RTA 2.5.1

Balance & mechanics changes

The map includes a built-in global modification that changes various game mechanics.

This document only lists differences from the original game.

For original game mechanics please refer to the [official HoMM V - Tribes of the East v3.1 game manual](http://heroesleague.ru/public/homm5/manual/Heroes5_Manual_en_3.1.pdf) (pdf).

# General game mechanics

## Luck & Morale

|  |  |  |
| --- | --- | --- |
| **Event** | **Effect** | **Original** |
| Lucky strike | 150% damage | 200% |
| Unlucky strike | 66% damage | 50% |
| Positive Morale | Unit moves forward in the turn order to 0.33 ATB | 0.5 |
| Negative Morale | Unit skips a turn and moves back in the turn order to 0.6 ATB | 0.5 |

The chance of triggering the morale and luck effects in RTA is defined by a new formula that provides more stable outcome, even on short distances.

The average chance of triggering the morale and luck remains unchanged and equals to 10% per point, but with each consecutive action the overall chance to trigger the effect next time will be either increased (on failure) or decreased (on success).

That way, if your units trigger the effect several times in a row, it will be increasingly less likely for you to trigger it again on your next action and vice versa.

The full formula is given at the end of the document.

***!*** *For technical reasons the new formula for luck (but not morale) triggering does not affect the Ballista if you don’t have manual control over it.*

## “Defence” Command

Moves a hero to position 0.25 on ATB.

## Elemental Damage

The elemental damage done by creatures or machines is now increased by amplifiers of such damage (artifacts, auras of vulnerability, Mark of Fire).

## The Starting ATB Spread

In the original game all units are given a random position on the ATB at the start of the combat within a specific margin.

In RTA the initial spread is decreased to **0 - 0.15 ATB** (original game: 0 - 0.25)

## Recruiting Heroes in Tavern

The cost of recruiting a hero in Tavern is 5000 gold regardless of the number of heroes you currently have.

## Combat Terrain

**General**

All arenas now generate with obstacles (except for “Navigation” arenas, see the “Navigation” skill description).

Obstacles cannot be placed on the first three lanes of a combat arena (original game: on the first two lanes)

**Lava (Inferno terrain)**

2x3 obstacles have been replaced by 2x2 obstacles.

**Stone halls (Fortress terrain)**

The battlefield can have random obstacles (original game: always no obstacles)

**Boarding (Naval combat)**

The battlefield has full area and no obstacles (original game: the battlefield has two narrow passages in the center)

***!*** *This battlefield is only available with the Navigation skill.*

# 

# Skills and Abilities

## General skills

* The skills are given in the same order, as in the Skillwheel, starting with the Attack (clockwise).*

### Attack

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Archery | +25% ranged damage | +20% |
| Cold Steel | +20% damage as ice | +10% |
| Excruciating Strike | Direct attacks deal 50% more damage | 50% chance for x2 damage |
| Flaming Arrows | The Ballista skill is added to requirements for all factions, except for Inferno. |  |
| Nature’s Wrath | All Sylvan creatures in Ranger's army gain +2 to maximum damage, but -1 to minimal damage | +1 to maximum damage only |
| Retribution | The damage bonus for each morale point is +4%  **!** Due to a bug in the original game, the bonus damage from Retribution does not apply to retaliation. | +5% |
| Offensive Formation | The effective attack bonus for adjacent units is twice the original value, while the cap of +20 attack remains the same. |  |
| Stunning Blow | Hero’s direct attacks push the target 0.25 back on the ATB | -0.1 |

### Defense

**Changes:**

The chance to be offered the Defence skill is now 15% for Rangers (original: 10%)

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Chilling Bones | Returns 30% damage as ice | 5% |
| Defensive Formation | The effective defense bonus for adjacent units is twice the original value, while the cap of +20 defense remains the same. |  |
| Evasion | -25% enemy ranged damage | -20% |
| Hellwrath | *Additional effect:* the hero receives +2 to Spellpower |  |
| Preparation | All friendly creatures start the combat already in the defensive stance with active Preparation.  The Preparation does not trigger on enemy units with “No enemy retaliation” ability.  Now requires “Consume Artifact” and “Last Stand” skills for Wizards |  |
| Resistance | Prior to the battle the hero receives +3 Defense and +5% HP for all troops in his army | +2 Defense, +0% HP |
| Stand Your Ground | Now requires “Last Stand” skill for Wizards |  |
| Tactics | *Additional effect:* All creatures in hero's army are granted an activated "Rotation" ability allowing them to swap places with a standing next to them friendly creature of the same size.  **!** If both heroes have Tactics, their troops still can use the "Rotation" ability. |  |

### Luck

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Dead Man’s Curse | The luck of all enemy creatures is decreased by 2  **!** Does not decrease the luck of the enemy hero | -1 |
| Luck of the Barbarian | +20% magic proof for all units with positive luck  **!** Due to a bug in the original game the skill didn’t work as stated. | +5% |
| Resourcefulness | Prior to the battle, the hero receives a random minor artifact from each of the two following sets, as well as from the additional sets, based on his Logistics mastery:  **No Logistics** (the hero receives a random artifact from each)  Set 1  - Four Leaf Clover  - Necklace of the Lion  Set 2  - Cloak of Sylanna  - Ring of Lightning Protection  - Bearhide Wraps  - Boots of Magical Defense  **Set 3 (Advanced Logistics)**  - Sword of Might  - Edge of Balance  - Beginner’s Magic Wand  - Helm of Chaos  - Neromancer’s Helm  - Breastplate of Eldritch Might  - Magic Scroll  **Set 4 (Expert Logistics)**  - Armor of Valor  - Tarot Deck |  |
| Spoils of War | Prior to the battle, the hero receives 11000 gold and can visit an additional Artifact Merchant. |  |
| Swarming Gate | The number of reinforcements from the gates is increased by a random amount based on the summoning unit's luck. The number of extra units is 0-7% of the summoning unit count per each point of luck up to 0-35%. | 15-35% chance to summon twice as many |
| Tear of Asha Vision | Every 2nd hero's move 3 random friendly stacks are affected by Rune of Etherialness, Rune of Thunderclap and Rune of Dragonstorm (one effect per stack)  **!** The Rune of Etherialness and Rune of Dragonstorm effects last only until the beginning of creature's turn (according to the original Heroes V mechanics).  **!** The Runes given by this ability are nominally applied as "Permanent". As a result you cannot dispell them with Cleansing, Magical Immunity spells or in any other way. |  |

### Leadership

**Changes:**

*For Necromancer:* decreases the damage dealt by enemy's creatures by 1.5%/3%/4.5% for each negative Morale Point (up to -5 Morale).

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Artificial Glory | *Additional effect:* prior to the battle the hero receives 20% more golems and all golems under hero's command have +2 speed and +20 initiative (added previous “March of the Golems” effect)  **!** A bug is fixed due to which Morale effect was not working on the First Aid Tent. |  |
| Aura of Swiftness | Removed the “March of the Golems” skill prerequisite for Wizards Added “Divine Guidance” skill prerequisite for Barbarians |  |
| Battle Commander | Hero receives War Dancers right before the battle | right after getting the ability |
| Diplomacy | Increases the number of caster units in hero’s army by 20% prior to the battle  **!** Does not apply to Sprites and Seraphs  **!** Does not apply to units raised with the Necromancy skill |  |
| Divine Guidance | Targeted unit moves forward in the turn order by 0.5 ATB  Removed the “Dark Revelation” skill prerequisite for Demon Lords and Warlocks Removed the “March of the Golems” skill prerequisite for Wizards Now requires “Retaliation Strike” and “Empathy” skills for Knight Now requires only “Recruitment” skill for Barbarians | +0.33 |
| Empathy | *Additional effect for Necromancers:* When a negative morale effect if triggered on enemy units, Necromancer moves 10% forvard along the ATB bar. |  |
| Estates | *Additional effect:* the hero receives 1 additional creature for each unique unit in the army prior to the battle. |  |
| Herald of Death | Decreases the enemy hero's morale by 1 for each negative effect affecting them. |  |
| Recruitment | Prior to the battle increases the number of 1-3 tier units in the hero’s army  tier 1 - 15%  tier 2 - 10%  tier 3 - 5%  **!** Does not apply to units raised with the Necromancy skill |  |

### Logistics

**Changes:**

Refunds 1300 gold per mastery level for each purchased level-up

***!*** *Work only for the main hero*

***!*** *If the base skill is exchanged, the player will lose the refunded sum of gold. If the player does not have enough gold, the Logistics cannot be exchanged at Mentor.*

The chance to be offered the Logistics skill is now 10% for Rangers (original: 15%)

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Death March | Prior to the battle the hero learns the “Mass Slow” spell  The barbarian learns “Fear My Roar” instead  **!** The spell strength is still affected by the Dark Magic mastery level |  |
| Familiar Ground | All creatures in the hero's army receive +1 movement speed on any terrain | +2 speed,  only on grass |
| March of the Golems | Removed from the game and now is an additional effect for the “Artificial Glory” skill |  |
| Navigation | The combat takes place on a special naval battlefield with no obstacles  **!** If your or your opponent's hero has the Pathfinding ability, the battle will still take place on an obstacle-free arena, but its size will 12 by 12. It will be neutral for both factions, but it won't be naval. |  |
| Pathfinding | Increases combat arena size to 12 by 12 (i.e. makes it 2 tiles wider).  The combat takes place on a native terrain for the player’s faction.  **!** If both heroes have the Pathfinding ability or one of them has the Navigation ability, the battle will take place on a neutral arena, but its size will still be 12 by 12.  **!** All creatures receive +1 to Attack and Defense while fighting on a native terrain. |  |
| Scouting | *Additional effect:* Grants creatures in hero's army an activated ability. By using it a stack increases its Attack and Defence by +3 but decreases its Speed by -1 for the next move.  Stack spends only 0.25 turn to use this ability.  **!** During the next move after activation of the ability no regeneration effects will work. |  |
| Silent Stalker | *Additional effect:* Every two turns the hero can place a bear trap on the battlefield after taking an action. The strength of a bear trap is equal to half the hero's level (rounded down).  **!** If the player skips the trap placement, it will be available again only two turns after.  **!** Works only for the main hero. |  |
| Snatch | At the beginning of the combat decreases the Speed of all enemy creatures for 1,5 turns.  Decreases Speed by -1 for creatures whose Speed <= 7  Decreases Speed by -2 for creatures whose Speed > 7  **!** This effect doesn't stack with the effect of artifacts that decrease Speed of all enemy creatures. |  |
| Swift Gating | *Additional effect:* the reinforcements appear on the battlefield 25% faster. |  |
| Warpath | Every second hero's move Attack and Defence of all his stacks is increased by +1 till the end of the combat. |  |

### Enlightenment

**Changes:**

At Basic skill level hero gets +1 parameter for every 6 levels (orig: for every 4 levels)

Half the parameters gained with Enlightenment goes to magical attributes (with distribution between Spellpower and Knowledge according to faction's distribution).

Another half of parameters is distributed between all four attributes (according to faction's distribution).

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Arcane Exaltation | *Additional effect:* Prior to the battle the hero learns a random level 3 spell from the enemy’s set of spells  **!** Applies to all spells available to the enemy (not only the learned ones)  **!** The hero can only learn those spells, for which the prerequisites are met |  |
| Battle Lore | *Additional effect:* the hero learns all level 1-2 warcries known to the enemy hero prior to the battle  *Additional effect:* the hero receives +2 to Knowledge |  |
| Dark Revelation | Removed from the game |  |
| Graduate | The hero receives +2 Knowledge and +100 gold | +2 Knowledge  +1000 experience |
| Know Your Enemy | Damage inflicted to favored enemies is increased by 30% | +10% chance for critical strike |
| Lord of the Undead | After friendly undead unit falls, the necromancer raises 25% of the fallen creatures as summons. If the initial unit was resurrected with the "Raise Dead" spell, the summons will disappear.  **!** Applies only to the undead (including Death Knights)  **!** The Necromancer still receives +1 Knowledge |  |
| Mentoring | Allows hero and friendly casters to exchange magic energy. Hero and casters in his/her army receive an activated combat ability allowing them to pass 15 Mana Points to one of the casters or to the hero.  You only spend 0.25 turn to use this ability.  **!** If there's not enough mana, the hero or creature passes as much mana as they have. |  |
| Scholar | *Additional effect:* the hero learns all level 1-2 spells (and runes for Runemage) known to the enemy hero prior to the battle |  |
| Stamina | +2% HP bonus, applied prior to the battle | +10% HP |

### War Machines

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Ballista | *Additional effect:* the hero receives a free ballista prior to the battle |  |
| Brimstone Rain | The ballista shots are loaded with brimstone that weakens the target, reducing its Damage by 40% and its Initiative by 15% for 1 turn  **!** The effect applies as a debuff and can be removed by cleansing spells and abilities except for Magical Immunity. |  |
| Catapult | Activated combat ability.  Allows hero to repair War Machines restoring 40 Health Points per hero level.  This ability can be used only once for each hero's War Machine. |  |
| First Aid | *Additional effect:* prior to the battle the hero receives a free first aid tent |  |
| Goblin Support | The hero receives all missing war machines prior to the battle and the number of goblins in hero’s army in increased by 20% prior to the battle |  |
| Remote Control | Activated combat ability.  Allows hero for a duration of 1 turn to get control over any War Machine on the battlefield (their own or their enemy's). A War Machine affected by the ability becomes manually controlled by the player and its Initiative increases by 200%.  Hero spends only half a turn to use this ability.  **!** The First Aid Tent still cannot resurrect creatures unless hero has the First Aid ability. |  |
| Runic Machines | The initiative of war machines is increased by +5 | +3 |
| Plague Tent | *Additional effect:* The targeted unit is affected by Decay (the Decay applied by the Plague Tent deals 100 damage and lasts 5 turns) |  |
| Tremors | All non-flying enemy creatures with speed above 5 have -1 speed in combat  The hero learns the Earthquake spell prior to the battle |  |

### Light Magic

**Changes:**

The spells of all circles can be learned with only the basic magic skill, but their strength is still affected by the mastery level.

