Hall	The First Aid Tent war machine (see <i>War Machines and Siege Features</i> , pg. 126) can be purchased from the Necropolis blacksmith.
Cover of Darkness	1000 Gold	Fort	The Cover of Darkness creates a permanent shroud over the town for enemy heroes. While heroes moving through the shroud remove it as normal, it is regenerated each day.
Necromancy Amplifier	1000 Gold	Mage Guild Level I	The Necromancy Amplifier adds 10% to the Necromancy skill of all Necromancers under your command.
Resource Silo	5000 Gold + 5 Ore	Marketplace	This upgrade to the marketplace provides +1 Wood, +1 Ore per day.
Skeleton Transformer	1000 Gold	Cursed Temple	Creatures brought to a town with a Skeleton Transformer may be turned into skeletons by putting them through a skeleton transformer.
Shipyard	2000 Gold + 20 Wood	Village Hall	The shipyard allows ships to be built. Ships cost 1000 Gold + 10 Wood.

Necropolis Creature Generators and Hordes

Skeletons & Skeleton Warriors		Name	Skeleton	Skeleton Warrior
<i>Cost</i>	60 Gold	<i>Cost</i>	70 Gold	
<i>Attack</i>	5	<i>Attack</i>	6	
<i>Defense</i>	4	<i>Defense</i>	6	
<i>Health</i>	6	<i>Health</i>	6	
<i>Damage</i>	1-3	<i>Damage</i>	1-3	
<i>Shots</i>	None	<i>Shots</i>	None	
<i>Movement</i>	Ground	<i>Movement</i>	Ground	
<i>Speed</i>	Extra Slow (4 hexes/turn)	<i>Speed</i>	Slow (5 hexes/turn)	
Structure Requirements	Structure	Upgraded Cursed Temple	Unearthed Graves	1000 Gold
	<i>Cost</i>	400 Gold + 5 Wood + 5 Ore	1000 Gold + 5 Wood + 5 Ore	Skeleton Transformer
	<i>Requirements</i>	Fort	Cursed Temple	

Walking Dead & Zombies		Name	Walking Dead	Zombie
<i>Cost</i>	100 Gold	<i>Cost</i>	125 Gold	
<i>Attack</i>	5	<i>Attack</i>	5	
<i>Defense</i>	5	<i>Defense</i>	5	
<i>Health</i>	15	<i>Health</i>	20	
<i>Damage</i>	2-3	<i>Damage</i>	2-3	
<i>Shots</i>	None	<i>Shots</i>	None	
<i>Movement</i>	Ground	<i>Movement</i>	Ground	
<i>Speed</i>	Very Slow (3 hexes/turn)	<i>Speed</i>	Extra Slow (4 hexes/turn)	
Structure Requirements	Structure	Graveyard	Upgraded Graveyard	
	<i>Cost</i>	1000 Gold + 5 Ore	1000 Gold + 5 Wood + 5 Ore	
	<i>Requirements</i>	Cursed Temple	Graveyard	
	<i>Creatures/Week</i>	8 Walking Dead	8 Zombies	

Wights & Wraiths		Name	Wight	Wraith
<i>Cost</i>	200 Gold	<i>Cost</i>	230 Gold	
<i>Attack</i>	7	<i>Attack</i>	7	
<i>Defense</i>	7	<i>Defense</i>	7	
<i>Health</i>	18	<i>Health</i>	18	
<i>Damage</i>	3-5	<i>Damage</i>	3-5	
<i>Shots</i>	None	<i>Shots</i>	None	
<i>Movement</i>	Flying	<i>Movement</i>	Flying	
<i>Speed</i>	Slow (5 hexes/turn)	<i>Speed</i>	Extra Swift (7 hexes/turn)	
Structure Requirements	Structure	Tomb of Souls	Upgraded Tomb of Souls	
	<i>Cost</i>	1500 Gold + 5 Wood + 5 Ore	1500 Gold + 5 Mercury	
	<i>Requirements</i>	Cursed Temple	Tomb of Souls	
	<i>Creatures/Week</i>	7 Wights	7 Wraiths	

Section III

Vampires & Vampire Lords

The attacks of vampires and vampire lords cannot be retaliated against. Vampire Lords are able to resurrect members of their own troops by replenishing health equal to the amount of damage they inflict on others.

Name	Vampire
Cost	360 Gold
Attack	10
Defense	9
Health	30
Damage	5-8
Shots	None
Movement	Flying
Speed	Swift (6 hexes/turn)



Name	Vampire Lords
Cost	500 Gold
Attack	10
Defense	10
Health	40
Damage	5-8
Shots	None
Movement	Flying
Speed	Ultra Swift (9 hexes/turn)



Structure Requirements

Structure	Estate
Cost	2000 Gold + 5 Wood + 5 Ore
Requirements	Graveyard
Creatures/Week	4 Vampires

Upgraded Estate
2000 Gold + 5 Wood + 10
Crystal + 10 Gem
Estate, Necromancy Amp.
4 Vampire Lords

Liches & Power Liches

Liches attack at range with a death cloud, which always causes damage in the target hex and also attacks all non-undead creatures in adjacent hexes. At close range they defend themselves less efficiently with blows from their scepters.

Name	Lich
Cost	550 Gold
Attack	13
Defense	10
Health	30
Damage	11-13
Shots	12
Movement	Ground
Speed	Swift (6 hexes/turn)



Name	Power Lich
Cost	600 Gold
Attack	13
Defense	10
Health	40
Damage	11-15
Shots	24
Movement	Ground
Speed	Extra Swift (7 hexes/turn)



Structure Requirements

Structure	Mausoleum
Cost	2000 Gold + 10 Ore + 10 Sulfur
Requirements	Mage Guild Level I, Graveyard
Creatures/Week	3 Liches

Upgraded Mausoleum
2000 Gold + 5 Ore + 5 Sulfur
Mausoleum
3 Power Liches

Black Knights & Dread Knights

Knights have a 20% chance of cursing opponents they strike. Cursed creatures inflict only minimum damage in their own attacks. Dread knights' attacks also have a 20% chance of inflicting double damage death blows.

Name	Black Knight
Cost	1200 Gold
Attack	16
Defense	16
Health	120
Damage	15-30
Shots	None
Movement	Ground
Speed	Extra Swift (7 hexes/turn)



Name	Dread Knight
Cost	1500 Gold
Attack	18
Defense	18
Health	120
Damage	15-30
Shots	None
Movement	Ground
Speed	Ultra Swift (9 hexes/turn)



Structure Requirements

Structure	Hall of Darkness
Cost	6000 Gold + 10 Wood + 10 Ore
Requirements	Estate, Mausoleum
Creatures/Week	2 Black Knights

Upgraded Hall of Darkness
3000 Gold + 5 Wood + 5 Ore
+2 Crystal + 2 Gem + 2 Mercury
+2 Sulfur
Hall of Darkness
2 Dread Knights

Bone and Ghost Dragons

Bone and ghost dragons are raised from dragon corpses. Both of these creatures have a ferocious biting attack and lower the morale of enemy units by one when they appear on the battlefield. Ghost Dragon attacks have a 20% chance of aging their targets. Aged troops have the hit points of all their members halved.

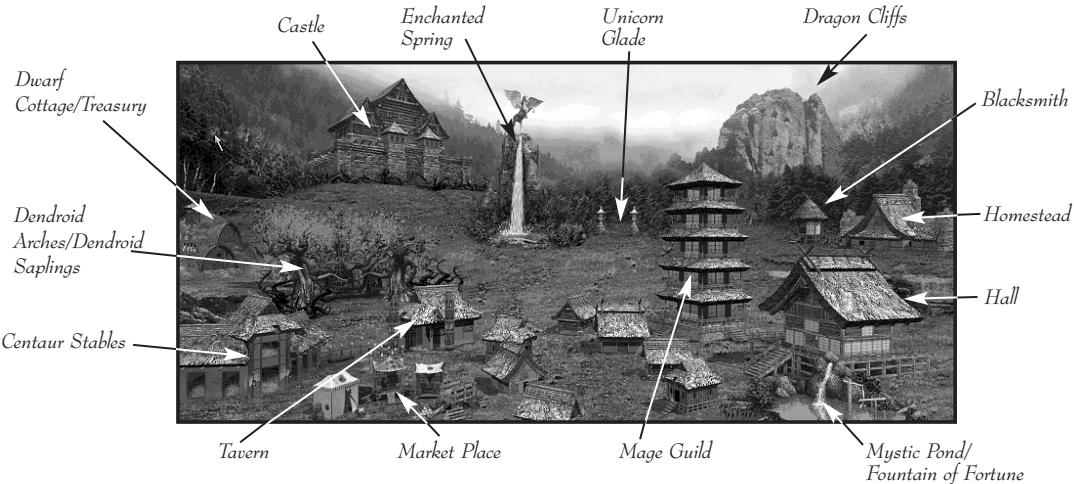
<i>Name</i>	Bone Dragon		<i>Name</i>	Ghost Dragon
<i>Cost</i>	1800 Gold		<i>Cost</i>	3000 Gold + 1 Mercury
<i>Attack</i>	17		<i>Attack</i>	19
<i>Defense</i>	15		<i>Defense</i>	17
<i>Health</i>	150		<i>Health</i>	200
<i>Damage</i>	25-50		<i>Damage</i>	25-50
<i>Shots</i>	None		<i>Shots</i>	None
<i>Movement</i>	Flying		<i>Movement</i>	Flying
<i>Speed</i>	Ultra Swift (9 hexes/turn)		<i>Speed</i>	Ultra Quick (14 hexes/turn)

Structure Requirements

<i>Structure</i>	Dragon Vault	<i>Structure</i>	Upgraded Dragon Vault
<i>Cost</i>	10000 Gold +5 Wood +5 Ore +5 Crystal +5 Gem +5 Mercury +5 Sulfur	<i>Cost</i>	15000 Gold + 5 Wood + 5 Ore +20 Mercury
<i>Requirements</i>	Hall of Darkness	<i>Requirements</i>	Dragon Vault
<i>Creatures/Week</i>	1 Bone Dragon	<i>Creatures/Week</i>	1 Ghost Dragon



Section III



Rampart Towns

The Druid and Ranger hero classes are native to Ramparts, which are built by creatures in allied defense of the unspoiled wilderness regions of Erathia. With two slow unit types, Dwarves and Dendroids, Rampart armies may be best suited to defensive tactics. Most of these creatures, however, have enemy hampering abilities that can be used to turn the tide against many opponents—especially those dependent on magical attacks.

Rampart Specific Buildings

Structure	Cost	Requirements	Benefits
Blacksmith	1000 Gold + 5 Wood	Village Hall	The Rampart blacksmith provides the First Aid Tent war machine (see <i>War Machines and Siege Features</i> pg. 126).
Mystic Pond	2000 Gold + 2 Wood + 2 Ore + 2 Crystal + 2 Gem + 2 Mercury + 2 Sulfur	Village Hall	The mystic pond provides 1-4 random resources on Day 1 of each week.
Fountain of Fortune	1500 Gold + 10 Crystal	Mystic Pond	The fountain of fortune is an upgrade to the basic mystic pond. Its presence gives +2 Luck for a hero during a siege.
Resource Silo	5000 Gold + 5 Ore	Marketplace	The resource silo is an upgrade to the marketplace. It provides 1 Crystal each day.
Treasury	5000 Gold + 5 Wood + 10 Ore	Miners' Guild	The treasury provides +10% interest for Day 1 player gold total.

