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This document provides an overview for hero creation in the Warlords Battlecry 3 mod The Protectors v0.85beta.

1 Races

1.1 Stats

Stat	Base	Bonuses
Strength	5	+1 Combat per point of Strength +1 Damage per point of Strength +3 Hit Points per point of Strength +1 Life Regeneration (per 20 seconds) for every 3 points of Strength
Dexterity	5	+1 Movement Speed per 2 points of Dexterity (at 1,3,5,etc) +1 Resistance per point of Dexterity +1 Armor per 2 points of Dexterity -0.02 seconds to Attack Speed (1.00 seconds at 5 Dexterity) -1 Second to Conversion Time per point of Dexterity (min 10 sec's)
Intelligence	5	+3 Mana Points per point of Intelligence +1 Mana Regeneration (per 20 secs) for every 10 points of Intelligence +1 Initial Troop XP per 2 points of Intelligence (at 2,4,6,etc) +3% Spellcasting Chance per point of Intelligence
Charisma	5	+1 Command Radius per 4 points of Charisma +1 Morale per 2 points of Charisma (at 2,4,6,etc) +1% Discount per point of Charisma over 5 +1 Retinue Slot for every 4 Points of Charisma

Race	STR	DEX	INT	CHA	Race	STR	DEX	INT	CHA
Barbarian	+1	+1	-1	-1	Knight		-1		+1
Daemon	+2	-1		-1	Minotaur	+3	-1	-1	-1
Dark Dwarf	+1			-1	Orc	+1		-1	
Dark Elf	-1		+1		Plaguelord	-1		+3	-2
Dwarf	+2	-2			Ssrathi		+1		-1
Empire					The Swarm		+2	-1	-1
Fey	-3	+1	+1	+1	Undead			+2	-2
High Elf	-2		+1	+1	Wood Elf	-1	+1		

1.2 Skills

Race	Level 1	Level 10	Level 20	Level 30
Barbarian	Horse Lord (+1) Reave (+1)	Running	Ice Magic	Quarrying
Daemon	Daemon Lord (+1) Ferocity (+1)	Regeneration	Pyromancy	Invulnerability
Dark Dwarf	Siege Lord (+1) Constitution (+1)	Engineer	Chaos Magic	Golem Master
Dark Elf	Dark Lord (+1) Lore (+1)	Death Rune	Summoning	Assassin
Empire	Imperial Lord (+1) Beastslayer (+1)	Trade	Alchemy	Wealth
Fey	Dream Lord (+1) Warding (+1)	Illusion Magic	Energy	Magic Resistance
High Elf	High Lord (+1) Lore (+1)	Life Rune	Healing Magic	Energy
Knight	Knight Lord (+1) Leadership (+1)	Weaponmaster	Divination	Armorer
Minotaur	Horned Lord (+1) Feorcity (+1)	Thick Hide	Mighty Blow	Pyromancy
Orc	Orc Lord (+1) Cowardslayer (+1)	Ferocity	Chaos Magic	Demolition
Plaguelord	Plague Lord (+1) Warding (+1)	Contamination	Summoning	Leech
Ssrathi	Serpent Lord (+1) Running (+1)	Scales	Poison Magic	Dragonmaster
The Swarm	Scorpion Lord (+1) Constitution (+1)	Thick Hide	Necromancy	Ignore Armor
Undead	Skull Lord (+1) Warding (+1)	Necromancy	Memories	Vampirism
Wood Elf	Forest Lord (+1) Lore (+1)	Forest Rune	Nature Magic	Sky Rune

1.3 Racial Synergy Bonuses

If your hero is the same race as the one you're playing you gain a racial synergy bonus (RSB) - a powerful ability that can only be used once per match.

Race	Description
Barbarian	Barbarians are primitive and cannot repair buildings. However, they instead get resources from pillaging enemy ones. Their RSB calls storms upon their foes.
Daemon	Daemons are monsters from another realm. They are immune to chaos and awe and resistant to fear. They are produced instantly and can be summoned freely, but are very expensive. Their RSB summons Succubuses to harvest souls.
Dark Dwarf	Dark Dwarves are slow on attack but strong on defense. All their buildings get a +5% hp bonus per total number of dwarven buildings. Their RSB gives friendly units stonewall.
Dark Elf	Dark Elves refuse mining but instead train Stygian Wisps to produce crystals. They are immune to fear but recover very slowly from awe. Their RSB spawns spider queens all over the battlefield to lay eggs.
Dwarf	Dwarves are slow on attack but strong on defense and are resistant to poison and disease. All their buildings get tougher in number. Their RSB decreases building time.
Empire	The Empire is a human race with strong diplomacy. They have foreign mercenaries at their side. Their RSB decreases costs of everything and fills resource storages.
Fey	Fey are a mysterious race. They are quick but weak. Upon RSB activation, friendly units instantly gain an xp increase.
High Elf	High Elves refuse mining but instead train Venerable Wisps to produce crystals. They are VERY susceptible to poison and disease but immune to fear and terror. Their RSB gives friendly units a life ward.
Knight	Knights have a great variety of cavalry. Their RSB raises dancing swords all over the map from fallen warriors.
Minotaur	Minotaurs are primitive and cannot repair buildings. Instead they get extra resources from pillaging enemy ones. They also are very resistant to chaos and recover slowly from it. Their RSB gives vampirism to friendly units.
Orc	Orcs are primitive and cannot repair buildings. Instead they get extra resources from pillaging enemy ones. They also recover slowly from psych effects. Their RSB gives combat to friendly units.
Plaguelord	Plaguelords use monsters of sickness and disease to rule. They can only build near Halls of Plague and Plague Piles, but in doing so they increase the virulence of poisons and diseases. RSB makes every attack poisonous.
Ssrathi	The Ssrathi are a race of lizardmen and snakes. They are resistant to poison. Their RSB can make friendly units invisible and slightly faster.