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Eternal Light | Affects not only spells casted by hero but also those casted by creatures.  *Additional effects:* The enemy’s Rune of Magic Control effects have 50% chance to fail. The hero receives 5 additional mana for each known unique light magic spell prior to the battle |  |
| Guardian Angel | No longer resurrects a unit when all troops fall in battle.  The Angels (and their upgrades) in hero’s army is considered to be tier 8 creatures  Allows Archangels to use their resurrection ability three times per combat |  |
| Twilight | *Additional effect:* All Light and Dark magic spells require 50% less mana to cast |  |

### Dark Magic

**Changes:**

The spells of all circles can be learned with only the basic magic skill, but their strength is still affected by the mastery level.

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Corrupted Soil | 4 damage per hero level | 3 per level |
| Dark Renewal | If the spell is resisted, the hero regains 0.3 of the ATB  *Additional effect:* during the battle the hero restores 1 mana point for each 3 mana spent by the enemy hero | 0.2 |
| Master of Curses | *Additional effect:* grants 4x4 area effect to “Sorrow” spell |  |

### Destruction Magic

**Changes:**

The spells of all circles can be learned with only the basic magic skill, but their strength is still affected by the mastery level.

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Fiery Wrath | +30% damage as fire | +10% |
| Ignite | deals 25% of the spell damage for the duration of 3 turns | 33% for 3 turns |
| Mana Burst | 20 damage per hero level | 10 per level |
| Master of Storms | The stunned unit is pushed back by 0.5 on the ATB | 0.3 |
| Master of Ice | The targeted enemy units become frozen for 0.35 of the turn. | 0.3 |
| Sap Magic | All received magic damage is reduced by 30% | 20%, only for destruction magic |
| Secrets of Destruction | Hero receives a spell right before the battle | right after getting the ability |

### Summoning Magic

**Changes:**

The spells of all circles can be learned with only the basic magic skill, but their strength is still affected by the mastery level.

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Banish | Damage to all summoned or gated units equals to 5\*hero\_lvl + 100\*summoning\_lvl.  Using the ability takes only half the turn. | 10\*hero\_lvl + 10\*summoning\_lvl  full turn |
| Haunted Mines | A dead stack brought back by the Raise Dead spell raises at position 0.8 on ATB.  The number of ghosts in hero’s army in increased by +15% prior to the battle  The hero receives +2 mana for each ghost, granted by this skill |  |
| Master of Earthblood | *Additional effect:* the hero learns “Earthquake” spell prior to the battle |  |
| Runic Armour | The effective spellpower for the “Arcane Armour” spell is increased by 10  No longer requires the “Exorcism” skill | +4 |

### Shatter Light

**Changes:**

On the expert level, the power of enemy's level 4 spells is decreased by 2 levels (-1 level)

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Detain Light | the enemy is pushed back in the turn order by 0.3 ATB after casting | 0.25 |
| Weaken Light | the effective spellpower is decreased by 30% | 25% |

### Shatter Dark

**Changes:**

On the expert level, the power of enemy's level 4 spells is decreased by 2 levels (-1 level)

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Corrupted Soil | 4 damage per hero level | 3 per level |
| Detain Dark | the enemy is pushed back in the turn order by 0.3 ATB after casting | 0.25 |
| Weaken Dark | the effective spellpower is decreased by 30% | 25% |

### Shatter Destruction

**Changes:**

On the expert level, the power of enemy's level 4 spells is decreased by 2 levels (-1 level)

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Detain Destruction | the enemy is pushed back in the turn order by 0.3 ATB after casting | 0.25 |
| Fiery Wrath | +30% damage as fire | +10% |
| Mana Burst | 20 damage per hero level | 10 per level |
| Weaken Destruction | the effective spellpower is decreased by 30% | 25% |

### Shatter Summoning

**Changes:**

On the expert level, the power of enemy's level 4 spells is decreased by 2 levels (-1 level)

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Detain Summoning | the enemy is pushed back in the turn order by 0.3 ATB after casting | -25% |
| Weaken Summoning | the effective spellpower is decreased by 30% | -25% |

### Sorcery

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Soulfire | The effective spellpower of the Fireball equals to 20 regardless of the consumed unit. | 1 sp for unupgraded  2 sp for upgraded |
| Arcane Brillance | Hero receives a spell right before the battle | right after getting the ability |
| Arcane Excellence | the hero receives +2 Spellpower and +50 mana prior to the combat | +100 mana immediately  +2 Spellpower |
| Boneward | All magic damage received by Necromancer’s troops is reduced by 30% | destruction magic only  reduced by 20% |
| Counterspell | Drains mana equal to the cost of the spell | 2 times more mana |
| Distract | Enemy hero receives a 0.2 penalty to his ATB position after casting any spell in combat. | 0.15 |
| Erratic Mana | The cost reduction applies on every cast and equals to 10-50% | 50% chance to apply  10-40% cost reduction |
| Magic Insight | Allows hero to learn spells up to 4th circle regardless of magic skills | up to 3rd circle |
| Mana Regeneration | Activated combat ability  Allows hero to restore 15 Mana Points  **!** Mana cannot be restored above the maximum amount |  |
| Twilight Veil  new skill | The hero shrouds his army with a twilight veil at the start of the combat. All friendly creatures without magic immunity receive the "Endurance" buff but are also affected by "Suffering"  Both effects are cast at Expert level and last 2 turns  Requires “Erratic Mana” skill as a prerequisite (the Warlock needs the “Mana Regeneration” as well) |  |

### Shout

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Mighty Shout | The barbarian’s hero level is considered to be greater by 6 | 5 |

## Racial skills

***!*** *All racial superabilities (central skills) were removed.*

* The skills are given in the same order, as the factions in the Skillwheel menu.*

### Barbarian (Blood Rage)

**Changes:**

The Blood Rage absorbs 40 / 47.5 / 55 / 62.5% of the incoming damage (original game - 50 / 55 / 60 / 65%)

When the hero attacks, all allied creatures receive +10 Blood Rage points (original game - no bonus points for hero attacks)

When taking damage from spells, creatures also lose 20 additional Blood Rage points (original game - no additional points are lost)

A creature needs 800 Blood Rage points to reach level 3 of Blood Rage (original game – 1000 points)

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Might Over Magic | *Additional effect:* the hero receives +2 Spellpower prior to the battle |  |
| Powerful Blow | Does not increase the chance of a critical strike | +10% critical strike chance |

### Demon Lord (Gating)

**Changes:**

Summons 40 / 40 / 40 / 60% of the unit count as reinforcements (30 / 35 / 40 / 45%)

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Consume Corpse | Restores 1 mana for each 75 HP of the consumed unit | 1 mana for 30 HP |
| Hellfire | The damage equals to 20+20\*sp | 10+10\*sp |

### Knight (Counterstrike)

**Changes:**

Increases the damage from retaliation by 0 / 40 / 80 / 160% (5 / 10 / 20 / 25%)

*Training has been reworked:* hero receives Training Points that he or she can spend on training troops (but training still also costs gold).

To train your troops you need to build Training Grounds (it’s free).

After building it you won’t be able to drop Training at Memory Mentor.

You get 100/150/200/250 Training Points depending on your Training mastery level.

To train 1 creature you need to spend:

Archer - 4 points

Footman - 5 points

Priest - 8 points

Cavalier - 15 points

To train troops you still need to spend gold: 150% / 127,5% / 105% / 87,5% of the cost of the creature you are training in (depending on your Counterstrike mastery level) (300% / 255% / 210% / 195%)

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Benediction | Increases the Attack, Defense and Morale of all allied troops by 2 and their Initiative by 15% | +1 / +10% |
| Expert Trainer | All creatures in hero's army gain Unlimited Retaliation ability, but each retaliation strike after the first one deals only 1/3 of the regular damage.  ***!*** *Does not affect creatures with Unlimited Retaliation* |  |
| Retaliation Strike | The hero strikes prior to the enemy attack  ***!*** *Consequently, the ability is no longer triggered by the “Battle Dive”* | after the enemy attack |

### Necromancer (Necromancy)

**Changes:**

Allows the Necromancer to raise additional undead creatures prior to the battle.

The Necromancer can pick 3 different types of creatures to raise prior to the battle.

Advanced and Expert Necromancy allow to raise 40% and 80% more undead respectively.

The Ultimate Necromancy allows the hero to pick 4 different types of creatures.

**Necromancy table:**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Mastery** | **Skeletons** | **Zombies** | **Ghosts** | **Vampires** | **Liches** | **Wights** | **Dragons** | **Death Knights** |
| **Basic** | 70 | 42 | 21 | 10 | 5 | 3 | 2 | 8 |
| **Advanced** | 98 | 59 | 29 | 14 | 7 | 4 | 3 | 11 |
| **Expert** | 126 | 76 | 38 | 18 | 9 | 5 | 4 | 14 |
| **Ultimate** |

Death Knights are only available for Nicolai.

The creatures can be chosen prior to the battle in a special menu. The available creature upgrades will correspond to those already present in the army. If there are no creatures of a specific type in the hero’s army, the offered creatures will be of the 2nd upgrade. If the hero has multiple creatures of the same type, but with different upgrades, the offered upgrades will correspond to those with the highest number of creatures. If the number of creatures with different upgrades is the same, the priority will be as follows: upgrade 2 -> upgrade 1 -> unupgraded.

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Banshee Howl | All enemy living creatures receive -2 to Morale, Luck and -15% to their Initiative. | -1 / -10% |
| Eternal Servitude | Activated combat ability. Allows hero to raise part of a dead stack of non-undead creatures (friendly or opposing) as undead of the same tier and grade. The amount of creatures is defined by the original game mechanics of converting creatures into undead.  Undead creatures, Elementals and Mechanisms cannot be raised with this ability.  Hero spends only half a turn to use this ability. |  |

### Ranger (Avenger)

**Changes:**

Prior to the battle the Ranger can choose his favored enemies from tier 1-6 creatures of the opponent’s faction  
The chance of critical strike against the favored enemies is always 100%, but the bonus damage is proportionally reduced.

|  |  |  |
| --- | --- | --- |
| **Mastery** | **Favored enemies** | **Bonus damage** |
| Basic | 1 | 40% |
| Advanced | 2 | 40% |
| Expert | 3 | 40% |
| Ultimate | 4 | 50% |

(original game - 40% chance for +100% damage)

The “Ultimate Avenger” skill allows the player to see the enemy hero and his army prior to choosing favored enemies.  
The bonus damage is additive with “Sword of Sylanna” specialization and multiplicative with luck  
(original game - multiplicative with “Sword of Sylanna” and additive with luck)

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Deadeye Shot | *Additional effects:* Allows hero to pick tier 7 creatures as favored enemies The hero regains 0.3 of his ATB after direct attacks |  |

### Runemage (Runelore)

**Changes:**

All available runes can be learned with only the basic skill.

Prior to the battle the Runemage receives resources, according to the mastery level:

|  |  |  |
| --- | --- | --- |
| **Runelore** | **Wood & Ore** | **Other resources** |
| Basic | 9 | 6 |
| Advanced | 12 | 8 |
| Expert | 15 | 10 |
| Ultimate | — | 20 |

With the Ultimate Runelore the hero also learns additional level 4 rune prior to the battle.

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Fine Rune | If successful, the second use of a rune again via the Greater Rune skill consumes 2 resources | 1 resources |
| Refresh Rune | *Additional effect:* the hero learns one additional unknown level 1-3 rune prior to the battle |  |

### Warlock (Irresistible Magic)

**Changes:**

Increases the damage from Elemental Chains by 15 / 30 / 45 / 60% (10 / 20 / 30 / 40%)

With the Ultimate Irresistible Magic the hero also learns all level 1-3 Destruction Magic spells

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Dark Ritual | Activated combat ability. Allows hero to sacrifice a weekly growth of creatures from their (including summoned) stack and restore mana receiving (creature's\_health\*number\_of\_creatures/15) mana points.  **!** The formula uses basic Health of a creature (it doesn't take into account effects that increase or decrease creature's Health).  **!** Sacrificed creatures cannot be Resurrected, Raised from dead or Regenerated (by a spell or their own ability to regenerate).  **!** If the amount of creatures in a stack is lower than its weekly growth, they all will be sacrificed and hero will get as many mana points as they can from that amount of creatures.  Only creatures with full health are sacrificed which means if there's a damaged creature in a stack, it will remain in the stack.  Still if the amount of creatures in a stack is equal or lower than its weekly growth, the damaged creature WILL be sacrificed and hero will get mana as if that creature had full health. |  |

### Wizard (Artificer)

**Changes:**

Armor Crushing mini-artifact that reduces Defence has been replaced by Weapon Crushing mini-artifact that reduces Attack.

The Defence mini-artifact doesn’t increase creatures’ Defence anymore, instead it decreases incoming melee damage.

