

MIGHT AND MAGIC

HEROES V

DETAILED
WORLD MAPS



BASED ON A GAME
RATED BY THE
ESRB



UBISOFT

HEROES V

PRIMA OFFICIAL GAME GUIDE

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Fletcher Black has been playing video games since his parents first set an Atari 2600 down on the orange shag carpet of their suburban paradise. While peers declared their desire to be firefighters or astronauts, Fletcher set his sights on all things pixelated. Similarly, Fletcher earned a journalism degree from the University of



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We want to hear from you! E-mail comments and feedback to fblack@primagames.com.

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A Hero Returns

Back from Beyond

Hail, adventurer, and welcome to the world of Ashan!

Heroes of Might and Magic V is the resurrection of one of the most popular game franchises of all time, with fans numbering in the millions. The series has earned the respect of hardcore role-playing and strategy gamers with its smart presentation of resource management, enthralling battle sequences, and storylines that rival some of the great works of fantasy fiction.

With that historical foundation, Ubisoft and Nival now introduce new monsters to command in war, a mature storyline full of plot twists, and a 3-D interface that brings this enchanting universe to life.

Ubisoft and Nival have kept the core gameplay of *Heroes of Might and Magic* intact. Fans who enjoyed picking heroes from a variety of factions will find no fewer than six factions (Haven, Inferno, Sylvan, Academy, Necropolis, and Dungeon), each telling a key segment of the story. The game begins with the human-based Haven faction attempting to turn back a monstrous demon incursion, but the tale includes chapters told from the perspective of the death-obsessed necromancers (Necropolis faction), the knowledge-hungry wizards (Academy faction), and the nature-embracing elves (Sylvan faction).



Resource management remains in place: Heroes must scour the landscape for important materials to build cities. Recruiting certain

creatures into armies requires cities, so you must keep an eye out for special features on the overworld map—like gold mines and lumber mills—to turn quaint towns into thriving city-states that churn out glorious warriors.

Magic and artifacts are still very important aspects of gameplay; battles can be won or lost based on the possession of enchanted items. Sometimes the luck of a Four-Leaf Clover is enough for an underdog force to rise up against a thundering foe.



Guiding this great struggle to a victory takes skill with a sword and the foresight of a brilliant planner. In the “Artifact Catalog,” you will find expert tips to help you get the most resources out of the maps and find artifacts that can change the course of battle. The “Creature Compendium,” detailing every creature in the world of Ashan, will not only help you plan your personal army, but it will also give you advance knowledge about your enemies’ mounting forces.

You can read up on more than 200 special abilities you can assign to your heroes, and map out the kind of character advancement you desire in the “Character Upgrade” section. You’ll even find a timeline of historical events, from the birth of the universe to the present-day war chronicled within the game’s six campaigns, so you’ll understand the motives behind each faction’s movements.

Will you restore Ashan to its once-peaceful state? Or will you allow the followers of the primordial Dragon of Chaos, the demented deity who created the demon army that threatens the planet, to cast the world into unending darkness? The future of Ashan rests in your hands.

New Friends, New Features

Ubisoft and Nival have created a completely new universe for this game, re-envisioning everything from the creatures that stock each faction to the way battles unfold between rival armies.



Battles play out on grid-based battlefields, where you can direct troop movements and launch attacks from different angles for maximum advantage.



Watch battles come to life with individual animations for every creature.

Earn resources by capturing special buildings, like this Gem Pool, which produces precious jewels every turn.



Storyline

All six factions now feature a driving storyline that fits into an overall tale, culminating in a stunning conclusion. Story elements are now pushed forward through a series of in-game cinematics that let you hear the heroes speak and interact.

Rew Battle System

The dynamic battle system keeps the action on the field moving briskly, with a simple drag-and-drop interface for positioning units before the battle. Simply click on the grid-based battlefield to move units. Turns fly by as each side attacks and volleys, and the action is chronicled through a new series of animated scenes.

Resource Management

The resource management element is deeper than in past games: Seven materials, such as timber and ore, must be sought out and protected. Only by successfully acquiring resources can players build any of the 24 city enhancements, such as the Monument to Fallen Heroes, which supports the training of creatures. Adding some buildings to your city also unlocks the ability to recruit specific monsters, like royal griffins and paladins for the Haven faction.

Heroic Growth

There are more than 200 special abilities to teach your hero as he or she levels up. Heroes level up quickly, allowing you to bestow your characters with a host of upgrades.

Multiplayer

This game includes both LAN and Internet play for turn-based games, and now you can make adjustments to your hero and territories while your opponents make their movements. You can challenge players to quick matches that last approximately 20 minutes, or engage them in all-day battles on giant maps.

A Storied History

This game is the latest in a long line of the *Heroes of Might and Magic* series—there are no fewer than 24 previous releases, including games from the main canon, expansion packs, ports to the Mac, and new releases on consoles. The catalog of games in the series reveals the development of key features, such as monster recruitment and resource management. Over time, the visuals have become more complex, the catalog of recruitable creatures has grown, and new multiplayer features have allowed gamers to challenge friends over home networks and the Internet.

Main Canon

While there have been many chapters since the series' inception in 1995, four remain the main canon. Expansion packs accompany some of these, adding new units and adventures, and some have been released again in compilations and premium packages that bundle the main game with extra packs.



Heroes of Might and Magic

Released: 1995

Developer: New World Computing

Publisher: 3DO

The game that started it all is *Heroes of Might and Magic*. This initial chapter introduces all the main features of the series, such as strategy and exploration, empire-building, and factions. You can choose a hero from one of four main groups: Squire, Barbarian, Sorcerer, and Warlock. Once you've selected your faction, you start exploring the lands around your main city. Only through exploration can you earn the resources required to build new parts of town, which in turn unlock new creatures for induction into your growing army.

This first chapter also introduced the turn-based battles that are a hallmark of the series. This game uses a hexagonal map instead the grid that is found in *Heroes of Might and Magic V*. Heroes can use more than 25 spells to affect battles, making magic a major part of gameplay.

***Heroes of Might and Magic II:
The Succession Wars***

Released: 1996

Developer: New World Computing

Publisher: 3DO

This game begins with the death of Lord Ironfist, a peaceful ruler who kept evil in check. After the king's death, his two sons disagree on who deserves the vacant throne, throwing the kingdom into civil war. This sets up the thrilling epic, which also introduces Necromancers and Wizards as available factions.

The Succession Wars offers several engaging improvements, such as the ability to build moats and other protective measures to defend against enemy sieges. Heroes receive access to secondary skills, which affect gameplay and battles, and creature dwellings can be upgraded, allowing players to draft stronger monsters and soldiers into their armies.

***Heroes of Might and Magic III:
The Restoration of Erathia***

Released: 1999

Developer: New World Computing

Publisher: 3DO

This game spins the yarn of a murdered king, resurrected as an undead warlord, who leads a power-thirsty charge of demons and monsters against his former kingdom. Only his daughter, Catherine, can stop the fallen king. You assume the role of Catherine and take control of her Erathian army. Her mission is to drive back the shambling horrors under her father's will, discover who murdered the former king, and set his tormented soul to rest.

New to this chapter are the Inferno and Fortress factions, and new creatures for every other faction. New magical items also come into play. It also takes a much darker turn than previous games, which is reflected in the art style.

Heroes of Might and Magic IV

Released: 2002

Developer: New World Computing

Publisher: 3DO

The last canonical game before *Heroes of Might and Magic V*, this game further refined gameplay concepts set up in the previous three games. Heroes are selected from six factions: Order, Chaos, Life, Death, Might, and Nature. Towns play a pivotal role in the game, with new features like the ability to direct growth. Towns allow players to recruit certain monsters, but changing a town's structure allows for the procurement of new creatures—and sometimes means ceasing production of the previous creature.

The fourth chapter also introduces a new feature to speed up combat, grants certain creatures monster-specific magic, and interjects wandering monster encounters on the overworld map. One of the biggest changes, though, is that now heroes can enter combat directly and engage the enemy alongside the creatures in their army.

Expansion Packs and Stand-Alone Quests

The four canonical games are supported by a host of expansion packs, as well as a few stand-alone games that were either reiterations of previous adventures for new platforms (such as Game Boy) or stand-alone quests.

Heroes of Might and Magic II: The Price of Loyalty

Released: 1996
Developer: New World Computing
Publisher: 3DO
System: PC
Category: Expansion Pack

This expansion enhances *Heroes of Might and Magic II* by introducing new locations to explore and new artifacts to use during gameplay. New character classes are mixed in with the existing order, and heroes receive new magical spells. The expansion also features a musical score on its CD.

Heroes of Might and Magic III: Armageddon's Blade

Released: 1999
Developer: New World Computing
Publisher: 3DO
System: PC
Category: Expansion Pack

This expansion is healthily bolstered with this large expansion pack, which rolls out six campaigns and a total of 35 missions. The new content is flanked by the introduction of the Elemental Conflux, a new town that allows for the generation of elementals, such as air and water. *Armageddon's Blade* also includes a random map generator for seemingly limitless replay.

Heroes of Might and Magic

Released: 2000
Developer: KnowWonder Digital Mediaworks
Publisher: 3DO
System: Game Boy Color
Category: Stand-alone

The series makes its first appearance on the Game Boy Color as a translation of the original PC game from 1995. Because of the limitations of the Game Boy Color, many of the graphics had to be scaled back, but the core gameplay remained intact. Resource management, monster battles, hero development—it's all here, and ready to go.

Heroes of Might and Magic II

Released: 2000
Developer: KnowWonder Digital Mediaworks
Publisher: 3DO
System: Game Boy Color
Category: Stand-alone

After the successful port of *Heroes of Might and Magic* to the Game Boy Color, KnowWonder Digital Mediaworks followed up with the game's sequel. Again, the main thrust of gameplay survives the translation.

Heroes of Might and Magic III: The Shadow of Death

Released: 2000
Developer: New World Computing
Publisher: 3DO
System: PC
Category: Expansion Pack

This was more than just an expansion pack, it was a re-release of the original game with new content seamlessly integrated. The story in *Shadow* is a prequel to the events of the main game, following the exploits of heroes determined to stop a mad necromancer from ravaging the land with his undead army. To stop the necromancer, you must find the Angelic Alliance sword, which possesses monumental power when wielded against the undead.

This release introduces new map features, like cursed grounds and clover fields. Creatures can be left behind to guard captured mines, and moats built around towns can inflict damage to creatures attempting to lay siege to the city. And if you pick up the necessary skills, arrow towers can be used as a defense.

Heroes of Might and Magic: Quest for the DragonBone Staff

Released: 2001

Developer: New World Computing

Publisher: 3DO

System: PlayStation 2

Category: Stand-alone

The first console edition of the *Heroes of Might and Magic* series was released on the PlayStation 2. Players set out to find the mythical DragonBone Staff, the only artifact with the power to cure a poisoned king. Unfortunately, the only known map that reveals the staff's location has been stolen by the wyrm-dragon, Malazak.

Many of the features common to *Heroes of Might and Magic* are present, such as the ability to augment the hero's army with monsters found in specific dwellings. Not every creature appreciates mixed company, though, so you must watch the morale of your troops before marching to battle. Artifacts that affect hero and army performance are still prevalent in *Dragon-Bone*, but some of the resource management aspects of the game are jettisoned to speed things up for the console audience.



Heroes of Might and Magic IV: The Gathering Storm

Released: 2002

Developer: New World Computing

Publisher: 3DO

System: PC

Category: Expansion Pack

This expansion unlocks an additional six campaigns. The first five are lead by a specific hero; in the sixth and final campaign, the heroes from the previous five join up to defeat a common enemy—a wicked wizard. The expansion pack also introduces new artifacts and monsters, such as the evil sorceress and dark champion.

Heroes of Might and Magic IV: Winds of War

Released: 2003

Developer: New World Computing

Publisher: 3DO

System: PC

Category: Expansion Pack

Winds of War introduces another six new campaigns to owners of *Heroes of Might and Magic IV*. New heroes include a barbarian, a magician, and a necromancer. Unlike the previous expansion, which saw the harmonious joining of its heroes to defeat a shared foe, the sixth campaign of *Heroes of Might and Magic: Winds of War* turns all of the heroes from the previous campaigns against each other in a grab for power.

The Latest Installment

As you can see, the *Heroes of Might and Magic* series has an impressive lineage that leads up to this newest chapter. All of the favorite features of past games have been brought to bear in this fifth canonical entry. For the first time, the creatures will rear up and attack in full 3-D; new city features will give you the ability to customize your own personal metropolis so it can repel any foe; and the tale that strings it all together will offer surprises at every turn. The time to raise your sword and challenge your enemy is now, adventurer!

Legends & Lore

Beneath the Blinking Sun

The world of Ashan has learned to fear the eclipse, for the celestial event marks an opportunity for evil forces to slip through the bonds of their prison and enter the physical realm. It has happened before, five times, and with each occurrence an armada of wicked demons crossed over. The most common eclipse, a lunar eclipse, affords only a slight window of opportunity for the damned to rise up, but total eclipses of the sun render useless the magic that keeps the demon army in check.

Such an eclipse has occurred again. And a ferocious evil now marches on Ashan and its inhabitants.

The demons seek to strike the heart of the Holy Griffin Empire, the royal leadership of the Haven faction, which is made up of humans. They lie in wait until the empire is distracted by the marriage of its young emperor, Nicolai, to his true love, Isabel. And on the day of their wedding, the demons unleash their attack.

Nicolai and his wife escape harm, but such actions demand response. Like his father before him, Nicolai must send the armies of the empire into battle against the demons. Concerned for the safety of his bride, Nicolai sends her to the Summer Palace where she will be watched over by two of his most trusted servants, Godric and Beatrice. They swear to protect her with their lives.

Nicolai is young and inexperienced, though, and soon word reaches as far away as the Summer Palace that the campaign against the demons is faltering. The empire needs help, but Nicolai is too proud to seek assistance from the allied factions that once banded together to repel the diabolical threats of the underworld. Towns are falling, territories are overrun by madness. If only Nicolai could reconcile with the other factions and unite a great army with the power to turn back evil once again.

But Isabel knows her husband. She knows his pride. And she knows that only she can ride out and try to unite the splintered factions.

A greater plan is in motion, however, with mechanics that date back beyond recorded history. Secrets long shadowed by time are about to be illuminated again. Deceptions are to be turned against their perpetrators. Good men will sacrifice everything in the hope of saving Ashan. And somebody in the Holy Griffin Empire is to discover that perhaps he is not as holy as once thought.

Gods and Monsters

The epic battle about to unfold has its roots in the deepest reaches of Ashan's history, long before time was measured and recorded and mortals walked the world. To fully understand the events that are to transpire and forever shape the future of Ashan, one must learn and appreciate the rich mystic order that forms the religion and great faith of the Holy Griffin Empire and other factions that occupy the world.

The central figures in the myths of Ashan's creation and its earliest history are dragons. But these are not dragons as modern literature has interpreted them. Rather, these mythic and majestic beings are the gods that rule all creation, including Ashan and planes beyond mortal reach and understanding.

Much blood has been shed in the name of the dragons. Factions have declared allegiance to specific dragons in hope of currying favor on and off the battlefield. Dragons populate both legend and lore, and figure in the conventions of everyday life in Ashan. Few dare blaspheme the dragons—they invite nothing short of reverence and awe by all races.



In the Beginning

The Myth of Creation chronicles the creation of Ashan and the dragon gods. The story goes as follows...