Table 4: Racial Synergy Bonuses (continued)

Race	Description
The Swarm	The Swarm consists of numerous oversized insects resistant to poison and chaos. They can drain enemy mines of resources. Their RSB makes every skill, unit and building require no resources for a short while.
Undead	Undead can only regenerate hp during night-time but at double the normal rate and are immune to poisons and psychological effects. Their RSB raises skeletons from dead bodies.
Wood Elf	Wood Elves refuse mining but instead train Ancient Wisps to produce crystals. They are susceptible to poison and disease but are resistant to fear and terror. Their RSB slows down enemy units.

1.4 Effects of Weather and Time

Status	Effect
Day	+5 combat for Ssrathi.
Night	+5 combat for Undead and Dark Elves -5 combat for Humans, Dwarves, Barbarians, Orcs, Minotaurs, Fey, Ssrathi and Insects.
Rain	+5 combat for Daemons and Barbarians, -5 combat for Humans, Dwarves, Orcs, Minotaurs, High Elves, Wood Elves, Dark Elves, Fey and Ssrathi. -10 combat for Insects and Fliers.
Fine	No effect.

2 Classes

2.1 Stats

Class	STR	DEX	INT	CHA	Class	STR	DEX	INT	CHA
Alchemist		-1	+2	-1	Monk		+1		-1
Archmage	-2		+2		Necromancer			+2	-2
Assassin	+1	+2		-3	Paladin	+1	-2	-1	+2
Bard	-2	+2	-1	+1	Priest	-1	-1	+1	+1
Chieftain	+2	+1	-3		Pyromancer	+1	-2	+2	-1
Deathknight	+2	-1	+1	-2	Ranger	+2	+1	-1	-2
Defiler	-1	+1	+2	-2	Runemaster	+1	-3		+2
Dragonslayer	+2	-2			Sage	-2	-1	+2	+1
Druid	-2	+1	-1	+2	Shaman	-1	-1		+2
Elementalist		-2		+2	Summoner	-1		+2	-1
Healer	-2	-1	+1	+2	Thief	-1	+2		-1
IceMage	-1	-1	+2		Tinker				
Illusionist	-2	+1	+2	-1	Warlock	+2	-2	+1	-1
Lichelord	+1		+2	-3	Warrior	+2		-2	
Merchant	-2	+2							

2.2 Skills

Any hero who has a matching skill in both his race and his class gains a Synergy Bonus. This bonus makes that skill available at level 1, and automatically adds an extra +2 to it.

Class	Level 1	Level 5	Level 15	Level 25
Alchemist	Alchemy (+3) Ritual	Energy	Potionmaster	Arcane Magic
Archmage	Summoning Magic (+1) Alchemy (+1)	Time Magic	Illusion Magic	Magic Resistance
Assassin	Assassin (+3) Swiftness	Shadow Strength	Wealth	Ignore Armor
Bard	Leadership (+3) Diplomacy	Wealth	Fire Missile	Divination Magic
Chieftain	Ferocity (+1) Riding (+1)	Leadership	Beastslayer	Mighty Blow
Deathknight	Ferocity (+1) Cowardslayer (+1)	Necromancy	Invulnerability	Smite Good
Defiler	Poison Magic (+3) Ritual	Slimemaster	All-Seeing Eye	Arcane Magic
Dragonslayer	Dragonslayer (+1) Ferocity (+1)	Fire Resistance	Cold Resistance	Wealth
Druid	Nature Magic (+3) Ritual	Guardian Oak	Elemental Lore	Arcane Magic
Elementalist	Elemental Lore (+1) Ice Magic (+1)	Pyromancy	Rune Magic	Elem. Resistance
Healer	Healing (+3) Ritual	Elcor's Aura	Warding	Regeneration
IceMage	Ice Magic (+3) Ritual	Cold Resistance	Gemcutting	Arcane Magic
Illusionist	Illusion (+3) Ritual	Leadership	Magic Resistance	Arcane Magic
Lichelord	Necromancy (+1) Poison Magic (+1)	Manslayer	Shadow Strength	WitchHunter
Merchant	Merchant (+3) Diplomacy	Wealth	Trade	Gemcutting

Table 7: Class Skills (continued)

Class	Level 1	Level 5	Level 15	Level 25
Monk	Mighty Blow (+3) Elemental Resistance	Magic Resistance	Swiftness	Ferocity
Necromancer	Necromancy (+3) Ritual	Memories	Undead Legion	Arcane Magic
Paladin	WitchHunter (+1) Ferocity (+1)	Healing Magic	Knight Protector	Smite Evil
Priest	Healing (+1) Ritual(+1)	Divination Magic	Lore	Magic Resistance
Pyromancer	Pyromancy (+3) Ritual	Fire Resistance	Demolition	Arcane Magic
Ranger	Running (+1) Nature Magic (+1)	Fire Missile	Griffonmaster	Taming
Runemaster	Rune Magic (+3) Ritual	Runic Lore	Quarrying	Arcane Magic
Sage	Divination (+3) Ritual	Mage King	Energy	Arcane Magic
Shaman	Chaos Magic (+3) Ritual	Warding	Energy	Arcane Magic
Summoner	Summoning (+3) Ritual	Energy	Gate	Arcane Magic
Thief	Running (+3) Thievery	Warding	Convincing	Illusion Magic
Tinker	Engineer (+3) Gemcutting	Alchemy	Smelting	Quarrying
Warlock	WitchHunter Ferocity	Warding	Smelting	Summoning Magic
Warrior	Ferocity (+3) Constituion	Regeneration	Weaponmaster	Ignore Armor

3 Proficiencies

You can choose your hero's proficiency upon creation. Each proficiency grants you a unique bonus that scales with your hero's level as well as access to a set of unique perks (see below).