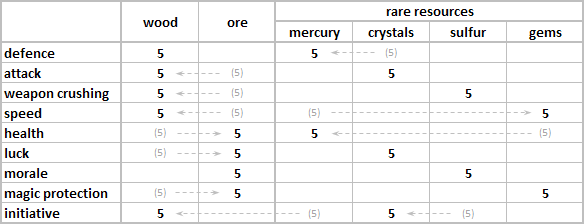
***!*** *If your hero has the Defence skill, it doesn't add up with the Defence mini-artefact. Only the strongest of the two effects applies.*

The effective strength of some mini-artifact effects has been changed:

|  |  |  |
| --- | --- | --- |
| **Effect** | **Formula** | **Original game** |
| Attack | kn/8+2 | kn/4+1 |
| Defence | reduces melee damage by  (1-1/(1+0.02\*kn))\*100% | increases Defence by  kn/4+1 |
| Health | kn/7+1 | kn/5+1 |
| Luck and Morale | kn/9+1 | kn/10+1 |
| Speed | kn/11+1 | kn/15+1 |
| Weapon Crushing | Attack reduces by kn/8+1 | Defence reduces by kn/15+1 |
| Initiative | (kn/2 + 1)% | (1\* kn)% |
| Magic Protection | (1-0,96^kn)% | 85\*sin(π/2 \* min{1; log₆₀₀(10\* kn)³})% |

All mini-artifacts tiers are now equal in resource cost.

The required resources for each effect has been changed:



To create mini-artifacts you get:

|  |  |  |
| --- | --- | --- |
| **Artificer Mastery** | **Wood and Ore** | **Rare Resources** |
| Basic | 10 | 5 |
| Advanced | 20 | 10 |
| Expert | 30 | 15 |
| Ultimate |

|  |  |  |
| --- | --- | --- |
| **Ability** | **Effect** | **Original** |
| Magic Mirror | *Additional effect:* Decreases protection of enemy creatures against magic by half (doesn't apply if a creature has 100% protection against magic). |  |

# Spells

## Changes in spell circles

### Light Magic

1. Regeneration, Divine Strength, Endurance

2. Haste, Deflect Missile

3. Righteous Might, Cleansing

4. Teleportation, Magical Immunity

5. Resurrection

***!*** *The Regeneration spell cannot be found in the Light Magic line of spells, but it’s still available among 3 additional random spells of level 1-3.*

### Dark Magic

1. Weakness, Vulnerability, Sorrow

2. Slow, Decay

3. Suffering, Confusion

4. Blindness, Vampirism

5. Frenzy, Puppet Master

***!*** *The Sorrow spell now has an 4x4 area effect version, available via the “Master of Curses” skill.*

### Summoning Magic

1. Fist of Wrath, Wasp Swarm, Fire Trap

2. Arcane Crystal, Raise Dead

3. Phantom Forces, Blade Barrier, Earthquake

4. Summon Elementals, Summon Hive

5. Arcane Armor, Conjure Phoenix

***!*** *The Wasp Swarm spell cannot be found in the Summoning Magic line of spells, but it’s still available among 3 additional random spells of level 1-3.*

## Banned spells

Divine Vengeance (still present in Seraph’s spellbook)

Holy Word

Curse of the Netherworld

Non-combat spells

## Changes in spell mechanics

### Light Magic

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Spell** | **Effect** | **No skill** | **Basic** | **Advanced** | **Expert** | **Original** |
| Divine Strength | decreases the difference between the Min and Max damage | 60% | 60% | 80% | 100% | 50% / 65% / 80% / 100% |
| Endurance | increases Defense | 6 | 6 | 8 | 12 | 3 / 6 / 9 / 12 |
| Haste | increases the Initiative | 15% | 15% | 20% | 30% | 10% / 20% / 30% / 40% |
| Regeneration | restores %HP | 60+2\*sp | 65+2\*sp | 70+2\*sp | 75+2\*sp | 75+5\*sp  for all levels |
| Deflect Missile | reduces the damage from ranged attacks | 40% | 40% | 55% | 70% | 25% / 40% / 55% / 70% |
| Cleansing | base dispel chance | 50% | 50% | 80% | 100% | 40% / 60% / 80% / 100% |
| Righteous Might | increases Attack | 6 | 6 | 9 | 12 | 3 / 6 / 9 / 12 |
| Divine Vengeance | retribution damage | (0.2\*sp+1)X | (0.3\*sp+3)X | (0.4\*sp+5)X | (0.5\*sp+7)X | 1X\*(sp+7) / 2X\*(sp+7) / 3X\*(sp+7) / 4X\*(sp+7) |
| X=√(killed\_creatures\_num\*killed\_creatures\_lvl) | | | |  |
| Resurrection | restores HP with resurrection | 80+10\*sp | 120+15\*sp | 160+20\*sp | 240+30\*sp | 20+9\*sp / 40+12\*sp / 60+15\*sp / 240+30\*sp |
| reduces the max HP | -15% | -15% | -15% | -10% | -10% for all levels |

### Dark Magic

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Spell** | **Effect** | **No skill** | **Basic** | **Advanced** | **Expert** | **Original** |
| Sorrow | decreases the Morale and Luck | -2 | -2 | -3 | -4 | -1 / -2 / -3 / -4 |
| Vulnerability | decreases Defense | -4 | -4 | -5 | -6 | -3 / -4 / -5 / -6 |
| Weakness | decreases the difference between the Max and Min damage | 60% | 60% | 80% | 100% | 50% / 65% / 80% / 100% |
| Slow | decreases Initiative | -15% | -15% | -20% | -30% | -25% / -30% / -35% / -40% |
| Decay | deals earth damage | 20+5\*sp | 24+6\*sp | 28+7\*sp | 32+8\*sp | 32+8\*sp for all levels |
| Suffering | decreases Attack | -6 | -6 | -9 | -12 | -3 / -6 / -9 / -12 |
| Confusion | decreases the damage from ranged attacks and retaliation strikes | 50% | 50% | 75% | 100% | 50% / 70% / 90% / 100% |
| Blindness | lasts for a duration | 0.1\*sp | 0.15\*sp | 0.2\*sp | 0.25\*sp | 0.15\*sp / 0.2\*sp / 0.25\*sp / 0.25\*sp |
| Vampirism | drains life % of the damage dealt | 20+2\*sp | 30+2\*sp | 40+2\*sp | 50+2\*sp | 10+2\*sp / 20+2\*sp / 30+2\*sp / 50+2\*sp |
| lasts for a duration | 0.1\*sp | 0.25\*sp | 0.5\*sp | 1\*sp | 1\*sp for all levels |
| Puppet Master | lasts for a duration | 0.05\*sp | 0.1\*sp | 0.15\*sp | 0.25\*sp | 0.15\*sp / 0.2\*sp / 0.25\*sp / 0.25\*sp |
| initiative multiplier | 0.01\*sp | 0.015\*sp | 0.02\*sp | 0.03\*sp | 0.01\*sp / 0.03\*sp / 0.03\*sp / 0.03\*sp |

### Destruction Magic

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Spell** | **No skill** | **Basic** | **Advanced** | **Expert** | **Original** |
| Eldritch Arrow | 96+7\*sp | 112+8\*sp | 128+9\*sp | 144+10\*sp | 48+8\*sp / 56+8\*sp / 64+8\*sp / 72+8\*sp |
| Stone Spikes | 48+7\*sp | 64+8\*sp | 80+9\*sp | 96+10\*sp | 24+8\*sp / 32+8\*sp / 40+8\*sp / 48+8\*sp |
| Lightning Bolt | 22+11\*sp | 28+14\*sp | 34+17\*sp | 40+20\*sp | 11+11\*sp / 14+14\*sp / 17+17\*sp / 20+20\*sp |
| Ice Bolt | 120+9\*sp | 144+10\*sp | 168+11\*sp | 192+12\*sp | 60+12\*sp / 72+12\*sp / 84+12\*sp / 96+12\*sp |
| Firewall | 22+11\*sp | 26+13\*sp | 30+15\*sp | 34+17\*sp | 9+9\*sp / 11+11\*sp / 13+13\*sp / 15+15\*sp |
| Fireball | 22+11\*sp | 28+14\*sp | 34+17\*sp | 40+20\*sp | 11+11\*sp / 14+14\*sp / 17+17\*sp / 20+20\*sp |
| Circle of Winter | 120+9\*sp | 144+10\*sp | 168+11\*sp | 192+12\*sp | 60+12\*sp / 72+12\*sp / 84+12\*sp / 96+12\*sp |
| Chain Lightning | 20+10\*sp | 30+15\*sp | 40+20\*sp | 50+25\*sp | 10+10\*sp / 15+15\*sp / 20+20\*sp / 25+25\*sp |
| Each secondary target in the chain receives 25% less damage than the previous one | | | | 50% less |
| Meteor Shower | 18+9\*sp | 24+12\*sp | 30+15\*sp | 40+20\*sp | 9+9\*sp / 12+12\*sp / 15+15\*sp / 20+20\*sp |
| Deep Freeze | 20+10\*sp | 30+15\*sp | 40+20\*sp | 60+30\*sp | 10+10\*sp / 14+14\*sp / 15+15\*sp / 30+30\*sp |
| Implosion | 24+12\*sp | 34+17\*sp | 40+20\*sp | 80+40\*sp | 12+12\*sp / 17+17\*sp / 20+20\*sp / 40+40\*sp |
| Armageddon | 12+6\*sp | 18+9\*sp | 24+12\*sp | 30+15\*sp | 9+9\*sp / 12+12\*sp / 15+15\*sp / 30+30\*sp |
| Armageddon impact: | 18+9\*sp | 24+12\*sp | 30+15\*sp | 40+20\*sp | 9+9\*sp / 12+12\*sp / 15+15\*sp / 30+30\*sp |

### Summoning Magic

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Spell** | **Effect** | **No skill** | **Basic** | **Advanced** | **Expert** | **Original** |
| Fire Trap | conjures fire traps | 5 | 6 | 7 | 8 | 2 / 4 / 6 / 8 |
| deals non-elemental magic damage | 50+4\*sp | 50+6\*sp | 50+8\*sp | 50+10\*sp | 50+10\*sp for all levels |
| Raise Dead | restores HP with resurrection | 80+10\*sp | 120+15\*sp | 160+20\*sp | 240+30\*sp | 120+15\*sp / 160+20\*sp / 200+25\*sp / 240+30\*sp |
| reduces the max HP | 25% | 25% | 25% | 20% | 20% for all levels |
| Fist of Wrath | deals physical damage | 40+6\*sp | 60+8\*sp | 80+10\*sp | 100+12\*sp | 20+4\*sp / 30+6\*sp / 40+8\*sp / 50+10\*sp |
| Wasp Swarm | deals non-elemental magic damage | 60+2\*sp | 90+4\*sp | 120+6\*sp | 150+8\*sp | 10+2\*sp / 20+4\*sp / 30+6\*sp / 40+8\*sp |
| pushes the unit back on the ATB | 0.1 | 0.1 | 0.5 | 0.7 | 0 / 0.2 / 0.4 / 0.6 |
| Blade Barrier | HP of the barrier tile | 40+8\*sp | 60+10\*sp | 80+12\*sp | 100+15\*sp | 20+5\*sp / 40+8\*sp / 60+10\*sp / 96+12\*sp |
| Phantom Forces | mana cost | 15 mana | | | | 18 mana |
| Summon Hive | HP of the hive | 80 | 120 | 160 | 200 | 40 / 60 / 80 / 100 |
| initiative of the hive | 9+0.2\*sp | 10+0.2\*sp | 11+0.2\*sp | 12+0.25\*sp | 2+0.25\*sp / 5+0.25\*sp / 5+0.25\*sp / 10+0.25\*sp |
| mastery level of the Wasp Swarm | Advanced | | | |  |
| Summon Elementals | number of elementals | 15+0.25\*sp | 15+0.5\*sp | 15+1\*sp | 15+1.75\*sp | 0.5\*sp / 0.75\*sp / 1\*sp / 2\*sp |
| Arcane Armour | Armour HP | 300+50\*sp | 400+50\*sp | 500+50\*sp | 600+60\*sp | 250+50\*sp / 500+50\*sp / 600+60\*sp / 600+60\*sp |
| damage absorption | 30% | 35% | 40% | 50% | 25 / 25 / 25 / 50% |

### Runes

|  |  |  |
| --- | --- | --- |
| **Rune** | **Effect** | **Original** |
| Rune of Dragonwort | moved to level 4 | level 5 |
| Rune of Resurrection | moved to level 5, resurrects 35% of killed creatures | level 4, 40% |

### Warcries

|  |  |  |
| --- | --- | --- |
| **Warcry** | **Effect** | **Original** |
| Call of Blood | gives 15\*lvl Blood Rage points | 10\*lvl |
| Rallying Cry | increases the Morale by 1 per 7 hero levels | 1 morale per 8 levels |
| lasts 5 turns | 4 turns |
| Battlecry | Increases Attack by (1+(lvl-1)/2)  Increases Defence by (1+(lvl-1)/2)  Increases Speed by +1 | 1+(lvl-1)/2  didn't increase Defence  +1 Speed (not changed) |
| costs 12 mana | 10 mana |
| Horde’s Anger | Deals non-elemental magic damage  **!** The following rules apply:  - the warcry cannot be resisted regardless of the enemy Magic Resistance bonuses from skills or artifacts  - the warcry deals no damage to units with Magic Immunity  - the warcry deals partial damage to creatures with Magic Proof, including the bonuses from skills and artifacts | physical damage |
| costs 12 mana | 10 mana |

## The additional line of spells

There is a 25% chance that both players will receive an additional line of spells from the non-proficient magic school of the respective factions

**The magic schools are selected as follows:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Faction** | **Magic School** | **Probability** | **Magic School** | **Probability** |
| Dungeon | Dark | 75% | Light | 25% |
| Fortress | Summoning | 100% | Dark | — |
| Haven | Destruction | 50% | Summoning | 50% |
| Inferno | Summoning | 100% | Light | — |
| Necropolis | Light | 100% | Destruction | — |
| Sylvan | Summoning | 100% | Dark | — |

The Academyonly has Summoning as the proficient magic school that is always available. The second proficient magic school is chosen randomly. In case of this 25% chance, the Academy does not receive an additional line of spells, but instead their level 1-3 spells from the “Library” no longer depend on the given second proficient school.