Before, there was only the Void. Into this Void appeared the Cosmic Egg. From this egg are hatched the twin dragons of Order and Chaos.

Asha, the primordial Dragon of Order, creates the world, giving it both shape and purpose.

Asha then gives birth to the elemental dragons, great beings destined to both guide and rule creation.

Mortal races—the elder races—are created as “servants of the dragon gods” and placed upon the world, which is named Ashan after its creator. The mortal races choose a gift and a patron elemental dragon as they make their place in the world.

The radiant angels choose Elrath, the Dragon of Light.

The shadowy faceless choose Malassa, the Dragon of Shadow.

The quiet and meditative elves choose Sylanna, the Dragon of Earth.

The proud and sturdy dwarves choose Arkath, the Dragon of Fire.

The wise reptilian nagas choose Shalassa, the Dragon of Water.

The curious, restless humans choose Sylath, the Dragon of Air.

Consumed with jealousy over the elder races, Urgash, the primordial Dragon of Chaos, endeavors to create the demons, seeking to surpass Asha’s achievements.

Six demon overlords, twisted mirrors of the elemental dragons, are created to rule over the demons.

Primordial Dragons

The twin primordial dragons are the most exalted beings in creation. Both were born into the great Void from the same Cosmic Egg, surveying all that came after the moment of first creation. These great beings are fundamentally different, however, representing the deep duality that exists within the universe: order and chaos.

Asha, the Dragon of Order

Asha is the creator goddess, the mother of time and space, and the triple-faced figure of birth, life, and death. The primordial Dragon of Order, she created the world that we know, and then hatched the elemental dragons to rule over it and its creatures. Asha renders the fate of all mortal beings—she spins forth their destiny upon their birth, measures it throughout their time in the physical world, and then embraces their life force upon death.

Asha is neutral; she shows favor to neither good nor evil men. She does not bless any race above another. Dwarves, humans, orcs, and elves all stand before her in equal measure. She does, however, hold her twin brother, the Dragon of Chaos, in eternal disdain and is opposed to the principles that drive both him and the demons, the beings he created to oppose her own.



At the end of the Mythic Age, Asha sought refuge in the moon that orbits the world, where she sleeps and dreams—and from where she will one day return.

Asha is not worshipped directly, like the elemental dragons. She does not require patronage. But some beings—such as the Blind Brothers and the Silent Sisters—do serve her through functions like facilitating births and supervising funerals.

The necromancers (detailed later) claim Asha as their patron deity, against her wishes. Their belief system has a perverted vision of the power of the great Dragon of Order.

Urgash, the Dragon of Chaos

Urgash, the primordial Dragon of Chaos, born into the same Void as his sister, Asha, is the purest opposite of order. This great dragon is pandemonium incarnate, with all its inexhaustible energy and in all its infinite forms. Urgash is a force beyond reckoning, insatiably hungry. He is known as the Serpent That Eats Its Own Tail.

Urgash holds other titles, too, in the universe infinite: Father of Wanton Destruction, Father of Frantic Mutation, and Father of Rampant Madness. He receives these names as tributes, with glee. But Urgash is also the father of the demons, an order of beings created to oppose the mortal races created by Asha.

The Mythic Age ended with the banishment of Urgash, imprisoned in Ashan's fiery core. But while Urgash is captive, his followers are not—and they are pledged to carry out his dark desires in his absence.

Elemental Dragons

After her birth from the Void, Asha created the elemental dragons to serve as patrons for the mortal races that would populate the physical world. Each elemental dragon is worshipped by a mortal race, such as the humans, angels, and the mysterious faceless. There are only six elemental dragons.

Elrath, the Dragon of Light

The Dragon of Light, gilded with brilliant scales, is worshipped as the Sun God and the patron of legitimate authority, truth, honor, and justice. Elrath's servants were once the angels, who sought to banish darkness, overcome evil, and exalt valor in the name of the Dragon of Light. After the first coming of the demons was followed by the extermination of angels, however, Elrath became the patron of the Holy Griffin Empire.

Arkath, the Dragon of Fire

Arkath is the patron deity of the dwarves, a mortal race that shares the Fire Dragon's rashness, foul temper, and selfishness. The Dragon of Fire is ruled by his passions and impulses, rather than by logic and cool discourse; these traits make him a terrifying force in battle.

Arkath commands worship from those who work—and work hard. They shed sweat and blood as daily offerings to the Dragon of Fire.

Sylath, the Dragon of Air

The silvery-white Sylath, Dragon of Air, is known as the Keeper of Secrets, for this mighty dragon sees and hears all. His only weakness is unnecessary complexity in all he thinks and does, which leaves him frustrated and makes him condescending to his fellow elemental dragons.

Sylath is the patron deity of the humans, and is chiefly worshipped by travelers, bards, mummers, courtiers, thieves, and spies. Even some wizards pay honor to the Dragon of Air, for he possesses arcane knowledge gleaned from his great skill at listening.

Eventually, the humans come to declare allegiance to another elemental dragon, leaving Sylath without a definitive order. The great dragon is still worshipped by barbarians to the north, however, and by some inhabitants of the free cities to the east.

Malassa, the Dragon of Darkness

The black Dragon of Darkness, the Slithering Shadow with a hundred faces and a thousand whispers, was once the patron deity of the faceless, but they all but disappeared centuries before the Modern Age. Now she is secretly worshipped by madmen and doomslayers, and has made a pact with the dark elves.

Malassa is unpredictable by nature; the line of her thoughts defies reason. She may spare a life one moment, only to snuff it out in the next. She may offer comfort to one weary traveler, while cruelly destroying another.

She is perhaps the most dangerous of the elemental dragons, because she lurks wherever light does not illuminate. Malassa skulks, drinking in words, thoughts, and deeds. Secrets that the wicked try to bury, Malassa covets and keeps.

Sylanna, the Dragon of Earth

Sylanna is the patron deity of the elves. The Dragon of Earth, covered in a lush green, is the most deliberate and even-tempered of the elemental dragons. She is slow to act, but when she does, it is with tremendous resolve. Serene by nature, Sylanna serves as the peace-maker among her troubled siblings.

Sylanna is not without wrath, though. Her love of nature—trees, water, rocks, animals—is deep, and woe to those who defile what she holds sacred and dear. For that, she is worshipped by druids, shepherds, rangers, hunters, and farmers.

Shalassa, the Dragon of Water

The deep blue Dragon of Water is the most humble of the elemental dragons; she is a serene mystic. Malassa, the Dragon of Shadow, surpasses her in knowledge, yet Shalassa is perhaps the wisest of all the great dragons. Her watery world is full of forgotten lore and incredible treasure.

Shalassa, worshipped by sailors, fishermen, and pirates, is also the patron deity of the nagas. She values diplomacy and adaptability, but she is not impossible to rile—and when she does decide to act, her will is done.

A History of Honor and Savagery

Before Recorded Time

Before the invention of writing allowed the history of Ashan to be recorded, stories describing the creation were passed through oral tradition. Two ages are believed to have existed before the Modern Age: the Mythic Age and the Ancient Age.

The Mythic Age

The Mythic Age begins with the Myth of Creation and ends with the slumber of the Dragon of Order. The history of the Mythic Age is as follows:

1. The Myth of Creation: The Void, the Cosmic Egg, the birth of the twin Dragons of Order and Chaos.
2. The Dragon of Order creates Ashan and gives birth to the elemental dragons.
3. The mortal elder races are created to serve the elemental dragons.
4. The Dragon of Chaos creates the demons.
5. War ensues between the primordial twins (the Dragons of Order and Chaos).
6. The Dragon of Chaos is defeated but not destroyed. The dragon is sealed within the planet's core and his demonic offspring are cast into the Void.
7. The Dragon of Order, weakened by the battle with the Dragon of Chaos, buries herself within the moon to rest and heal.

The Ancient Age

The Ancient Age spans the existence of the mortal elder races and includes the rise of the elemental dragons in myth. Much of the Ancient Age is clouded in the mists of history, save for these three events:

1. Elder Wars: The angels launch a crusade against the faceless. The battle is vast and costly, resulting in not only the destruction of most of the ancient civilizations, but also most of the elder races.
2. Transition of Faith: The primordial dragons are largely forgotten as religion shifts to favor the elemental dragons.

3. Demons Rising: The demons benefit from the shattered world left by the Elder Wars; the chaos allows them to establish footholds in previously uninhabited areas. There they hide and gather strength for the coming age.

The Modern Age: Years of the Seventh Dragon

The chronology of the Modern Age is much better documented than previous ages, starting with the Revelation of the Seventh Dragon and continuing to the present day, when the events of Queen Isabel's War take place. The calendar of Ashan is much different from those of other realms. Time is marked by the number of years that have passed since the Year of the Seventh Dragon, or YSD, which was established with the Revelation.

0 YSD: The Revelation of the Seventh Dragon

Sar-Elam, the first wizard, attains the consciousness of the Dragon of Order. The Dragon of Order teaches Sar-Elam the nature of matter and of spirit, eventually revealing an esoteric path to power. Sar-Elam, enlightened by this new understanding, becomes the Seventh Dragon.

3 YSD: Birth of the Falcon Empire

The human kingdoms are unified by Falcon the Great (this empire will later become the basis for the Haven faction). Whether blessing or curse, the Seventh Dragon prophesizes that the Falcon line shall exist as long as the world exists.

28–40 YSD: Wars of Fire

These are bitter years for the young age, marking the first great demon incursion. During the Wars of Fire, a majority of the angels are destroyed, leaving only a few survivors, who take refuge in the Falcon Empire. Under the influence of the angels, the Falcon Empire begins to turn away from Sylath, the Dragon of Air, and to align itself closer with the Dragon of Light, Elrath.

In despair because of the war, the Seventh Dragon sacrifices himself to repel the demon incursion, and succeeds. The demons are sealed away in a prison, and it is believed that they will never be free to return.

48 YSD: The Falcon Empire Becomes the Holy Falcon Empire

When Emperor Brian Falcon grants absolute power to the Church of the Dragon of Light, the human kingdom is renamed the Holy Falcon Empire. Dissidents, displeased by an executive order to abandon the Dragon of Air, leave the Falcon Empire's territories and found a new society, the Free Cities of the East.

50–260 YSD: The Years of Healing

Relative peace and harmony exist between all races, amid efforts to reconstruct after the Wars of Fire.

62 YSD: The Schism of the Seven

The disciples of the Seventh Dragon split on how best to follow Sar-Elam's teachings and philosophy; three new orders are created. Sar-Antor gathers a congregation of healers, seers, and embalmers, and founds the Blind Brothers, dedicated to the worship of Asha. Sar-Badon founds the Dragon Knights, a martial order dedicated to the discipline of body and mind.

The most gifted of all of the Seventh Dragon's disciples, Sar-Shazzar, leads a grand exodus of wizards and humans of similar mind to the southern deserts. There, they found the Seven Cities, which will later be known as the first kingdom of magic.

67 YSD: The Prophecy of the Demon Messiah

Sar-Shazzar reveals the Prophecy of the Demon Messiah: A half-demon hero will come, possessing the strength to loose the captive demons. The ramifications would be catastrophic, and his disciples must take great care to watch for signs of this prophecy being realized.

74 YSD: The Mysterious Death of Sar-Shazzar

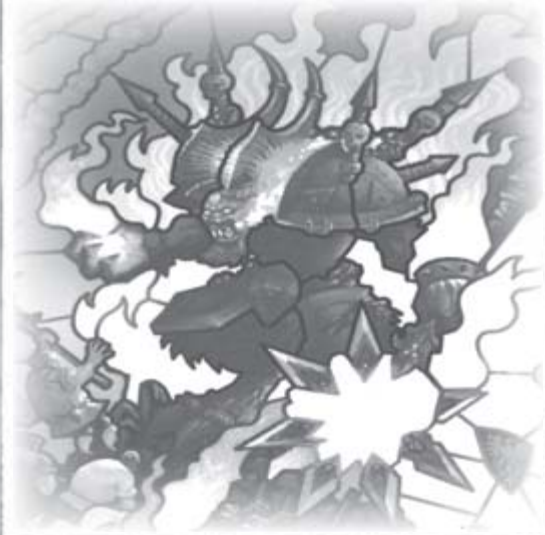
Sar-Shazzar passes in his sleep, but when his attendants prepare to transfer his body to the necropolis for preparation and burial, it crumbles to ashes.

330 YSD: 1st Eclipse—War of the Blood Moon

A total lunar eclipse darkens the skies and loosens the hold of the demon prison. Demon lords break free of their chains and ravage the elven lands. Humans and dwarves unite with the elves to help stave off the threat, but they are no match for the might of the demons. All three races are quickly overwhelmed.

The wizards of the Seven Cities decide to assist by send their own troops into the fray. The wizards, experimenting with human and demon blood, create powerful orcs to be the backbone of their army. With the aid of the orcs, the alliance is able to turn back the demon incursion and restore order to Ashan. Demons that survive the battle are again banished to their brimstone jail. The Dragon Knights appear from hiding and repair the demon prison before melting back into the shadows of their hidden houses.

The orcs, so pivotal in the victory over the demons, settle in both the Falcon Empire and the Seven Cities—not as legitimate citizens but as indentured troops.

**461 YSD: Discovery of Necromancy**

The shadowy art of necromancy is discovered by Belketh, a disciple of Sar-Shazzar. The art is now practiced in the Seven Cities.

467–504 YSD: The Orc Crusades

The servitude of the orcs ends in a bloody rebellion, starting in the Seven Cities, but quickly spreading to the Falcon Empire. The orcs declare themselves free of their masters, as well as the forced subscription to the belief in the dragon gods.

The Falcon Empire battles the orcs, declaring a crusade to bring them back under rule and force them to worship the dragons. The humans wage a brutal war, and the tide quickly turns in favor of the Falcon Empire. The orc rebellion is scattered, with surviving orcs escaping to the southern deserts, the steppes in the northeast of Ashan, and the Barrier Islands.

The Falcon emperor is about to send the Haven fleet to hunt down the orcs on the Barrier Islands when a sudden, ferocious storm sinks the Falcon ships. The emperor interprets this as a sign from the dragons, and declares a formal end to the orc crusades.

512 YSD: Creation of the Beast-Men

With the orcs scattered, wizards in the Seven Cities experiment anew, creating a league of beast-men, such as minotaurs, centaurs, and harpies. These beast-men serve as guards, servants, and amusements.

528 YSD: Tuidhana's Secession

A fracture develops in the Elven Kingdom when Tuidhana, who will later found the dark elves, declares her independence.

540 YSD: War of the Bitter Ashes; Birth of the Dark Elves

The War of the Bitter Ashes is waged between the Falcon Empire and the Elven Kingdom, with Tuidhana's lands serving as the chief battlefield. Overwhelmed by the two forces, Tuidhana is forced to make a contract with the faceless for the power to protect her people. The price of this blessing—from Malassa, the Dragon of Darkness—is to be changed into dark elves. The faceless deliver on their promise of strength for Tuidhana's people, however, and both humans and elves are expelled from the new Dark Elf Kingdom.

548 YSD: The Peace of New Spring

Facing the risk of utter defeat, the Falcon Empire forfeits any claims to the dark elf territory and recognizes the independence of Tuidhana's people.