Rampart Creature Generators and Hordes

 Centaurs & Centaur Captains <p>Armed with sturdy spears and possessed of good speed and attack ratings, the centaur and centaur captains are perhaps the best basic foot soldier units in the game. While they are also the most expensive basic unit, their abilities and durability keep them useful for longer than most.</p>	Creature Cost Attack Defense Health Damage Shots Movement Speed	Centaur 70 Gold 5 3 8 2-3 None Ground Swift (6 hexes/turn)		Centaur Captains 90 Gold 6 3 10 2-3 None Ground Very Swift (8 hexes/turn)	
	Structure Requirements	Structure Cost Requirements Creatures/Week	Centaur Stables 500 Gold + 10 Wood Fort 14 Centaurs	Upgraded Centaur Stables 1000 Gold + 5 Wood Centaur Stables 14 Centaur Captains	

 Dwarves & Battle Dwarves <p>Because of their slowness, dwarves are perhaps best used to defend ranged attackers. Battle dwarves have greater mobility and are more versatile. Dwarves and battle dwarves have, respectively, a 20% and 40% resistance to magic which gives them a chance to ignore the effects of hostile spell attacks.</p>	Name Cost Attack Defense Health Damage Shots Movement Speed	Dwarf 120 Gold 6 7 20 2-4 None Ground Very Slow (3 hexes/turn)		Battle Dwarf 150 Gold 7 7 20 2-4 None Ground Slow (5 hexes/turn)	
	Structure Requirements	Structure Cost Requirements Creatures/Week	Dwarf Cottage 1000 Gold + 5 Wood Centaur Stables 8 Dwarves	Upgraded Dwarf Cottage 1000 Gold + 5 Wood Dwarf Cottage 8 Battle Dwarves	Miners' Guild 1000 Gold Dwarf Cottage +4 Dwarf Production

 Wood Elves & Grand Elves <p>Armed with bows, elves are the only Rampart units with a ranged attack. Grand elves takes two shots per attack.</p>	Name Cost Attack Defense Health Damage Shots Movement Speed	Wood Elf 200 Gold 9 5 15 3-5 24 Ground Swift (6 hexes/turn)		Grand Elf 225 Gold 9 5 15 3-5 24 Ground Extra Swift (7 hexes/turn)	
	Structure Requirements	Structure Cost Requirements Creatures/Week	Homestead 1500 Gold + 10 Wood Centaur Stables 7 Wood Elves	Upgraded Homestead 1500 Gold + 10 Wood Homestead 7 Grand Elves	

Section III

Pegasi & Silver Pegasi

Pegasi, winged horses ridden by female elven warriors, are the flying cavalry of the Rampart army. Their appearance on the battlefield makes it more difficult for enemy spellcasters, who must pay two extra spell points per spell cast when pegasi are present.

Name
Cost
Attack
Defense
Health
Damage
Shots
Movement
Speed

Pegasus
250 Gold
9
8
30
5-9
None
Flying
Very Swift (8 hexes/turn)



Silver Pegasus
275 Gold
9
10
30
5-9
None
Flying
Extra Quick (12 hexes/turn)



Structure Requirements

Structure
Cost
Requirements
Creatures/Week

Enchanted Spring
2000 Gold + 10 Crystal
Homestead
5 Pegasi

Upgraded Enchanted Spring
2000 Gold + 5 Crystal
Enchanted Spring
5 Silver Pegasi

Dendroid Guards & Soldiers

Slow and powerful dendroids bash their opponents with their wooden limbs. Those attacked by dendroids are snared in tangling roots and bound in place until the dendroids move or are killed.

Name
Cost
Attack
Defense
Health
Damage
Shots
Movement
Speed

Dendroid Guard
350 Gold
9
12
55
10-14
None
Ground
Very Slow (3 hexes/turn)



Dendroid Soldier
425 Gold
9
12
65
10-14
None
Ground
Extra Slow (4 hexes/turn)



Structure Requirements

Structure
Cost
Requirements
Creatures/Week

Dendroid Arches
2500 Gold
Homestead
3 Dendroid Guards

Upgraded Dendroid Arches
1500 Gold
Dendroid Arches
3 Dendroid Soldiers

Dendroid Saplings
2000 Gold
Dendroid Arches
+2 Dendroid Production

Unicorns & War Unicorns

Unicorns and war unicorns have excellent mobility and deliver severe damage with their lancing horn attack. This attack has a 20% chance of blinding an opponent. Both unicorn units project a magic resistant aura which gives adjacent units a 20% chance to ignore the effects of hostile spells.

Name
Cost
Attack
Defense
Health
Damage
Shots
Movement
Speed

Unicorn
850 Gold
15
14
90
18-22
None
Ground
Extra Swift (7 hexes/turn)



War Unicorn
950 Gold
15
14
110
18-22
None
Ground
Ultra Swift (9 hexes/turn)



Structure Requirements

Structure
Cost
Requirements
Creatures/Week

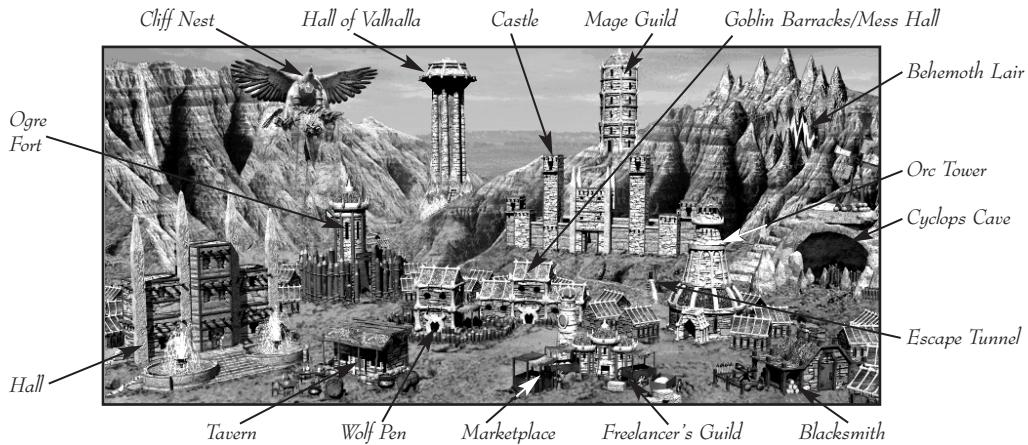
Unicorn Glade
4000 Gold + 5 Wood
+5 Ore +10 Gem
Dendroid Arches, Enc. Spring
2 Unicorns

Upgraded Unicorn Glade
3000 Gold + 5 Gem
Unicorn Glade
2 War Unicorns

Green & Gold Dragons	Name Green Dragon Cost 2400 Gold + 1 Crystal Attack 18 Defense 18 Health 180 Damage 40-50 Shots None Movement Speed Super Swift (10 hexes/turn)		Gold Dragon 4000 Gold + 2 Crystal 27 27 250 40-50 None Flying Fast (16 hexes/turn)	
Structure Requirements	Structure Dragon Cliffs Cost 10000 Gold +30 Ore +20 Crystal Requirements Mage Guild Level II, Unicorn Glade Creatures/Week 1 Green Dragon		Upgraded Dragon Cliffs 20000 Gold +30 Ore +20 Crystal Mage Guild Level III, Dragon Cliffs 1 Gold Dragon	



Section III



Stronghold Towns

Stronghold towns are built by alliances of tribes and are frequented by the Barbarian and Battle Mage hero types. Armies composed of Stronghold-based units have a balanced mix of ranged and hand-to-hand attackers. With the inclusion of the stronger units, these armies are particularly well-equipped to deal with attacks on other towns.

Stronghold Specific Buildings

Structure	Cost	Requirements	Benefits
Blacksmith	1000 Gold + 5 Wood	Village Hall	The Ammo Cart war machine may be purchased from the Stronghold blacksmith (see <i>War Machines and Siege Features</i> , pg. 126).
Ballista Yard	1000 Gold + 5 Wood	Blacksmith	This upgrade to the blacksmith allows for the purchase of the Ballista war machine (see <i>War Machines and Siege Features</i> , pg. 126).
Freelancer's Guild	1000 Gold	Marketplace	You may trade creatures for resources at the Freelancer's Guild.
Resource Silo	5000 Gold + 5 Ore	Marketplace	This upgrade to the marketplace provides 1 Wood and 1 Ore per day.
Escape Tunnel	2000 Gold + 5 Wood + 5 Ore	Fort	This upgrade to the castle allows heroes and their armies to surrender or flee during siege battles.
Hall of Valhalla	1000 Gold	Fort	Visiting heroes receive a permanent +1 to their Attack skill from the Hall of Valhalla.

Stronghold Creature Generators and Hordes

Goblins & Hobgoblins	Name Goblin Cost 40 Gold Attack 4 Defense 2 Health 5 Damage 1-2 Shots None Movement Ground Speed Slow (5 hexes/turn)	A small, brown-skinned humanoid with a mischievous expression, wearing minimal clothing.	Hobgoblin 50 Gold 5 3 5 1-2 None Ground Extra Swift (7 hexes/turn)	A larger, more muscular humanoid with a grizzled appearance, wearing simple leather armor.
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Structure Requirements	Structure Goblin Barracks Cost 200 Gold + 5 Wood + 5 Ore Requirements Fort Creatures/Week 15 Goblins	Upgraded Goblin Barracks Mess Hall	Structure 1000 Gold Cost 1000 Gold + 5 Wood + 5 Ore Requirements Goblin Barracks Creatures/Week 15 Hobgoblins
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Wolf Riders & Wolf Raiders	Name Wolf Rider Cost 100 Gold Attack 7 Defense 5 Health 10 Damage 2-4 Shots None Movement Ground Speed Swift (6 hexes/turn)	A goblin riding a large, dark wolf, holding a long spear.	Wolf Raider 140 Gold 8 5 10 3-4 None Ground Very Swift (8 hexes/turn)	A larger goblin riding a dark wolf, holding a sword and shield.
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Structure Requirements	Structure Wolf Pen Cost 1000 Gold + 10 Wood + 5 Ore Requirements Goblin Barracks Creatures/Week 9 Wolf Riders	Upgraded Wolf Pen 1000 Gold + 5 Wood + 5 Ore Wolf Pen, Upg. Goblin Bks. 9 Wolf Raiders
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Orcs & Orc Chieftains	Name Orc Cost 150 Gold Attack 8 Defense 4 Health 15 Damage 2-5 Shots 12 Movement Ground Speed Extra Slow (4 hexes/turn)	A large, hairy humanoid with a fierce expression, wearing minimal clothing.	Orc Chieftain 165 Gold 8 4 20 2-5 24 Ground Slow (5 hexes/turn)	A larger, more robust humanoid with a commanding presence, wearing simple leather armor.
Structure Requirements	Structure Orc Tower Cost 1000 Gold + 5 Wood + 5 Ore Requirements Goblin Barracks Creatures/Week 7 Orcs	Upgraded Orc Tower 1000 Gold + 2 Wood + 2 Ore Blacksmith, Orc Tower 7 Orc Chieftains		

Section III

Ogres & Ogre Magi

Wielding great wooden clubs, ogres and ogre mages deal good damage and are very durable. Ogre magi can cast the Bloodlust spell on any allied troop, once per round.