Academy's chances for second proficient magic school: Light – 50%, Destruction – 30%, Dark – 20%.

Barbarians receive both level 1 Battlecries instead.

## Rerolling Spells

Once per game you can reroll the set of spells available for your hero to learn.

When rerolling spells half the spells (rounded up) in each line are being changed. But only those spells that have an alternative are being rerolled (i.e. the Suffering spell can change into the Confusion spell, while Resurrection spell is the only Light spell of 5th circle, so it doesn’t participate in the calculation).

Thus, 3 out of 5 spells change in Dark, Destruction and Summoning lines while only 2 out of 4 in Light spells line.

Also 3 out of 5 Runes change.

For the Barbarian 2 out of 3 Battlecries change. Although if you've got both level 1 Battlecries due to the fact that your opponent got an additional line of spells, it becomes at least 1 out of 2 potential cries rerolled.

If you've chosen a spell as a starting bonus, it will also decrease the minimum number of rerolling spells (the bonus spell cannot appear on the spell altar since you already have this spell).

So, with a Dark, Destructive or Summoning spell as a starting bonus you'll get only 2 out of 4 potential spells rerolled of the respective magic. With a Light spell as a starting bonus you'll get at least 2 out of 3 potential Light spells rerolled.

Still for the Barbarian additional spell (ultimately 2 Battlecries) as a bonus doesn't change anything and they get at least 2 out of 3 Battlecries rerolled.

# Heroes

Some of the original heroes were changed and some of the campaign heroes are now playable.

**The heroes have no starting army.** They temporary receive 0 Air Elementals instead.

***!******All available heroes*** *are listed below, including the unchanged ones. All changes are specified explicitly. If the hero was not changed, it is marked accordingly.*

***!*** *For the campaign heroes the differences from the original game are omitted.*

***!*** *If starting spells or war machines are not specified, it means the hero has none.*

*The factions are given in the same order, as the factions in the Skillwheel menu.*



## Barbarians

|  |  |
| --- | --- |
| **Hero** | **Effect** |
| Garuna  unchanged | Increases the Attack of all allied creatures by 1 per 6 hero levels for each slain enemy unit (including summons) |
| *Starting skills:* Basic Logistics, Pathfinding |
| Gorshak  unchanged | Slayers, Executioners and Chieftains in hero's army gain +1 to their Attack and  Defense for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Advanced Blood Rage, Powerful Blow |
| Gotai  campaign hero | All warcries cost 1 less mana and grant +1 rage points per hero level |
| *Starting skills:* Advanced Blood Rage, Basic Shout |
| *Warcries:* Call of Blood |
| Haggash | Centaurs, Centaur Nomads and Centaur Marauders in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level  (the bonus to starting ATB position is removed)  **!** Rounding up |
| *Starting skills:* Basic Attack, Memory of Our Blood |
| Kilghan | Now is a Goblin specialist:  All Goblins, Goblin trappers and Goblin witch-doctors in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level.  Increases the power of «Set Snares» and «Defile Magic» abilities.  (the goblin weekly growth for these abilities is considered to be 15 instead of 25)  (original game - gives additional goblins each day) |
| *Starting skills:* Basic Leadership, Basic Attack |
| War machines: Ammo Cart |
| Kragh | All hero’s direct attacks deal +3% damage per level (original game - +5% per level)  This hero can perform one special melee attack at the start of the combat  The hero gains no benefit from the “Swift Mind” skill  **!** After using the ability at the start of the combat, the regular turn order distribution will apply |
| *Starting skills:* Basic Attack, Battle Frenzy |
| Kujin  campaign hero | Allied barbarian units receive 80 additional blood rage points at the start of the battle |
| *Starting skills:* Basic Enlightenment, Memory of Our Blood |
| Quroq  campaign hero | All Sky daughters and Earth daughters in hero's army receive the "Mana Feed" ability.  All casters in hero's army receive 1 Mana Point per hero’s level at the start of the combat. |
| *Starting skills:* Basic Leadership, Basic Attack |
| Shak'Karukat | Wyverns, Foul Wyverns and Paokai in hero's army gain 3 HP for every two hero levels, starting on first level. (original game - 2 HP per level) |
| *Starting skills:* Basic Defense, Vitality |
| Telsek  unchanged | Warriors, Maulers and Warmongers in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Basic War Machines, Might Over Magic |
| War machines: Ballista |
| Urghat | Summons Wolves to fight in the hero's army prior to the battle. The number of Wolves equals to lvl+3\*(sp+kn)  (original game - increased move points) |
| *Starting skills:* Basic Logistics, Pathfinding |

## Demon Lords

|  |  |
| --- | --- |
| **Heroes** | **Effect** |
| Agrael  campaign hero | The Initiative of all creatures in hero's army is increased by 0.3% per hero level. |
| *Starting skills:* Basic Leadership, Estates |
| *Spells:* Righteous Might |
| Alastor | The Confusion spell has an additional effect of decreasing target's mana by one point per hero level |
| *Starting skills:* Basic Dark Magic, Master of Mind  (original game - Basic Sorcery, Mana Regeneration) |
| *Spells:* Confusion |
| Sovereign  campaign hero | All Devils and their upgrades receive +100 HP |
| *Starting skills:* Basic Defense, Vitality |
| *War machines:* First aid tent |
| Deleb | Ballista shots under hero's command explode with Fireball effect with an effective spellpower of lvl/5. |
| *Starting skills:* Advanced War Machines |
| *War machines:* Ballista, first aid tent (original game - ballista, ammo cart) |
| Grawl | All Hell Hounds, Cerberi and Firehounds in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Advanced Destruction Magic |
| *Spells:* Fireball (original game - no starting spells) |
| Grok | Shifts the starting initiative, giving a bonus to allied units and a penalty to the enemy units  At the start of the battle chooses a unit that's going to be affected the most and starts a chain, shifting the initiative  The shifting effect equals to 0.012 ATB per level  The hero gains no benefit from the “Swfift Mind” skill  **!** After using the ability at the start of the combat, the regular turn order distribution will apply  **!** The hero must choose any allied or enemy creature as the main target that will be shifted the most The effect will trigger a chain, while choosing a random creature as the next target and alternating between allies and enemies. Each secondary target will be shifted 2 times less than the previous one.  (original game - increased move points and reduced cost for the Teleportation spell) |
| *Starting skills:* Basic Logistics, Pathfinding |
| *Spells:* Teleportation |
| Jezebeth | All Succubi, Succubus Mistresses and Succubus Seducers in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Basic Sorcery, Magic Insight |
| *War machines:* Ammo cart (original game - first aid tent) |
| Marbas  unchanged | All creatures in hero's army gain 5% Magic Resistance and + 1% per hero level. |
| *Starting skills:* Basic Defense, Protection |
| Nebiros | Luck of all hero's troops is increased by 1.  The hero can use all Tactics ability effects even if he doesn’t have Tactics (original game: requires Tactics)  The enemy hero can't use the Tactics skill in combat. |
| *Starting skills:* Basic Attack, Tactics |
| Nymus | The number of creatures summoned via the Gating increases by 0.8% per hero level (original game: 1%\*lvl) |
| *Starting skills:* Basic Luck, Magic Resistance |
| Orlando  campaign hero | Increases the chance for Hellfire by 1% for every hero's level. |
| *Starting skills:* Basic Enlightenment, Hellfire |

## Knights

|  |  |
| --- | --- |
| **Heroes** | **Effect** |
| Alaric  campaign hero | Now is a Priest specialist:  All Priests, Inquisitors and Zealots in hero's army gain +1 to their Attack and Defense for every three levels of the hero, starting on first level and their Light Magic spells are cast at the expert level |
| *Starting skills:* Basic Light Magic, Basic Dark Magic |
| Dougal  unchanged | All Archers, Marksmen and Crossbowmen in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Basic Attack, Archery |
| *War machines:* Ammo Cart |
| Ellaine | All Peasants, Conscripts and Brutes in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level  Prior to the battle the hero receives +50 additional peasants (or their upgrades)  (original game - no additional bonus)  **!** Rounding up |
| *Starting skills:* Basic Leadership, Recruitment |
| Freyda  campaign hero | All Inquisitors and Zealots in hero's army receive the Channeling ability. |
| *Starting skills:* Basic Attack, Basic Light Magic |
| Godric  campaign hero | The “Benediction” ability effects are x1.5 times stronger  All Light Magic spells cost 1 less mana to cast |
| *Starting skills:* Basic Light Magic, Benediction |
| *Spells:* Divine Strength |
| Irina  unchanged | All Griffins, Imperial Griffins and Battle Griffins in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level  Unupgraded Griffins get the Battle Dive Ability  **!** Rounding up |
| *Starting skills:* Basic Luck, Magic Resistance |
| Isabel  campaign hero | The hero receives a discount for troop training in Haven towns of 5% + 1% per 2 levels.  The hero receives additional 80 Training Points. |
| *Starting skills:* Advanced Summoning Magic |
| *Spells:* Arcane Crystal |
| Klaus | Cavaliers, Paladins and Champions in hero's army get additional 2% jousting bonus per level  (original game ‑ (10+1\*lvl)%)  Hero's "Retaliation Strike" deals 2% more damage per level  (original game - 1% per level) |
| *Starting skills:* Basic Attack, Retaliation Strike |
| Laszlo  unchanged | All Footmen, Squires and Vindicators in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Basic Defense, Vitality |
| Maeve | The effect of Haste spell is increased by 0.8% for every hero level (original game: 1%\*lvl)  The effect of Haste spell used by casters in hero’s army is increased as well |
| *Starting skills:* Basic Attack, Basic Leadership |
| *Spells:* Haste |
| Rutger | Removed from the game |
| *Starting skills:* Basic Logistics, Pathfinding |
| Valeria  campaign hero | Hero receives mana from both the Spellpower and Knowledge parameters |
| *Starting skills:* Advanced Sorcery |
| Vittorio  unchanged | Ballista receive +1 to their Attack per hero level |
| *Starting skills:* Basic Attack, Retaliation Strike |
| *War machines:* Ballista |

## Necromancers

|  |  |
| --- | --- |
| **Hero** | **Effect** |
| Arantir  campaign hero | The Hero can summon a mysterious creature upon the battlefield to fight on his side, but if this creature dies, the Hero will lose all mana points  The cost of summoning the Avatar is 2 mana per level  **!** Avatar’s characteristics:  Attack: 2\*lvl  Defense: 2\*lvl  Min damage: 5\*lvl+7\*sp  Max damage 7\*lvl+10\*sp  Speed: 6  Initiative: 10+(lvl/5), rounding down  HP: 10+30\*lvl+15\*sp+30\*kn  **!** Avatar’s abilities:  level 16: Undead, Cursing Attack  level 18: Death Stare  level 20: Sorrow Strike  level 22: Life Drain  level 28: Deadly Strike |
| *Starting skills:* Basic Summoning Magic, Mark of the Necromancer |
| *Spells:* Raise Dead, Slow |
| Deirdre | The effect of hero's Banshee Howl ability decreases the Morale and Luck of enemy units by 3 and their Initiative by 15%  (original game - 2 Morale & Luck, 10% initiative) |
| *Starting skills:* Basic Dark Magic, Banshee Howl |
| *Spells:* Raise Dead |
| Kaspar | The First Aid Tent healing power and the Plague Tent damage is increased by 15 points per hero's level.  (original game - 5 per level) |
| *Starting skills:* Basic War Machines, First Aid |
| *Spells:* Raise Dead |
| *War machines:* First aid tent |
| Lucretia  unchanged | All Vampires, Vampire Lords and Vampire Princes in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Basic Sorcery, Mana Regeneration |
| *Spells:* Raise Dead |
| Markal  campaign hero | The hero can choose 1 additional creature to raise with the Necromancy skill |
| *Starting skills:* Advanced Leadership |
| *Spells:* Raise Dead |
| Naadir | Every time the group of enemy creatures dies it is replaced by the group of friendly Spectres for the duration of the combat  The max number of summoned Spectres equals to hero level, but cannot exceed the number of fallen creatures  (original game - summons unupgraded ghosts) |
| *Starting skills:* Basic Summoning Magic, Basic Dark Magic |
| *Spells:* Raise Dead |
| *War machines:* First aid tent (original game - no starting machines) |
| Nicolai  campaign hero | The hero can raise 8 Death Knights with Basic Necromancy skill  Receives 3 additional Death Knights for each positive morale point  **!** The “Eternal Servitude” skill does not apply to the Death Knights  **!** On the Necromancy screen, the Death Knights will replace the lowest level unit that the hero **doesn’t have** in his army. If the hero has all 7 types of creatures in his army, he **won’t be able** to raise Death Knights |
| *Starting skills:* Basic Attack, Eternal Servitude |
| *Spells:* Raise Dead |
| *War machines:* Ballista |
| Ornella  campaign hero | Increases the Initiative of all hero's creatures by 1 |
| *Starting skills:* Advanced Logistics |
| *Spells:* Raise Dead |
| Orson  unchanged | All Zombies, Plague Zombies and Rot Zombies in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Basic Defense, Vitality |
| *Spells:* Raise Dead |
| Raven | The Curse of Weakness spell not only lowers creature's damage, but also reduces creature's Defense by -1 for every three hero levels, starting on first level  The effect of the Weakness spell used by casters in hero’s army is altered as well (orig: not altered) |
| *Starting skills:* Basic Destruction Magic, Basic Dark Magic |
| *Spells:* Raise Dead, Weakness |
| Vladimir | The effective Spellpower for casting the Raise Dead spell is increased by 1 for every 2 hero levels, starting from level 1  **!** Rounding up  (original game - level/5) |
| *Starting skills:* Basic Summoning Magic, Master of Life |
| *Spells:* Raise Dead |
| Zoltan | The hero can cast the "Arcane Crystal", "Blade Barrier" and "Summon Hive" spells without spending mana  The hero learns the "Arcane Crystal" spell prior to the battle.  (original game - chance to ban spells cast by the enemy for the duration of combat) |
| *Starting skills:* Basic Enlightenment, Arcane Intuition |
| *Spells:* Raise Dead |