Proficiency	Bonus	Perk
Speed	All your troops gain +1% speed per hero level.	Quick Fighter Quick Runner
Combat	All your troops gain +1% combat per hero level.	Efficient Fighter Fast Fighter
Health	All your troops gain +1% hit point regeneration per hero level.	Young but Weak Old but Hardened
Building	All your buildings gain +1% hit points per hero level.	Durable Builder Fast Builder
Converting	All your troops gain +1% conversion speed per hero level.	Liberal Sever
Spellcasting	All your troops gain +1% mana regeneration per hero level.	Traditionalist Experimentalist
Recruiting	All your troops gain +0.5 points starting XP per hero level.	Quantity Quality
No proficiency	Your hero gains +1% XP gain per hero level.	Introvert Extrovert

4 Perks

Perks come in opposing pairs. Up to 5 points can be spent in either direction (points = x in the tables). Perks can be changed in the level-up screen.

4.1 General Perks

These perks are available to all heroes.

Perk	Effect		Perk	Effect
Good	Your units gain $+7x\%$ critical chance against evil creatures but are $+10x\%$ more vulnerable against them. Tags your hero as good.	\longleftrightarrow	Evil	Your units gain $+7x\%$ critical chance against good creatures but are $+10x\%$ more vulnerable against them. Tags your hero as evil.
Saint	Your units gain $+10x\%$ critical chance if their race is the same as your hero's, but lose $-10x\%$ otherwise.	\longleftrightarrow	Heathen	Your units gain $+15x\%$ critical chance if their race is the same as your hero's, but lose $-10x\%$ otherwise.
Aristocratic	Your units are $+5x\%$ more expensive but have $-7x\%$ decreased production time.	\longleftrightarrow	Plutocratic	Your units are $+5x\%$ cheaper but have $+7x\%$ slower production time.
Altruistic	$+1x$ resource income per ally in scenario, but $-0.5x$ per enemy minus one.	\longleftrightarrow	Selfish	$+1x$ resource income per enemy minus one in scenario, but $-0.5x$ per ally.
Timid	Your units gain $+10x\%$ resistance to critical hits but suffer $-5x\%$ critical hit chance.	\longleftrightarrow	Daring	You units become $+10x\%$ more vulnerable to critical hits but gain $+5x\%$ critical hit chance.

4.2 Proficiency-based Perks

These perks are unlocked depending on your hero's proficiency (see above).

Perk	Effect		Perk	Effect
Quick Fighter	Increases your hero's attack speed by +5x%.	↔	Quick Runner	Increases your hero's movement speed by +5x%.
Efficient Fighter	Decreases your hero's attack speed by -7x% but increases their critical hit chance by +10x%.	↔	Fast Fighter	Increases your hero's attack speed by +7x% but decreases their critical hit chance by -10x%.
Young but Weak	Your hero gains +10x% hit point regeneration but -5x% maximum health.	↔	Old but Hardened	Your hero gains +5x% maximum health but -10x% hit point regeneration.
Durable Builder	Your buildings are +10x% slower to build but have +4x% more hit points.	↔	Fast Builder	Your buildings are +10x% faster to build but have -4x% more hit points.
Liberal	Your hero converts enemy buildings +10x% faster.	↔	Severe	Your buildings are 10x% harder to convert by the enemy.
Traditionalist	Your hero gains +20x% spellcasting chance but suffers +5x% increased mana costs.	↔	Experimentalist	Your hero suffers -15x% spellcasting chance but gains -5x% decreased mana costs.
Quantity	Food consumption is reduced by -25x% but lowers your troops' morale by -15x%.	↔	Quality	Food consumption is increased by +25x% but increases your troops' morale by +15x%.
Introvert	Your hero gains XP 10x% faster but your units gain XP 10x% slower.	↔	Extrovert	Your hero gains XP 10x% slower but your units gain XP 10x% faster.

5 Skill Descriptions

Skill	Description ($x = \text{skill level}$)
Alchemy	Learn Alchemy spells.
All-Seeing Eye	$+3x$ XP for all floating eyes.
Arcane Magic	Learn Arcane magic spells.
Arcane Rune	Cheap Manos Runes and increased life for Elven Mages
Armorer	$+5x$ armor vs. piercing damage.
Assassin	$+(4 + x)\%$ of instantly killing an enemy and gaining 85 gold.
Beastslayer	$+5x$ damage vs. Monsters.
Brewmaster	$+4x$ XP for all Dwarves.
Chaos Magic	Learn Chaos magic spells.
Cold Resistance	$+5x$ resistance vs. cold damage.
Constitution	$+15x$ life points.
Contamination	$+1x$ virulence of all disease on the map.
Convincing	$+2x\%$ faster conversion for your hero.
Cowardslayer	$+10x$ damage vs. Missile Units
Daemon Lord	$+x$ Morale when leading Daemons.
Dark Lord	$+x$ Morale when leading Dark Elves.
Death Rune	$+10x$ life for Assassins and cheaper Mortos Runes.
Demolition	$+10x$ damage vs. Buildings
Diplomacy	$+x$ army setup points.
Divination Magic	Learn Divination magic spells.
Dragonmaster	$+3x$ XP for all Dragons, Dinosaurs and Hydras.
Dragonslayer	$+10x$ damage vs. Dragons.
Dream Lord	$+x$ Morale when leading Fey.
Dwarf Lord	$+x$ Morale when leading Dwarves.
Elcor's Aura	$+20x$ to the effect of your healing spells.
Elem. Resistance	$+2x$ resistance vs. fire, cold and electrical damage.
Elemental Lore	$+4x$ XP for all elementals.
Energy	Increase mana regeneration by $5x\%$.
Engineer	$+20x\%$ hit points for buildings.