Name	Ogre
Cost	300 Gold
Attack	13
Defense	7
Health	40
Damage	6-12
Shots	None
Movement	Ground
Speed	Extra Slow (4 hexes/turn)



Name	Ogre Mage
Cost	400 Gold
Attack	13
Defense	7
Health	60
Damage	6-12
Shots	None
Movement	Ground
Speed	Slow (5 hexes/turn)



Structure Requirements

Structure	Ogre Fort
Cost	2000 Gold + 20 Wood
Requirements	Orc Tower
Creatures/Week	4 Ogres

Upgraded Ogre Fort
2000 Gold + 5 Wood + 5 Ore + 5 Gem
Mage Guild Level I, Ogre Fort
4 Ogre Magi

Rocs & Thunderbirds

Rocs and thunderbirds are the only flying units available at Stronghold towns. When thunderbirds attack, there is a 20% chance thunderbolts will strike their target, delivering 10x the number of attacking thunderbirds in additional damage.

Name	Roc
Cost	600 Gold
Attack	13
Defense	11
Health	60
Damage	11-15
Shots	None
Movement	Flying
Speed	Extra Swift (7 hexes/turn)



Name	Thunderbird
Cost	700 Gold
Attack	13
Defense	11
Health	60
Damage	11-15
Shots	None
Movement	Flying
Speed	Quick (11 hexes/turn)



Structure Requirements

Structure	Cliff Nest
Cost	2500 Gold + 10 Ore
Requirements	Wolf Pen
Creatures/Week	3 Rocs

Upgraded Cliff Nest
2000 Gold + 5 Wood + 5 Ore
Cliff Nest
3 Thunderbirds

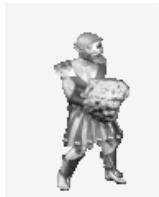
Cyclops & Cyclops Kings

Cyclopses and cyclops kings attack at range by throwing boulders to devastating effect. Both can target siege walls and damage them like a Catapult (see *War Machines and Siege Features*). Cyclops catapult attacks are applied with Basic Ballistics skill. Cyclops kings do the same at the Advanced Ballistics skill level (see *Secondary Skills*).

Name	Cyclops
Cost	750 Gold
Attack	15
Defense	12
Health	70
Damage	16-20
Shots	16
Movement	Ground
Speed	Swift (6 hexes/turn)



Name	Cyclops King
Cost	1100 Gold
Attack	17
Defense	13
Health	70
Damage	16-20
Shots	24
Movement	Ground
Speed	Very Swift (8 hexes/turn)



Structure Requirements

Structure	Cyclops Cave
Cost	3500 Gold + 20 Ore + 20 Crystal
Requirements	Ogre Fort
Creatures/Week	2 Cyclopses

Upgraded Cyclops Cave
3000 Gold + 5 Wood + 5 Ore
Cyclops Cave
2 Cyclops Lords

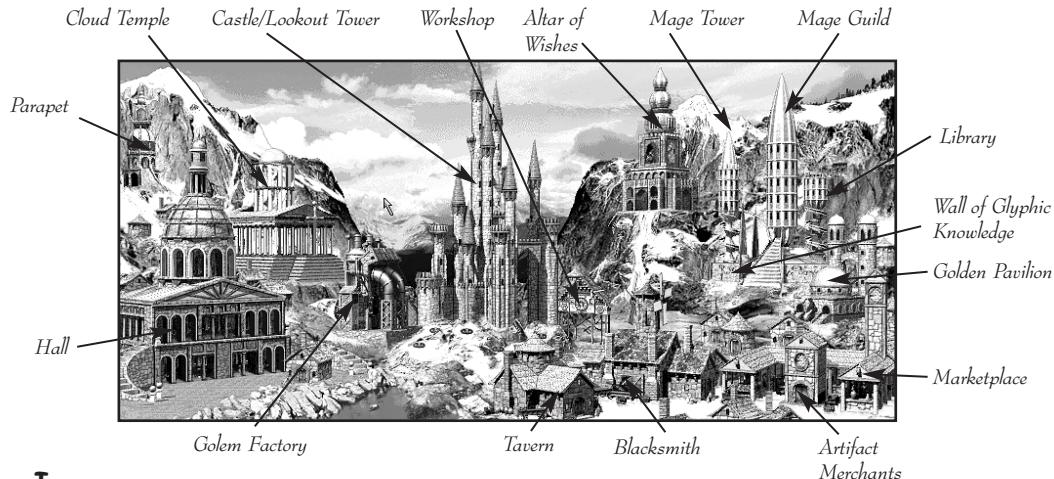
Behemoths & Ancient Behemoths

The attack of these giant creatures is so overwhelming it reduces their target's ability to mount further defenses. The attack of the behemoth reduces target defense value by 40%. Ancient behemoth attacks reduce it by 80%.

Name	Behemoth		Ancient Behemoth
Cost	1500 Gold		3000 Gold + 1 Crystal
Attack	17		19
Defense	17		19
Health	160		300
Damage	30-50		30-50
Shots	None		None
Movement	Ground		Ground
Speed	Swift (6 hexes/turn)		Ultra Swift (9 hexes/turn)
Structure Requirements			
Structure Cost	Behemoth Lair 10000 Gold +10 Wood +10 Ore +10 Crystal		Upgraded Behemoth Lair 15000 Gold +10 Wood +10 Ore +20 Crystal
Requirements	Cliff Nest		Behemoth Lair
Creatures/Week	1 Behemoth		1 Ancient Behemoth



Section III



Tower Towns

Wizards and Alchemists study their arcane craft in Towers. Tower populations are comprised of creatures bound into service by powerful magic, made on the spot, or allied with the town through ancient pacts. Tower armies have uniformly good morale and some of the best range attack units available.

Tower Specific Buildings

Structure	Cost	Requirements	Benefits
Artifact Merchants	10,000 Gold	Marketplace	Visit the artifact merchants building to trade resources for artifacts.
Blacksmith	1000 Gold + 5 Wood	Village Hall	The Tower blacksmith provides the Ammo Cart war machine (see <i>War Machines and Siege Features</i> , pg. 126).
Library	1500 Gold + 5 Crystal + 5 Wood + 5 Ore + 5 Sulfur + 5 Gem + 5 Mercury	Mage Guild Level I	If a Library is present in the town, each level of the mage guild makes one extra spell available for heroes to learn.
Lookout Tower	1000 Gold + 5 Wood	Fort	When a Lookout Tower is built, the Adventure Map shroud is removed over all locations within twenty terrain tiles.
Resource Silo	5000 Gold + 5 Ore	Marketplace	This upgrade to the marketplace provides 1 gem per day.
Wall of Knowledge	1000 Gold + 5 Ore	Mage Guild Level I	This structure gives visiting heroes a permanent +1 to their Knowledge skill. This effect occurs once per hero per scenario for each Wall of Knowledge visited.

Tower Creature Generators and Hordes

Gremlins & Master Gremlins	Name Gremlin Cost 30 Gold Attack 3 Defense 3 Health 4 Damage 1-2 Shots None Movement Ground Speed Extra Slow (4 hexes/turn)		Master Gremlin 40 Gold 4 4 4 1-2 8 Ground Slow (5 hexes/turn)	
Structure Requirements	Structure Workshop Cost 300 Gold + 5 Wood + 5 Ore Requirements Fort Creatures/Week 16 Gremlins		Upgraded Workshop 1000 Gold Workshop Creatures/Week 16 Master Gremlins	

Stone & Obsidian Gargoyles	Name Stone Gargoyle Cost 130 Gold Attack 6 Defense 6 Health 16 Damage 2-3 Shots None Movement Flying Speed Swift (6 hexes/turn)		Obsidian Gargoyle 160 Gold 7 7 16 2-3 None Flying Ultra Swift (9 hexes/turn)	
Structure Requirements	Structure Parapet Cost 1000 Gold + 10 Ore Requirements Workshop Creatures/Week 9 Stone Gargoyles	Upgraded Parapet 1500 Gold + 5 Ore Parapet Creatures/Week 9 Obsidian Gargoyles	Sculptor's Wings 1000 Gold Parapet +4 Parapet Production	

Stone & Iron Golems	Name Stone Golem Cost 150 Gold Attack 7 Defense 10 Health 30 Damage 4-5 Shots None Movement Ground Speed Very Slow (3 hexes/turn)		Iron Golem 200 Gold 9 10 35 4-5 None Ground Slow (5 hexes/turn)	
Structure Requirements	Structure Golem Factory Cost 2000 Gold + 5 Wood + 5 Ore Requirements Workshop Creatures/Week 6 Stone Golems	Upgraded Golem Factory 2000 Gold + 5 Wood + 5 Ore + 5 Mercury Golem Factory 6 Iron Golems		

Section III

Magi & Arch Magi

Apprentice magi, under the mentorship of Wizards, serve as Tower troops before they become full masters of their craft. Both mage and arch mage units suffer no damage penalty for attacking adjacent enemies and reduce the casting cost of allied hero spells by two. Arch mage attacks penetrate cover and deal full damage to enemies behind siege walls.

Name	Mage		Arch Mage
Cost	350 Gold		450 Gold
Attack	11		12
Defense	8		9
Health	25		30
Damage	7-9		7-9
Shots	24		24
Movement	Ground		Ground
Speed	Slow (5 hexes/turn)		Extra Swift (7 hexes/turn)

Structure Requirements

Structure	Mage Tower	Upgraded Mage Tower
Cost	2500 Gold +5 Wood +5 Ore +5 Crystal +5 Gems +5 Mercury +5 Sulfur	2000 Gold + 5 Wood
Requirements	Mage Guild Level I, Parapet, Golem Factory	Mage Tower, Library
Creatures/Week	4 Magi	4 Arch Magi

Genies & Master Genies

Genies and master genies are Tower allies recruited from the realm of air magic. They attack with a shocking grasp that does solid damage to all opponents and 150% damage to efreet. Once per turn, master genies can cast a random, beneficial spell on an allied troop.

Name	Genie		Master Genie
Cost	550 Gold		600 Gold
Attack	12		12
Defense	12		12
Health	40		40
Damage	13-16		13-16
Shots	None		None
Movement	Flying		Flying
Speed	Extra Swift (7 hexes/turn)		Quick (11 hexes/turn)

Structure Requirements

Structure	Altar of Wishes	Upgraded Altar of Wishes
Cost	3000 Gold +5 Wood +5 Ore +6 Crystal +6 Gems	2000 Gold +5 Wood
Requirements	Mage Tower	Altar of Wishes
Creatures/Week	3 Genies	3 Master Genies

Nagas & Naga Queens

Nagas are guardian defenders of great strength. Their multi-sword attacks always do maximum damage and are so overwhelming they are impossible to counterstrike against.