## Rangers

|  |  |
| --- | --- |
| **Hero** | **Effect** |
| Alaron  campaign hero | Each time the hero casts a Light spell, also casts the Divine Vengeance on a random enemy unit (the enemy unit have to kill some of the hero's creatures to become a valid target)  Casts additional Divine Vengeance for each allied Pristine Unicorn unit on the battlefield |
| *Starting skills:* Basic Light Magic, Basic Sorcery |
| Anwen | All Sylvan creatures under hero's command inflict +1.5% more damage to favored enemies per hero level  (original game - 2% per level) |
| *Starting skills:* Basic Defense, Protection |
| Dirael | The Wasp Swarm spell deals 4% more damage per hero level  (original game - 5% per level)  (the additional bonus to Wasp Swarm ATB pushback effect is removed) |
| *Starting skills:* Basic Summoning Magic, Master of Conjuration |
| *Spells:* Wasp Swarm |
| Findan  campaign hero | All shooters in hero's army can cripple the enemy units, decreasing their attack by 3 with each shot  Applies to all ranged units including ballista |
| *Starting skills:* Basic Leadership, Rain of Arrows |
| Ghost  campaign hero | The Spellpower of Druids, Druid elders and High druids in hero's army is increased to the level of tier 6 casters  The effective Spellpower gain is 1-6 points depending on the number of creatures |
| *Starting skills:* Basic Leadership, Diplomacy |
| Gilraen  unchanged | All Blade Dancers, War Dancers and Wind Dancers in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Basic Defense, Protection |
| Ossir  unchanged | All Hunters, Master Hunters and Arcane Archers in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Basic Luck, Magic Resistance |
| Talanar | All creatures in hero's army receive the Enraged ability (gives bonus Attack for each fallen ally).  The bonus to Attack given by the Enraged ability is two times higher than usual.  (original game - only Blade Dancers, Hunters and Druids receive the ability) |
| *Starting skills:* Basic Leadership, Recruitment |
| *War machines:* Ballista |
| Vinrael | The hero receives 1 additional level for free  Refunds 10% of gold spent on retraining and exchanging skills  **!** The gold is partially refunded only after paying the full price  (original game - receives additional experience for battles) |
| *Starting skills:* Basic Light Magic, Basic Dark Magic |
| Wyngaal | All creatures in hero's army have a +0.6% bonus to their starting ATB position per hero level  (original game - 1% per level) |
| *Starting skills:* Basic Attack, Tactics |
| Ylthin  unchanged | All Unicorns, Silver Unicorns and Pristine Unicorn in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Basic Light Magic, Master of Blessings |
| *War machines:* First aid tent |

## Runemages

|  |  |
| --- | --- |
| **Hero** | **Effect** |
| Brand  unchanged | Chance of success with Fine Rune skill is increased by 20% from the start and additionally by +1% per hero level |
| *Starting skills:* Advanced Runelore, Fine Rune |
| Ebba  unchanged | All Bear Riders, Blackbear Riders and Whitebear Riders in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Basic Attack, Tactics |
| Erling  unchanged | All Rune Priests, Rune Patriarchs and Rune Keepers in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Advanced Sorcery |
| Hangvul  campaign hero | At the start of his turn, the hero automatically uses the Refresh Rune ability on a random allied creature  The ability can't target the same creature again, if it was already targeted in the last 4 hero turns  **!** Requires the “Refresh Rune” skill to function |
| *Starting skills:* Basic Enlightenment, Refresh Rune |
| *War machines:* Ammo Cart |
| Helmar | Each time the hero casts a Light magic spell on a friendly creature, there is a 2% chance per hero level to additionally apply the Righteous Might  (original game - (20+3\*lvl)%) |
| *Starting skills:* Advanced Light Magic |
| *Spells:* no (original game - Righteous Might) |
| Inga | The hero learns all level 1 and level 2 runes  (original game - 25% chance to learn a new rune on each level-up) |
| *Starting skills:* Basic Enlightenment, Scholar |
| Ingvar | All Defenders, Shieldguards and Mountain Guards in hero's army gain +1 to their Attack and Defense for every two hero levels  (original game - additionally increases HP for every 5 levels)  **!** Rounding up |
| *Starting skills:* Basic Defense, Vitality |
| Karli  unchanged | All Spearwielders, Skirmishers and Harpooners in hero's army gain +1 to their Attack and Defense for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Basic Luck, Soldier’s Luck |
| *War machines:* Ammo Cart |
| King Tolghar  campaign hero | All creatures in hero's army have "Rune of Thunderclap" effect permanently active  The hero receives only half the resources prior to the battle  **!** Rounding up |
| *Starting skills:* Basic Defense, Greater Rune |
| *Spells:* Stone Spikes |
| *War machines:* Ballista |
| Rolf  campaign hero | Increases the Chance Factors of all creatures' abilities by 20%. |
| *Starting skills:* Basic Logistics, Pathfinding |
| *War machines:* First aid tent |
| Svea | Lightning-based spells of this hero are irresistible for the enemies  The hero learns the empowered versions of known Lightning-based spells  **!** The magic immunities and damage reduction effects still apply  (original game - doesn’t learn empowered spells) |
| *Starting skills:* Basic Destruction Magic, Basic Sorcery (original game - Basic Destruction Magic, Master of Storms) |
| *Spells:* Lightning Bolt |
| Wulfstan  campaign hero | Reduces the damage dealt to his creatures.  If Attack of an enemy stack if higher than Defence of a hero's stack, the difference between this two parameters is considered two times lower when that enemy stack attacks the hero's stack. |
| *Starting skills:* Basic Leadership, Estates |

## Warlocks

|  |  |
| --- | --- |
| **Hero** | **Effect** |
| Eruina | Shadow Witches and Shadow Matriarchs always take a free shot at the hero's target when the hero casts single-target damaging spells  (original game - (10+2\*lvl)% chance to take a shot) |
| *Starting skills:* Basic Destruction Magic, Basic Attack |
| *Spells:* Lightning Bolt |
| *War machines:* Ammo Cart |
| Kythra  unchanged | All Minotaurs, Minotaur Guards and Minotaur Taskmasters in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Basic Leadership, Estates |
| *Spells:* Ice Bolt |
| Lethos | At the start of combat inflicts the Decay effect on several random enemy units  The number of affected units is 0.02 \* (number of enemy units) \* (hero level)  The integer part equals to the minimum number of affected units and the fractional part stands for the chance to affect an additional unit  (original game - (10+2\*lvl)% chance to apply decay for each individual unit) |
| *Starting skills:* Basic Dark Magic, Master of Pain (original game - Basic Dark Magic only) |
| *Spells:* Decay |
| Raelag  campaign hero | All creatures in hero’s army get +0.2% and enemy creatures get -0.2% to their Initiative per hero level |
| *Starting skills:* Basic Logistics, Navigation |
| *Spells:* Stone Spikes |
| Shadya  campaign hero | The hero decreases damage inflicted by enemy's ranged attacks by 5% + 1% for every level |
| *Starting skills:* Basic Defense, Evasion |
| *Spells:* Endurance |
| Sinitar | Empowered spells mana cost is reduced by 25% + 1% per hero level (original game - (5+1\*lvl)%)  **!** Rounding down |
| *Starting skills:* Basic Destruction Magic, Empowered Spells |
| *Spells:* Eldritch Arrow |
| Sorgal | Now is a Raider specialist:  All Dark Raiders, Grim Raiders and Brisk Raiders in hero's army gain +1 to their Attack and Defence for every two hero levels, starting on first level  (original game - the Lizard Bite ability deals (110+0,5\*lvl)% more damage) |
| *Starting skills:* Basic Attack, Battle Frenzy |
| *Spells:* Haste |
| Thralsai  campaign hero | The hero deals 15% extra damage with Elemental Chains |
| *Starting skills:* Basic Enlightenment, Elemental Vision |
| *Spells:* Stone Spikes |
| Vayshan  unchanged | All Scouts, Assassins and Stalkers in hero's army gain +1 to their Attack and Defence for every two levels of the hero and their Health by +1 for every five levels, starting on first level  **!** Rounding up |
| *Starting skills:* Basic Luck, Soldier’s Luck |
| *Spells:* Fire Trap |
| Ylaya  campaign hero | The hero can learn spells from the opponent's spell set |
| *Starting skills:* Basic Sorcery, Empowered Spells |
| *Spells:* Phantom Forces |
| Yrbeth | The hero receives 3 additional mana per enemy hero’s level prior to the battle  (original game - no additional bonus) |
| *Starting skills:* Basic Dark Magic, Dark Ritual |
| *Spells:* Eldritch Arrow, Sorrow (original game - Eldritch Arrow only) |
| Yrwanna  unchanged | All Blood Maidens, Blood Furies and Blood Sisters in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Basic Light Magic, Basic Dark Magic |
| *Spells:* Slow |

## Wizards

|  |  |
| --- | --- |
| **Hero** | **Effect** |
| Cyrus  campaign hero | The hero learns all spells from his spell set and the enemy's spellbook regardless of prerequisites (except for empowered and mass versions) |
| *Starting skills:* Basic Logistics, Scouting |
| *Spells:* Fist of Wrath |
| Faiz | The Vulnerability spell not only decreases the Defense of the target, but also inflicts 10 points of damage per hero level  (original game - 10 damage per 3 levels) |
| *Starting skills:* Basic Dark Magic, Master of Pain |
| *Spells:* Vulnerability |
| Galib | Increases the chance of targeting an enemy unit with a successfully redirected spell via Magic Mirror ability to 60% + 2% per level  Djinn and Djinn sultans in hero's army receive a spellbook with 1-3 circle spells instead of their original ability (all Light & Dark spells except for Regeneration and Sorrow)  Djinns receive Advanced Dark Magic for casting purposes and Djinn sultans receive Advanced Dark and Advanced Light Magic  All Djinn units can cast spells only 3 times per combat  (original game – magic mirror reflection chance (40+2\*lvl)%) |
| *Starting skills:* Basic Luck, Magic Mirror |
| *War machines:* First aid tent (original game - no war machines) |
| Havez | All Gremlins, Master Gremlins and Saboteur Gremlins in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Basic War Machines, Catapult (original game - Basic War Machines only) |
| *Spells:* Fist of Wrath (original game - no spells) |
| *War machines:* Ballista (original game - ballista, ammo cart) |
| Jhora  unchanged | Hero's initiative is increased by 0.5% per level |
| *Starting skills:* Basic Sorcery, Arcane Training |
| *Spells:* Eldritch Arrow |
| Maahir  campaign hero | The hero receives 10 additional wood & ore and 5 of all other resources to craft mini-artifacts |
| *Starting skills:* Expert Artificer |
| *Spells:* Fist of Wrath |
| Nathir  unchanged | The effective Spellpower for casting the Fireball spell is increased by 1 for every 3 levels, starting from level 1  **!** Rounding up |
| *Starting skills:* Basic Destruction Magic, Master of Fire |
| *Spells:* Fireball |
| Narxes | All Mages, Archmages and Battle Mages in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Basic Light Magic, Basic Dark Magic |
| *Spells:* Fist of Wrath |
| *War machines:* Ammo cart (original game - no war machines) |
| Nur | Hero is able to restore mana in combat. Restores 1 mana point per 2 hero levels each combat turn, starting from level 1  (original game - 1 mana per 3 levels) |
| *Starting skills:* Basic Sorcery, Mana Regeneration |
| *Spells:* Eldritch Arrow |
| Razzak | All Iron Golems, Steel Golems and Magnetic Golems in hero's army gain +1 to their Attack and Defence for every two levels of the hero, starting on first level  **!** Rounding up |
| *Starting skills:* Basic Defense, Vitality |
| *Spells:* Fist of Wrath (original game - Haste) |
| Timerkhan  campaign hero | All creatures in the hero's army start the combat with a permanent Divine Strength effect |
| *Starting skills:* Basic Light Magic, Master of Blessings |
| *Spells:* Divine Strength |
| Zehir  campaign hero | Every time a stack of friendly creatures dies, a group of elementals enters the combat at hero's side on its place  In addition, the effective Spellpower for casting Summon Elementals and Conjure Phoenix spells is increased by 1 for every 4 levels, starting from level 1 |
| *Starting skills:* Basic Summoning Magic, Master of Conjuration |
| *Spells:* Summon Elementals |