564 YSD: 2nd Eclipse—Rise of the Demon Sovereign

A total lunar eclipse darkens the heavens, but the Blind Brothers were able to predict this event in time for the alliance and the Dragon Knights to prepare for another demon incursion. Only a few demons are able to escape the demon prison and survive. The names of the demon lords, the first children of Urgash, are never heard again. In their place, the name of Kal-Beleth, the new demon sovereign, appears.

566 YSD: Day of the Tears of Fire—Death of Tuidhana

The elven capital is consumed by fire, killing the high king and most of his court. The Mother of Trees, Brythigga, which is also sacred to the elves, is burned in the conflagration.

The Elven Kingdom struggles to recover, and blame falls on the dark elves. The dark elves are offered death or exile, and most choose exile. Those who do not are mercilessly hunted by the elves. Tuidhana, firm in her belief that the dark elves were not responsible, remains in her kingdom and is killed.

585 YSD: Discovery of Demon Implication in the Day of the Tears of Fire

The Dragon Knights uncover evidence that the fire that consumed the elven capital and destroyed Brythigga was actually the work of a demon. Emis-saries are sent to the exiled dark elves, extending an offer of amnesty and inviting them to return to their kingdom. All refuse.

586 YSD: Establishment of the Second Dark Elf Kingdom on the Borders of Dwarf Territory

The creation of the new kingdom causes great tension with the dwarves.

610–660 YSD: Rise of the Necromancers

The League of Necromancers grows until it is recognized as a powerful political force in the Seven Cities.

684–702 YSD: War Under the Mountains

The dwarves engage the dark elves in open conflict. The dark elves quickly find themselves at a disadvantage and are forced to turn to the exiled demonists from the Seven Cities for assistance. Tuidhana's sons, the new leaders of the dark elves, pledge to worship the demonists in exchange.

717 YSD: 3rd Eclipse—Dragon Hunt

Another lunar eclipse allows a small party of demons to escape from their prison. The demons set their sights on the hidden houses of the Dragon Knights, but the knights, in a series of bloody battles, successfully repel their efforts.

751–770 YSD: Purge of the Necromancers; Civil War in the Seven Cities

The wizards of the Seven Cities, jealous of the necromancers and their power, initiate a sweeping persecution of the dark order. The wizards seize property, banish high-ranking necromancers, and even orchestrate public executions. The resulting civil war is costly—many citizens of the Seven Cities perish and many of the ancient structures are destroyed.

771 YSD: Foundation of the Silver League

The survivors of the civil war that consumed the Seven Cities establish the Silver League—the second kingdom of magic—in the lands to the south. The necromancers stake out the haunted valley of Heresh in the east.

813–822 YSD: War of the Broken Staff

The necromancers, still bitter over the civil war, attempt to crush the Silver League. The wizards, however, are able to resist the necromancers and take the battle back to Heresh. The necromancers are defeated in a devastating battle and their growing kingdom is scattered to the wind.

843 YSD: 4th Eclipse—Falcon's Last Flight

A total eclipse allows a great number of powerful demons to escape. The demons invade the Falcon Empire capital and massacre the royal family. The demons are eventually turned back, but a power vacuum now exists. Various noble houses within the empire make attempts on the vacant throne. Duke Ivan of Griffin finally captures the crown after many violent skirmishes, and the empire is renamed the Holy Griffin Empire.

851 YSD: 5th Eclipse—War of the Gray Alliance

A lunar eclipse allows another demon army to escape, but the Haven knights, wizards, and elves are prepared and drive back the incursion. Emperor Andrei Griffin pursues the demons into the underworld in an attempt to finish them off, but is killed. Tieru, a Dragon Knight, rescues Andrei's soul from the underworld and binds it in an artifact: the Heart of the Griffin. Andrei's son, Nicolai, ascends the throne at only six years of age.

869 YSD: 6th Eclipse—Queen Isabel's War

Present day. An unpredicted eclipse panics the Blind Brothers and looses another demon army into the world. This army marches toward Haven's capital to wreak vengeance on the Holy Griffin Empire.



Factions and Fanatics

Factions

There are six factions—or races—involved in the great struggle for the future of Ashan. These tribes and kingdoms are not all enemies. Some are allied out of loyalty, others out of convenience or necessity. Each faction plays an important role in the outcome of the current war that ravages the planet. Pivotal figures in the groups forge new relationships, cast aspersions on enemies, and enter into precarious bargains with those they might never have done business with before this most recent demon incursion.

Each faction has its own kingdom, colors, and patron deity. It is important to be acquainted with all six of the factions before attempting to bring this war to an end once and for all—if such a thing is possible. It is also useful to know the beings and creatures that are considered a part of each faction. However, the lists that accompany each faction do not fully detail each creature. For that knowledge, you must turn to the “Creature Compendium” chapter.

note

Creatures are divided into lower-tier and upper-tier forms. Some creatures can be trained into their higher forms while others can only be recruited in these higher forms.

Haven

Also Known As: The Squires of the Light

Associated Colors: Light blue, white, and gold

Worship: Elrath, the Dragon of Light; the angels

Philosophy: Law and order

Kingdom: Holy Griffin Empire

Home Terrain: Grass

Capital City: Talonguard

Noted Figures: Emperor Nicolai, Queen Isabel, Godric, Beatrice

The Holy Griffin Empire controls a majority of the Haven faction, made up mostly of humans, but also including the few surviving angels of the Ancient Age. The empire is centered in the great city of Talonguard, which was recently attacked by the demon army, disrupting the wedding ceremony of the emperor and his queen.

The Holy Griffin Empire has selected the griffin as its symbol, and has even trained some of these majestic creatures as mounts for its greatest warriors. Its army was once near-unstoppable under the leadership of the previous emperor, Andrei. His son, Nicolai, is not as strong, and thus the army is beginning to suffer great losses in the war.

For the Haven faction to survive, it must look beyond its long-standing grudges with some of the other factions. As in the past, only the combined might of allied factions can turn back the diabolical army loosed from the underworld.

Creatures

The following beings and creatures are considered part of the Haven faction:



Inferno

Also Known As: The demons; the Lords of Chaos

Associated Colors: Black and red

Worship: Urgash, the primordial Dragon of Chaos

Philosophy: Conquer without mercy; spread chaos where there is order; indulge your passions.

Kingdom: Sheogh, the Demon Prison of Fire

Home Terrain: Lava

Capital City: Ur-Hekal, the Gate of the Burning Heart

Noted Figures: The demonist Agrael, the succubus Biara, Kha-Beleth

Created out of rage and jealousy by Urgash, the demons of the Inferno faction exist to pillage, destroy, and wreak havoc on all creatures, whether innocent or dastardly. The demons have long been spurned by the beings of Ashan, who have time and time again driven the wretched creatures back to Sheogh, the demon prison deep inside the fiery core of the planet.

But every eclipse—lunar or solar—weakens their bonds, and some of the demons manage to escape. Their victories beyond the underworld have been stark but limited. Now, an unpredicted eclipse has again loosed them into the world. This most recent incursion is more organized than past efforts, starting with a thunderous attack on the Holy Griffin Empire.

Fortunately, demons cannot exist in the material world very long, unless they are summoned by a sorcerer or able to possess a mortal body. Is someone—or something—behind this particular incursion, making these demons stronger?

Creatures

The following beings and creatures are considered part of the Inferno faction:



Imp



Familiar



Hell
Charger



Nightmare



Horned
Demon



Horned
Overseer



Pit Fiend



Pit Lord



Hell Hound



Cerberus



Devil



Arch Devil



Succubus



Succubus
Mistress

Sylvan

Also Known As: The elves

Associated Colors: Green and brown

Worship: Sylanna, the Dragon of Earth, Nature's Great Mother

Philosophy: Seek harmony with all of nature's bounty.

Kingdom: Irollan

Home Terrain: Grass

Capital City: Shataqua ("New Green")

Noted Figures: Findan, Chief Alaron

The Sylvan faction is composed of the elves, a graceful and peaceful race of beings who live in close harmony with Mother Nature. The elves distrust modern technology, like machinery and the "conveniences" of city life, and keep to themselves in the forests and wooded areas of Ashan. Because other factions, such as Haven, have come to embrace technology, the elves are becoming more and more hesitant to forge alliances with them.

The elves are not without their own troubled history, including a dim chapter involving the dark elves' persecution, which turned out to be based on falsehoods. Unfortunately, the event has left the Sylvan faction with a bitter enemy with whom they may never forge better relations.

The Sylvan faction, thanks to its closeness with nature, has developed and mastered elemental magic. Elven druids and hunters are able to call upon the forces of nature for defensive measures. They have also fostered friendships with wild beasts like unicorns and treants.

Creatures

The following beings and creatures are considered part of the Sylvan faction:



Pixie



Sprite



Hunter



Master
Hunter



Blade
Dancer



War
Dancer



Druid



Druid
Elder



Necropolis

Also Known As: The necromancers; the undead

Associated Colors: Black and green

Worship: Asha, the primordial Dragon of Order—but they worship her incorrectly.

Philosophy: Fascination and devotion to death

Kingdom: None, they are a secret society.

Home Terrain: Dirt

Capital City: None

Noted Figures: High Necromancer Markal

The necromancers that make up the Necropolis faction are a splintered group of wizards, persecuted for their obsessions with death and dark magic. After a bloody civil war, the surviving necromancers fled what was left of the Seven Cities. They are now a nomad faction with no real home, but it is believed that they have infiltrated the Haven and Academy factions and are regaining their strength.

Necromancers can command the spirits of the deceased as ghosts or raise the dead as skeletons and zombies. This kind of magic alone brought the faction unkind attention, but the necromancers' belief that death is the path to perfection—which has led some of its members to surrender their mortal lives and become vampires—is what draws the ire of most other peoples.

Creatures

The following beings and creatures are considered part of the Necropolis faction:



Academy

Also Known As: The wizards; the mages

Associated Colors: Saffron and gold

Worship: Wizards do not view dragons as deities, only as more powerful beings.

Philosophy: Power is gained through the acquisition of knowledge; the ends always justify the means.

Kingdom: Silver Cities

Home Terrain: Sand

Capital City: Al-Safir, the Sky Dome

Noted Figures: Supreme Archmage Cyrus, Zehir

The wizards of the Academy faction are humans greatly attuned to magic. These people exist only to collect esoteric knowledge and arcane fact, as they believe that the more secrets they uncover, the greater power they possess. The wizards do not share the elves' love and appreciation for nature; they believe they have the power to subjugate the natural order of the universe to their will.

Such devotion to undoing what is considered “natural” has led the wizards to develop orcs, beast-men, golems, and other magical offspring. Odd, then, that they should look down on the necromancers—once a part of the wizard order—for embracing death and resurrecting those who have slipped into the afterlife. Both can be considered bastardizations of the natural order.

A civil war with the necromancers led to the destruction of the Seven Cities, and the wizards now occupy the Silver Cities to the south. Their kingdom is governed by a council of elders and a supreme archmage, which at the time of this most recent war is Cyrus.

Creatures

The following beings and creatures are considered part of the Academy faction:



Gremlin



Master Gremlin



Djinn



Djinn Sultan



Stone Gargoyle



Obsidian Gargoyle



Rakshasa



Rakshasa Raja



Iron Golem



Steel Golem



Colossus



Titan



Mage



Archmage

Dungeon

Also Known As: Dark elves

Associated Colors: Black and purple

Worship: Malassa, the Dragon of Shadow

Philosophy: Rule the shadows, to strike those blindly in the light.

Kingdom: Ygg-Chal, the Dark Below

Home Terrain: Dungeon

Capital City: Konos, the Maze of Shadows

Noted Figures: The warlock Raclag, the rogue Shadya

The dark elves have had a troubled history on Ashan, driven from the forests to their current underground dwellings through the misguided persecution of the Sylvan faction, the elves. The dark elves were eventually forced into making a pact with the mysterious faceless, an ancient mortal race that still exists in the shadows of Ashan. From their deep cities, the dark elves dream of vengeance against those who have wronged them in the past—and they are many.

The Dungeon faction rules the underground, and has taken command of a legion of mythical beasts like minotaurs and hydras. The dark elves themselves are trained in the arts of death, with many assassins willing to do the bidding of the priests that rule the Dungeon city-states.

How the dark elves will behave in this conflict remains to be seen. Will they put aside their grievances for the survival of all factions, including their own? Or will they use the distraction of the demon incursion to exact revenge on their own enemies?

Creatures

The following beings and creatures are considered part of the Dungeon faction:



Scout



Assassin



Hydra



Deep Hydra



Blood Maiden



Blood Fury



Shadow Witch



Shadow Matriarch



Minotaur



Minotaur King



Shadow Dragon



Black Dragon



Dark Raider



Grim Raider

Cast

The war that is about to consume Ashan will touch the lives of millions, but the outcome depends on the actions and resolve of a few pivotal figures. Over the course of the adventure, the fates of all six chief factions will be visited. Not only is the future of the Haven faction discovered, but the machinations of the Necropolis, the treachery of the Inferno, and the melancholy of the Sylvan factions are also explored.

The action is seen through the eyes of nine characters. Their exploits become the foundation of legend and history. They will be affected and served by figures from all factions, and these supporting figures are no less important: The man or woman behind the throne is often the real power in any kingdom, and the lone warrior who sacrifices everything for his cause can change the fate of a nation.

Playable Characters

The following nine characters, each belonging to one of the six factions, are directly controlled by the player. Although they enter the fray with a clear purpose, war has a tendency to shake the soul. Only by following each campaign to its conclusion can you see who has the strength and tenacity to see victory, whose eyes are opened by bloodshed and treachery, and who is willing to give up everything for the survival of others.

Some characters are played only once; others are played several times by the end of the war. Watch allegiances closely—a player with sharp eyes and an instinct for the human heart can sometimes predict the outcome of certain affairs. But even situations that appear clear-cut can be altered by madness; just when you think you can see victory, you may be surprised by greed, lust, or sacrifice.

note

Each playable character starts with certain skills, expressed as statistics. As these characters experience the battlefield, they learn new skills, increase their worth, and grow as warriors. As you level up each character, the stats change. The use of certain artifacts, such as the Cape of the Lion's Mane, can also affect personal stats.

Isabel

Faction: Haven

Traits: Impulsive, loyal, proud, stubborn

Starting Statistics:

Attack: 1

Defense: 2

Spell Power: 1

Knowledge: 4

Morale: 3

Luck: 1

Mana: 40/40



Queen Isabel, wife of Emperor Nicolai Griffin, is a strong-willed woman not content to remain in hiding while the war goes badly for her husband. She begins her campaign to save the Holy Griffin Empire by mustering a ragtag army to take the fight to the demons, setting off a chain of events that reshapes the world.

Isabel is an only child, born into a noble family—but her upbringing was not entirely unlike that of an orphan. For the most part, her parents entrusted her care to nannies, handmaidens, and tutors. As a result, Isabel has something of a dual nature: She is prone to moments of petulance and impetuosity, yet she also seeks the approval of authority figures like Godric. Isabel also has a mysterious past that not even she is aware of, but it comes to the fore in the months ahead.

Godric

Faction: Haven

Traits: Dutiful, honest, loyal, short-tempered

Starting Statistics:

Attack: 1

Defense: 4

Spell Power: 2

Knowledge: 3

Morale: 1

Luck: 0

Mana: 30/30



Godric is a squire in the service of the Holy Griffin Empire. The man once dutifully served the Emperor Andrei IV as a close adviser. Since Andrei's untimely death, Godric serves his son and new liege, Emperor Nicolai.