Name	Naga		Naga Queen
Cost	1100 Gold		1600 Gold
Attack	16		16
Defense	13		13
Health	110		110
Damage	20		30
Shots	None		None
Movement	Ground		Ground
Speed	Slow (5 hexes/turn)		Extra Swift (7 hexes/turn)

Structure Requirements

Structure	Golden Pavilion	Upgraded Golden Pavilion
Cost	4000 Gold +5 Wood +5 Ore +2 Crystal +2 Gems +2 Mercury +2 Sulfur	3000 Gold + 3 Crystal + 3 Gems + 3 Mercury + 3 Sulfur
Requirements	Mage Tower	Golden Pavilion
Creatures/Week	2 Nagas	2 Naga Queens

Giants & Titans	Name Giant Cost 2000 Gold + 1 Gem Attack 19 Defense 16 Health 150 Damage 40-60 Shots None Movement Ground Speed Extra Swift (7 hexes/turn)		Titan 5000 Gold + 2 Gems 24 24 300 40-60 24 Ground Ultra Quick (11 hexes/turn)	
Structure Requirements	Structure Cloud Temple Cost 5000 Gold +10 Wood +10 Ore +10 Gems Requirements Altar of Wishes, Golden Pavilion Creatures/Week 1 Giant		Upgraded Cloud Temple 25000 Gold +5 Wood +5 Ore +30 Gems Cloud Temple 1 Titan	



Section III

Neutral Creatures

These creatures are not associated with any particular town type but may be found wandering the lands of Erathia. All elementals and golems have neutral moral and immunity to poison. Some locations found on the Adventure Map may offer these creatures up for recruitment.

Elementals

Name Cost Attack Defense Health Damage Shots Movement Speed	Air Elemental 250 Gold 9 9 25 2-8 None Ground Extra Swift (7 hexes/turn)		Earth Elemental 400 Gold 10 10 40 4-8 None Ground Extra Slow (4 hexes/turn)	
Description	Air elementals are powered by the same forces as Air Magic. They are immune to the Blind and Meteor Shower spells. They take double damage from Firestorm, Lightning Bolt, and Chain Lightning.		Earth elementals are forces of Earth Magic. They take no damage from Lightning Bolt, Chain Lightning, and Firestorm spells. They take double damage from Meteor Storm attacks.	
Name Cost Attack Defense Health Damage Shots Movement Speed	Fire Elemental 350 Gold 10 8 35 4-6 None Ground Swift (6 hexes/turn)		Water Elemental 300 Gold 8 10 30 3-7 None Ground 5 (hexes/turn)	
Description	Fire elementals are burning spirits of Fire Magic. They are immune to all Fire School spells, but they take double damage from Ice Ray and Frost Ring attacks.		Water Magic animates the water elemental. These creatures are Immune to Ice Ray and Frost Ring spells, but take double damage from Firewall, Combustion, Fireblast, and Fireshield attacks.	

Gold & Diamond Golems

Name	Gold Golem		Diamond Golem
Cost	500 Gold		750 Gold
Attack	11		13
Defense	12		12
Health	50		60
Damage	8-10		10-14
Shots	None		None
Movement	Ground		Ground
Speed	Slow (5 hexes/turn)		Slow (5 hexes/turn)
Description	Like the stone and iron golems found in Tower towns, diamond and gold golems are highly crafted statues animated through magic. Spells have only a 15% chance of affecting gold golems and a mere 5% chance of affecting a diamond golem.		

War Machines

Each hero may be equipped with one of each type of the four available war machines. Heroes are automatically equipped with a Catapult. The Ammo Cart, First Aid Tent, and Ballista may be purchased in towns from blacksmiths. In combat, they appear on the battlefield and may be attacked by opposing forces. War machines do not perform counterstrikes when attacked, nor is their defensive value affected by a hero's Defense skill.

Name	Ammo Cart		Ballista		First Aid Tent
Cost	1000 Gold		2500 Gold		750 Gold
Attack	0		10		0
Defense	5		10		0
Health	100		250		75
Damage	n/a		(2-3) x (Hero's Attack Skill + 1)		n/a
Speed	Immobile (0 hexes/turn)		Immobile (0 hexes/turn)		Immobile (0 hexes/turn)
Description	The Ammo Cart provides all allied ranged attack units with unlimited ammunition.		The Ballista targets enemy creature troops automatically but may be aimed by a hero possessing the Artillery skill (see <i>Secondary Skills</i> , pg. 35). Ballistas are too unwieldy to use in castle defense and do not appear on the side of defenders during sieges.		The First Aid Tent regenerates 1-25 points of damage for the first creature in a troop. This effect is applied randomly, once per round. Heroes with the First Aid skill (see <i>Secondary Skills</i> , pg. 35) can choose which troop is affected.

Individual Heroes

Alchemists

Fafner	Race	Male Genie	Secondary Skills	Basic Scholar, Basic Resistance
	Attack	1	Power	2
	Defense	1	Knowledge	2
	Unique Ability	Fafner increases the Attack and Defense skills of any Nagas or Naga Queens he commands for each level he attains after the 6th level.		
Iona	Race	Female Genie	Secondary Skills	Basic Scholar, Basic Intelligence
	Attack	1	Power	2
	Defense	1	Knowledge	2
	Unique Ability	Iona increases the Attack and Defense skills of any Genies or Master Genies she commands for each level she attains after the 5th level.		
Neela	Race	Female Genie	Secondary Skills	Basic Scholar, Basic Armorer
	Attack	1	Power	2
	Defense	1	Knowledge	2
	Unique Ability	Neela receives a 5% per level bonus to her Armorer skill.		
Piquedram	Race	Male Human	Secondary Skills	Basic Mysticism, Basic Scouting
	Attack	1	Power	2
	Defense	1	Knowledge	2
	Unique Ability	Piquedram's increases the Attack and Defense skills of any Stone or Obsidian Gargoyles he commands for each level he attains after the 2nd level.		
Josephine	Race	Female Human	Secondary Skills	Basic Mysticism, Basic Sorcery
	Attack	1	Power	2
	Defense	1	Knowledge	2
	Unique Ability	Josephine increases the Attack and Defense skills of any Stone or Iron Golems she commands for each level she attains after the 3rd level.		
Rissa	Race	Female Human	Secondary Skills	Basic Mysticism, Basic Offense
	Attack	1	Power	2
	Defense	1	Knowledge	2
	Unique Ability	Rissa is able to produce 1 additional Mercury per day for the Kingdom she serves.		
Thane	Race	Male Genie	Secondary Skills	Advanced Scholar
	Attack	1	Power	2
	Defense	1	Knowledge	2
	Unique Ability	Thane increases the Attack and Defense skills of any Genies or Master Genies he commands for each level he attains after the 5th level.		
Torosar	Race	Male Human	Secondary Skills	Basic Mysticism, Basic Tactics
	Attack	1	Power	2
	Defense	1	Knowledge	2
	Unique Ability	Torosar increases the Attack and Defense skill of any Ballista under his command for each level he attains after the 4th level.		

Barbarians

	Crag Hack	<i>Race</i>	Male Human	<i>Secondary Skills</i>	Advanced Offense
		<i>Attack</i>	4	<i>Power</i>	1
	<i>Defense</i>	0		<i>Knowledge</i>	1
		<i>Unique Ability</i>	Crag Hack receives a 5% per level bonus to his Offense skill.		
	Gretchin	<i>Race</i>	Female Goblin	<i>Secondary Skills</i>	Basic Offense, Basic Pathfinding
		<i>Attack</i>	4	<i>Power</i>	1
	<i>Defense</i>	0		<i>Knowledge</i>	1
		<i>Unique Ability</i>	Gretchin increases the Attack and Defense skills of any Goblins or Hobgoblins she commands for each level she attains after the 1st level.		
	Jabarkas	<i>Race</i>	Male Ogre	<i>Secondary Skills</i>	Basic Offense, Basic Artillery
		<i>Attack</i>	4	<i>Power</i>	1
	<i>Defense</i>	0		<i>Knowledge</i>	1
		<i>Unique Ability</i>	Jabarkas increases the Attack and Defense skills of any Orcs or Orc Chieftains he commands for each level he attains after the 3rd level.		
	Krellion	<i>Race</i>	Female Ogre	<i>Secondary Skills</i>	Basic Offense, Basic Resistance
		<i>Attack</i>	4	<i>Power</i>	1
	<i>Defense</i>	0		<i>Knowledge</i>	1
		<i>Unique Ability</i>	Krellion increases the Attack and Defense skills of any Ogres or Ogre Magi she commands for each level she attains after the 4th level.		
	Shiva	<i>Race</i>	Female Human	<i>Secondary Skills</i>	Basic Offense, Basic Scouting
		<i>Attack</i>	4	<i>Power</i>	1
	<i>Defense</i>	0		<i>Knowledge</i>	1
		<i>Unique Ability</i>	Shiva increases the Attack and Defense skills of any Rocs or Thunderbirds she commands for each level she attains after the 5th level.		
	Tyraxor	<i>Race</i>	Male Goblin	<i>Secondary Skills</i>	Basic Offense, Basic Tactics
		<i>Attack</i>	4	<i>Power</i>	1
	<i>Defense</i>	0		<i>Knowledge</i>	1
		<i>Unique Ability</i>	Tyraxor increases the Attack and Defense skills of any Wolf Riders or Raiders he commands for each level he attains after the 2nd level.		
	Yog	<i>Race</i>	Male Genie	<i>Secondary Skills</i>	Basic Offense, Basic Ballistics
		<i>Attack</i>	4	<i>Power</i>	1
	<i>Defense</i>	0		<i>Knowledge</i>	1
		<i>Unique Ability</i>	Yog increases the Attack and Defense skills of any Cyclopses or Cyclops Lords he commands for each level he attains after the 6th level.		

Section III

Battle Mages

Dessa	Race	Male Ogre	Secondary Skills	Basic Wisdom, Basic Logistics
	Attack	2	Power	1
	Defense	1	Knowledge	1
	Unique Ability	Dessa receives a 5% per level bonus to his Logistics skill.		

Gird	Race	Female Human	Secondary Skills	Basic Wisdom, Basic Sorcery
	Attack	2	Power	1
	Defense	1	Knowledge	1
	Unique Ability	Gird receives a 5% per level bonus to her Sorcery skill.		

Gundula	Race	Female Ogre	Secondary Skills	Basic Wisdom, Basic Offense
	Attack	2	Power	1
	Defense	1	Knowledge	1
	Unique Ability	Gundula receives a 5% per level bonus to her Offense skill.		

Oris	Race	Female Human	Secondary Skills	Basic Wisdom, Basic Eagle Eye
	Attack	2	Power	1
	Defense	1	Knowledge	1
	Unique Ability	Oris receives a 5% per level bonus to her Eagle Eye skill.		

Saurug	Race	Male Ogre	Secondary Skills	Basic Wisdom, Basic Resistance
	Attack	2	Power	1
	Defense	1	Knowledge	1
	Unique Ability	Saurug is able to produce 1 additional Gem per day for the Kingdom he serves.		

Terek	Race	Male Human	Secondary Skills	Basic Wisdom, Basic Tactics
	Attack	2	Power	1
	Defense	1	Knowledge	1
	Unique Ability	Terek's proficiency with the Haste spell allows him to cast it with increased effect, based on his level compared to the level of the target unit.(greater bonus on weaker units)		

Vey	Race	Male Ogre	Secondary Skills	Basic Wisdom, Basic Leadership
	Attack	2	Power	1
	Defense	1	Knowledge	1
	Unique Ability	Vey increases the Attack and Defense skills of any Ogres or Ogre Magi he commands for each level he attains after the 4th level.		