Table 11: Skill descriptions (continued)

Skill	Description (x = skill level)
Ferocity	Improve your combat score by $3x$.
Fire Missile	Gain a range $6 \rightarrow 10$ fire attack that hits for $(47 + 3x)\%$ of your base damage.
Fire Resistance	$+5x$ resistance vs. fire damage.
Forest Lord	$+x$ Morale when leading Wood Elves.
Forest Rune	$+10x$ life for Oakmen & all Treants and cheaper Arbos Runes.
Gate	$+2x$ XP for all Daemons.
Gemcutting	$+15x$ crystal income per minute.
Golem Master	$+3$ XP for all Golems.
Griffonmaster	$+3x$ XP for all Griffons.
Guardian Oak	$+3x$ XP for all Treants.
Healing Magic	Learn Healing magic spells
High Lord	$+x$ Morale when leading High Elves.
Horned Lord	$+x$ Morale when leading Minotaurs.
Horse Lord	$+x$ Morale when leading Barbarians.
Ice Magic	Learn Ice magic spells.
Ignore Armor	Ignore $3x$ points of enemy armor.
Illusion Magic	Learn Illusion magic spells.
Imperial Lord	$+x$ Morale when leading the Empire.
Invulnerability	$+2x$ armor vs. all physical attacks
Knight Lord	$+x$ Morale when leading Knights.
Knight Protector	$+3x$ XP for all Human, Undead and Elven Knights.
Leadership	$+x$ Morale when leading any side.
Leech	Gain $0.5x$ mana for each enemy killed by your hero.
Life Rune	$+10x$ life for Celestial Hatchlings and cheaper Vivos Runes.
Lore	$+10x$ maximum mana.
Mage King	$+5x$ XP for all spellcasters.
Magic Resistance	$+7x$ resistance vs. magic damage.
Manslayer	$+10x$ damage vs. Humans.
Memories	$+1x$ XP for all Skeletons.

Table 11: Skill descriptions (continued)

Skill	Description (x = skill level)
Merchant	Gain a discount on all things bought.
Mighty Blow	+2x melee damage.
Nature Magic	Learn Nature magic spells.
Necromancy	Learn Necromancy spells.
Orc Lord	+x Morale when leading Orcs.
Plague Lord	+x Morale when leading Plaguelords.
Poison Magic	Learn Poison magic spells.
Potionmaster	Mana Potions restore $x\%$ more mana.
Pyromancy	Learn Pyromancy spells
Quarrying	+15x stone income per minute.
Reave	+5x damage vs. large creatures
Regeneration	+20x% life regeneration.
Riding	+5x XP for all cavalry.
Ritual	+5x% spellcasting success chance.
Rune Magic	Learn Rune magic spells.
Runic Lore	+3x XP for all Runelords.
Running	+1x to movement speed.
Scales	+5x armor vs. slashing damage.
Scorpion Lord	+x Morale when leading the Swarm.
Serpent Lord	+x Morale when leading Ssrathi.
Shadow Strength	+5x combat score at night.
Siege Lord	+x Morale when leading Dark Dwarves.
Skull Lord	+x Morale when leading Undead.
Sky Rune	+5x life for all fliers and cheaper Cielos Rune.
Slimemaster	+3x XP for all Slimes.
Smelting	+15x metal income per minute.
Smite Evil	+10x damage vs. evil creatures.
Smite Good	+10x damage vs. good creatures.
Summoning Magic	Learn Summoning magic spells.

Table 11: Skill descriptions (continued)

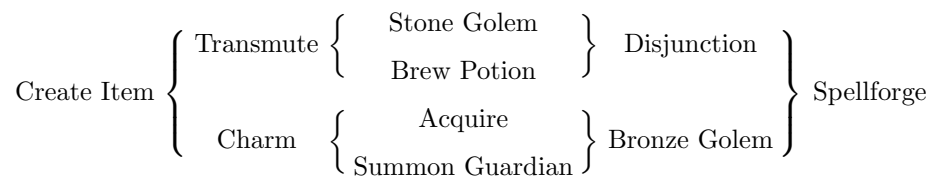
Skill	Description (x = skill level)
Swiftness	+4x% attack speed.
Taming	+5x XP for all Monsters.
Thick Hide	+5x armor vs. crushing damage.
Thievery	+2x% chance to steal resources on hit.
Time Magic	Learn Time magic spells.
Trade	+2x% improved trading rate at markets (base rate 50%).
Undead Legion	+3x XP for all Skeleton Riders.
Vampirism	Drain 0.5x life from enemies when you hit them in combat.
Warding	+x resistance for all your troops.
Wealth	+15x gold income per minute.
Weaponmaster	+2x% chance of a critical hit.
WitchHunter	+10x damage vs. spellcasters.

6 Magic

Unlike in classic Warlords Battlecry 3, where spells are learned in order, in The Protectors spells require different spells to be learned. The different requirements are shown below the spell descriptions. For example if you wanted to learn the Alchemy spell Disjunction to level 3, you would also have to have Create Item, Transmute, Stone Golem and Brew Potion at level 3. Spells, unlike other Skills, are leveled up in the "Spells" tab.