He is charged with protecting Queen Isabel during her exile at the Summer Palace. The valiant squire accepts his task with pride and commitment, and despite hearing news that the war is going poorly under the leadership of his faction's young emperor, Godric has the resolve to remain at his post. But how long will his resolve hold out under the guiles of Isabel, who pushes the squire into breaking orders and seeking the help of the other factions?

Agrael

Faction: Inferno

Traits: Passionate, angry, cynical

Starting Statistics:

Attack: 4

Defense: 0

Spell Power: 1

Knowledge: 2

Morale: 1

Luck: 0

Mana: 20/20



A demon cultist within the dark elves, Agrael is one of the worshippers of Urgash, the primordial Dragon of Chaos. His loyalties do not exactly lie with the rest of his faction, and over the course of the war, they are further tested by events beyond his control. Can Agrael maintain his identity and control his passions long enough to satisfy his secret client?

Agrael rejects the neatness of order—instead he appreciates what he sees as the “purity” of chaos and the free will of the individual. These traits serve him well at times, and betray him at others. After all, what good is free will if it gets you into trouble time and time again?

Markal

Faction: Necropolis

Traits: Cold, calculating, paranoid, vicious, vengeful

Starting Statistics:

Attack: 1

Defense: 2

Spell Power: 3

Knowledge: 1

Morale: 1

Luck: 0

Mana: 10/10



Markal was once an influential member of the Holy Griffin Empire. He was the private astrologer for Emperor Andrei IV's wife, and a trusted adviser. However, the duplicitous Markal led a secret life as the leader of the necromancer lodge within the Haven faction. After the death of Andrei's wife, Markal was exiled by those who tolerated him only for the sake of the queen.

Feeling betrayed, Markal vowed to exact revenge on the kingdom for its treatment only not of him, but also of his true people, the necromancers. And now that a war has consumed the Haven faction, Markal sees his opportunity to step out of the shadows and strike.

Raelag

Faction: Dungeon

Traits: Charismatic, forceful, individualistic, clever, indomitable

Starting Statistics:

Attack: 1

Defense: 0

Spell Power: 3

Knowledge: 1

Morale: 0

Luck: 0

Mana: 10/10



Little is known about the mysterious figure of Raelag, particularly his origins. He swears allegiance to no man, no faction. He serves only one purpose—his own. This does not mean that Raelag is entirely evil. In a world thrown into total chaos, following one's heart, against the dictates of logic (or other people), is sometimes the best course of action.

Shadya

Faction: Dungeon

Traits: Seductive, strong, powerful

Starting Statistics:

Attack: 4

Defense: 2

Spell Power: 5

Knowledge: 5

Morale: 0

Luck: 0

Mana: 30/30



Shadya is a dark elf heroine, proud of her people in spite of the indignities they have suffered. In fact, the persecution of the Dungeon faction has made her stronger and more resolute in her service to the dark elves. During the course of the war, her will is further bolstered by the emergence of a strong dark elf leader. Her new allegiance promises to bring her closer to glory, but will she suffer—as many do—for such greatness?

Findan

Faction: Sylvan

Traits: Cautious, dutiful, chivalric, poetic

Starting Statistics:

Attack: 0

Defense: 2

Spell Power: 1

Knowledge: 2

Morale: 0

Luck: 0

Mana: 20/20



Findan follows the mold of the traditional hero—a reserved, thoughtful individual who places great value on trust and duty. As an elven ranger, Findan has served his faction repeatedly as a protector of the homeland, even when his leaders have been wrong.

Elven leaders place a lot of trust in Findan, which is why they have stationed him at the frontier of the kingdom. He deeply loathes the demons as well as any invader who hungers to carve up his kingdom. He cherishes his single-purposed life—the purity and simplicity of following orders and the belief that his kingdom is worth his sacrifices. Unfortunately, the war ahead opens his eyes to a world that is not cast entirely in black and white. There are indeed many shades of gray, and he must embrace them if he is to survive.

Zehir

Faction: Academy

Traits: Honest, driven, trusting, idealistic

Starting Statistics:

Attack: 1

Defense: 2

Spell Power: 4

Knowledge: 4

Morale: 2

Luck: 1

Mana: 30/30



Zehir is a young mage within the Academy faction, the elite group of knowledge-consuming wizards in the Silver Cities. He is the son of Supreme Archmage Cyrus, the current leader of the Academy faction. As such, he bears a great deal of responsibility for rebuilding his once-great nation after the tragic civil war with the necromancers.

Zehir bears no ill will toward his father, but is regretful that his childhood was spent largely in his father's absence. Zehir was raised by strict tutors and minded by guardians. Cut off as he was from any real affection, Zehir's heart could have been hardened, but instead the young man sought out the friendship of common people, such as kitchen workers, servants, and stable boys.

Over the course of the war, Zehir's strength and resolve are bound to be tested. Will his strict upbringing prove helpful when he is called into service? Does he have the will to help restore his nation?

Supporting Cast

Kah-Beleth

Faction: Inferno

Traits: Arrogant, clever, pitiless, cruel

Kah-Beleth is the ruthless leader of the demons, a megalomaniac who has hungrily awaited his opportunity to break free from the great demon prison and loose a torrent of evil and misery on Ashan and his captors. He has no ulterior motive, no agenda that explains his foul actions—Kah-Beleth is wicked to the core.



The Inferno faction would follow Kah-Beleth into the Void if he told them to do so, as he is seen as their greatest chance to spread woe and wickedness through the material world. During his 800-year incarceration within the demon prison, Kah-Beleth has had plenty of time to devise a scheme so devious and diabolical that the other factions will be hard-pressed to stop him. And now that a total eclipse has freed his disciples—twisted beings like Biara and Deleb—to do his bidding, he is one step closer to the world domination his master, Urgash, the primordial Dragon of Chaos, created him to achieve.

Biara

Faction: Inferno

Traits: Treacherous, ambitious, lustful, angry

Biara is a succubus with the Inferno faction, working in service of the vicious Kah-Beleth. She is a dangerous femme fatale, with appetites and lusts that sometimes serve her master and sometimes serve herself. She takes great delight in pleasing Kah-Beleth, performing his errands and currying his favor. But she is also burdened by a volcanic temper, and, if forced to wait too long on the sidelines of the action, erupts in fiery rage.

Be wary around Biara, as the succubus is always looking for ways to prove her worth to Kah-Beleth. That can mean selling out a comrade who has shown even the slightest bit of weakness or treachery—she exploits such action to the utmost for her own purposes. Biara should watch her back, though, because nobody appreciates such behavior. Should she ever fall, plenty of fellow demons wait to capitalize on her misfortune.

Nicolai

Faction: Haven

Traits: Honest, generous, courageous, inexperienced

Emperor Nicolai is the youngest leader in the history of the Holy Griffin Empire, crowned at the age of six after his father, Andrei IV, was killed in battle. Nicolai wants only the best for his kingdom and his people, but may lack the strength and capability to deliver

them in their greatest time of need.

Nicolai is loath to seek help from the other factions in his war, as he harbors resentment that their leaders survived the last great war while his father did not. His reluctance to call for help could be the ultimate downfall of his kingdom.

Beatrice

Faction: Haven

Traits: Loyal, courageous, willful

Beatrice is a warrior-priestess on service of the Holy Griffin Empire. She has been tasked by young Emperor Nicolai to look after Isabel, safely tucked away in the Summer Palace. Nicolai has misjudged her spirit, however, as Beatrice wants nothing more than to help Isabel become the leader the kingdom desperately needs at this crucial time.

Isabel is able to persuade her guardians, Godric and Beatrice, to help her seek assistance for Nicolai. Beatrice is tasked with reaching out to the Sylvan faction. Can she reach the elves in time to save her kingdom?

Tieru

Faction: Unknown—could be Sylvan or Dungeon

Traits: Opinioned, fanatical, wordy, intelligent

Tieru is a secretive figure; little is known of his background. He is one of the elves, but whether he is aligned with the Sylvan or the Dungeon faction is shrouded in mystery. All that is known is that he is no friend of the demons, and that perhaps he can be called upon one day to serve on the side that opposes them.

Cyrus

Faction: Academy

Traits: Arrogant, logical, brash, narcissistic

Supreme Archmage Cyrus is the leader of the Academy faction and one of the greatest wizards to ever live. His superior intelligence and command of magic have made him an arrogant leader, but since his fellow wizards are filled with self-righteousness and self-purpose, this trait is hardly considered undesirable within his kingdom.

Unfortunately, arrogance is one of the greatest weaknesses of beings possessing free will. His notion of what is right and what is wrong is not always aligned with the rest of the factions, and one day he may pay a price for it.

Aaron

Faction: Sylvan

Traits: Gentle, kind, cautious, sad

Aaron is the proud leader of the elves. Twenty years ago, he and two other faction leaders commanded an alliance that turned back a demon invasion. For his duty and service, he is held in great esteem by the elves. In private, though, he is racked with guilt over something in his past. Perhaps the events of this war will give him a chance to clear his conscience.



Ashan Survival Guide

Heroics 101

Welcome to Ashan, the realm of *Heroes of Might and Magic V*. Before you embark on your quest to wrest the destiny of the world from the hands of power-mad villains, you need to know what you are getting into. *Heroes of Might and Magic V* is an expansive game, combining elements of adventure, turn-based battles, strategy, and resource management. Familiarize yourself with the flow of the game and the control scheme before heading out into the wild, because from the moment you slay your first monsters and sack your first city, the game never lets up until you stand on the edge of fiery oblivion. Other than a sword and a spellbook, a hero's best friend is preparedness!

Basic Controls

Heroes of Might and Magic V can be controlled via the keyboard, the mouse, or a combination of both. The following lists detail the basic keyboard and mouse commands for getting around the overworld and navigating towns and battlefields.

Overworld Map

Command	Effect
Left-click on hero or town	Focus camera/select hero/select town
Left-click on location	Set hero route
Double-click on location	Command hero to move to designated location
Left-click on friendly hero	Send active hero to friendly hero and open exchange screen
Right-click on object/creature	Open descriptive box for object/creature
Spacebar	Command hero to move along designated route
Ctrl + E	End turn
Enter	End turn
Esc	Cancel current selection
N	Select next hero
Tab	Select next hero
Shift + Tab	Select previous hero
C	Open spell book
I	Open inventory for active hero
P	Open Tear of Asha map
K	Open skills for active hero
H	Open biography for active hero
O	Show full list of mission objectives
L	Show mission log and all dialogue

Command

Effect

T	Open main town management screen for active town
1 - 8	Select hero by number
G	Open puzzle map for Tear of Asha
U	Toggle view between overworld and underworld maps

Battle Controls

Command

Effect

A	Start automatic command mode during battle
R	Retreat from battle
[Spacebar]/D	Selected unit will defend for a turn
C	Open spellbook/Use ability
Left-click on enemy creature	Attack command
[Ctrl] + left-click	Use melee attack regardless of default attack
Left-click on friendly creature	Cast spell/use ability on creature
[Esc]	Cancel current selection

Town Controls

Command

Effect

Left-click on building	Select building for construction
B	Open city planning chart
F	Open town biography
R	Open creature recruitment screen
M	Open marketplace screen
[Enter]	Leave main town screen
[Tab]	Select next town
[Spacebar]	Switch town garrison and visiting hero's army

Camera Management

Command	Effect
↑	Move camera forward
↓	Move camera backward
←	Move camera left
→	Move camera right
[Page Up]	Zoom in
[Page Down]	Zoom out
[Home]	Return to default camera view
[Ctrl] + ↑	Tilt camera upward
[Ctrl] + ↓	Tilt camera downward
[Ctrl] + ←	Rotate camera left
[Ctrl] + →	Rotate camera right
Scroll wheel	Zoom in/zoom out

note

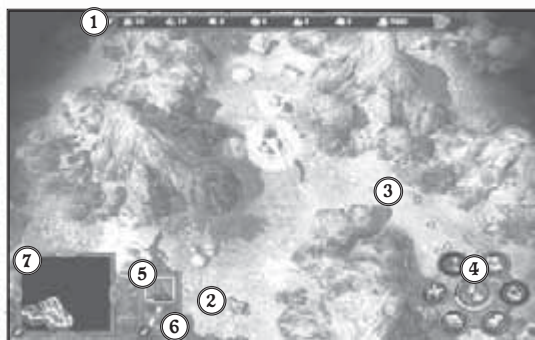
All tilt and rotate commands can also be performed by holding the right mouse button instead of [Ctrl].

General

Command	Effect
[Esc]	Display options menu
[Print Screen]	Create screenshot as .bmp file in screenshot folder
[F4]	Display game settings
[F6]	Save
[F7]	Load

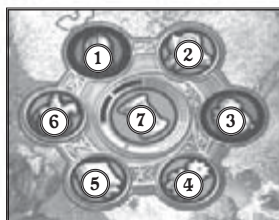
Overworld

More than half of the game is spent on the main overworld map, where you command your heroes to lay siege to cities, collect resources, and fight fierce creatures. On the overworld map, you can see towns, monsters, buildings, and resources—as well as all of the onscreen icons and toolbars that display pertinent information about your hero. The control field in the lower-right corner of the screen has seven commands for getting your hero around the overworld, using magic, and managing your objectives.



Main game screen

- ① **Resources Collected:** This indicates the amount of each resource you have collected so far.
- ② **Cursor:** The cursor selects movement points and accesses commands from the control field.
- ③ **Movement Line:** This line indicates the route currently selected for your hero.
- ④ **Control Field:** This circular menu of seven commands controls all main overworld actions.
- ⑤ **Heroes:** This shows all available heroes and how much movement each has left in reserve for the turn.
- ⑥ **Towns:** This shows all available towns, and indicates if construction has been used for the turn.
- ⑦ **Minimap:** The minimap shows where each hero is on the overworld map and which direction the hero is looking.



Control field

- ① **Select Next Hero:** Click this icon to switch to the next available hero.
- ② **Show Objectives:** Click to the full list of mission objectives.
- ③ **Toggle View:** On maps with an overworld and an underworld, click this to switch between map views.
- ④ **Game Options:** Click to access the options screens, as well as to save the game.
- ⑤ **Spellbook:** Click to open the spellbook and use the magic available there.
- ⑥ **Move/Dig:** At the beginning of a turn, click this to dig for the Tear of Asha. If you want to move, click to send your hero along the selected route.
- ⑦ **End Turn/Day Count:** Click hourglasses to end the turn. The seven segments around it track the day of the week.

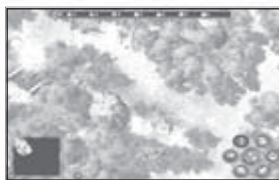
Movement

On the main screen, all action revolves around the hero. The hero is always seen riding a mount and holding aloft a flag bearing an assigned color, depending on the campaign. (In multiplayer games, the flag color indicates which players control which heroes.) Each hero is surrounded by a bright circle that indicates the hero's faction.



Haven heroes are orange, Necropolis heroes are a pale green, Dungeon heroes are purple, Inferno heroes are red, Academy heroes are blue, and Sylvan heroes are green. The circle surrounding the heroes contains script written in that faction's ancient tongue. Creatures on the overworld map are also encircled by the color corresponding to their faction.

Use the mouse to control movement on the overworld screen. Plot your hero's route by left-clicking the spot



you wish the hero to travel to. A single click marks the destination, whether it is bare ground or a point of interest, like a town or building. Your hero's daily movement is limited; two onscreen features—the movement line and the heroes box—indicate the amount of movement available to each hero.