Zubin	Race	Male Goblin	Secondary Skills	Basic Wisdom, Basic Artillery
	Attack	2	Power	1
	Defense	1	Knowledge	1
	Unique Ability	Zubin's proficiency with the Precision spell allows him to cast it with increased effect, based on his level compared to the level of the target unit. (greater bonus on weaker units)		

Beastmasters

Alkin	<i>Race</i>	Male Gnoll	<i>Secondary Skills</i>	Basic Armorer, Basic Offense	
	<i>Attack</i>	0	<i>Power</i>	1	
	<i>Defense</i>	4	<i>Knowledge</i>	1	
	<i>Unique Ability</i>	Alkin increases the Attack and Defense skills of any Gorgons or Mighty Gorgons he commands for each level he attains after the 5th level.			

Broghild	<i>Race</i>	Male Lizardman	<i>Secondary Skills</i>	Basic Armorer, Basic Scouting	
	<i>Attack</i>	0	<i>Power</i>	1	
	<i>Defense</i>	4	<i>Knowledge</i>	1	
	<i>Unique Ability</i>	Broghild increases the Attack and Defense skills of any Wyverns or Wyvern Monarchs he commands for each level he attains after the 6th level.			

Bron	<i>Race</i>	Male Human	<i>Secondary Skills</i>	Basic Armorer, Basic Resistance	
	<i>Attack</i>	0	<i>Power</i>	1	
	<i>Defense</i>	4	<i>Knowledge</i>	1	
	<i>Unique Ability</i>	Bron increases the Attack and Defense skills of any Basilisks or Greater Basilisks he commands for each level he attains after the 4th level.			

Drakon	<i>Race</i>	Male Gnoll	<i>Secondary Skills</i>	Basic Armorer, Basic Leadership	
	<i>Attack</i>	0	<i>Power</i>	1	
	<i>Defense</i>	4	<i>Knowledge</i>	1	
	<i>Unique Ability</i>	Drakon increases the Attack and Defense skills of any Gnolls or Gnoll Marauders he commands for each level he attains after the 1st level.			

Gerwulf	<i>Race</i>	Male Human	<i>Secondary Skills</i>	Basic Armorer, Basic Artillery	
	<i>Attack</i>	0	<i>Power</i>	1	
	<i>Defense</i>	4	<i>Knowledge</i>	1	
	<i>Unique Ability</i>	Gerwulf increases the Attack and Defense skill of any Ballista under his command for each level he attains after the 4th level.			

Korbac	<i>Race</i>	Male Lizardman	<i>Secondary Skills</i>	Basic Armorer, Basic Pathfinding	
	<i>Attack</i>	0	<i>Power</i>	1	
	<i>Defense</i>	4	<i>Knowledge</i>	1	
	<i>Unique Ability</i>	Korbac increases the Attack and Defense skills of any Serpent or Dragon Flies he commands for each level he attains after the 3rd level.			

Tazar	<i>Race</i>	Male Human	<i>Secondary Skills</i>	Advanced Armorer	
	<i>Attack</i>	0	<i>Power</i>	1	
	<i>Defense</i>	4	<i>Knowledge</i>	1	
	<i>Unique Ability</i>	Tazar receives a 5% per level bonus to his Armorer skill.			

Wystan	<i>Race</i>	Male Lizardman	<i>Secondary Skills</i>	Basic Armorer, Basic Archery	
	<i>Attack</i>	0	<i>Power</i>	1	
	<i>Defense</i>	4	<i>Knowledge</i>	1	
	<i>Unique Ability</i>	Wystan increases the Attack and Defense skills of any Lizardmen or Lizard Warriors he commands for each level he attains after the 2nd level.			

Section III

Clerics

Adela	Race	Female Human	Secondary Skills	Basic Wisdom, Basic Diplomacy	
	<i>Attack</i>	1	<i>Power</i>	2	
	<i>Defense</i>	0	<i>Knowledge</i>	2	
	<i>Unique Ability</i>	Adela's proficiency with the Bless spell allows her to cast it with increased effect, based on her level compared to the level of the target unit. (greater bonus on weaker units)			

Cuthbert	Race	Male Human	Secondary Skills	Basic Wisdom, Basic Estates	
	<i>Attack</i>	1	<i>Power</i>	2	
	<i>Defense</i>	0	<i>Knowledge</i>	2	
	<i>Unique Ability</i>	Cuthbert's proficiency with the Weakness spell allows him to cast it with increased effect, based on his level compared to the level of the target unit. (greater bonus on weaker units)			

Caitlin	Race	Female Human	Secondary Skills	Basic Wisdom, Basic Intelligence	
	<i>Attack</i>	1	<i>Power</i>	2	
	<i>Defense</i>	0	<i>Knowledge</i>	2	
	<i>Unique Ability</i>	Caitlin's presence allows the Kingdom she serves to receive an additional 350 gold per day.			

Adelaide	Race	Female Human	Secondary Skills	Advanced Wisdom	
	<i>Attack</i>	1	<i>Power</i>	2	
	<i>Defense</i>	0	<i>Knowledge</i>	2	
	<i>Unique Ability</i>	Adelaide's proficiency with the Frost Ring spell allows her to cast it with increased effect, based on her level compared to the level of the target unit. (greater bonus on weaker units)			

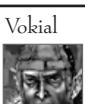
Ingham	Race	Male Human	Secondary Skills	Basic Wisdom, Basic Mysticism	
	<i>Attack</i>	1	<i>Power</i>	2	
	<i>Defense</i>	0	<i>Knowledge</i>	2	
	<i>Unique Ability</i>	Ingham increases the Attack and Defense skills of any Monks or Zealots he commands for each level he attains after the 5th level.			

Loynis	Race	Male Human	Secondary Skills	Basic Wisdom, Basic Learning	
	<i>Attack</i>	1	<i>Power</i>	2	
	<i>Defense</i>	0	<i>Knowledge</i>	2	
	<i>Unique Ability</i>	Loynis's proficiency with the Prayer spell allows him to cast it with increased effect, based on his level compared to the level of the target unit. (the bonus is greater on weaker units)			

Rion	Race	Male Human	Secondary Skills	Basic Wisdom, Basic First Aid	
	<i>Attack</i>	1	<i>Power</i>	2	
	<i>Defense</i>	0	<i>Knowledge</i>	2	
	<i>Unique Ability</i>	Rion receives a 5% per level bonus to his First Aid skill.			

Sanya	Race	Female Human	Secondary Skills	Basic Wisdom, Basic Eagle Eye	
	<i>Attack</i>	1	<i>Power</i>	2	
	<i>Defense</i>	0	<i>Knowledge</i>	2	
	<i>Unique Ability</i>	Sanya receives a 5% per level bonus to her Eagle Eye skill.			

Death Knights

 <p>Charna</p>	Race	Female Human	Secondary Skills	Basic Necromancy, Basic Tactics
	Attack	1	Power	2
	Defense	2	Knowledge	1
	Unique Ability	Charna increases the Attack and Defense skills of any Wights or Wraiths she commands for each level she attains after the 3rd level.		
 <p>Clavius</p>	Race	Male Human	Secondary Skills	Basic Necromancy, Basic Offense
	Attack	1	Power	2
	Defense	2	Knowledge	1
	Unique Ability	Clavius's presence allows the Kingdom he serves to receive an additional 350 gold per day.		
 <p>Galthrana</p>	Race	Male Vampire	Secondary Skills	Basic Necromancy, Basic Armorer
	Attack	1	Power	2
	Defense	2	Knowledge	1
	Unique Ability	Galthrana increases the Attack and Defense skills of any Skeletons or Skeleton Warriors he commands for each level he attains after the 1st level.		
 <p>Isra</p>	Race	Female Lich	Secondary Skills	Advanced Necromancy
	Attack	1	Power	2
	Defense	2	Knowledge	1
	Unique Ability	Isra receives a 5% per level bonus to her Necromancy skill.		
 <p>Moandor</p>	Race	Male Lich	Secondary Skills	Basic Necromancy, Basic Learning
	Attack	1	Power	2
	Defense	2	Knowledge	1
	Unique Ability	Moandor increases the Attack and Defense skills of any Liches or Power Liches he commands for each level he attains after the 5th level.		
 <p>Tamika</p>	Race	Female Vampire	Secondary Skills	Basic Necromancy, Basic Offense
	Attack	1	Power	2
	Defense	2	Knowledge	1
	Unique Ability	Tamika increases the Attack and Defense skills of any Black Knights or Dread Knights she commands for each level she attains after the 6th level.		
 <p>Straker</p>	Race	Male Human	Secondary Skills	Basic Necromancy, Basic Resistance
	Attack	1	Power	2
	Defense	2	Knowledge	1
	Unique Ability	Straker increases the Attack and Defense skills of any Walking Dead or Zombies he commands for each level he attains after the 2nd level.		
 <p>Vokial</p>	Race	Male Vampire	Secondary Skills	Basic Necromancy, Basic Artillery
	Attack	1	Power	2
	Defense	2	Knowledge	1
	Unique Ability	Vokial increases the Attack and Defense skills of any Vampires or Vampire Lords he commands for each level he attains after the 4th level.		

Section III

Demoniacs

Rashka	Race	Male Efreet	Secondary Skills	Basic Scholar, Basic Wisdom
	Attack	2	Power	1
	Defense	2	Knowledge	1
	Unique Ability	Rashka increases the Attack and Defense skills of any Efreet or Efreet Sultans he commands for each level he attains after the 6th level.		
Calh	Race	Male Demon	Secondary Skills	Basic Archery, Basic Scouting
	Attack	2	Power	1
	Defense	2	Knowledge	1
	Unique Ability	Calh increases the Attack and Defense skills of any Gogs or Magogs he commands for each level he attains after the 2nd level.		
Fiona	Race	Female Human	Secondary Skills	Advance Scouting
	Attack	2	Power	1
	Defense	2	Knowledge	1
	Unique Ability	Fiona increases the Attack and Defense skills of any Hell Hounds or Cerberi she commands for each level she attains after the 3rd level.		
Ignatius	Race	Male Human	Secondary Skills	Basic Tactics, Basic Resistance
	Attack	2	Power	1
	Defense	2	Knowledge	1
	Unique Ability	Ignatius increases the Attack and Defense skills of any Imps or Familiars he commands for each level he attains after the 1st level.		
Marius	Race	Female Demon	Secondary Skills	Advanced Armorer
	Attack	2	Power	1
	Defense	2	Knowledge	1
	Unique Ability	Marius increases the Attack and Defense skills of any Demons or Horned Demons she commands for each level she attains after the 4th level.		
Nymus	Race	Female Demon	Secondary Skills	Advanced Offense
	Attack	2	Power	1
	Defense	2	Knowledge	1
	Unique Ability	Nymus increases the Attack and Defense skills of any Pit Fiends or Lords she commands for each level she attains after the 5th level.		
Pyre	Race	Female Human	Secondary Skills	Basic Logistics, Basic Artillery
	Attack	2	Power	1
	Defense	2	Knowledge	1
	Unique Ability	Pyre increases the Attack and Defense skill of any Ballista under her command for each level she attains after the 4th level.		
Octavia	Race	Female Efreet	Secondary Skills	Basic Scholar, Basic Offense
	Attack	2	Power	1
	Defense	2	Knowledge	1
	Unique Ability	Octavia's presence allows the Kingdom she serves to receive an additional 350 gold per day.		