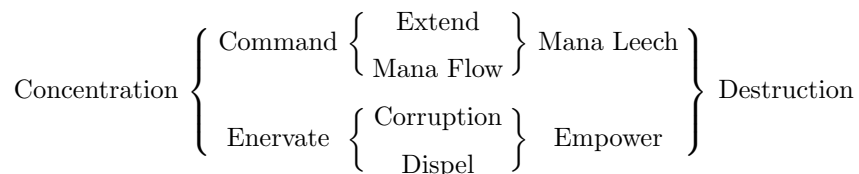
6.1 Alchemy

Spell	Description ($x = \text{Mastery level, starting at 1}$)	Mana
Create Item	Creates a random item for the caster to use. Each mastery level grants access to more powerful items.	12
Transmute	Exchanges one type of resource for another at a conversion rate of $(40 + 10x)\%$.	15
Charm	Your barter skill increases by $2 + 2x$ for x minutes.	6
Stone Golem	Summons $1/2 + 1/2x$ Stone Golems with $5x - 5$ XP to your side.	14
Brew Potion	Creates healing x potions.	24
Acquire	Instantly converts all mines in an area of $1/4 + 1/4x$ times your command radius.	22
Summon Guardian	Summons a guardian statue for $8 + 2x$ minutes. Each mastery level gives access to a more powerful statue.	24
Disjunction	Renders the items of all enemy heroes on the entire map useless for $30x$ seconds.	40
Bronze Golem	Summons $2/3 + 1/3x$ Bronze Golems with $5x - 5$ XP to serve you.	60
Spellforge	Doubles the effect of your items for x minutes.	60



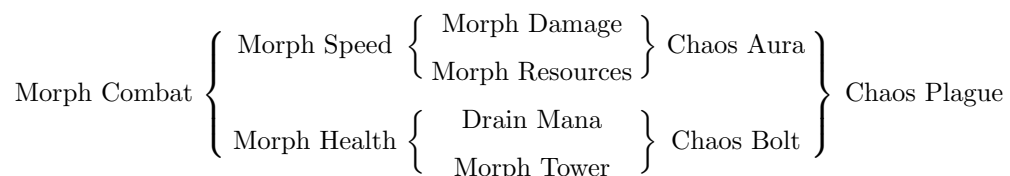
6.2 Arcane Magic

Spell	Description ($x = \text{Mastery level, starting at 1}$)	Mana
Concentration	Increases your spellcasting chance by $(15 + 5x)\%$ for $1 + x$ minutes.	8
Command	Your spells' area of effect is increased by $25x\%$ for $1 + x$ minutes.	12
Enervate	Increases your mana regeneration by $50x\%$ for $1 + x$ minutes.	20
Extend	Your spells are double in duration for $1 + x$ minutes.	22
Mana Flow	Your spells only cost 75% mana to cast for $1 + x$ minutes.	24
Corruption	Newly summoned creatures have a $(30 + 10x)\%$ chance to join your side for $1 + x$ minutes.	28
Dispel	Instantly cancel all enemy spells in an area of $1/2 + 1/2x$ times your command radius.	16
Mana Leech	Drain $4 + x$ points of mana from any enemies you kill for $1 + x$ minutes.	40
Empower	Your spells' effects are increased by $(25 + 25x)\%$ for $1 + x$ minutes.	50
Destruction	Causes damage to all nearby troops and buildings equal to your life points minus 1 in an area of $1/2 + 1/2x$ times your command radius.	80



6.3 Chaos Magic

Spell	Description ($x = \text{Mastery level, starting at 1}$)	Mana
Morph Combat	Randomly increase combat values of friendly units or decrease for enemies within your command radius ($1 + x$ maximum effect).	16
Morph Speed	Randomly increase speed values of friendly units or decrease for enemies within your command radius ($1 + x$ maximum effect).	20
Morph Health	Randomly increase health values of friendly units or decrease for enemies within your command radius ($10 + 5x$ maximum effect).	24
Morph Damage	Randomly increase combat values of friendly units or decrease for enemies within your command radius ($1/2 + 1/2x$ maximum effect).	16
Morph Resources	Transmute one resource into another ($(40 + 10x)\%$ maximum rate).	30
Drain Mana	Drains up to $25x$ mana from any unit in an area of $1/2 + 1/2x$ times your command radius.	16
Morph Tower	Randomly increase the stats of friendly towers or decrease for enemies within your command radius ($1 + x$ maximum effect).	20
Chaos Aura	All enemies in an area of $1/2 + 1/2x$ times your command radius are in chaos (no positive bonuses apply, armor and resistance are reduced to zero for 30 seconds).	8
Chaos Bolt	Black lightning shoots from you, hitting enemy units within your command radius for $20 + 50x$ fire damage.	32
Chaos Plague	Enemy units within your command radius have their hitpoints reduced by $(47 + 3x)\%$ and are diseased.	70



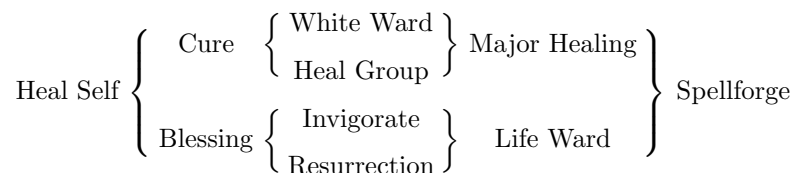
6.4 Divination

Spell	Description ($x = \text{Mastery level, starting at 1}$)	Mana
Elemental Lore	Friendly units gain $5 + 5x$ resistance for x minutes.	6
Defense Lore	Friendly units gain $5 + 5x$ armor for x minutes.	6
See Invisible	Your hero can see invisible units for $3 + 2x$ minutes.	5
Telepathy	Newly produced troops gain $10x$ XP for x minutes.	10
Banish	Banishes Daemons, Archons and Elementals up to level $2x$ within your command radius.	30
Comprehension	Skills bought at buildings are discounted by $(47 + 3x)\%$ for x minutes.	35
Call Sage	Summons $2/3 + 1/3x$ Red, White, Blue or Black Mage with $5x - 5$ XP to serve you.	60
Mind Leech	Nearby non-Mechanical troops gain the ability to steal XP from foes for x minutes.	50
True Sight	Permanently increases your side's vision range by x .	60
Psychic Blast	Stun all enemies within your command radius for $3 + 5x$ seconds.	70

$$\text{Elemental Lore} \left\{ \begin{array}{l} \text{Defense Lore} \left\{ \begin{array}{l} \text{Telepathy} \\ \text{Banish} \end{array} \right\} \text{Mind Leech} \\ \text{See Invisible} \left\{ \begin{array}{l} \text{Comprehension} \\ \text{Call Sage} \end{array} \right\} \text{True Sight} \end{array} \right\} \text{Psychic Blast}$$