The movement line (which appears as an artful dotted line) shows where you have directed your hero to go. Part of the line is the same color as the hero's faction (red, green, etc.), and shows how far the hero can move in the current turn. Any movement beyond that appears in gray. When you left-click on a final destination, the cursor shows how many turns it will take for you to reach that spot. If the destination is more than four turns away, the cursor will read 4+.



The hero box displays a portrait of the hero and a green bar detailing how much movement the hero has left. At the beginning of each day, the bar is full. As you move, the bar ebbs; when it is exhausted, you can no longer move.

Magical artifacts on the overworld map, such as the Boots of the Swift Journey, can increase your movement per turn. You can also visit stables, either on the overworld map or in a town, to increase your hero's movement allowance for the rest of the current week. In addition, you can upgrade your hero's movement with the logistics ability when leveling up. All three of these concepts are further explained in the chapters on artifacts, map features, and character management.



In missions where time is of the essence, use the cursor to plot courses in advance and track how many turns it will take to reach multiple destinations.

To direct your hero to a feature such as a building, resource, or town, left-click on the object and set the hero in motion. If there is no obstacle between the hero and the object, the hero automatically accesses the feature upon reaching it.

If your route takes you close to a monster—or you are purposefully directing your hero toward a creature or enemy hero on the overworld map—the movement line appears bright red in the area immediately around the opponent. This allows you to gauge how close you can get to the enemy before you have to engage in battle. If you send your hero into the red part of the movement line, the battle scene unfolds automatically.

If you left-click on an object or destination several turns away from your hero's current location, the movement line automatically charts out the path of least resistance, seeking a course that does not cause the hero to enter into any battles. The direct path may take only three turns, but if there is a creature between the hero and the destination, the movement line may plot a route that takes seven turns, just to avoid the fight. If you want to take the shorter route, you must manually direct the hero to the battle.





Many maps have underworlds you can travel to. Use subterranean gates or monoliths to travel between the surface of the planet and the cavernous underworld.

Terrain

Movement is affected by the type of terrain you direct your hero through. Rough terrain can slow your hero down, causing you to move shorter distances during a turn. Cobblestone roads and cleared fields offer no resistance to a traveling hero, so to get the most distance out of each turn, stick to open areas if possible. Impassable terrain is noted by the movement cursor, which becomes a red strike-out when you roll it over impassable terrain such as mountains or lava.

Rough terrain—like rocky paths, thick marshes, and scorching deserts—can slow down a hero, shortening the amount of movement each turn. Each faction can negotiate a specific rough terrain without a movement penalty, however.

- ◆ Academy heroes can cross the desert with impunity.
- ◆ Necropolis heroes can cross swamps without slowing.
- ◆ Inferno heroes maintain movement speed when crossing burning rocks.
- ◆ Sylvan heroes are not slowed when traveling through the forest.
- ◆ Dungeon heroes can travel through the underworld without being slowed.



Some artifacts and abilities negate the slowing effects of rough terrain.



Deep lakes and oceans are impassable without the use of a ship (which can be found on some shores or purchased at a shipyard),

but some rivers can be crossed at shallow spots. When you use a ship to cross deep water, you can dock it only at a beach. Embarking and disembarking on a ship uses up an entire turn, no matter how much movement the hero still has on the movement bar.

Interacting with Creatures and Buildings

From the overworld map, your hero can interact with monsters and buildings. You interact with buildings on the overworld in the same way that you pick battles with monsters—your hero must ride up to the building and touch it.



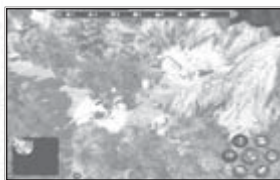
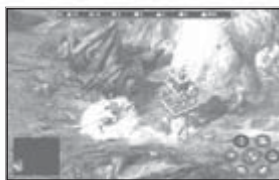
Buildings and features have a direct effect on your hero and the mission. Some buildings affect your hero's stats and abilities; others

offer up new recruits or additional resources for your stockpiles. (For a complete glossary of all map features and buildings, see chapter 9, "Map Features.") Some features affect only the next turn, the next battle, or the remainder of the week. Keep track of these time-sensitive features via the hourglass on the control field.



Typically, the farther you explore from your home city, the fiercer the enemy monsters you encounter are.

Many of the improvements you can erect in towns for creature recruitment are found as stand-alone structures on the overworld map, such as archer towers and kennels. These buildings have the exact same function as the in-town upgrades, including the cost of recruitment and the frequency of recruitment opportunities. For a complete list of recruitment buildings, see chapter 8, "Urban Building."



When you engage creatures on the overworld map, there is a chance you may not fight them. Some creatures request to join your army, free of charge. This usually happens only if the creatures are of the same faction as your hero, and if your army greatly outnumbers the number of creatures in the group.

Some creatures may offer to join you for a fee. Occasionally, this fee will be astronomical—up to four times the cost of recruiting the creature in a town. Depending on your hero's Diplomacy (an ability that can be developed—see chapter 6, "Heroic Upgrades"), the price can be driven down to a more manageable level.

Sometimes, if your army is huge, creatures will attempt to flee. You can choose to either pursue them and go into battle, or to let them escape. If you allow the creatures to escape, you receive a fraction of the experience points you would have received had you challenged them in battle. Once the creatures flee, they vanish from the map and do not return.

Time

The flow of time has many effects on the game. Each turn consists of a day of game time, and there are seven days in a week. Each week has a specific name and most have a special effect that changes some aspect of life in Ashan. Some weeks increase the number of creatures you can recruit into your army. Other weeks change statistics in specific situations. Following is a full list of all of the weeks in an Ashan calendar year, accompanied by the effect of the week, if any.

"Week of" List

Command

Effect

Abjuration

During battle, all light-magic spells are increased to maximum.

Air

During battles, the damage caused by air spells increases by 50 percent and the number of summoned air elementals increases by 50 percent.

Alchemy

The amount of mercury and sulfur from resource generators doubles.

Alteration

During battle, all dark-magic spells increase to maximum.

Angel

Causes double growth for angels and archangels.

Antelope

No special effect.

Archer

Causes double growth for archers and marksmen.

Assassin

Causes double growth for scouts and assassins.

Badger

No special effect.

Command	Effect
Balance	Luck and Morale effects are negated during battles.
Bear	No special effect.
Bee	No special effect.
Beetle	No special effect.
Bone Dragon	Causes double growth for bone dragons and spectral dragons.
Butterfly	No special effect.
Calm	During battles, the Initiative for all creatures of Necropolis, Inferno, and Dungeon factions is reduced by 20 percent.
Caterpillar	No special effect.
Cavalier	Causes double growth for cavaliers and paladins.
Chaos	During battles, all spell damage is increased by 50 percent.
Colossus	Causes double growth for colossi and titans.
Conjunction	Causes triple growth for all creatures and triples the amount of resources generated at mines and in town.
Conjuration	During battle, all summoning magic spells increase to maximum.
Cuckoo	No special effect.
Deer	No special effect.
Demon	Causes double growth for horned demons and horned overseers.
Devil	Causes double growth for devils and arch devils.
Diplomacy	All creatures that would join for gold waive their fee.
Disease	Two-thirds of all creatures in garrisons wither and die, and only two-thirds the usual number of weekly recruits is provided.
Djinn	Causes double growth for djinns and master djinns.
Dragon	Causes double growth for shadow dragons and black dragons.
Dragonfly	No special effect.
Druid	Causes double growth for druids and druid elders.
Eagle	No special effect.
Earth	During battles, damage from earth spells increases by 50 percent and the number of summoned earth elementals increases by 50 percent.
Evocation	During battle, all destructive magic spells increase to maximum.
Falcon	No special effect.

"Week of" List (Continued)

Command	Effect
Feebleness	During battles, Defense for all creatures of Haven, Sylvan, and Academy factions is reduced by 20 percent.
Festivals	Resource generators do not provide materials for the week.
Fever	Half of all creatures in garrisons wither and die and only half of the usual number of weekly recruits is provided.
Fire	During battles, damage from fire spells increases by 50 percent and the number of summoned fire elementals increases by 50 percent.
Firefly	No special effect.
Fire and Ice	During battle, fire- and ice-based spells do double damage.
Flame	All hero movement is increased by 50 percent.
Flamingo	No special effect.
Folly	Experience points earned during battles is halved.
Forgery	Cost to upgrade creatures is halved.
Fox	No special effect.
Gargoyle	Causes double growth for stone gargoyles and obsidian gargoyles.
Ghost	Causes double growth for ghosts and spectres.
Goat	No special effect.
Gold	Gold provided by mines and civic centers is doubled for the week.
Golem	Causes double growth for iron golems and steel golems.
Green Dragon	Causes double growth for emerald dragons and green dragons.
Gremlin	Causes double growth for gremlins and master gremlins.
Griffin	Causes double growth for griffins and imperial griffins.
Hamster	No special effect.
Harvest	Amount of ore and wood from generators is doubled.
Hedgehog	No special effect.
Hell Hound	Causes double growth for hell hounds and cerberi.
Honor	Experience points earned in battle are doubled.
Hope	Luck and Morale are increased by 1 during battles.
Hydra	Causes double growth for hydras and deep hydras.

Command	Effect
Hunter	Causes double growth of hunters and master hunters.
Hyena	No special effect.
Idleness	During battle, the Initiative of all creatures of Haven, Sylvan, and Academy factions is reduced by 20 percent.
Imp	Causes double growth for familiars and imps.
Infirmity	During battle, the Defense of all creatures of Necropolis, Inferno, and Dungeon factions is reduced by 20 percent.
Jewels	Amount of gems and crystal generated is doubled for the week.
Lich	Causes double growth for liches and archliches.
Life	Causes double growth for all creatures.
Light	During battle, the Luck and Morale of all creatures of Necropolis, Inferno, and Dungeon factions is reduced by 2.
Lion	No special effect.
Lynx	No special effect.
Mages	Causes double growth for mages and archmages.
Magic	During battle, the cost of spells is halved.
Meditation	Mana regeneration rate is doubled.
Might	During battle, non-magic damage is increased by 50 percent.
Might and Magic	During battle, non-magic damage is increased by 50 percent and spell costs are halved.
Minotaur	Causes double growth for minotaurs and minotaur guards.
Nightmare	Causes double growth for nightmares and hell chargers.
Owl	No special effect.
Peasant	Causes double growth for peasants and conscripts.
Penguin	No special effect.
Pit Lord	Causes double growth for pit fiends and pit lords.
Pixie	Causes double growth for pixies and sprites.
Plague	Creatures in all buildings die, and there is no growth for the week.
Priest	Causes double growth for priests and inquisitors.
Rabbit	No special effect.
Rakshasa	Causes double growth for all rakshasas.

"Week of" List (Continued)

Command	Effect
Rat	No special effect.
Raven	No special effect.
Raider	Causes double growth of dark raiders and grim raiders.
Rooster	No special effect.
Salamander	No special effect.
Shadow Witch	Causes double growth for shadow witches and shadow matriarchs.
Sheep	No special effect.
Skeleton	Causes double growth for skeletons and skeleton archers.
Sorrow	During battle, Morale and Luck for all creatures of Haven, Sylvan, and Academy factions is reduced by 2.
Sparrow	No special effect.
Squire	Causes double growth for footmen and squires.
Squirrel	No special effect.
Stork	No special effect.
Succubus	Causes double growth for succubi and succubus mistresses.
Swallow	No special effect.
Swan	No special effect.
Tiger	No special effect.
Toad	No special effect.
Tortoise	No special effect.
Toughness	During battle, the hit points of all creatures are increased by 20 percent.
Trade	Prices for artifacts and resources are halved.
Treant	Causes double growth for treants and ancient treants.
Unicorn	Causes double growth for unicorns and silver unicorns.
Vampire	Causes double growth for vampires and vampire lords.
Viper	No special effect.
War Dancer	Causes double growth for blade dancers and war dancers.
Wasp	No special effect.

Command

Effect

Water	During battle, the damage of ice spells is increased by 50 percent and the number of summoned water elementals increases by 50 percent.
Whale	No special effect.
Wight	Causes double growth for wraiths and wights.
Witch	Causes double growth for blood maidens and blood furies.
Wyrm	No special effect.
Zombie	Causes double growth for zombies and plague zombies.

Resource Management

Collecting and managing resources is important to the success of each hero's campaign. Nothing can be built in towns without access to specific resources, and creatures cannot be recruited without access to gold. The information bar along the top of the screen details how much of each resource is available to the player.



Resources, from left to right: wood, ore, mercury, crystal, sulfur, gem, and gold.

The most common resources on the overworld map are gold, wood, and ore. The other resources are rarer, making them more valuable. To build some of the better town improvements, seek out these resources diligently. Resources can be earned either by picking up resource piles on the overworld map or by visiting resource-generating buildings. All of the resource generators are detailed in chapter 8, "Urban Planning."



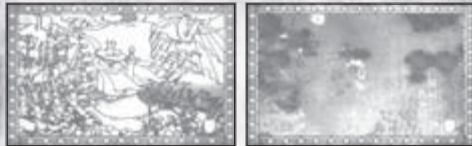
Ore pit: generates two units of ore each day for the player who possesses it.

Claim a resource generator by making your hero touch it. While the generator is in your possession, you receive a specific amount of the resource each day. Claiming a resource generator does not make it yours for the remainder of the mission. Enemy heroes and competing players can take control of the feature by touching it with their hero, ending your stream of resources.

You can also buy resources in the towns you control, as long as you have built a marketplace. Resource prices start out fairly expensive, especially for rare resources, but the more towns with marketplaces you have under your control, the cheaper the resources become.



Tear of Asha

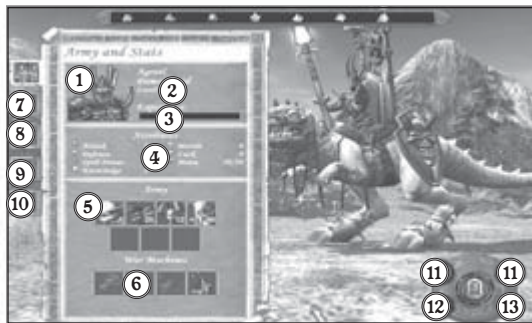


Some missions require you to seek out an extremely rare relic called the Tear of Asha. This relic is buried beneath the surface of Ashan; you must dig it up and install it at one of the cities you control. Installing a Tear of Asha can have wondrous effects on your heroes.

Finding the location of each Tear takes time and effort, though—and not every mission offers this great relic. You must solve a puzzle map, which is accessible from the mission objective screen. At first glance, the puzzle map looks like an ornate stained-glass window. To reveal the location of the relic, you access obelisks on the overworld map. Each obelisk you touch removes a piece of the glass until you can see the location of the Tear of Asha.

Once you know the location, send a hero to the spot and dig up the relic. To install it, the hero who dug up the Tear of Asha must physically take it to the designated city. With the Tear of Asha in hand, you can build the wonder from the town building interface. Beware, though, of enemy heroes when riding back to town with the Tear of Asha. If you are intercepted and defeated by an enemy hero, the Tear vanishes.