## Heroes that can appear in the tavern:

**Haven** Godric, Isabel, Klaus, Maeve, Rutger, Valeria, Vittorio

**Inferno** Agrael, Alastor, Deleb, Grok, Marbas, Nebiros, Orlando

**Necropolis** Deirdre, Naadir, Nicolai, Ornella, Raven, Vladimir

**Sylvan** Alaron, Dirael, Findan, Ghost, Talanar, Vinrael, Wyngaal

**Academy** Cyrus, Faiz, Nathir, Nur, Timerkhan, Zehir

**Dungeon** Eruina, Raelag, Sorgal, Ylaya, Yrbeth

**Fortress** Brand, Helmar, Inga, Rolf, Svea, Tolghar, Wulfstan

**Stronghold** Gotai, Kilghan, Kujin

## Heroes unavailable in certain matchups:

**Inferno – Necropolis** Marbas is unavailable for Inferno

# Artifacts

## Artifact mechanics changes

|  |  |
| --- | --- |
| **Artifact** | **Effect** |
| Amulet of Necromancy | Decreases the highest attribute of the enemy hero by 3 and increases yours by the same amount  **!** If several parameters have equal values, the priority will be as follows: Spellpower > Attack > Defense > Knowledge  moved from relics to majors |
| Book Of Power | If the hero has the Magic Insight skill, he will be able to learn all spells of the 5th circle  (original game: 4th circle) |
| Crown of Leadership | Makes the positive morale stronger, boosting units by 0,5 ATB instead of 0.33 when triggered  Increases hero's Morale by +1  moved from majors to relics |
| Dragon Bone Greaves | Increases initiative of melee non-flying units in hero's army by 7% (original game: 10%) |
| Evercold Icicle | Increases all damage dealt by Water by 20% (original: only Water damage dealt by spells, by 50%)  Grants and +2 to Luck  moved from minors to majors |
| Helm of the Dwarven Kings | moved from relics to majors |
| Lion Crown | moved from majors to relics |
| Magic Scroll | Gives 30 additional mana prior to the battle  moved from majors to minors  slot changed from shield to pocket |
| Mask of Equity | moved from the relics to minors |
| Ring of Machine Affinity | Adds +1 to Hero’s Defense  Grants an additional shot for Ballista and Catapult  First Aid Tent healing is increased by 100 points  Ammo Cart increases shooter’s attack by +4  (original game: double healing for the first aid tent)  moved from relics to majors |
| Shackles of the Last Man | Decreases the speed of all enemy creatures by 1  **!** The effect doesn't stack with the “Snatch” skill |
| Trident of the Titans | Increases all damage dealt by Lightnings by 20% (orig: only Lightnings damage dealt by spells, by 50%)  Grants +3 to Attack  moved from minors to majors |
| Unicorn Horn Bow | Shooters' and Ballista's next turn after a shot is delayed less by 20%.  Doesn't negate range penalties for shooters anymore.  moved from relics to majors |
| Windstrider Boots | moved from minors to majors |

## Artifact set changes

|  |  |  |
| --- | --- | --- |
| **Rune** | **Effect** | **Original** |
| Archer's Dream | the set is removed from the game |  |
| Armor of Dwarven Kings | *2 items for Runemage:* Increases Runemage's Spellpower by +20% | 10% |
| Death's Embrace | *Set changes:* now only includes the Skull of Markal and the Amulet of Necromancy |  |
| *Set bonuses:* Decreases the speed of all enemy creatures by 1  **!** The effect doesn't stack with the “Shackles of the Last Man” and the “Snatch” skill effects  *for Necromancer:* The Banshee Howl ability decreases the Morale and Luck of enemy creatures by 4 and their initiative by 20%  **!** Due to a bug in the original game the Banshee Howl ability still takes a full turn to use  *for Deirdre:* The Banshee Howl ability decreases the Morale and Luck of enemy creatures by 6 and their initiative by 20% |  |
| Lion's Spirit | *2 items for Knight:* Knight's attacks (including Retaliation Strike) decrease enemy morale by -4 | -2 |
| Will of Urgash | *Set bonuses:* increases the hero’s Attack by +4 | +5 |
| *for Demon Lord:* Improves Demonlord's Gating ability allowing the hero to summon 10% more creatures than usual  **!** Due to a bug in the original game the mentioned 25% bonus was not properly applied | 0% |

## Artifact Cost

### Minor artifacts

Arcane Scroll 6500 (new artifact)

Armor of Valor 6500 (5500)

Bearhide Wraps 4500 (unchanged)

Beginner's Magic Wand 5000 (unchanged)

Boots of Magical Defense 4500 (4000)

Breastplate of Eldritch Might 5000 (unchanged)

Cloak of Sylanna 6000 (4000)

Edge of Balance 6000 (5500)

Elemental Waistband 5000 (6400)

Four Leaf Clover 3000 (unchanged)

Helm of Chaos 6000 (5500)

Necklace of the Lion 4000 (3000)

Necromancer’s Helm 5000 (unchanged)

Ring of Lightning Protection 4000 (unchanged)

Ring of Caution 4500 (unchanged)

Sword of Might 5000 (unchanged)

Tarot Deck 5500 (unchanged)

Tunic of the Carved Flesh 6500 (4700)

### Major artifacts

Amulet of Necromancy 14500 (new artifact)

Axe of the Mountain Lords 11000 (10000)

Book of Power 14000 (9000)

Cape of the Lion's Mane 8000 (6000)

Cursed Ring 7000 (unchanged)

Dragon Bone Greaves 10500 (unchanged)

Dragon Eye Ring 11000 (13000)

Dragon Flame Tongue 14000 (unchanged)

Dragon Scale Armor 10500 (unchanged)

Dragon Scale Shield 10500 (unchanged)

Dragon Talon Crown 9000 (10500)

Dragon Teeth Necklace 11000 (unchanged)

Dragon Wing Mantle 10500 (unchanged)

Dwarven Smithy Hammer 10000 (9500)

Evercold Icicle 10000 (6000)

Golden Horseshoe 6000 (unchanged)

Helm of the Dwarven Kings 13000 (17000)

Ogre Club 9000 (8500)

Ogre Shield 9000 (8500)

Ring of Celerity 12500 (8700)

Ring of Machine Affinity 10000 (8000)

Ring of the Broken Will 10000 (7000)

Ring of Vitality 10000 (8000)

Shield of Crystal Ice 9500 (9000)

Moonblade 8000 (7500)

Mask of Equity 8000 (20000)

Necklace of the Bloody Claw 6250 (8000)

Necklace of Victory 9500 (10000)

Runic War Axe 9500 (10000)

Runic War Harness 8500 (10000)

Trident of the Titans 11000 (6000)

Treeborn Quiver 8500 (7000)

Unicorn Horn Bow 9000 (12000)

Windstrider Boots 12000 (7000)

### Relics

Armor of the Forgotten Hero 26000 (28000)

Cloak of Death's Shadow 17000 (13000)

Crown of Leadership 16000 (7000)

Crown of Sar-Issus 16000 (15000)

Cuirass of the Dwarven Kings 15500 (17500)

Greaves of the Dwarven Kings 15500 (17000)

Lion Crown 13500 (12000)

Pendant of Conflux 15000 (unchanged)

Pendant of Mastery 15000 (20000)

Ring of Sar-Issus 15000 (20000)

Robe of Sar-Issus 18000 (15000)

Sandals of the Blessed 15000 (16000)

Sandro's Cloak 15000 (20000)

Shackles of the Last Man 20000 (unchanged)

Shield of the Dwarven Kings 15500 (17000)

Skull of Markal 25000 (22000)

Staff of Sar-Issus 13500 (20000)

Tome of Dark Magic 25000 (20000)

Tome of Destruction Magic 22000 (20000)

Tome of Light Magic 22000 (20000)

Tome of Summoning Magic 15000 (20000)

## Artifact availability

### Changes in availability of artifacts

The **Four Leaf Clover** and the **Necklace of the Lion** cannot appear in the artifact store. They can be obtained as a starting bonus or via the Resourcefulness skill instead.

### Removed Artifacts

Emerald Slippers

Ring of Banishment

Ring of Speed

Spell Scrolls

Phoenix Feather Cape

Necklace of the Lion

Rune of Flame

Spell Wands

Staff of the Netherworld

Four Leaf Clover

Also all artifacts that have no meaningful bonuses in RTA are removed.

# War Machines

|  |  |  |
| --- | --- | --- |
| **Machine** | **Effect** | **Original** |
| Ballista | Health: 450 | 250 |
| First aid tent | Health: 250  Defence: 10  Charges: 12  Dispells level 1/2/3 spells with hero’s Basic/Advanced/Expert War Machines skill respectively  **!** Fixed a bug due to which the First Aid Tent could execute Wait command when there's a creature to heal.  **!** Fixed a bug due to which the First Aid Tent could heal a creature that was not damaged and not under any negative effects. | 100  0  3  0/1/3 |

# Bonuses in uneven matchups

To make matchups more balanced, some factions may receive a bonus in the form of increased number of level 1-6 creatures (and respective amount of gold to be able to pay for these additional creatures) when playing against certain opponents. In some specific matchups the cost of rerolling spells and Artifact Merchant can be lower.

|  |  |  |  |
| --- | --- | --- | --- |
| **Faction that receives the bonus** | **Opponent** | **Bonus Creatures** | **Discount for rerolling spells and Artifact Merchant** |
| Haven | Inferno | 5% | 50% |
| Haven | Sylvan | 0% | 50% |
| Haven | Academy | 0% | 50% |
| Inferno | Dungeon | 0% | 50% |
| Necropolis | Inferno | 0% | 50% |
| Necropolis | Dungeon | 0% | 50% |
| Necropolis | Academy | 0% | 50% |
| Sylvan | Necropolis | 0% | 50% |
| Sylvan | Stronghold | 0% | 50% |
| Academy | Sylvan | 0% | 50% |
| Academy | Fortress | 5% | 50% |
| Fortress | Necropolis | 0% | 50% |
| Fortress | Stronghold | 0% | 50% |
| Stronghold | Inferno | 0% | 50% |
| Stronghold | Necropolis | 0% | 50% |
| Stronghold | Dungeon | 0% | 50% |

***!*** *The list of bonuses can be viewed directly on the map by clicking on the Roadsign at the starting area.*

# Creatures

## Cost and number of available recruits

The exact number of creatures (except for tier 7) can vary in a range of +/-10%. Each positive variation for some creatures is offset by negative variation for other ones, thus the average strength of all creatures remain the same. The base amount of gold given to the player depends on the number and cost of available recruits.

The prices of upgraded creatures were adjusted, so the cost of all available creatures is ~126000 in total and the price of the cheapest unit is ~60% of the most expensive one

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Academy** | cost | | | | num of creatures | **Dungeon** | cost | | | | num of creatures |
| unupgraded | original | upgraded | original | unupgraded | original | upgraded | original |
| Gremlins | 12 | 22 | 50 | 35 | 280 | Scouts | 33 | 60 | 125 | 100 | 105 |
| Gargoyles | 29 | 45 | 85 | 70 | 182 | Blood Maidens | 81 | 125 | 155 | 175 | 94 |
| Golems | 70 | 100 | 165 | 150 | 99 | Minotaurs | 105 | 140 | 185 | 200 | 84 |
| Academy | 187 | 250 | 35 | 340 | 50 | Dark Raiders | 225 | 300 | 420 | 450 | 44 |
| Djinns | 368 | 460 | 570 | 630 | 35 | Hydras | 440 | 550 | 690 | 800 | 30 |
| Rakshas | 1120 | 1400 | 1400 | 1700 | 16 | Shadow Witches | 1120 | 1400 | 1250 | 1700 | 18 |
| Colossae | 2160 | 2700 | 2950 | 3300 | 7 | Shadow Dragons | 2400 | 3000 | 3100 | 3700 | 7 |

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Haven** | cost | | | | num of creatures | **Inferno** | cost | | | | num of creatures |
| unupgraded | original | upgraded | original | unupgraded | original | upgraded | original |
| Peasants | 8 | 15 | 40 | 25 | 338 | Imps | 14 | 25 | 60 | 45 | 224 |
| Archers | 32 | 50 | 95 | 80 | 156 | Horned Demons | 26 | 40 | 70 | 60 | 207 |
| Footmen | 59 | 85 | 145 | 130 | 110 | Hell Hounds | 77 | 110 | 180 | 160 | 88 |
| Griffins | 187 | 250 | 360 | 370 | 50 | Succubi | 180 | 240 | 350 | — | 50 |
| Priests | 480 | 600 | 750 | 850 | 27 | Hell Chargers | 440 | 550 | 680 | 780 | 31 |
| Knights | 1300 | — | 1400 | 1700 | 16 | Pit Fiends | 1120 | 1400 | 1400 | 1666 | 16 |
| Angels | 2240 | 2800 | 3000 | 3500 | 7 | Devils | 2132 | 2666 | 3000 | 3666 | 7 |

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Necropolis** | cost | | | | num of creatures | **Sylvan** | cost | | | | num of creatures |
| unupgraded | original | upgraded | original | unupgraded | original | upgraded | original |
| Skeletons | 10 | 19 | 45 | 30 | 316 | Pixies | 19 | 35 | 80 | 55 | 164 |
| Zombies | 28 | 40 | 75 | 60 | 195 | Blade Dancers | 45 | 70 | 130 | 120 | 117 |
| Ghosts | 70 | 100 | 165 | 140 | 99 | Hunters | 84 | 120 | 210 | 190 | 77 |
| Vampires | 187 | 250 | 370 | 380 | 50 | Druids | 240 | 320 | 440 | — | 40 |
| Liches | 527 | 620 | 760 | 850 | 27 | Unicorns | 504 | 630 | 760 | 900 | 27 |
| Wights | 1190 | 1400 | 1400 | 1700 | 16 | Treants | 1045 | 1100 | 1100 | 1400 | 20 |
| Bone Dragons | 1280 | 1600 | 2000 | 1900 | 10 | Green Dragons | 2000 | 2500 | 2950 | 3400 | 7 |