Druids

Aeris	Race	Male Elf	Secondary Skills	Basic Wisdom, Basic Scouting
	Attack	0	Power	1
	Defense	2	Knowledge	2
	Unique Ability	Aeris increases the Attack and Defense skills of any Pegasi or Silver Pegasi he commands for each level he attains after the 4th level.		

Alagar	Race	Male Human	Secondary Skills	Basic Wisdom, Basic Sorcery
	Attack	0	Power	1
	Defense	2	Knowledge	2
	Unique Ability	Alagar's proficiency with the Ice Bolt spell allows him to cast it with increased effect, based on his level compared to the level of the target unit. (greater bonus on weaker units)		

Uland	Race	Male Dwarf	Secondary Skills	Advanced Wisdom, Basic Ballistics
	Attack	0	Power	1
	Defense	2	Knowledge	2
	Unique Ability	Uland's proficiency with the Cure spell allows him to cast it with increased effect, based on his level compared to the level of the target unit. (greater bonus on weaker units)		

Coronius	Race	Male Human	Secondary Skills	Basic Wisdom, Basic Scholar
	Attack	0	Power	1
	Defense	2	Knowledge	2
	Unique Ability	Coronius's proficiency with the Slayer spell allows him to cast it with increased effect, based on his level compared to the level of the target unit. (greater bonus on weaker units)		

Elleshar	Race	Male Elf	Secondary Skills	Basic Wisdom, Basic Intelligence
	Attack	0	Power	1
	Defense	2	Knowledge	2
	Unique Ability	Elleshar receives a 5% per level bonus to his Intelligence skill.		

Gem	Race	Female Human	Secondary Skills	Basic Wisdom, Basic First Aid
	Attack	0	Power	1
	Defense	2	Knowledge	2
	Unique Ability	Gem receives a 5% per level bonus to her First Aid skill.		

Malcom	Race	Male Dwarf	Secondary Skills	Basic Wisdom, Basic Eagle Eye
	Attack	0	Power	1
	Defense	2	Knowledge	2
	Unique Ability	Malcom receives a 5% per level bonus to his Eagle Eye skill.		

Melodia	Race	Female Elf	Secondary Skills	Basic Wisdom, Basic Luck
	Attack	0	Power	1
	Defense	2	Knowledge	2
	Unique Ability	Melodia's proficiency with the Fortune spell allows her to cast it with increased effect, based on her level compared to the level of the target unit. (greater bonus on weaker units)		

Section III

Heretics

Ash		Race <i>Attack</i> <i>Defense</i> Unique Ability	Female Demon 1 1 Ash's proficiency with the Bloodlust spell allows her to cast it with increased effect, based on her level compared to the level of the target unit. (greater bonus on weaker units)	Secondary Skills <i>Power</i> <i>Knowledge</i> Basic Wisdom, Basic Eagle Eye 2 1
Axsis		Race <i>Attack</i> <i>Defense</i> Unique Ability	Male Demon 1 1 Axsis receives a 5% per level bonus to his Mysticism skill.	Secondary Skills <i>Power</i> <i>Knowledge</i> Basic Wisdom, Basic Mysticism 2 1
Ayden		Race <i>Attack</i> <i>Defense</i> Unique Ability	Male Human 1 1 Ayden receives a 5% per level bonus to his Intelligence skill.	Secondary Skills <i>Power</i> <i>Knowledge</i> Basic Wisdom, Basic Intelligence 2 1
Calid		Race <i>Attack</i> <i>Defense</i> Unique Ability	Female Demon 1 1 Calid is able to produce 1 additional Sulfur per day for the Kingdom she serves.	Secondary Skills <i>Power</i> <i>Knowledge</i> Basic Wisdom, Basic Learning 2 1
Olema		Race <i>Attack</i> <i>Defense</i> Unique Ability	Female Human 1 1 Olema's proficiency with the Weakness spell allows her to cast it with increased effect, based on her level compared to the level of the target unit. (greater bonus on weaker units)	Secondary Skills <i>Power</i> <i>Knowledge</i> Basic Wisdom, Basic Ballistics 2 1
Xyron		Race <i>Attack</i> <i>Defense</i> Unique Ability	Male Efreet 1 1 Xyron's proficiency with the Inferno spell allows him to cast it with increased effect, based on his level compared to the level of the target unit. (greater bonus on weaker units)	Secondary Skills <i>Power</i> <i>Knowledge</i> Basic Wisdom, Basic Scholar 2 1
Xarfax		Race <i>Attack</i> <i>Defense</i> Unique Ability	Male Human 1 1 Xarfax's proficiency with the Fireball spell allows him to cast it with increased effect, based on his level compared to the level of the target unit. (greater bonus on weaker units)	Secondary Skills <i>Power</i> <i>Knowledge</i> Basic Wisdom, Basic Leadership 2 1
Zydar		Race <i>Attack</i> <i>Defense</i> Unique Ability	Male Efreet 1 1 Zydar receives a 5% per level bonus to his Sorcery skill.	Secondary Skills <i>Power</i> <i>Knowledge</i> Basic Wisdom, Basic Sorcery 2 1

Knights

	Edric	Race Male Human Attack 2 Defense 2 Unique Ability	Secondary Skills Basic Leadership, Basic Armorer <i>Power</i> 1 <i>Knowledge</i> 1 Edric increases the Attack and Defense skills of any Griffins or Royal Griffins he commands for each level he attains after the 3rd level.
	Orrin	Race Male Human Attack 2 Defense 2 Unique Ability	Secondary Skills Basic Leadership, Basic Archery <i>Power</i> 1 <i>Knowledge</i> 1 Orrin receives a 5% per level bonus to his Archery skill.
	Sylvia	Race Female Human Attack 2 Defense 2 Unique Ability	Secondary Skills Basic Leadership, Basic Navigation <i>Power</i> 1 <i>Knowledge</i> 1 Sylvia receives a 5% per level bonus to her Navigation skill.
	Lord Haart	Race Male Human Attack 2 Defense 2 Unique Ability	Secondary Skills Basic Leadership, Basic Estates <i>Power</i> 1 <i>Knowledge</i> 1 Lord Haart receives a 5% per level bonus to his Estates skill.
	Valeska	Race Female Human Attack 2 Defense 2 Unique Ability	Secondary Skills Basic Leadership, Basic Archery <i>Power</i> 1 <i>Knowledge</i> 1 Valeska increases the Attack and Defense skills of any Archers or Marksmen she commands for each level she attains after the 2nd level.
	Christian	Race Male Human Attack 2 Defense 2 Unique Ability	Secondary Skills Basic Leadership, Basic Artillery <i>Power</i> 1 <i>Knowledge</i> 1 Christian increases the Attack and Defense skill of any Ballista under his command for each level he attains after the 4th level.
	Sorsha	Race Female Human Attack 2 Defense 2 Unique Ability	Secondary Skills Basic Leadership, Basic Offense <i>Power</i> 1 <i>Knowledge</i> 1 Sorsha increases the Attack and Defense skills of any Swordsmen or Crusaders she commands for each level she attains after the 4th level.
	Tyris	Race Female Human Attack 2 Defense 2 Unique Ability	Secondary Skills Basic Leadership, Basic Tactics <i>Power</i> 1 <i>Knowledge</i> 1 Tyris increases the Attack and Defense skills of any Cavaliers or Champions she commands for each level she attains after the 6th level.

Section III

Necromancers

Aislinn	<i>Race</i>	Female Vampire	<i>Secondary Skills</i>	Basic Necromancy, Basic Wisdom	
	<i>Attack</i>	1	<i>Power</i>	2	
	<i>Defense</i>	0	<i>Knowledge</i>	2	
	<i>Unique Ability</i>	Aislinn's proficiency with the Meteor Shower spell allows her to cast it with increased effect, based on her level compared to the level of the target unit. (greater bonus on weaker units)			

Nagash	<i>Race</i>	Male Lich	<i>Secondary Skills</i>	Basic Necromancy, Basic Intelligence	
	<i>Attack</i>	1	<i>Power</i>	2	
	<i>Defense</i>	0	<i>Knowledge</i>	2	
	<i>Unique Ability</i>	Nagash's presence allows the Kingdom he serves to receive an additional 350 gold per day.			

Nimbus	<i>Race</i>	Male Human	<i>Secondary Skills</i>	Basic Necromancy, Basic Eagle Eye	
	<i>Attack</i>	1	<i>Power</i>	2	
	<i>Defense</i>	0	<i>Knowledge</i>	2	
	<i>Unique Ability</i>	Nimbus receives a 5% per level bonus to his Eagle Eye skill.			

Sandro	<i>Race</i>	Male Lich	<i>Secondary Skills</i>	Basic Necromancy, Basic Sorcery	
	<i>Attack</i>	1	<i>Power</i>	2	
	<i>Defense</i>	0	<i>Knowledge</i>	2	
	<i>Unique Ability</i>	Sandro receives a 5% per level bonus to his Sorcery skill.			

Septienna	<i>Race</i>	Female Human	<i>Secondary Skills</i>	Basic Necromancy, Basic Scholar	
	<i>Attack</i>	1	<i>Power</i>	2	
	<i>Defense</i>	0	<i>Knowledge</i>	2	
	<i>Unique Ability</i>	Septienna's proficiency with the Death Ripple spell allows her to cast it with increased effect, based on her level compared to the level of the target unit. (greater bonus on weaker units)			

Thant	<i>Race</i>	Male Vampire	<i>Secondary Skills</i>	Basic Necromancy, Basic Mysticism	
	<i>Attack</i>	1	<i>Power</i>	2	
	<i>Defense</i>	0	<i>Knowledge</i>	2	
	<i>Unique Ability</i>	Thant's proficiency with the Animate Dead spell allows him to cast it with increased effect, based on his level compared to the level of the target unit. (greater bonus on weaker units)			

Vidomina	<i>Race</i>	Female Human	<i>Secondary Skills</i>	Advanced Necromancy	
	<i>Attack</i>	1	<i>Power</i>	2	
	<i>Defense</i>	0	<i>Knowledge</i>	2	
	<i>Unique Ability</i>	Vidomina receives a 5% per level bonus to her Necromancy skill.			