Hero Management



- ① Hero portrait
- ② Hero level
- ③ Experience bar
- ④ Hero statistics (Luck, Attack, Defense, etc.)
- ⑤ Hero's army
- ⑥ Current war machines
- ⑦ Spellbook tab
- ⑧ Inventory tab
- ⑨ Abilities tab
- ⑩ Biography tab
- ⑪ View previous/next hero
- ⑫ Dismiss hired hero
- ⑬ Inspect hero's army

You can view all of the available information about your heroes by double-clicking on them. This brings up a hero management screen that details important things like experience points and current army, and has tabs that let you manage your inventory and view the abilities you have chosen while leveling up.

Statistics

Seven statistics indicate how heroes and their armies perform on the battlefield. These stats can be affected by leveling up, choosing specific abilities, accessing special buildings on the overworld map, or holding special artifacts. Some effects on statistics are temporary, some are permanent—when a stat is affected, a prompt alerts you to how long the effect will last.

Attack: This value shows how much damage is added to the attack power of the hero's creatures.

Defense: This value shows how much damage is deducted from attacks on the hero's creatures.

Spell Power: The greater this number, the more effective the hero's spells are.

Knowledge: The greater this number, the more Mana a hero can draw from to cast spells.

Morale: The higher this number, the greater the chance that the hero's creatures perform expertly in battle.

Luck: The greater this number, the greater the chance that creature attacks do double damage in battle.

Mana: This is the amount of magical energy the hero has for spellcasting. Each spell requires a set number of Mana points. When the Mana statistic is zero, the hero can no longer cast spells. Mana regenerates slowly every turn.

Leveling Up

Leveling up is an integral part of developing your hero. Unless you level up, you cannot hope to take on some of the tougher creatures later in each mission. To level up, earn experience points either by battling enemy heroes and creatures on the overworld map, or by opening treasure chests and choosing to receive experience points rather than a gold payout.

Every time you level up, you see stat improvements. You also learn new skills and abilities that improve your character's performance on the overworld map or in battle. Abilities can affect resource management, battlefield prowess, movement, and more. For a complete list of abilities, see chapter 6, "Heroic Upgrades."

Once you select an ability, it cannot be undone—the change is permanent. So before selecting your ability upgrade, read up on the abilities being offered. You can also see the effect of the ability by using the mouse to roll the cursor over the listing. You can view your abilities from the hero screen at any time by choosing the ability tab on the left side of the screen.



Don't pass up battles with weak creatures, no matter how strong you are. Every experience point counts and you need every increase and ability you can get.

Army

From the hero screen, you can monitor the creatures in your personal army and track which war machines you currently have. You have seven slots for your personal army, but you can "stack" as many creatures of the same type into one of those slots as you wish. The size of the creature does not affect the number of slots they take up—each creature, be it a skeleton or a hydra, occupies a single slot. If you have an empty slot, you can split stacks of creatures by holding down **[Shift]** while clicking on a creature stack and then clicking on the empty slot.

The creature's original faction has an effect on its effectiveness in your army. If the creature is of a faction other than your hero's faction (for example, you assign Haven peasants to the Necromancer Markal's army), the creature's Morale sinks slightly. This can potentially lead to the creature missing a turn during battle.



While you can have massive creature stacks, you can only have one of each war machine.

Two heroes controlled by the same player can meet on the overworld map and exchange creatures and artifacts. To do this, direct one hero to an allied hero on the map by clicking on them as if you were going to attack a wild creature stack in the overworld. The two heroes appear side-by-side, and you can drag creatures, artifacts, and war machines between open slots for the two heroes. You cannot, however, move all of one hero's creatures to an allied hero. A hero must have an army of at least one creature.

War Machines

Each hero can use four kinds of war machines, but only in combat situations.

Ammo Cart: This machine stores ammunition, so creatures with ranged attacks can fire unlimited shots.

Ballista: This machine fires a massive projectile at an enemy stack during battle.

Catapult: This machine is a siege weapon, used to tear down city walls when attacking an enemy-controlled town.

First Aid Tent: This machine heals friendly creature stacks on the battlefield, but does not resurrect dead ones.

At first, these machines act on their own, with no player input. The ballista automatically picks its target, for example. Some abilities allow heroes to manually select the target for the war machines, though. These abilities allow you to choose which stack is healed by the first aid tent or which enemy stack is attacked by the ballista. Some abilities increase the number of shots for the ballista and catapult.

Inventory



Each hero has a personal inventory that holds all found artifacts, whether they were found on the overworld map, in a treasure chest, or on the body of a fallen enemy. There are two racks in your inventory. The top one offers access to artifacts that your hero wears, and direct access to a spellbook for artifacts that grant limited use of magic spells.

There are slots for:

Head	Main hand
Neck	Shield
Body	Finger
Back	Finger
Feet	

On the bottom of the inventory window, a second rack is for artifacts that you do not need to wear to make use of their effect and artifacts that you choose not to use. You can trade these unused artifacts with other allied heroes on the overworld map.



Spellbook

The spellbook can be accessed from the overworld map and from a battle scene. On the overworld map, you cannot use battle spells



(like Fireball or Circle of Winter), but you can use adventure spells, like Vessel of Shalassa, which summons a boat to the shore nearest you. You can use the tabs on the spellbook to look at all of the other spells in other magic schools, like dark magic and destructive magic.



For a full explanation of the magic schools and a list of all spells, please see chapter 6, "Heroic Upgrades."

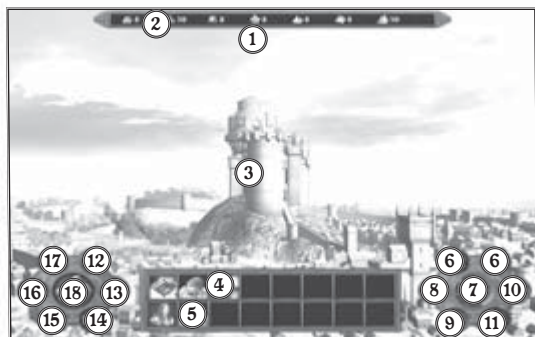
Town Management

The first time you enter a new city, your options are limited. You cannot recruit creatures, do business, learn magic, or erect city defenses. It takes time to cultivate a city, but the rewards are immense for diligently monitoring growth and progress, as well as investing in your city. Of course, you can always lay siege to a city that's already been developed and reap the benefits without all the backbreaking work and painstaking money management. But in most cases, you have a serious fight on your hands before you can conquer a city and call it your own.



You can erect buildings and hire creatures when not physically present in a city, but to do certain kinds of business or transfer creatures from reserves to active duty, your hero must be within the city walls. Keep this in mind as you travel farther and farther from home.

Although the metropolises have unique names and architecture, you always see the same interface when you step into any city. Clicking on different buttons gives you access to all the different kinds of commerce, recruitment, and learning available in a city—as long as you’ve built the proper structures to unlock these features.



The main city screen

- ① Name of city.
- ② Available resources to the hero.
- ③ An external view of the city in progress. As you build new structures, the city grows and you can see the fruits of your labors.
- ④ Creatures that have been recruited and stationed as a garrison. These creatures can also be transferred to a hero’s army.
- ⑤ The creatures in the visiting hero’s army.
- ⑥ Next/previous city—these buttons let you view all of your cities.
- ⑦ Exit city—this button sends you back to the overworld map.
- ⑧ Build structures—this button lets you construct buildings in the currently viewed city.
- ⑨ Hire available creatures—this button is available for use only after a fort has been built.
- ⑩ City plan.
- ⑪ Upgrade creatures—this button allows you to improve your creatures.
- ⑫ Visit tavern—use this button to listen to gossip and hire heroes.

- ⑬ Visit marketplace—use this button to buy or sell goods.
- ⑭ Visit magic guild—this button lets you learn or view spells.
- ⑮ Visit blacksmith—this button lets you purchase war machines.
- ⑯ Visit shipyard—this button lets you build ships for water travel.
- ⑰ Buy artifacts—this button lets you purchase useful artifacts.
- ⑱ Unique town function—the purpose of this button is different in each city.



City planning screen

The city planning screen tells you which buildings are available for construction in your towns. You can toggle between a view of all buildings on a complete town plan or a view of only the currently available buildings.

note

For a complete glossary of all the town improvements you can build, their functions, and their costs, see chapter 8, “Urban Planning.”

Hiring Creatures and Heroes

The primary activity in town, other than building improvements, is the recruitment of new troops/creatures and additional heroes to help with fighting and exploration.

After a troop recruitment feature, such as an archer tower, has been built, you can use the hiring screen to purchase the services of the newly available creatures. The recruitment facility provides a set amount of creatures each week, but certain town improvements and weeks in the calendar can boost troop growth. The price of recruitment is displayed under your gold amount along the resource bar. You can change how many recruits you wish to hire with the + and - buttons on the bottom of the screen. Any creatures not hired for that week carry over into the next week.



As soon as you hire a recruit, the creature is placed not into a hero's army, but into the town garrison. You can then transfer the creature to a visiting hero's army.

note

Some faction towns possess training facilities that allow you to upgrade creatures you've already recruited, such as turning griffins into imperial griffins, for a price.

When you build the tavern upgrade, you can hire additional heroes to help your cause. Each new hero comes with a personal (usually weak) army, as well as a few abilities. (See chapter 6, "Heroic Upgrades," for a full list of the special abilities for each hired hero.) A newly hired hero is stationed at the town's front gates when you exit the city screen.

Garrison



After hiring creatures, you can move them into a visiting hero's personal army from the garrison window along the bottom of the main town screen. Moving creatures is a two-way street. You can leave behind some creatures from a recruitment drive or a hero's army to protect the town during a hero's absence. Should the creatures in the garrison fall, the enemy hero sacks the town and takes control of it.

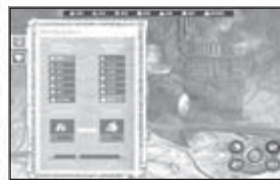
Use the mouse to drag and drop creature stacks between the hero's army and town garrison. This is a good way to shuffle more powerful creatures into the limited space of a hero's army without dismissing useful troops.



Never leave a town unprotected. Losing a town can be catastrophic to not only your bank account, but also your ability to recruit creatures.

Commerce

The majority of your time in town will be spent building improvements and recruiting creatures, but there are a few opportunities for commerce, as long as you have built the improvement needed to unlock the feature.



Once you build the marketplace, you can actively trade goods for gold. The exchange rate for each resource is posted, and the more marketplaces you open in controlled cities, the lower these prices will go.



Once you build a blacksmith, you can purchase war machines. Each faction's blacksmith creates all three war machines: ballista, ammo cart, first aid tent. A complete collection of war machines is a major boon for any hero's army.

If your town is on the waterfront, you can build a shipyard, which provides galleons for you to use in crossing the seas. It takes gold and resources to build a shipyard to start with, and the vessels built there cost 10 wood and 1,000 gold apiece.

Learning Magic

When you build the magic guild feature in a city, you randomly unlock a spell or two from the circle of magic that corresponds with the level of the magic guild. There are five levels of magic guilds for all factions. Each new magic guild unlocks a random spell. To learn the magic spell, you must send your hero to town with the magic guild. The visiting hero automatically learns the new spell, and you can access it from your spellbook for the remainder of the campaign.

There is no limit to how many heroes can learn a spell from a magic guild. If you have hired four heroes to help the campaign's main hero, you can send all five to the same town to learn the spells from the magic guilds at no additional cost. If the town is sacked by an enemy hero, however, that hero learns all of the spells from the magic guilds, too.

Unique Faction Features

Each faction has a unique town function not shared by the other factions. This feature is unlocked by building a corresponding improvement. Once the improvement is complete, the unique feature is immediately available.

Unique Town Feature

Faction	Building	Description
Academy	Arcane Forge	Allows heroes to create mini-artifacts to assign to creatures.
Dungeon	Altar of Elements	This supports the faction's elemental chain ability, boosting its effectiveness.
Haven	Training Grounds	The training grounds act like a hill fort, allowing heroes to upgrade creatures in town for a price.
Inferno	Order of Fire	Boosts the number of creatures when gating during battle.
Necropolis	Shrine of the Netherworld	Reduces Morale of attacking enemy heroes and allows transformation of other faction creatures to Necropolis creatures.
Sylvan	Avenger's Guild	Allows heroes to select specific creatures their armies are strong against.

Battle

While a good deal of your time in the game is spent exploring the world of Ashan, collecting treasure, and building towns to ensure the survival of your empires, you need to challenge enemy heroes and ward off wild creatures to earn valuable experience points and pursue mission objectives. To engage an enemy or a wild creature on the overworld map, you must move your hero within its space of influence—you can tell you are close enough to start a battle when your movement line turns blood red next to a target.

Battles last for as long as one side's creatures still stand, or until one hero's army gives in and retreats to safety. You can win a battle if only one of your creatures remains on the battlefield—but then you had best seek out a friendly town and do some recruiting to replenish those fallen ranks.

Pre-Battle Prep



When you enter a battle, you are given the chance to make necessary combat arrangements first. You have two lines of squares on

the battlefield grid to arrange your battle-ready units. You do not have to place all units in battle. In fact, sometimes it is advisable to hold back weaker units or valuable units in a battle you know you can win, so you don't risk losing an entire stack or any of an expensive unit to some freak reversal of fortune.

Using the mouse, drag your creatures to the battlefield from the bar that shows all of your available stacks. You can also just click on a creature, then click on a square to place the creatures there. You can drop one creature stack on top of another to join the stacks, if they are the same type of creature. If the creatures are different, the stack you already had on the field is shuffled back to your row of available units.

Most creature stacks occupy only one square on the grid, but some of the larger creatures take up a total of four squares on the map. These are usually quite powerful creatures, such as titans and arch devils.



If you learn tactics as an ability, you can position your creatures on the first *three* rows of squares on the battlefield before combat.



The battlefield is constructed of 10 rows of 12 squares, for a grand total of 120. When you are attacking a city with defenses, though, the battlefield stretches out to 14x14.

When positioning your creatures before the fight, watch out for obstacles that can hinder movement on the battlefield. Rocks, trees, poisonous mushrooms, cracks in the crust—all of these prevent creatures from either side from moving through the squares they occupy. Don't position your larger creatures behind these obstacles, as they are typically slow enough as it is and you don't want to waste precious turns just getting them around a row of rocks before you can use them in battle.

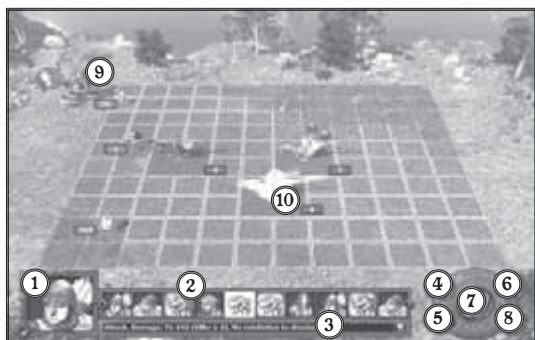
These obstacles are good for protecting weaker stacks that have ranged attack capabilities, however. Archers, skeleton archers, and the like are not talented at melee combat, so the obstacles force enemy creatures to use extra turns to get at them. The extra turn or two of movement buys you time to launch important attacks or move to a safer square on the battlefield.

Flying creatures, such as griffins, can float over these obstacles. Keep that in mind when going up against an enemy army with flying creatures that can bypass logs and such to dig right into your weaker, ranged creatures.

Once you have placed all of your creatures on the battlefield, you can begin the battle. You can either confirm placement and manually engage the enemy, or you can choose to put the battle on autopilot. You can then watch the proceedings, allowing the AI to make your moves for you.