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Fortress** | cost | | | | num of creatures | **Stronghold** | cost | | | | num of creatures |
| unupgraded | original | upgraded | original | unupgraded | original | upgraded | original |
| Defenders | 13 | 24 | 60 | 40 | 234 | Goblins | 5 | 10 | 35 | 20 | 361 |
| Spear-wielders | 29 | 45 | 90 | 62 | 168 | Centaurs | 32 | 50 | 85 | 70 | 168 |
| Bear Riders | 105 | 130 | 230 | 185 | 70 | Warriors | 56 | 80 | 140 | 120 | 110 |
| Brawlers | 120 | 160 | 260 | 220 | 70 | Shamans | 195 | 260 | 400 | 360 | 45 |
| Rune Priests | 376 | 470 | 740 | 700 | 28 | Slayers | 280 | 350 | 550 | — | 40 |
| Thanes | 1148 | 1300 | 1550 | 1700 | 15 | Wyverns | 840 | 1250 | 1500 | 1600 | 15 |
| Fire Dragons | 2700 | — | 3250 | 3400 | 6 | Cyclops | 2400 | 2900 | 3400 | 3450 | 6 |

## Creature changes

* The factions are given in the same order, as the factions in the Skillwheel menu.*

### Stronghold

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Goblin Trapper | Goblin Witch-Doctor | Centaur Nomad | Centaur Marauder | Mauler | Warmonger | Sky Daughter | Earth Daughter |
| Attack | 1 | 2 | 4 | 4 | 6 | 4 | 7 | 10 |
| Defense | 3 | 1 | 4 (2) | 4 | 4 | 6 | 9 | 7 |
| Damage | 1-1 | 1-2 | 3-6 | 3-5 | 4-6 | 3-5 | 6-9 | 7-11 |
| HP | 7 | 5 | 9 | 10 | 15 (12) | 20 | 35 | 35 |
| Speed | 4 | 5 | 5 | 6 | 5 | 4 | 4 | 5 |
| Initiative | 100 | 90 | 110 (10) | 100 | 110 | 90 | 130 (12) | 120 |
| Ammo | - | - | 8 | 6 | - | - | - | - |
| Mana | - | - | - | - | - | - | 12 | 8 |
| Changed  abilities |  |  | Raging Blood |  | Raging Blood,  Bash,  ~~Assault~~ |  | Raging Blood,  Sacrifice Goblin | Sacrifice Goblin |

**Raging Blood** (Centaur Nomad) level 2: gains the Assault ability

**Raging Blood** (Mauler) level 1: +2 Speed, +4 Health (+2 Speed – not changed, +5 Health)

level 2: +3 Damage (not changed)

level 3: gains the Assault ability (Bash)

**Bash** the ability has been given to Mauler

**Raging Blood** (Sky Daughter) changes in spells:

level 1: gains the Deflect Missile spell (adv)

level 2: gains the Vulnerability and Cleansing spells (adv)

level 3: gains the Teleportation spell (adv)

**Sacrifice Goblin** the max bonus to Attack, Defense and Morale is increased to +**100** (5)

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | Slayer | Chieftain | Foul Wyvern | Paokai | Untamed Cyclops | Bloodeyed Cyclops | Wolf |
| Attack | 15 (14) | 13 | 23 (21) | 19 | 30 | 28 | 5 |
| Defense | 13 (10) | 15 | 18 | 21 (19) | 27 | 28 | 3 |
| Damage | 9-13 (8-12) | 10-12 | 22-30 (20-27) | 8-18 (20-25) | 45-57 | 35-50 | 3-5 |
| HP | 40 | 48 | 105 | 130 (120) | 245 (225) | 235 | 25 |
| Speed | 7 | 7 | 7 | 7 | 5 | 6 | 6 |
| Initiative | 120 | 120 | 120 (10) | 100 | 110 (9) | 100 | 140 |
| Ammo | - | - | - | - | - | - | - |
| Mana | - | - | - | - | - | - | - |
| Changed  abilities | Raging Blood |  | Regeneration,  Venom | Scavenger | Crushing Blow |  | Raging Blood,  Howl,  Pack Hunter |

**Raging Blood** (Slayer) level 2: +12 HP (+10 HP)

**Regeneration** this creature restores its health by 75-100 hit points each turn (30-50)

**Venom** the venom deals 10 damage per Wyvern each turn (5)

**Scavenger** health gained is equal to 40% of the dead stack's HP (20%)

**Crushing Blow** the base factor for stun chance equals to 1 (0.8)

**Raging Blood** (Wolf) level 1: 25% magic proof

level 2: gains Agility

level 3: gains immunity to mind-related spells

### Inferno

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Familiar | Vermin | Horned Overseer | Horned Grunt | Cerberus | Firehound | Succubus Mistress | Succubus Seducer |
| Attack | 3 | 3 | 3 | 3 | 4 | 4 | 9 (6) | 6 |
| Defense | 2 | 3 | 4 | 2 | 2 | 3 | 7 (6) | 6 |
| Damage | 2-3 | 1-4 | 1-4 | 1-4 | 4-6 | 3-5 | 9-13 (6-13) | 6-13 |
| HP | 6 | 6 | 15 (13) | 13 | 17 (15) | 15 | 30 | 32 |
| Speed | 5 | 6 | 6 (5) | 4 | 8 | 8 | 5 (4) | 4 |
| Initiative | 130 | 130 | 80 | 80 | 130 | 130 | 100 | 90 |
| Ammo | - | - | - | - | - | - | 6 | 6 |
| Mana | - | - | - | - | - | - | - | - |
| Changed  abilities | Mana Stealer | Siphon Mana | Explosion |  |  | Three-headed Attack |  | Seduction |

**Mana Stealer** steals 1 mana per 7 creatures (per 4 creatures)

**Siphon Mana** siphons [(0.02 + 0.0003\*M)\*number\_of\_vermins] Mana Points, where M is the current amount of mana of the enemy hero (1 mana per 8 creatures)

**Explosion** deals **50+10\*unit\_sp** (9+9\*unit\_sp)

can be used **any number of times** (once per battle)

**Seduction** the overall effect is **25%** weaker, mind controlled creature deals 30% less damage and does not retaliate to the controlling side

**Three-headed Attack** *(Firehounds)* deals full damage to secondary targets (75% damage)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Nightmare | Hell Stallion | Pit Lord | Pit Spawn | Arch Devil | Arch Demon |
| Attack | 18 | 18 | 22 | 27 | 32 | 32 |
| Defense | 21 (18) | 17 | 21 | 23 | 29 | 31 |
| Damage | 8-16 | 10-17 | 13-31 | 13-31 | 36-66 | 36-66 |
| HP | 66 | 66 | 130 (120) | 140 | 199 | 211 |
| Speed | 8 | 8 | 5 (4) | 6 | 7 | 6 |
| Initiative | 160 | 150 | 80 | 90 | 110 | 100 |
| Ammo | - | - | - | - | - | - |
| Mana | - | - | 20 | - | - | - |
| Changed  abilities |  |  |  |  | Aura of Bravery  Summon Pit Lords |  |

**Aura of Bravery** The ability has been given to Arch Devil

**Summon Pit Lords** The Pit Lords can be summoned from the corpse of any fallen creature including the enemies

Archdevils controlled by the Puppet Master spell summon Pit Lords to the army of their original master

### Haven

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Conscript | Brute | Marksman | Crossbow-man | Squire | Vindicator | Imperial Griffin | Battle Griffin |
| Attack | 1 | 2 | 4 | 5 | 5 | 8 | 9 | 7 |
| Defense | 2 | 1 | 4 | 4 | 9 | 8 | 8 | 12 |
| Damage | 1-2 | 1-2 | 2-8 | 2-6 (2-8) | 2-5 | 2-5 | 5-15 | 6-12 |
| HP | 6 | 6 | 12 (10) | 10 | 26 | 26 | 35 | 52 |
| Speed | 4 | 4 | 4 | 4 | 4 | 4 | 7 | 7 |
| Initiative | 80 | 80 | 90 (8) | 80 | 80 | 80 | 150 | 100 |
| Ammo | - | - | 12 | 10 | - | - | - | - |
| Mana | - | - | - | - | - | - | - | - |
| Changed  abilities | Bash |  | Precise Shot |  | Bash |  |  | Battle Frenzy,  Rush Dive,  Taunt |

**Bash** also works on retaliation strikes (interrupting Cleave, Assault, Cowardice, working with Preparation effect)

**!** Can't stop Morale from triggering.

**Precise Shot** the shot range is **4** **tiles** (3 tiles)

**Battle Frenzy** every consecutive retaliation deals **1.6** **times** more damage (1.5 times)

**Rush Dive** deals **100%** of the regular damage (75%)

can be used **any number of times** (once per battle)

**Taunt**  the ability has been given to Battle Griffin

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Inquisitor | Zealot | Paladin | Champion | Archangel | Seraph |
| Attack | 16 | 20 | 24 | 24 | 31 | 35 |
| Defense | 16 | 14 | 24 | 20 | 31 | 25 |
| Damage | 9-12 | 9-12 | 20-30 | 20-35 | 50-50 | 45-75 (25-75) |
| HP | 80 | 80 | 100 | 100 | 220 | 220 |
| Speed | 5 | 5 | 8 | 8 | 8 | 8 |
| Initiative | 100 | 100 | 120 | 120 | 110 | 110 |
| Ammo | 7 | 7 (5) | - | - | - | - |
| Mana | 12 | 18 (15) | - | - | - | - |
| Changed  abilities | Mana Drain,  Warding Arrows |  |  | Champion Charge |  | Caster,  Divine Retribution |

**Mana Drain** (Inquisitor)new ability; on attack drains 1 mana from targeted enemy casters per 2 attackers

**Warding Arrows** the ability has been given to Inquisitor

**Champion Charge** the creature has a chance of moving its target back one tile and decrease its Speed by -1 for its next move

the chance depends on the number of tiles the Champion moved to attack (like the Paw Strike ability of Blackbear Riders)

**Caster** (Seraph)the Divine Vengeance is cast at the special mastery level according to the following formula: **X**\*(**sp**+**25**)

**!** X=√(killed\_creatures\_num\*killed\_creatures\_tier)

**!** Expert Shatter Light decreases the level of Divine Vengeance to Expert

**Divine Retribution** new ability; increases all Seraphs' attacks depending on how much creatures has their target killed according to the following formula: **3\*frags**

**!** frags=killed\_creatures\_num\*killed\_creatures\_tier

### Necropolis

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Skeleton Archer | Skeleton Warrior | Plague Zombie | Rot Zombie | Spectre | Poltergeist | Vampire Lord | Vampire Prince |
| Attack | 1 | 2 | 2 | 2 | 5 | 6 | 11 (9) | 9 |
| Defense | 2 | 6 | 2 | 3 | 4 | 5 | 11 (9) | 9 |
| Damage | 2-2 (1-2) | 1-3 | 2-3 | 1-3 | 4-6 | 4-6 | 7-11 | 5-13 |
| HP | 6 (5) | 5 | 17 | 19 | 19 | 20 | 35 | 40 |
| Speed | 4 | 5 | 4 | 4 | 5 | 6 | 8 (7) | 8 |
| Initiative | 100 | 100 | 70 | 70 | 100 | 90 | 120 (11) | 110 |
| Ammo | 8 | - | - | - | - | - | - | - |
| Mana | - | - | - | - | - | - | - | - |
| Changed  abilities |  | Stunning Blow | Weakening Strike | Festering Aura |  |  |  | Torpor |

**Bash** the base factor for stun chance equals to **1.0** (1.5)

also works on retaliation strikes (interrupting Cleave, Assault, Cowardice, working with Preparation effect)

**!** Can't stop Morale from triggering.

**Weakening Strike** decreases target's Attack and Defence by **-4** (-2)

**Festering Aura** decreases Attack and Defence by **-6** and Morale by **-2** (-2 and -1)

**Torpor** the base chance to put an enemy into slumber is **2 times** less

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Archlich | Lich Master | Wraith | Banshee | Spectral Dragon | Ghost Dragon | Mummy | Death Knight |
| Attack | 19 | 21 | 26 | 23 | 30 | 31 | 18 | 23 |
| Defense | 19 | 19 | 24 | 23 | 28 | 27 | 19 | 23 |
| Damage | 17-20 | 17-21 | 25-30 | 25-30 (22-27) | 25-35 | 27-36 | 15-25 | 25-35 |
| HP | 55 | 55 | 100 | 110 | 160 | 150 | 50 | 90 |
| Speed | 3 | 4 | 6 | 6 | 7 | 7 | 5 | 7 |
| Initiative | 100 | 100 | 110 | 110 | 110 | 110 | 110 | 100 |
| Ammo | 6 | 5 | - | - | - | - | - | - |
| Mana | 16 | 19 | - | - | - | - | 13 | - |
| Changed  abilities |  | Caster | Death Wail |  |  | Sorrow Strike | Caster | Undead,  Deadly Strike,  Cursing Attack |

**Caster** (Lich Master) added the “Fist of Wrath” spell at advanced level

Raise Dead is cast **at advanced level** (basic)