Xsi	<i>Race</i>	Female Lich	<i>Secondary Skills</i>	Basic Necromancy, Basic Learning	
	<i>Attack</i>	1	<i>Power</i>	2	
	<i>Defense</i>	0	<i>Knowledge</i>	2	
	<i>Unique Ability</i>	Xsi's proficiency with the Stone Skin spell allows her to cast it with increased effect, based on her level compared to the level of the target unit. (greater bonus on weaker units)			

Overlords

Ajit	Race	Male Human	Secondary Skills	Basic Leadership, Basic Resistance
	Attack	2	<i>Power</i>	1
	Defense	2	<i>Knowledge</i>	1
	Unique Ability	Ajit increases the Attack and Defense skills of any Beholders or Evil Eyes he commands for each level he attains after the 1st level.		
Arlach	Race	Male Troglodyte	Secondary Skills	Basic Offense, Basic Artillery
	Attack	2	<i>Power</i>	1
	Defense	2	<i>Knowledge</i>	1
	Unique Ability	Arlach increases the Attack and Defense skill of any Ballista under his command for each level he attains after the 4th level.		
Dace	Race	Male Minotaur	Secondary Skills	Basic Tactics, Basic Offense
	Attack	2	<i>Power</i>	1
	Defense	2	<i>Knowledge</i>	1
	Unique Ability	Dace increases the Attack and Defense skills of any Minotaurs or Minotaur Kings he commands for each level he attains after the 5th level.		
Damacon	Race	Male Troglodyte	Secondary Skills	Advanced Offense
	Attack	2	<i>Power</i>	1
	Defense	2	<i>Knowledge</i>	1
	Unique Ability	Damacon's presence allows the Kingdom he serves to receive an additional 350 gold per day.		
Gunnar	Race	Male Minotaur	Secondary Skills	Basic Tactics, Basic Logistics
	Attack	2	<i>Power</i>	1
	Defense	2	<i>Knowledge</i>	1
	Unique Ability	Gunnar receives a 5% per level bonus to his Logistics skill.		
Lorelei	Race	Female Human	Secondary Skills	Basic Leadership, Basic Scouting
	Attack	2	<i>Power</i>	1
	Defense	2	<i>Knowledge</i>	1
	Unique Ability	Lorelei increases the Attack and Defense skills of any Harpies or Harpy Hags she commands for each level she attains after the 2nd level.		
Shakti	Race	Male Troglodyte	Secondary Skills	Basic Offense, Basic Tactics
	Attack	2	<i>Power</i>	1
	Defense	2	<i>Knowledge</i>	1
	Unique Ability	Shakti increases the Attack and Defense skills of any Troglodytes or Infernal Troglodytes he commands for each level he attains after the 1st level.		
Synca	Race	Female Human	Secondary Skills	Basic Leadership, Basic Scholar
	Attack	2	<i>Power</i>	1
	Defense	2	<i>Knowledge</i>	1
	Unique Ability	Synca increases the Attack and Defense skills of any Manticores or Scorpidores she commands for each level she attains after the 6th level.		

Section III

Rangers

	Clancy	Race Male Dwarf Attack 1 Defense 3 Unique Ability Clancy increases the Attack and Defense skills of any Unicorns or War Unicorns he commands for each level he attains after the 6th level.	Secondary Skills Basic Resistance, Basic Pathfinding <i>Power</i> 1 <i>Knowledge</i> 1
	Ivor	Race Male Elf Attack 1 Defense 3 Unique Ability Ivor increases the Attack and Defense skills of any Wood Elves or Grand Elves he commands for each level he attains after the 3rd level.	Secondary Skills Basic Archery, Basic Offense <i>Power</i> 1 <i>Knowledge</i> 1
	Jenova	Race Female Elf Attack 1 Defense 3 Unique Ability Jenova's presence allows the Kingdom she serves to receive an additional 350 gold per day.	Secondary Skills Advanced Archery <i>Power</i> 1 <i>Knowledge</i> 1
	Kyrre	Race Female Elf Attack 1 Defense 3 Unique Ability Kyrre receives a 5% per level bonus to her Logistics skill.	Secondary Skills Basic Archery, Basic Logistics <i>Power</i> 1 <i>Knowledge</i> 1
	Mephala	Race Female Human Attack 1 Defense 3 Unique Ability Mephala receives a 5% per level bonus to her Armorer skill.	Secondary Skills Basic Leadership, Basic Armorer <i>Power</i> 1 <i>Knowledge</i> 1
	Ryland	Race Male Human Attack 1 Defense 3 Unique Ability Ryland increases the Attack and Defense skills of any Dendroid Guards or Soldiers he commands for each level he attains after the 5th level.	Secondary Skills Basic Leadership, Basic Diplomacy <i>Power</i> 1 <i>Knowledge</i> 1
	Thorgrim	Race Male Dwarf Attack 1 Defense 3 Unique Ability Thorgrim receives a 5% per level bonus to his Resistance skill.	Secondary Skills Advanced Magic Resistance <i>Power</i> 1 <i>Knowledge</i> 1
	Ufretin	Race Male Dwarf Attack 1 Defense 3 Unique Ability Ufretin increases the Attack and Defense skills of any Dwarves of Battle Dwarves he commands for each level he attains after the 2nd level.	Secondary Skills Basic Resistance, Basic Luck <i>Power</i> 1 <i>Knowledge</i> 1

Warlocks

 <p>Alamar</p>	Race	Male Human	Secondary Skills	Basic Wisdom, Basic Scholar
	Attack	0	Power	3
	Defense	0	Knowledge	2
	Unique Ability	Alamar's proficiency with the Resurrection spell allows him to cast it with increased effect, based on his level compared to the level of the target unit. (greater bonus on weaker units)		
 <p>Darkstorn</p>	Race	Male Minotaur	Secondary Skills	Basic Wisdom, Basic Learning
	Attack	0	Power	3
	Defense	0	Knowledge	2
	Unique Ability	Darkstorn's proficiency with the Stone Skin spell allows him to cast it with increased effect, based on his level compared to the level of the target unit. (greater bonus on weaker units)		
 <p>Deemer</p>	Race	Male Minotaur	Secondary Skills	Basic Wisdom, Advanced Scouting
	Attack	0	Power	3
	Defense	0	Knowledge	2
	Unique Ability	Deemer's proficiency with the Meteor Shower spell allows him to cast it with increased effect, based on his level compared to the level of the target unit. (greater bonus on weaker units)		
 <p>Geon</p>	Race	Male Troglodyte	Secondary Skills	Basic Wisdom, Basic Eagle Eye
	Attack	0	Power	3
	Defense	0	Knowledge	2
	Unique Ability	Geon receives a 5% per level bonus to his Eagle Eye skill.		
 <p>Jaegar</p>	Race	Male Troglodyte	Secondary Skills	Basic Wisdom, Basic Mysticism
	Attack	0	Power	3
	Defense	0	Knowledge	2
	Unique Ability	Jaegar receives a 5% per level bonus to his Mysticism skill.		
 <p>Jeddite</p>	Race	Male Human	Secondary Skills	Advanced Wisdom
	Attack	0	Power	3
	Defense	0	Knowledge	2
	Unique Ability	Jeddite's proficiency with the Resurrection spell allows him to cast it with increased effect, based on his level compared to the level of the target unit. (greater bonus on weaker units)		
 <p>Malekith</p>	Race	Male Minotaur	Secondary Skills	Basic Wisdom, Basic Sorcery
	Attack	0	Power	3
	Defense	0	Knowledge	2
	Unique Ability	Malekith receives a 5% per level bonus to his Sorcery skill.		
 <p>Sephinroth</p>	Race	Female Human	Secondary Skills	Basic Wisdom, Basic Intelligence
	Attack	0	Power	3
	Defense	0	Knowledge	2
	Unique Ability	Sephinroth is able to produce 1 additional Crystal per day for the Kingdom she serves.		



Section III

Witches

	Race	Female Human	Secondary Skills	Basic Wisdom, Basic Intelligence
	Attack	0	Power	2
	Defense	1	Knowledge	2
	Unique Ability	Andra receives a 5% per level bonus to her Intelligence skill.		
	Race	Female Gnoll	Secondary Skills	Basic Wisdom, Basic Learning
	Attack	0	Power	2
	Defense	1	Knowledge	2
	Unique Ability	Merist's proficiency with the Stone Skin spell allows her to cast it with increased effect, based on her level compared to the level of the target unit. (greater bonus on weaker units)		
	Race	Female Human	Secondary Skills	Advanced Wisdom
	Attack	0	Power	2
	Defense	1	Knowledge	2
	Unique Ability	Mirlanda's proficiency with the Weakness spell allows her to cast it with increased effect, based on her level compared to the level of the target unit. (greater bonus on weaker units)		
	Race	Female Gnoll	Secondary Skills	Basic Wisdom, Basic Mysticism
	Attack	0	Power	2
	Defense	1	Knowledge	2
	Unique Ability	Rosic receives a 5% per level bonus to her Mysticism skill.		
	Race	Female Lizardwoman	Secondary Skills	Basic Wisdom, Basic Sorcery
	Attack	0	Power	2
	Defense	1	Knowledge	2
	Unique Ability	Styg receives a 5% per level bonus to her Sorcery skill.		
	Race	Female Gnoll	Secondary Skills	Basic Wisdom, Basic Eagle Eye
	Attack	0	Power	2
	Defense	1	Knowledge	2
	Unique Ability	Tiva receives a 5% per level bonus to her Eagle Eye skill.		
	Race	Female Human	Secondary Skills	Basic Wisdom, Basic First Aid
	Attack	0	Power	2
	Defense	1	Knowledge	2
	Unique Ability	Verdish receives a 5% per level bonus to her First Aid skill.		
	Race	Female Lizardwoman	Secondary Skills	Basic Wisdom, Basic Navigation
	Attack	0	Power	2
	Defense	1	Knowledge	2
	Unique Ability	Voy receives a 5% per level bonus to her Navigation skill.		

Wizards

Aine	Race	Female Genie	Secondary Skills	Basic Wisdom, Basic Scholar
	Attack	0	Power	2
	Defense	0	Knowledge	3
	Unique Ability	Aine's presence allows the Kingdom she serves to receive an additional 350 gold per day.		
Astral	Race	Male Human	Secondary Skills	Advanced Wisdom
	Attack	0	Power	2
	Defense	0	Knowledge	3
	Unique Ability	Astral's proficiency with the Hypnotize spell allows him to cast it with increased effect, based on his level compared to the level of the target unit. (greater bonus on weaker units)		
Cyra	Race	Female Human	Secondary Skills	Basic Wisdom, Basic Diplomacy
	Attack	0	Power	2
	Defense	0	Knowledge	3
	Unique Ability	Cyra's proficiency with the Haste spell allows her to cast it with increased effect, based on her level compared to the level of the target unit. (greater bonus on weaker units)		
Daremyth	Race	Female Genie	Secondary Skills	Basic Wisdom, Basic Intelligence
	Attack	0	Power	2
	Defense	0	Knowledge	3
	Unique Ability	Daremyth's proficiency with the Fortune spell allows her to cast it with increased effect, based on her level compared to the level of the target unit.		
Halon	Race	Male Genie	Secondary Skills	Basic Wisdom, Basic Mysticism
	Attack	0	Power	2
	Defense	0	Knowledge	3
	Unique Ability	Halon receives a 5% per level bonus to his Mysticism skill.		
Serena	Race	Female Human	Secondary Skills	Basic Wisdom, Basic Eagle Eye
	Attack	0	Power	2
	Defense	0	Knowledge	3
	Unique Ability	Serena receives a 5% per level bonus to her Eagle Eye skill.		
Solmyr	Race	Male Genie	Secondary Skills	Basic Wisdom, Basic Sorcery
	Attack	0	Power	2
	Defense	0	Knowledge	3
	Unique Ability	Solmyr's proficiency with the Chain Lightning spell allows him to cast it with increased effect, based on his level compared to the level of the target unit.		
Theodorus	Race	Male Human	Secondary Skills	Basic Wisdom, Basic Ballistics
	Attack	0	Power	2
	Defense	0	Knowledge	3
	Unique Ability	Theodorus increases the Attack and Defense skills of any Magi or Arch Magi he commands for each level he attains after the 4th level.		