During Combat

Once you begin the battle, you can start moving your creatures around the battlefield and launching attacks against your enemies. To ensure complete competency on the battlefield, get familiar with several features on the combat screen.



Combat screen

- ① Current unit and number of creatures in the stack.
- ② Initiative Bar: Shows the turn order of creatures and heroes involved in the battle.
- ③ Action Results: Displays current action and results of action. (Example: Who attacks whom and for how much damage.)
- ④ Spellbook/Special Ability: Opens the spellbook or ability list for creatures and heroes with magic and battle-effect abilities.
- ⑤ Flee/Surrender: Lets a hero flee from battle.
- ⑥ Auto-Fight: Engages automatic fighting.
- ⑦ Defend: Direct the current unit to go into defensive position for an extra 30 percent defense against enemy attacks.
- ⑧ Battle options: Turn grid on/off.
- ⑨ Hero
- ⑩ Cursor

Initiative Bar



The Initiative Bar (IB) tracks the order in which creatures take their turns, including heroes and war machines. When the battle first starts, the order in the IB queue is completely random, but as the battle progresses, units shift in the IB depending on their Initiative and Speed statistics. The higher a creature's Initiative stat, the more turns the creature stack gets during a battle.

You can affect the position of units on the IB (both friend and foe) with magic. The Weariness slows the position of an enemy stack on the IB, which is helpful to use against powerful enemies in battle. Alternately, the Haste temporarily increases the Initiative of friendly stacks so they can take more turns during a battle.

If you have a unit with very high Initiative against many slow enemy stacks, it is not impossible to see the unit enjoy several extra turns on the IB. Having high Initiative during battles can really tip the scales in your favor, so be sure to use creatures with good stats and use magic wisely to affect the IB whenever possible.

Luck and Morale

Whereas Initiative affects the frequency of attacks during battle, Luck and Morale ratings affect the effectiveness of those attacks. None of the creatures have individual Luck or Morale stats. They draw those stats from the hero who commands them on the battlefield. The higher those ratings, the better your creatures perform in battle. You can affect those stats by visiting certain features on the overworld map, such as a rally flag, before a battle.

The Luck stat affects the likelihood of creatures scoring a critical hit on an enemy stack. If your hero is very lucky, you will see more critical attacks during a battle.

The Morale stat works more in tandem with the Initiative stat to further refine how many turns that creature takes on the IB. The higher your Morale rating, the more turns your creatures will take during a battle. Instead of having to wait for a complete cycle of the units on the IB, a stack with high Morale may only have to wait half of the cycle. A low Luck rating can cause a stack to be repeatedly shuffled farther and farther back in the IB as creatures with higher Morale complete turns. You will also see better performance from creatures that are of the same faction as the commanding hero. For example, peasants will enjoy increased Morale if they fight for a Haven hero.

Movement



When it is your turn in a battle, you have the choice of moving a creature stack or launching an attack. If you choose to move, the

squares that the creatures can move to are highlighted on the grid. You cannot move anywhere beyond the highlighted squares during that turn. If you move to a square adjacent to an enemy stack, you can then direct your creatures to attack.

You cannot move your heroes during a battle. They remain stationary in the rear of the field, watching over the battle. Heroes can only cast spells, use abilities, launch moderate ranged attacks, or pass on their turn.

Melee Attacks

When you want to launch a melee attack against an enemy stack, you must move your creatures to a square adjacent to the enemy.



The cursor then turns into a dagger, which you can use to direct the angle of attack. The angle does not affect the potency of the attack, but it does affect where your creatures stand after the attack. You can use these angles to position your creatures out of harm's way from time to time, especially if you manage to put your targeted enemy between your creatures and another enemy unit that attacks via ranged means, such as an archlich.

If one of your creature stacks that uses ranged attacks is cornered by an enemy stack, your creatures are forced into using a less powerful melee attack, unless you move them out of the way. After you move them, however, they cannot launch a ranged attack.

note

Your creatures can also launch melee attacks against your opponent's war machines, which linger just outside the battlefield grid.

Retaliation is something to consider when launching a melee attack against an enemy stack. Many creatures have or can develop the art of retaliation. This means that after a creature receives a strike, the creature can then hit back before the end of the turn—and the retaliation strike does not affect their placing on the IB. To see if a targeted stack can retaliate against your melee attack, roll the cursor over the enemy stack before launching the attack and read the action results bar below the IB.

tip

Some creatures can nullify targets' retaliation talents and prevent them from counterattacking.

Ranged Attacks



Some creatures, such as archers and druids, can attack from a distance. If the creatures have enough ammunition to launch a ranged attack

(check the creature's Shoot stat to see how many times they can launch a ranged attack during a single battle), roll the cursor over an enemy unit elsewhere on the battlefield to release a volley. Once the Shoot stat reaches zero, the creatures can only use melee attacks.

If you have an ammo cart, you do not need to worry about a creature's Shoot stat during a battle. The ammo cart provides unlimited projectiles for the entirety of the battle. If the ammo cart is destroyed during a battle, however, the creature reverts to having only as many shots as the stat allows.

Magic

If it is the turn of your hero, or of a creature that has access to spells, you can use magic against enemy creatures as long as you have enough Mana to cast the spell. Click on the desired spell in the spellbook, then click on the target. Dark-magic and destructive-magic spells are used against enemy creatures, while light-magic spells are used on friendly creatures.

Some magic spells, like Meteor Shower, have area effects that cause damage or help multiple creatures in a specific area. When you choose a spell with an area effect, you can see on the battlefield grid the exact area that will be affected. Area effects show no favoritism. If you drop an area-effect spell on an enemy creature standing next to one of your creatures, your creature takes damage, too.



Special abilities, such as the griffin's Flier ability, can be called up just like a magic spell via the spellbook icon.

City Siege



When you attack a city that has constructed town defenses, such as a fort or citadel, you must use your catapult to break down the city walls before your melee-attacking creatures can assault enemy creatures. It takes a few strikes for a catapult to completely demolish a wall and create a hole that your troops can pour through. While the catapult breaks down the walls, creatures with ranged attacks can fire volleys at creatures inside the town and do damage.

If you are on the defending side of a city siege, you can choose to hide behind the walls or open the door and attack the enemy creatures directly. Once you open the door, however, your enemies can get behind the wall if you do not stop them. You can use the open door, or a hole in the city walls, as a bottleneck. This is useful for launching ambushes on enemy creatures that are trying to storm through the breach in your defenses.

Flee/Surrender

If the battle looks stacked in your opponent's favor, you can opt to retreat. If you choose to flee from a battle against creatures in the wild, you abandon your army. If your hired hero surrenders to an enemy hero, you lose your army and the hired hero is automatically returned to a tavern and is available for employment again during your next visit to town. You cannot surrender to an enemy hero with the campaign's main hero.



Creature Compendium

Encyclopedia Mythannica

The world of Ashan is full of wondrous, mythical, and often terrifying creatures. Some are humanoid, some are downright monstrous—but all can be called into the service of a hero. No two creatures are created equal, so use this compendium to look over the choices before going into town and spending hard-earned gold to hire an army.

Inspecting this chapter prior to battle is also a good way to gather early intelligence and understand what kind of foe you are about to go up against. For example, if you are about to face a wraith, wouldn't it be better to know that many attacks miss the creature because it has no corporeal form? Or that master gremlins can repair the ballista you just spent three turns trying to damage?

Each faction has its own unique cadre of creatures to purchase for use in towns, as long as the fort has been constructed and at least one building enabling the recruitment of a faction-specific monster has been built. But which creature-generating buildings are worth your resources? Consult this chapter as you amass your army and encounter enemies on the overworld map so you always have the edge.

Each creature listing is accompanied by a list of relevant statistics, as well as what special abilities the creature possesses. Each creature listing also includes a special tip to help you make better purchasing decisions or smarter tactical choices at the beginning of a battle.

Attack: The creature's Attack strength.

Damage (min/max): The minimum and maximum amount of damage the creature can do.

Defense: The amount of damage resistance the creature possesses.

HP: The number of hit points the creature has. When HP equals zero, the creature dies.

Initiative: The higher this number, the more turns the creature will take during battle.

Spell Points: The number of spell points the creature possesses. If no number appears, the creature cannot cast magic spells and thus needs no spell points.

Shot: The number of ranged attacks the creature can do in battle. If no number appears, the creature cannot execute ranged attacks.

Speed: How many squares the creature can move in a turn.

Cost: How much one creature costs in gold. If a resource is required, it is listed as well.

Abilities: The special abilities that creature has at its disposal.



Each faction has a list of creatures that technically "belong" to it, but heroes can recruit non-faction creatures if they possess enough diplomacy.

Most creatures occupy a single square on the battlefield grid. However, several occupy four squares in a 2x2 pattern. The creature descriptions note which beasts require extra real estate. Size is important to note when selecting which creatures to send into battle. If you include a couple of four-square stacks, you can really limit the number of support troops that accompany them. And, if you look at the stats for some of the larger creatures, you will see that size does not always equal power.

After the creature list, you will find a full definition of all creature abilities. These explanations include the amounts of damage that special attacks can do, any special parameters that are associated with unique moves, and what kinds of immunity certain creatures are blessed with. Some abilities are creature-specific, while others are shared by multiple creatures.

Haven

Peasant

Attack: 1	Spell Points: —
Damage (min/max): 1/1	Shot: —
Defense: 1	Speed: 3
HP: 3	Cost: 20
Initiative: 7	Abilities: Taxpayer



Lowly peasants are the backbone of the Holy Griffin Empire. These creatures are generally weak and not especially well trained, but they make up for these deficiencies with their numbers.

The peasants are also important sources of revenue, bringing in gold daily.



While a few peasants won't turn the tide of any battle, a horde 300 strong is certainly a force to be reckoned with.

Conscript

Attack: 1	Spell Points: —
Damage (min/max): 1/2	Shot: —
Defense: 1	Speed: 3
HP: 6	Cost: 30
Initiative: 8	Abilities: Shield Bash



Conscripts are slightly better trained troops than peasants, making them a decent, if unspectacular, basic infantry. However, if they are numerous, they are able to get in there and hold their own in a

melee fight. They can confuse enemies during a pitched battle, occasionally keeping them from retaliating.



These grunts, like the peasants, truly embody the adage "safety in numbers." They may not have a great Defense rating, but stack enough of them into one force and they are ferocious.

Archer

Attack: 4	Shot: 10
Damage (min/max): 2/4	Speed: 3
Defense: 3	Cost: 50
HP: 6	Abilities: Shooter, Scatter Shot
Initiative: 9	
Spell Points: —	



Archers work well in tandem with other Holy Griffin Empire foot soldiers, such as peasants and squires. Their ranged attacks help thin enemy ranks as they advance across the battlefield. Amass

a large group of archers and they have the potential of cutting down weaker enemy creatures before they even get halfway across the field. Archers do not have many hit points, however, and they do not excel in close-quarters combat.



Gathering up archers can prove expensive early in the war, but consider splurging. Their skill at weakening enemy creatures before the melee phase of the battle begins can really save the day.

Marksmen

Attack: 4	Shot: 12
Damage (min/max): 2/8	Speed: 3
Defense: 3	Cost: 80
HP: 8	Abilities: Shooter,
Initiative: 8	Precise Shot
Spell Points: —	



Marksmen are the next step up from archers. They use crossbows to target enemy creatures from afar. However, unlike the bow-and-arrow-wielding archer, the marksman is able to defend himself at close range.



The marksman's crossbow can be lethally effective if fired at an enemy one or two squares away.

Footman

Attack: 3	Shot: —
Damage (min/max): 2/4	Speed: 3
Defense: 8	Cost: 90
HP: 14	Abilities: Shield Bash,
Initiative: 8	Large Shield, Enraged
Spell Points: —	



Footmen are the brute force of the Holy Griffin Empire. These stalwart troops have solid Defense and HP, so they can bear the brunt of an attack while other creatures flank and concentrate on using magic to take down the enemy. They do not move much during battle, though, so plot their moves effectively.



If you know you are about to confront an enemy that specializes in ranged attacks, such as skeleton archers, footmen are good at repelling their blows.

Squire

Attack: 4	Shot: —
Damage (min/max): 2/5	Speed: 3
Defense: 9	Cost: 130
HP: 24	Abilities: Shield Bash, Large
Initiative: 8	Shield, Shield Allies
Spell Points: —	



Squires are the advanced form of footmen, meaning they retain the basic strengths of the footman (the ability to withstand attacks), but have even greater HP and Defense. Squires do not move quickly, so use them to march on the enemy from dead-on while other creatures plan alternate attacks.



Squires carry large shields that can protect the creatures in the eight squares surrounding them. Use this skill to its fullest by keeping more precious creatures close to your squires whenever possible.

Priest

Attack: 12	Shot: 7
Damage (min/max): 9/12	Speed: 4
Defense: 12	Cost: 650
HP: 54	Abilities: Shooter, No
Initiative: 10	Melee Penalty
Spell Points: —	



Priests are considered the keepers of the true faith in the Holy Griffin Empire, worshipping the Dragon of Light. These brave fighters storm the battlefield and can withstand sizable damage

with their high HP. They are not the best melee attackers in the Haven faction repertoire, however, even though they are able to unleash melee attacks.



Unlike archers and marksmen, priests are blessed by not having to suffer any penalties when melee-attacking an enemy who slinks into an adjacent square.

Inquisitor

Attack: 16	Shot: 7
Damage (min/max): 9/12	Speed: 4
Defense: 16	Cost: 900
HP: 80	Abilities: Shooter,
Initiative: 10	No Melee Penalty, Caster
Spell Points: 15	(Haste, Bless, Stone Skin)



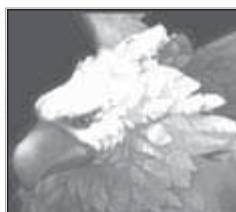
Inquisitors also maintain the original faith of the Haven faction, dedication to the Dragon of Light. Inquisitors support their comrades with the ability to cast three support spells: Haste, Bless, and Stone Skin.



Inquisitors are able to cast spells like a hero, but have a limited amount of spell points, so be careful when selecting which spell to use.

Griffin

Attack: 7	Shot: —
Damage (min/max): 5/10	Speed: 6
Defense: 6	Cost: 260
HP: 30	Abilities: Flier, Unlimited
Initiative: 15	Retaliation, Immunity
Spell Points: —	to Blind



When the griffin spreads its massive wings, it is truly a thing of beauty—but don't look for too long, because its talons are deadly. Griffins are excellent at flying into the thick of the battle

and dishing out solid melee damage—as long as they are in good number. To get the most out of griffins, buy in large quantities and stack them into a large force. Lone griffins do not last long on the field, even though they have the hearts of lions and will fight to the final breath.



Griffins take up four squares on the battlefield, so consider that you might have to use fewer overall units when commanding griffins. This is why it is best to stack them into a single large force.

Imperial Griffin

Attack: 9	Shot: —
Damage (min/max): 5/15	Speed: 6
Defense: 9	Cost: 360
HP: 35	Abilities: Flier, Unlimited
Initiative: 15	Retaliation, Immunity to
Spell Points: —	Blind, Battle Dive



Imperial griffins are armored versions of regular griffins. The extra gold per unit buys additional Defense and slightly better Damage, but the imperial griffin does not fly farther or have any more

Initiative than the standard griffin. They can attack through the Battle Dive, however, which brings them crashing to the field and does tremendous damage.