**!** The Raise Dead spell was made weaker overall, so the mastery level for Liches was increased

**Death Wail** the base damage equals to **(15-morale)\*2** ((10-morale)\*2)

**Caster** (Mummy) added “Confusion” spell at advanced level

added “Divine Strength” spell at advanced level

**Sorrow Strike** the Sorrow is applied **at advanced level** (at expert level)

**Cursing Attack** the Death Knight now have this ability

### Sylvan

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Sprite | Dryad | War Dancer | Wind Dancer | Master Hunter | Arcane Archer | Druid Elder | High Druid |
| Attack | 2 | 2 | 5 | 6 | 5 | 6 | 12 | 12 |
| Defense | 1 | 1 | 8 (3) | 6 | 4 | 5 | 9 | 8 |
| Damage | 2-2 | 2-3 | 3-5 | 4-6 | 7-8 (5-8) | 8-9 | 9-14 | 10-14 |
| HP | 6 | 6 | 14 (12) | 12 | 16 (14) | 14 | 33 | 34 |
| Speed | 7 | 7 | 6 | 7 | 5 | 5 | 4 | 4 |
| Initiative | 150 | 140 | 150 | 150 | 110 (10) | 110 | 100 | 90 (10) |
| Ammo | - | - | - | - | 16 | 16 | 7 | 7 |
| Mana | 10 | - | - | - | - | - | 15 | 15 |
| Changed  abilities | Caster |  |  |  | Warding Arrows | Force Arrow | Caster | Channeling |

**Warding Arrows** pushes target back in the turn order by **0.5** ATB (0.2)

the base chance of success is **1.5 times** higher

**Force Arrow** ranged attacks ignore **25%** of the target's Defense(50%)

**Caster** (Druid Elder) Stone Spikes are cast at **basic level** (at zero level)

**Caster** (Sprite) the Wasp Swarm spell pushes the target back in the turn order by 0.008\*unit\_sp of the ATB

(0.1 ATB regardless of sp)

**Channeling** applies only to **Sylvan heroes** (all heroes)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Silver Unicorn | Pristine Unicorn | Ancient Treant | Savage Treant | Emerald Dragon | Crystal Dragon |
| Attack | 17 | 15 | 19 | 21 | 31 | 30 |
| Defense | 17 | 15 | 29 | 27 | 27 | 26 |
| Damage | 10-20 | 9-24 | 10-20 | 12-20 | 33-57 | 30-60 |
| HP | 77 | 80 | 181 | 175 | 200 | 225 (200) |
| Speed | 7 | 7 | 6 | 6 | 9 | 9 |
| Initiative | 120 | 120 | 70 | 70 | 140 | 140 |
| Ammo | - | - | - | - | - | - |
| Mana | - | - | - | - | - | - |
| Changed  abilities |  | Child of the Light |  |  |  |  |

**Child of the Light** (Pristine Unicorn) Applies only to magic cast by allies (all light magic regardless of casters)

### Fortress

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Shield-guard | Mountain Guard | Skirmisher | Harpooner | Blackbear Rider | Whitebear Rider | Berserker | Battlerager |
| Attack | 1 | 2 | 4 | 5 | 6 | 8 | 7 | 7 |
| Defense | 5 | 6 | 4 | 3 | 14 | 12 | 13 (7) | 7 |
| Damage | 1-2 | 2-2 (1-2) | 2-3 | 2-5 | 5-6 | 5-6 | 3-8 | 3-7 |
| HP | 12 | 12 | 12 | 10 | 30 | 30 | 25 | 30 |
| Speed | 4 | 4 | 4 | 4 | 7 | 7 | 5 | 5 |
| Initiative | 90 | 80 | 90 | 90 | 110 | 110 | 120 | 110 |
| Ammo | - | - | 4 | 4 | - | - | - | - |
| Mana | - | - | - | - | - | - | - | - |
| Changed  abilities |  |  |  |  |  | Bear Roar |  | Bash,  Giant Slayer |

**Bash** the base factor for stun chance equals to **1.0** (1.5)

also works on retaliation strikes (interrupting Cleave, Assault, Cowardice, working with Preparation effect)

**!** Can't stop Morale from triggering.

**Bear Roar** the base factor for inflicting fear equals to **1.0** (0.9)

factor for small creatures - **1.25** (1.8)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Rune Patriarch | Rune Keeper | Flame Lord | Thunder Thane | Magma Dragon | Lava Dragon |
| Attack | 9 | 10 | 15 | 16 | 30 | 33 |
| Defense | 9 | 9 | 24 | 23 | 40 | 35 |
| Damage | 14-17 | 17-20 | 21-26 | 9-13 | 40-50 | 44-55 |
| HP | 60 | 65 | 120 | 145 | 280 | 275 |
| Speed | 3 | 3 | 8 | 8 | 5 | 5 |
| Initiative | 100 | 90 | 110 | 100 | 90 | 90 |
| Ammo | 5 | 5 | - | - | - | - |
| Mana | 25 | 25 | - | - | - | - |
| Changed  abilities | Immune to Fire,  Mark of Fire | Immune to Fire,  Mark of Fire,  Caster | Flamestrike |  |  | Liquid Flame |

**Liquid Flame** the damage equals to **15** per Lava Dragon (10)

**Immune to Fire** for Rune Patriarchs and Rune Keepers replaced with 50% fire resistance

**Caster** (Rune Patriarch) the firewall is cast at the **basic level** (at advanced level)

**Mark of Fire** increases **all** damage dealt by Fire by **50%** (only Fie spells damage, by 100%)

the base factor for applying the mark is **2.0** (1.0)

**Mark of Fire, Flamestrike** increases **all** damage dealt by Fire by **50%** (only Fie spells damage, by 100%)

### Dungeon

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Assassin | Stalker | Blood Fury | Blood Sister | Minotaur  Guard | Minotaur  Taskmaster | Grim Raider | Brisk Raider |
| Attack | 4 | 5 | 5 | 5 | 5 | 6 | 10 | 12 |
| Defense | 3 | 4 | 3 | 4 | 2 | 5 | 14 (9) | 13 (9) |
| Damage | 2-4 | 3-5 | 5-7 | 3-8 | 4-7 | 5-8 | 7-14 | 8-15 (7-12) |
| HP | 14 | 15 | 16 | 21 | 35 | 40 | 60 | 60 |
| Speed | 5 | 6 | 8 | 8 | 6 (5) | 5 | 8 | 8 |
| Initiative | 120 | 120 | 160 | 140 | 80 | 90 | 110 | 120 |
| Ammo | 5 | - | - | - | - | - | - | - |
| Mana | - | - | - | - | - | - | - | - |
| Changed  abilities | Poisonous Attack | Poisonous Attack |  |  |  | Aura of Bravery | Rider Charge | Wheeling Attack |

**Poisonous Attack** (Assassin)deals **1.25** damage per creature (1)

**Poisonous Attack** (Stalker)deals **2** damage per creature (1)

**Aura of Bravery** the morale of adjacent friendly units cannot go lower than **3** (1)

**Rider Charge** ignores **12%** Defense for each tile moved prior to the attack (20%)

**Wheeling Attack** deals **75%** of the base damage (25%)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Deep Hydra | Foul Hydra | Shadow Matriarch | Shadow Mistress | Black Dragon | Red Dragon |
| Attack | 15 | 15 | 20 | 20 | 30 | 30 |
| Defense | 15 | 14 | 20 | 20 | 30 | 30 |
| Damage | 9-14 | 9-16 (9-12) | 17-27 | 20-30 | 45-70 (45-60) | 45-60 (45-70) |
| HP | 125 | 125 | 90 | 100 | 240 | 235 |
| Speed | 5 | 5 | 4 | 5 | 9 | 9 |
| Initiative | 70 | 80 | 100 | 110 | 100 | 110 |
| Ammo | - | - | 4 | - | - | - |
| Mana | - | - | 14 | 14 | - | - |
| Changed  abilities | Regeneration |  | Caster  Whip Strike | Whip Strike |  |  |

**Regeneration** this creature restores its health by 75-100 hit points each turn (30-50)

**Caster** (Shadow Matriarch)added Divine Strength spell at advanced level

Whip Strike now also works on ranged attacks; Frenzy spell has been replaced by Confusion

### Academy

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Master Gremlin | Gremlin Sabouter | Obsidian Gargoyle | Elemental Gargoyle | Steel Golem | Magnetic Golem | Archmage | Battle Mage |
| Attack | 5 (2) | 5 | 3 | 2 | 6 | 6 | 10 | 12 |
| Defense | 2 | 3 | 5 | 6 | 6 | 4 | 10 | 9 |
| Damage | 1-2 | 1-2 | 1-2 | 1-2 | 5-7 | 5-7 | 7-7 | 7-7 |
| HP | 6 | 6 | 20 | 20 | 24 | 20 | 30 | 29 |
| Speed | 5 | 5 | 7 | 7 | 4 | 4 | 4 | 4 |
| Initiative | 110 | 120 | 100 | 110 | 70 | 90 | 100 | 100 |
| Ammo | 7 | 7 | - | - | - | - | 4 | 6 |
| Mana | - | - | - | - | - | - | 25 | 10 |
| Changed  abilities |  | Sabotage |  | Aura of Fire, Ice, Lightning Vulnerability |  | Enchanted Armor  Magnetism |  |  |

**Sabotage** the base factor is **5** (10)

**Aura of Fire, Ice, Lightning Vulnerability** amplifies **all** damage dealt by respective elements (only damage dealt by spells)

**Enchanted Armor** heals for **75%** of received magic damage (50%)

**Magnetism** **8%** per **10** creatures (5% per 9 creatures)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Djinn Sultan | Djinn Vizier | Rakshasa Raja | Rakshasa Kshatra | Titan | Storm Titan |
| Attack | 14 | 13 | 25 | 27 | 30 | 30 |
| Defense | 14 | 13 | 27 (20) | 20 | 30 | 30 |
| Damage | 10-13 (14-19) | 10-13 (14-19) | 23-30 | 20-30 (25-35) | 40-70 | 40-70 |
| HP | 60 (45) | 65 (50) | 140 | 135 | 190 | 190 |
| Speed | 8 | 8 | 6 | 7 | 6 | 6 |
| Initiative | 120 | 120 | 80 | 80 | 100 | 100 |
| Ammo | - | - | - | - | 5 | 5 |
| Mana | - | - | - | - | - | - |
| Changed  abilities | Random Blessing | Magic Control |  |  | Call Lightening | Stormcaller |

**Random Blessing** also casts a random curse when Djinn Sultans attack a creature (worked only as an activated ability)

**Magic Control** new ability; works like the Rune of Magic Control

**Call Lightening** fixed a bug due to which Titans' Lightening's damage was not reduced by protection against magic

**Stormcaller** the ranged damage penalty is **5%** per Storm Titan (1%)

the cloud lasts for **5 turns** (3 turns)

### Neutral Creatures

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Fire Elemental | Water Elemental | Air Elemental | Earth Elemental |
| Attack | 10 | 8 | 8 | 8 |
| Defense | 5 | 8 | 6 | 11 |
| Damage | 11-20 | 8-12 | 5-7 | 12-16 (10-14) |
| HP | 43 | 43 | 40 (30) | 75 |
| Speed | 6 | 5 | 8 | 6 (5) |
| Initiative | 80 | 100 | 170 | 70 (5) |
| Ammo | 50 | - | - | - |
| Mana | - | 12 | - | - |
| Changed  abilities |  | Caster |  |  |

**Caster** (Water Elemental) added Deep Freeze spell at basic level

## Unupgraded creature changes

**Archer (Haven):** the Scatter Shot ability deals usual damage (half of the normal damage)

**Cavaliers (Haven)**: Speed is equal to 6 (7)

**Djinns (Academy):** Damage is 10-13 (12-14)

**Footman (Haven):** the Bash ability also works on retaliation strikes (interrupting Cleave, Assault, Cowardice, working with Preparation effect)

**!** Can't stop Morale from triggering.

**Imps (Inferno)**: The Mana Destroyer ability burns 1 mana per 7 creatures (1 mana per 4 creatures)

**Goblins (Stronghold)**:  
No longer have **Treachery**

Changes to **Raging Blood**:

*Goblins* level 1: gains **+2** HP (+1)

*Warriors* level 1: gains **+2** Speed (+1)

*Slayers* level 1: gains **+3** Attack (+2)

level 2: gains **+12** HP (+10)

*Shamans* level 2: gains **+8** HP (+7)

# New Morale & Luck formula

At the start of the combat each player have a counterm = 0.

The chance of triggering the positive/negative morale or luck effects is as follows (x = current morale/luck points):

P(i) = |x| \* 0,1 + m[i-1] \* 0,1 \* sgn(x)

P(i) will be in the following range [0; 0,2 \* |x|]

after each action the counter m is modified:

if the positive/negative effect was triggered:

m(i) = m[i-1] + x - 10 \* sgn(x)

if the effect was not triggered:

m(i) = m[i-1] + x

Some units take two consecutive actions when using certain abilities and the morale checks can apply to both (harpooners, imperial griffins, red dragons).

Waiting in combat does not affect the counter.

# Chance Factors for Creatures’ Abilities

Here’s full list of abilities that have a chance factor, including the abilities that have not been changed in RTA.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Ability** | **Factor** | **Target HP is computed before/after the hit** | **Triggers on retaliations** | **Triggers in melee**  **(for shooters)** |
| Assault | 1 | after | no | — |
| Bash (Conscripts, Footmen, Squires) | 1.5 | before | no | — |
| Bash (others) | 1 (1.5) |
| Bear Roar (targeting big creatures) | 1 (0.9) | after | no | — |
| Bear Roar (targeting small creatures) | 1.25 (1.8) |
| Blinding Attack | 1 | after | yes | — |
| Crippling Wound | 0.7 | after | yes | yes |
| Crushing Blow | 1 (0.8) | before | no | — |
| Fear Attack | 0.8 | after | no | — |
| Flamewave | 2 | before | yes | — |
| Force Arrow | 2 | before | — | no |
| Mark of Fire | 2 (1) | after | — | no |
| Paw Strike | 1 | before | no | — |
| Purge | 2 | after | yes | yes |
| Taunt | 1.2 | before | no | — |
| Torpor | 1.2 (3) | after | yes | — |
| Warding Arrows | 1 | before | — | no |
| Whip Strike | 1.5 | after | yes | — |