Keyboard Shortcuts

Adventure Map

H – Selects next hero

M – Moves current hero

K – Kingdom Overview

U – Toggles map elevation

C – Cast spell

Z – Puts current hero to sleep

W – Wakens current hero

Q – Quest Log

E – End turn

A – Adventure Options

V – View World

P – Puzzle Map

D – Dig

I – View Scenario Info

O – System Options

M – Main Menu

L – Load Game

R – Restart Scenario

S – Save Game

Q – Quit to Desktop

Esc – Return to Game

Arrow Keys – Moves current hero

Ctrl + Arrow Keys – Scrolls Adventure Map

Return – Centers current hero or town on Adventure Map

Tab – Send a chat message (multiplayer game)

Esc - Quit

Town Screen

Up Arrow – Previous town

Down Arrow – Next town

Space – Switches visiting/garrison heroes

Combat Screen

A – Automatic combat on/off

D – Defend

W – Wait

C – Cast spell

R – Retreat

S – Surrender

O – Combat Options

T – View troop

F5 – Toggles creature pop-up types

F6 – Toggles hex grid display

F7 – Toggles mouse shadow display

F8 – Toggles movement shadow display

Up/Down Arrow Keys – Scrolls combat messages

Space – Selects next creature

S – Start combat during Tactics phase

Spell Book

Left/Right Arrows – Turns pages

Up/Down Arrows – Move through bookmarks

A – Displays adventure spells

C – Combat spells

View Army Window

U – Upgrade creature

D – Dismiss creature

General

F1 – Help

F4 – Toggles window/full screen display

Esc – Cancel, Exit, or No

Return – Okay, Accept, or Yes

Mplayer.com

What is Mplayer.com?

Mplayer.com is the #1 multiplayer game service on the Internet. Playing the *Heroes III* game on Mplayer.com means that a player in a remote location can challenge other players in remote locations, and they'll play in real time--like they're all sitting in the same room. Mplayer.com offers hundreds of innovative features, including real-time voice--chat that lets you verbally taunt your opponents and praise your teammates. When you sign up for Mplayer.com you're joining a friendly online community where you can participate in regular tournaments, contests, and special events.

Pricing

Mplayer.com is FREE--there are no charges or monthly fees to play the *Heroes III* game on Mplayer.com.

So how do I get started?

Installing Mplayer.com is simple. Just follow these easy steps and you're on your way to the excitement of online multiplayer gaming!

1. There are several ways to install Mplayer.com from the *Heroes III* game:
 - From the game CD-ROM Autorun Menu
select the More option
 - From the Windows 95 Start Menu
select Heroes III and the Online Services option
 - From Multiplayer Game Type Menu
select the Online Services button
 - From the Heroes III folder
click on the Online Services option
2. Each of these ways will bring up the Multiplayer Online Services menu with the Mplayer.com button, which will:
 - Check for Mplayer.com -- if you don't have it, we'll install everything you need! Just follow the easy install instructions at the prompts. During the process, you'll set up an Mplayer.com account and select your Mplayer.com member name and password.
3. After installing Mplayer.com, your Web browser will launch and connect you to the Mplayer.com game page:
 - Make sure your game CD-ROM is in the disk drive.
 - Now click on 'Play Now' to log onto Mplayer.com and head to the Lobby of your game.
 - Before entering the game's Lobby, we'll automatically download any additional files you might need to make the game playable on Mplayer.com.

Section IV

4. Now you are in your game's Lobby on Mplayer.com.
 - Chat with other players by typing your message and pressing Enter.
 - To enter a Game Room, double-click on a green Room icon.
 - If you want to create a new Game Room, click on the Create Room button.
5. Almost there!
 - If you enter an existing Game Room, Click on the 'Ready to Play?' button, or,
 - If you create a Room, wait for players, then click on the 'Launch Game' button.
6. Have fun playing on Mplayer.com!

Mplayer.com Customer Support

Mplayer.com has a staff of highly trained Technical Support representatives waiting to answer any questions or solve any problems you can throw at 'em. If you're having trouble installing Mplayer.com, contact a Technical Support representative by emailing support@mplayer.com or by calling (650) 429-3100 between the hours of 3 p.m. and 10 p.m. (PST), seven days a week.

For more information about Mplayer.com visit our Web site at www.mplayer.com.

Mplayer.com Technical Info

You need the following PC configuration to install our software and play games on Mplayer.com:

System Requirements:

- Windows 95
- Pentium processor
- 8MB RAM (16MB recommended)
- 14.4 KBPS or faster modem (28.8 KBPS or higher recommended)
- Internet access*
- Web browser

* AOL, CompuServe, and Prodigy do not yet support adequate TCP/IP connections for FAST gameplay. Low latency games, including turn-based or role playing games, however, can be played.

Using HEAT

How to Play on HEAT

1. There are several ways to install HEAT from the Heroes III game:

- From the game CD-ROM Autorun Menu
select the More option
- From the Windows 95 Start Menu
select Heroes III and the Online Services option
- From the Multiplayer Game Type Menu
select the Online Services button
- From the Heroes III folder
click on the Online Services option

Each of these ways will bring up the Online Services menu with the HEAT button, which will install HEAT.

2. For FREE gameplay on HEAT.net, you may use the HEAT button on the Online Services menu or, from your Java enables Internet browser, go to <http://www.heat.net>. If you aren't already a HEAT member, register your account information. Note, that if you already installed the HEAT software from your Heroes of Might and Magic III CD-ROM, you will not need to download the software. (HEAT updates are automatic.)

3. Log in by entering your user name and password.

4. Choose the *Heroes III* game from the list of games

5. Click the "Play Now" button on the web page to get to the Heroes of Might and Magic III lobby area.

6. From the HEAT *Heroes III* game lobby, you may choose to create a new "room" or join an existing room. If you decide to create a room you will be the moderator, who controls the game setting options. As the moderator you can start a game at anytime by clicking the **Launch** button.

Note: for users with less than 48MB of RAM: Go to the Options Menu of the HEAT.net Katalyst, click on the General tab, and check the box labeled Kill Browser When Game Starts.

Troubleshooting

Installation

Problem: The CD is in the CD-ROM drive, but the computer is not recognizing it.

Answers: The CD may be dirty or scratched.

Solutions:

1. Make sure you have the 'Game' CD in the CD-ROM drive.
2. Make sure the data side of the CD (shiny side) is not dirty or scratched. If it is dirty, take a lint free non-abrasive cloth and wipe gently to clean it (always wipe radially, from the inside of the disk to the outside edges). If the data side of the CD appears scratched, please call Customer Support for information on our exchange policy.

Problem: The computer freezes during install and an error message is displayed.

Answers: Your computer may be using an older 16-bit CD-ROM driver; there may not be enough space on your hard drive for temporary files to expand; the CD-ROM drive might be having problems with how it buffers information.

To check and see if your computer is using an older 16-bit CD-ROM driver:

1. Right-click on the My Computer icon and select 'Properties'.
2. Click on the 'Performance' tab.
3. In the 'Performance status' box, if the File System line says "Some drivers are using MS-DOS compatibility, you are using a 16-bit CD-ROM driver.

Solutions:

1. For 16-bit CD-ROM drivers: Contact the manufacturer of your CD-ROM drive or the manufacturer of your computer for an updated 32-bit CD-ROM driver.

2. For 32-bit CD-ROM drivers:

- Close all unnecessary programs running in the Background: Press the CTRL+ALT+DEL keys at the same time, select a program, and press the End Task button. Repeat until all programs except the 'Explorer' and 'Systray' programs are closed.
- Empty the Recycle Bin and delete all files in your C:\Windows\Temp folder.

3. Turn off read-ahead on the CD-ROM drive:

1. Right-click on the My Computer icon and select 'Properties'.
2. Click on the 'Performance' tab.
3. Click on the 'File System' button.
4. Choose the 'CD-ROM' tab at the top
5. Change the 'Optimize access pattern for' field to 'No read-ahead'
6. Click on Apply, then OK and finally click Close (you will be prompted to restart your system).

You can restore the setting back to normal after the game is installed successfully.

Launching the Game |

Problem: After launching the game from the Start menu or Desktop icon, you get a blank screen, a black box surrounding the mouse cursor, blurring or choppy graphics, vertical lines on the screen, choppy sound, or no sound.

Answer: There is probably a conflict between your video or sound card and Microsoft's DirectX.

Solution:

1. Put the 'Install' CD in the CD-ROM drive.
2. Press the Start button on the Windows 95 task bar and select 'Find', and then 'Files or Folders...'.
3. Type 'dxsetup.exe' in the 'Named:' box and select your CD-ROM drive under 'Look in'.
4. Select the 'Find Now' button.
5. Double click on the 'dxsetup.exe' file when the search is done. You will see the DirectX™ Setup window. All components should be version 4.05.x or greater, except for 'Old Direct Play', which may have a lower number. If not all of the drivers are 4.05.x or greater:
6. Select the 'Reinstall DirectX' button. At this point, DirectX may prompt you for information about your video and/or audio drivers. Follow the recommendations and restart the computer as prompted.

For Windows 98 users:

1. Press the Start button on the Windows 98 task bar and select 'Help'
2. Select the Search tab, type 'DirectX Troubleshooter' in the text box, and then press the List Topics button. Select 'DirectX Troubleshooter' in the Topics window, click the Display Button, and then follow the instructions to troubleshoot your DirectX issue.

Video and Sound card manufacturers regularly update their software drivers to enhance performance and stability, and to improve compatibility with DirectX. You can find links to many of these manufacturers' sites by going to the Driver Updates section of our support web site, which is located at <http://www.3do.com/support>.

You may obtain a list of Microsoft-certified video and audio drivers for your hardware by going to <http://www.microsoft.com/hwtest/hcl/>. Drivers listed here are confirmed to be compatibility with Windows 95, Windows 98 and Windows NT4.0.

Microsoft updates DirectX and its components regularly and posts them for download off of their web site at <http://www.microsoft.com/DirectX>.

Section IV

Launching the Game II

Problem: After launching the game from the Start menu or the desktop icon, your machine locks up, or flashes and returns to the desktop.

Answer: There may be a conflict with the game and another program running in memory.

Solution:

1. Before starting the game, press CTRL-ALT-DEL , this will bring up a list of everything running in memory.
2. The only programs that need to be running (to run Windows) are Explorer and Systray
3. Highlight the other programs (one at a time) and select "End Task".
4. Repeat step 1 and 3 for each of the other programs.
5. Once you are down to the last two programs (Explorer and Systray), try running the program again.

For Windows 98 users:

1. Go to your Start menu and then Run.
2. In the run line type: msconfig (This will bring up your System Configuration Utility)
3. Select the "Startup" tab, and turn all of the check boxes off.
4. Press "OK" and then restart your machine.
5. Once your machine has restarted try running the program again.

Customer Support

Web Site

Visit www.3do.com/support for late-breaking news and information, answers to Frequently Asked Questions (FAQ's), links to hardware manufacturers' web sites, and the latest product updates.

If you want to ask a specific technical question, you can use the online email form available at our web site.

Phone

Call (650) 261-3454, Monday through Friday, 9:00am - 12:00 noon and 2:00pm - 5:00pm, Pacific Time.

U.S. Mail

Customer Support
The 3DO Company
600 Galveston Drive
Redwood City, CA 94063

However you choose to contact us, please provide us with the following information: Computer OS type, amount of RAM, and CPU type (this information is available by right-clicking the My Computer icon, selecting 'Properties', and then clicking the 'General' tab), as well as your hard drive size and available free space (right-click on your hard drive icon).

3DO Direct Sales - (800) 336-3506

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Customer Support general e-mail address: customer-support@3do.com

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