6.5 Healing Magic

Spell	Description ($x = \text{Mastery level, starting at 1}$)	Mana
Heal Self	Heals you for $50x$ points.	8
Cure	Cures disease and poison on friendly units within your command radius and heals them for $10x$ points.	8
Blessing	Increases your Morale by $2x$ for $2 + x$ minutes.	8
White Ward	Increases the resistance of non-Evil friendly units within your command radius by $5x$ for x minutes.	6
Heal Group	Heals friendly units within your command radius for $50x$ points.	15
Invigorate	Non-Undead friendly units within your command radius gain additional $2 + x$ speed and $(20 + 10)x\%$ attack speed for x minutes up to a maximum of $+10$ speed and $+100\%$ attack speed.	16
Purify	Holy damage strikes all evil creatures within your command radius for $40 + 30x$ points of damage and brings out the sun.	20
Major Healing	Heals all friendly units on the entire map for $100x$ points and cures them of poison and disease.	40
Life Ward	Should you receive fatal damage within $2x$ minutes after casting this spell, you are instead restored to full health.	40
Resurrection	Raises non-Undead, non-Mechanical units from the dead to serve you in an area of $1/2 + 1/2x$ times your command radius. Levels 1 and 2 only affect friendly units, levels 3+ affect all units.	60



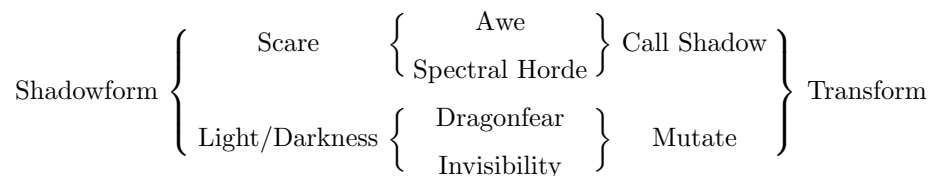
6.6 Ice Magic

Spell	Description ($x = \text{Mastery level, starting at 1}$)	Mana
Hand of Ice	Shards of ice strike enemies within your command radius for $20 + 10x$ points of cold damage.	10
Storm	Alters fine weather to thunder and rain. Additional master levels increase the severity of the storm.	8
Ice Armor	Increases your armor by $10x$ for x minutes.	8
Calm	Removes all magic and psychological effects on units in an area of $1/2 + 1/2x$ times your command radius.	4
Ring of Ice	A hail of ice surrounds you, causing $20 + 30x$ points of cold damage.	20
Freeze	Slow down enemies within your command radius by x points for $30x$ seconds.	14
Wall of Ice	Summons a small section of an icy wall for $10x$ minutes.	5
Ice Floe	Gain an icy missile attack that can hit multiple opponents for $5 + 15x$ points of cold damage at range 12. Lasts $60 + 30x$ seconds.	30
Freeze Magic	Stop all mana regeneration on the map for x minutes.	40
Ice Storm	Strike nearby enemy units with a powerful hail of ice for $50 + 50x$ points of cold damage.	65

$$\text{Hand of Ice} \left\{ \begin{array}{l} \text{Storm} \left\{ \begin{array}{l} \text{Calm} \\ \text{Ring of Ice} \end{array} \right\} \text{Ice Floe} \\ \text{Ice Armor} \left\{ \begin{array}{l} \text{Freeze} \\ \text{Wall of Ice} \end{array} \right\} \text{Freeze Magic} \end{array} \right\} \text{Ice Storm}$$

6.7 Illusion Magic

Spell	Description ($x = \text{Mastery level, starting at 1}$)	Mana
Shadowform	Turns you into an ethereal being, granting you additional x speed and $5x$ armor and resistance for $1 + x$ minutes.	8
Scare	All non-Undead enemies in an area of $1/2 + 1/2x$ times your command radius are afraid (damage halved, speed-4 for 45 seconds).	6
Light/Darkness	Changes day to night and night to day.	5
Awe	All non-Undead enemies in an area of $1/2 + 1/2x$ times your command radius are in awe (speed halved, any range attack lost for 30 seconds).	8
Spectral Horde	Creates a group of $4 + 2x$ illusionary warriors for $2x$ minutes at your side. Illusionary troops are much weaker than real troops.	14
Dragonfear	Creates an illusionary dragon that causes terror (run away from enemies, speed-2) for $2x$ minutes. Illusionary troops are much weaker than real troops.	20
Invisibility	Makes you invisible for x minutes or until you attack, convert or cast a spell.	18
Call Shadow	Summons $1/2 + 1/2x$ Shadows with $5x - 5$ XP to serve you.	30
Mutate	Turns non-Mechanical enemies up to level $2 + x$ within your command radius into harmless animals.	50
Transform	Change several units into a stronger ones. Does not work on starting units.	65



6.8 Nature Magic

Spell	Description ($x = \text{Mastery level, starting at 1}$)	Mana
Gemberry	Heals you and friendly units within your command radius for $25x$ points. Cures poison and disease starting from level 3.	7
Summon Animal	Summons x animals with $5x - 5$ XP to serve you.	5
Entangle	Slows down enemies that are inside your command radius by $2 + 2x$ points. Lasts $30x$ seconds.	8
Summon Sprite	Summons x sprites with $5x - 5$ XP to serve you.	11
Summon Unicorn	Summons $1/2 + 1/2x$ unicorns with $5x - 5$ XP to serve you.	25
Change Weather	Allows you to affect the weather and the time of day.	25
Call Lightning	Calls lightning down upon enemies within your command radius, dealing $40 + 40x$ points of electric damage.	30
Summon Treant	Summons $2/3 + 1/3x$ treants with $5x - 5$ XP to serve you.	40
Wall of Thorns	Creates a piece of a wall of brambles for $10x$ minutes.	5
Elementalism	Choose one of four Elementals to summon. Summons $1/2 + 1/2x$ Elementals with $5x - 5$ XP to serve you.	47

$$\text{Gemberry} \left\{ \begin{array}{l} \text{Summon Animal} \left\{ \begin{array}{l} \text{Summon Sprite} \\ \text{Summon Unicorn} \end{array} \right\} \text{Summon Treant} \\ \text{Entangle} \left\{ \begin{array}{l} \text{Change Weather} \\ \text{Call Lightning} \end{array} \right\} \text{Wall of Thorns} \end{array} \right\} \text{Elementalism}$$

6.9 Necromancy

Spell	Description ($x = \text{Mastery level, starting at 1}$)	Mana
Raise Skeleton	Raises x skeletons with $5x - 5$ XP to serve you.	8
Raise Zombie	Raises x zombies with $5x - 5$ XP to serve you.	8
Black Portal	Summons a circle of power for $1 + x$ minutes, which increases the mastery level of every spell that raises undead near it by 1.	8
Raise Wight	Raises x wights with $5x - 5$ XP to serve you.	15
Raise Wraith	Raises x wraiths with $5x - 5$ XP to serve you.	15
Darkstorm	Changes day to night and makes it rain. Additional master levels increase the severity of the storm.	16
Vampirism	Units within your command radius gain the ability to drain $x + 1$ hit points in combat for $1 + x$ minutes.	30
Call the Dead	Returns piles of bones inside your command radius back as undead with $20x - 20$ XP.	30
Strip Flesh	Turns enemy units up to level $x/2$ within your command radius into skeletons.	35
Call Champion	Raises an undead lord with $5x - 5$ XP from his grave. Choose one: $1 + x$ liches, $1 + x$ shadows, $1/2 + 1/2x$ doom knights or $1/2 + 1/2x$ vampires.	65

$$\text{Raise Skeleton} \left\{ \begin{array}{l} \text{Raise Zombie} \left\{ \begin{array}{l} \text{Raise Wight} \\ \text{Raise Wraith} \end{array} \right\} \text{Call the Dead} \\ \text{Black Portal} \left\{ \begin{array}{l} \text{Darkstorm} \\ \text{Vampirism} \end{array} \right\} \text{Strip Flesh} \end{array} \right\} \text{Call Champion}$$

6.10 Poison Magic

Spell	Description ($x = \text{Mastery level, starting at 1}$)	Mana
Immunity	Your hero becomes immune to poison and disease for $2x$ minutes.	10
Poison Cloud	Poisons all living enemies in an area of $1/2 + 1/2x$ times your command radius.	6
Summon Wasp	Summons x giant wasps with $5x - 5$ XP to serve you.	8
Antidote	Cures all poison and disease in an area of $1/2 + 1/2x$ times your command radius.	8
Venom Touch	Units within your command radius gain a poison attack with 100 poison strength for x minutes.	15
Poison Gate	Poisons all living enemy creatures that are summoned within the next $1 + x$ minutes.	24
Spray Poison	Sprays venomous arrows at enemies within your command radius, dealing $28 + 12x$ points of poison damage with a poison strength of half of the damage.	16
Guardian Shadow	Summons $2/3 + 1/3x$ Blackguards with $5x - 5$ XP to serve you.	45
Rot	Nearby enemies up to level $2 + x$ in an area of $1/2 + 1/2x$ times your command radius suffer the full penalties for poison/disease.	40
Call of Kargoth	Summons a horde of $7 + x$ spiders and $7 + 1/2x$ spider queens with $5x - 5$ XP to serve you.	50

$$\text{Immunity} \left\{ \begin{array}{l} \text{Poison Cloud} \left\{ \begin{array}{l} \text{Antidote} \\ \text{Venom Touch} \end{array} \right\} \text{Guardian Shadow} \\ \text{Summon Wasp} \left\{ \begin{array}{l} \text{Poison Gate} \\ \text{Spray Poison} \end{array} \right\} \text{Rot} \end{array} \right\} \text{Call of Kargoth}$$

6.11 Pyromancy

Spell	Description ($x =$ Mastery level, starting at 1)	Mana
Hand of Flame	Strike enemies within your command radius with fireballs, dealing $20 + 10x$ points of fire damage.	10
Soul Flame	Increases the XP of units within your command radius by $5 + 5x$ up to a maximum of $10x$.	6
Cauterize	Heals units within your command radius by $25x$ points.	8
Resist Fire	Makes units within your command radius highly resistant to fire-based attacks, granting them $25x$ fire resistance for x minutes.	7
Ring of Fire	Summons a small but very hot ring of fire, dealing $20 + 30x$ points of fire damage.	22
Firebreath	Gives nearby non-caster units ranged fire attacks, dealing $5 + 5x$ points of fire damage at a range of 4. Lasts 1 minute $+30x$ seconds.	30
Berserker	Sets fire to friendly units and makes them fight better, granting them additional $4 + x$ combat and $3 + 2x$ speed for $2x$ minutes.	15
Pillar of Fire	Calls down a pillar of fire to hit surrounding enemies for $80 + 40x$ points of fire damage.	40
Fire Elemental	Summons $1/2 + 1/2x$ fire elementals with $5x - 5$ XP to serve you.	40
Armageddon	Damages units and buildings inside your command radius, dealing $50 + 50x$ points of fire damage.	75

$$\text{Hand of Flame} \left\{ \begin{array}{l} \text{Soul Flame} \left\{ \begin{array}{l} \text{Resist Fire} \\ \text{Ring of Fire} \end{array} \right\} \text{Pillar of Fire} \\ \text{Cauterize} \left\{ \begin{array}{l} \text{Firebreath} \\ \text{Berserker} \end{array} \right\} \text{Fire Elemental} \end{array} \right\} \text{Armageddon}$$

6.12 Rune Magic

Spell	Description ($x = \text{Mastery level, starting at 1}$)	Mana
Stoneskin	Increases friendly units' armor rating by $10x$ for x minutes and 30 seconds.	12
Gem of Wisdom	Increases your spell casting chance for your next spell by $(10 + 10x)\%$.	4
Dig	Decrease the building time for all structures by $(10 + 10x)\%$ for $1 + 2x$ minutes.	8
Earthpower	Repairs building by $200x$ hitpoints in an area of $1/2 + 1/2x$ times your command radius.	12
Resist Magic	Increases friendly units' magic and elemental resistance by $30x$ for x minutes.	25
Doomstones	Creates large rocks which strike enemies within your command radius for $35 + 20x$ points of crushing damage.	16
Summon Guardian	Summons a guardian statue for $8 + 2x$ minutes. Each mastery level gives access to a more powerful statue.	20
Resist Missile	Makes you immune to all missiles for x minutes and 30 seconds.	25
Rune Item	Creates an item. Each mastery level grants access to more powerful items.	23
Stonecall	Summons $1/2 + 1/2x$ mighty earth elementals with $5x - 5$ XP to serve you.	40

$$\text{Stoneskin} \left\{ \begin{array}{l} \text{Gem of Wisdom} \left\{ \begin{array}{l} \text{Earthpower} \\ \text{Resist Magic} \end{array} \right\} \text{Resist Missile} \\ \text{Dig} \left\{ \begin{array}{l} \text{Doomstones} \\ \text{Summon Guardian} \end{array} \right\} \text{Rune Item} \end{array} \right\} \text{Stonecall}$$

6.13 Summoning Magic

Spell	Description ($x = \text{Mastery level, starting at 1}$)	Mana
Summon Quasit	Summons x quasits with $5x - 5$ XP to serve you.	10
Circle of Power	Summons a circle of power for $1 + x$ minutes, which increases the mastery level of every spell that summons daemons near it by 1.	4
Phantom Steed	Turns friendly cavalry units within your command radius into phantoms for x minutes, granting them additional $1 + x$ speed and $5x$ armor and resistance.	5
Blink	Teleports you to a chosen place nearby.	3
Summon Imp	Summons x Imps with $5x - 5$ XP to serve you.	14
Eye of Oros	Summons $1 + x$ floating eyeballs that are useful for scouting to serve you.	12
Home Portal	Sends you back to your start location.	20
Soulharvest	Summons x Succubi with $5x - 5$ XP to serve you.	35
Banish	Permanently banishes any Daemons, Elementals and Archons up to level $3 + 2x$ within your command radius.	30
Daemongate	Summons $2/3 + 1/3x$ Daemons with $5x - 5$ XP to serve you.	55

$$\text{Summon Quasit} \left\{ \begin{array}{l} \text{Circle of Power} \left\{ \begin{array}{l} \text{Blink} \\ \text{Summon Imp} \end{array} \right\} \text{Soulharvest} \\ \text{Phantom Steed} \left\{ \begin{array}{l} \text{Eye of Oros} \\ \text{Home Portal} \end{array} \right\} \text{Banish} \end{array} \right\} \text{Daemongate}$$

6.14 Time Magic

Spell	Description ($x = \text{Mastery level, starting at 1}$)	Mana
Vigor	Increases your speed by $4 + 2x$ and starting from level 2 your attack speed for $30 + 30x$ seconds.	12
Age	Decreases the speed of enemy units within your command radius by $1 + 2x$ for $30 + 30x$ seconds.	14
Life	Increases your life regeneration by $(20 + 20x)\%$ and your Mana regeneration by $(40 + 20x)\%$ for $30 + 30x$ seconds.	24
Foresight	Increases the combat score of your non-Mechanical units within your command radius by $2 + 2x$ for $30 + 30x$ seconds.	20
Springtime	Your living troops within your command radius gain additional $2 + x$ combat, $2 + x$ speed and $5x$ damage for 1 minute.	36
Decrepify	Enemy troops within your command radius are greatly weakened, reducing their combat by $2x$, speed by x and damage by $5x$ for 30 seconds.	18
Wisdom of Age	Increases your unit production speed by $(15 + 10x)\%$ (maximum 50%) for x minutes and 30 seconds.	40
Whispers of Time	Summons $1 + 2x$ wraiths with $20x - 20$ XP to serve you.	40
Overwork	Increases your minefillers' effectiveness by $50x\%$ for x minutes.	50
Breath of Dying	Living enemy troops up to level $2 + x$ within your command radius have a 66% chance of instantly dying.	70

$$\text{Vigor} \left\{ \begin{array}{l} \text{Age} \left\{ \begin{array}{l} \text{Foresight} \\ \text{Springtime} \end{array} \right\} \\ \text{Life} \left\{ \begin{array}{l} \text{Decrepify} \\ \text{Wisdom of Age} \end{array} \right\} \end{array} \right\} \left\{ \begin{array}{l} \text{Whispers of Time} \\ \text{Overwork} \end{array} \right\} \text{Breath of Dying}$$