If you are near the end of a battle and the imperial griffins in your army are weak, use Battle Dive to send them into the air. This keeps them temporarily out of harm's way.

Cavalier

Attack: 20	Spell Points: —
Damage (min/max): 20/30	Shot: —
Defense: 20	Speed: 6
HP: 80	Cost: 1,400
Initiative: 11	Abilities: Jousting



Cavaliers are guardians of the empire and ride into battle atop beautiful mounts that cover great distance. The heavily armored cavaliers can withstand a lot of damage in a battle, but they occupy

four squares, and can prevent you from sending other units into a battle. Their Jousting ability makes them fearsome fighters as they ride into battle, building attack strength as they bear down on their quarry.



Cavaliers ride in straight lines on the battlefield. They cannot turn corners and keep moving, so do not position them in front of obstacles, like trees and rocks.

Paladin

Attack: 24	Shot: —
Damage (min/max): 20/20	Speed: 7
Defense: 24	Cost: 2,000
HP: 100	Abilities: Jousting, Lay Hands
Initiative: 12	
Spell Points: —	



Paladins are the finest human guardians of the Haven faction, representing the best of the Holy Griffin Empire's might on the battlefield.

They have the same Jousting skill as the cavalier, but slightly more Attack, Defense, and HP, which justifies their higher price. Paladins also have the extra ability to cure and restore HP to fellow soldiers.



Like cavaliers, paladins cannot maneuver around corners in a single turn. So when you position creatures on the battlefield, make sure the paladins can immediately rush across the field and strike deep into enemy territory.

Angel

Attack: 27	Spell Points: —
Damage (min/max): 45/45	Shot: —
Defense: 27	Speed: 5
HP: 150	Cost: 2,500; 1 Crystal
Initiative: 11	Abilities: Flier



Angels are the glorious incarnations of Elrath, the Dragon of Light, on Ashan. Their presence on the battlefield is terrifying to evil creatures, as angels use the will of the maker to

deliver furious blows. They do the exact same amount of damage with every strike, too, ensuring that each attack can be counted on to do great damage.



Angels are expensive creatures—not only do they cost gold, but each angel consumes one crystal. Do not spend all of this precious resource creating a great angel army, only to be unable to build necessary structures in towns later.

Archangel

Attack: 31 Shot: —
 Damage (min/max): 50/50 Speed: 7
 Defense: 31 Cost: 4,900; 2 Crystals
 HP: 200 Abilities: Flier,
 Initiative: 11 Resurrect Allies
 Spell Points: —



Archangels are the purest creatures in all of Ashan, embodiments of the gracious will of Elrath. Like angels, they smite their enemies with consistently strong blows. Given their great

reserves of HP, it is difficult for enemies to destroy archangels. Archangels also have the power to resurrect friendly creatures killed in battle, but they sacrifice the ability to attack on that turn to do so.



If the distance between your hero and a friendly city where additional troops can be bought is great, consider giving up the archangel's furious attacks for their ability to bring fallen units back from the underworld.

Inferno

Imp

Attack: 1 Spell Points: —
 Damage (min/max): 1/3 Shot: —
 Defense: 1 Speed: 4
 HP: 4 Cost: 25
 Initiative: 13 Abilities: Mana Destroyer



Imps are smallish demons, not terribly well equipped for the vigor of combat. These creatures are better suited to wreak havoc on heroes and magic-enabled creatures by ruining their mana stocks, making them unable to cast magic spells.



Imps are the weakest creatures in the Inferno faction. They do little damage unless they are massed in large groups.

Familiar

Attack: 2 Spell Points: —
 Damage (min/max): 2/4 Shot: —
 Defense: 2 Speed: 4
 HP: 6 Cost: 45
 Initiative: 13 Abilities: Mana Stealer



Familiars are only slightly more powerful than imps in basic melee combat. But instead of just eliminating an enemy's magical capabilities, the familiar is talented at stealing mana and delivering

it to its commanding hero.



To get the most out of the familiar's Mana Stealer skill, use it earlier in the battle rather than later. Familiars are weak, with low HP, and your opposition may target them first just to get them off the field.

Horned Demon

Attack: 1	Spell Points: —
Damage (min/max): 1/3	Shot: —
Defense: 1	Speed: 4
HP: 13	Cost: 40
Initiative: 7	Abilities: Enraged



Horned demons have no special abilities and little Attack strength, making them good for little more than cannon fodder. Use these creatures to lead enemies away from better creatures

in your army, or to place a physical barrier between your army and the enemy's forces. They may not last long in the resulting battles, but they could keep enemy units busy long enough to mount better attacks from other creatures.



Much like other lower-level creatures, horned demons are not worth much in small numbers. Stack enough of them into a single unit, though, and you can cause some difficulty for an enemy hero trying to get to your best creatures.

Horned Overseer

Attack: 3	Spell Points: —
Damage (min/max): 1/4	Shot: —
Defense: 4	Speed: 4
HP: 13	Cost: 60
Initiative: 8	Abilities: Explosion, Enraged



Horned overseers do not offer much more than regular horned demons, but they do possess a special ability that lets them self-conflagrate and injure nearby enemies.



Horned overseers can cover a little more ground than regular horned demons. They can cross the battlefield quicker and create an infernal blockade for enemy troops.

Hell Hound

Attack: 6	Spell Points: —
Damage (min/max): 3/6	Shot: —
Defense: 2	Speed: 6
HP: 15	Cost: 110
Initiative: 13	Abilities: None



Hell hounds do not possess any special abilities, but these four-legged monsters can cover serious ground and really get in their enemies' faces. In decent numbers, hell hounds can

cause great woe for enemy creatures, pelting them with solid (but not exactly incredible) attacks that chisel away HP.



Hell hounds have very low Defense, so positioning them against creatures with high Attack is not recommended. You will lose the hell hounds quickly, so only do this if you need to sacrifice the creatures to stall for time.

Cerberus

Attack: 6	Shot: —
Damage (min/max): 5/9	Speed: 6
Defense: 2	Cost: 160
HP: 15	Abilities: Three-Headed Attack, No Enemy Retaliation
Initiative: 13	
Spell Points: —	



Cerberi, born of infernal flame, are driven by rage and fury that makes them formidable low-level attackers on the battlefield. They attack with the same ferocity as regular hell hounds, but

have extra benefits that make them worth the additional gold it costs to employ them.



The three heads of the cerberi are able to confuse target creatures enough that they are unable to retaliate. This makes cerberi ideal for holding up advancing enemy creatures. Enemies cannot retaliate, so the cerberi are likely to last longer in the battle.

Succubus

Attack: 6	Shot: 6
Damage (min/max): 6/13	Speed: 3
Defense: 6	Cost: 240
HP: 20	Abilities: Shooter, Ranged
Initiative: 11	Retaliate
Spell Points: —	



The whores of hell, the succubi, are able to conjure fire and lob it at targets from across the battlefield. They also have enough HP to remain in play, even if attacked by a fairly substantial enemy.

If attacked up close, however, the succubi do not do as much damage as they would with a solidly thrown ranged attack.



Succubi are able to retaliate against ranged attacks against them. For example, if a gremlin were to pop off a shot at a succubus, the gremlin would need to be ready to see some hellfire in return.

Succubus Mistress

Attack: 6	Shot: 6
Damage (min/max): 6/13	Speed: 3
Defense: 6	Cost: 330
HP: 30	Abilities: Shooter, Ranged
Initiative: 11	Retaliate, Chain Shot
Spell Points: —	



The infernal succubi bear most of the same statistics of the regular succubi, save for some additional HP to keep them in the fight longer.

However, this hellish princess is able to spread her brimstone attacks over any enemy creatures near her target.



Woe to the enemies who bunch up their creatures when the infernal succubus is in play. Take advantage of the extra damage from the Chain Shot technique whenever possible—even if it means targeting a creature who isn't as close to death as the one surrounded by allies.

Hell Charger

Attack: 13	Shot: —
Damage (min/max): 8/16	Speed: 5
Defense: 13	Cost: 480
HP: 47	Abilities: Fear, No Enemy
Initiative: 16	Retaliation
Spell Points: —	



Imagine the most beautiful stallion ever created, then twisted through the power of hellfire. That's the hell charger, a fearsome steed that has ridden right out of the gates of hell to gallop

across the battlefield and strike enemy creatures with a string melee attack. So awful is the presence of the hell charger that not even the heartiest creature is able to find the courage to retaliate against its strikes.



The hell charger causes such incredible fear in its enemies that they may be tempted to flee to another free square on the board, just to escape further torment. It's a great way to push back an encroaching army.

Rightmare

Attack: 19	Shot: —
Damage (min/max): 8/16	Speed: 6
Defense: 18	Cost: 666
HP: 57	Abilities: Fear, No Enemy
Initiative: 16	Retaliation, Fright Aura
Spell Points: —	



This is the nightmare evolved—a hellish horse that sweeps across the battlefield and unleashes terror and damage on the opposition. The nightmare earns his extra moniker from the fright aura ability, which strikes disturbing fear into targets.



Rightmares can actually sap morale from creatures near the hell-bound steed.

Pit Fiend

Attack: 22	Shot: —
Damage (min/max): 13/25	Speed: 3
Defense: 21	Cost: 1,700
HP: 90	Abilities: Caster (Fireball, Disrupting Ray)
Initiative: 8	
Spell Points: 30	



Pit fiends have clawed their way out of the demon prison to wreak great vengeance on those who dared seal them there in the first place. These massive demons are not only able to do good melee damage, but they can also cast spells against enemy creatures.



Pit fiends have enough mana to get off a few volleys of Fireball, so be sure to use that in the event the opposition keeps clear of the squares surrounding the monster.

Pit Lord

Attack: 22	Shot: —
Damage (min/max): 13/31	Speed: 3
Defense: 21	Cost: 2,000
HP: 110	Abilities: Caster (Fireball, Disrupting Ray, Meteor Shower), Vorpall Sword
Initiative: 8	
Spell Points: 30	



Pit lords are even more fearsome than pit fiends. These aggressive hellspawn claw their way across a battlefield to deliver devastating melee attacks, which also do additional damage, thanks to the Vorpall Sword ability. Pit lords can cast even more spells than pit fiends, making them magic powerhouses on the battlefield.



Pit lords take up four squares instead of just one, so bear this in mind when deciding which forces to send out into battle.

Devil

Attack: 27 Spell Points: —
 Damage (min/max): 26/66 Shot: —
 Defense: 25 Speed: 5
 HP: 166 Cost: 4,166, 1 Sulfur
 Initiative: 11 Abilities: Teleportation



Devils are the second-most terrifying creatures of the Inferno faction—colossal demons who lumber across the battlefield and cleave enemy HP with strong strikes from their bludgeoning weapons.

Devils can take flight to move elsewhere on the field, making their disappearance and reappearance almost as frightening as the chance of receiving a blow from their melee weapons.



Devils take up four squares, like pit lords. Be sure the situation calls for the might of a devil, as you may have to sacrifice sending in other creatures to make room for this beast.

Arch Devil

Attack: 30 Shot: —
 Damage (min/max): 26/66 Speed: 6
 Defense: 28 Cost: 4,666; 2 Sulfur
 HP: 199 Abilities: Teleportation, Pit Lord Summoning
 Initiative: 11
 Spell Points: —



Arch devils step on the hopes of their enemies with their cloven hooves before smashing them with their tremendous melee attacks. These mammoths are expensive to employ, but they

come with an indisputably attractive signing bonus. Arch devils can summon pit lords into battle, should the field just not be hellish enough.



Arch devils can teleport throughout the battlefield, so there really is no hiding from these diabolical monsters.

Sylvan

Pixie

Attack: 1 Shot: —
 Damage (min/max): 1/1 Speed: 6
 Defense: 1 Cost: 35
 HP: 9 Abilities: Flier, No Enemy Retaliation, Spray Attack
 Initiative: 12
 Spell Points: —



Pixies are forest sprites without much Attack strength and Defense capability—not the ideal candidates for leading the Sylvan charge into battle. However, pixies do have a few perks that make

them decent foot soldiers for the wooded clans, such as the ability to charm enemy targets into not retaliating against their attacks.



Pixies can cover a lot of ground on the battlefield, but sending them deep into the enemy's half of the board without any backup is poor planning that will result in heavy casualties.

Sprite

Attack: 2 Shot: —
 Damage (min/max): 2/2 Speed: 6
 Defense: 2 Cost: 55
 HP: 10 Abilities: Flier, No Enemy Retaliation, Spray Attack, Caster (Wasp Swarm, Phantom, Dispel)
 Initiative: 14
 Spell Points: 15



Sprites are not much more powerful than pixies, but they possess magical capabilities that make them far more valuable to a hero's army. Pixies can cast Wasp Swarm, Phantom, and

Dispel, making them good support troops for stronger melee units.



Sprites have a solid supply of mana, but don't go overboard and blow through it quickly—a sprite without the ability to cast spells isn't worth much.

Blade Dancer

Attack: 3	Spell Points: —
Damage (min/max): 2/5	Shot: —
Defense: 2	Speed: 5
HP: 11	Cost: 65
Initiative: 11	Abilities: None



Blade dancers serve as the main infantry for the Sylvan faction, not unlike the footmen of the Haven faction. Blade dancers have no special abilities and do little damage on their own, but in

great numbers, they can fight off advances from more formidable enemies.



Blade dancers can move quickly across the battlefield, so consider lumping many of them into a single unit and then sending them out to slow down enemy creatures.

War Dancer

Attack: 4	Shot: —
Damage (min/max): 4/8	Speed: 5
Defense: 3	Cost: 90
HP: 12	Abilities: War Dance
Initiative: 15	Combo
Spell Points: —	



War dancers are slightly stronger in battle than blade dancers, but what makes the investment in the creatures worth the expenditure is their special ability: the War Dance Combo. This dam-

ages enemy units adjacent to the creature that the war dancer initially targeted.



The War Dance Combo does more damage if there are a great number of war dancers in the stack.

Hunter

Attack: 4	Shot: 12
Damage (min/max): 4/7	Speed: 4
Defense: 1	Cost: 125
HP: 10	Abilities: Shooter, Double Shot
Initiative: 10	
Spell Points: —	



These beings live in harmony with the great forests of Ashan and take it very personally when enemy forces blaspheme the sanctity of Mother Nature with warlike intentions. They use

their bows to fire volleys of arrows at enemy targets from across the battlefield, thinning the enemy herd before it can get too close.



Hunters actually fire two volleys of arrows at enemies, and the targets cannot do anything between the volleys to shield themselves. Gather enough hunters into a single stack and they will winnow enemy stacks.

Master Hunter

Attack: 5	Shot: 16
Damage (min/max): 5/8	Speed: 4
Defense: 4	Cost: 190
HP: 14	Abilities: Shooter, Double
Initiative: 10	Shot, Warding Arrows
Spell Points: —	



Master hunters peer out across the battlefield with wise eyes, flanked by ritualistic war paint. Like hunters, master hunters launch volleys of arrows at enemies from across the field, but

their arrows bear a special enchantment that slows the number of turns the targeted stack can take during the course of the battle.



The master hunters' special arrows are standard; they do not require any special actions to initiate, nor do they require magic to use.

Druid

Attack: 7	Shot: 5
Damage (min/max): 7/9	Speed: 4
Defense: 7	Cost: 310
HP: 34	Abilities: Shooter, Caster
Initiative: 10	(Lightning Bolt, Ice Bolt, Stone Skin)
Spell Points: 20	



Druids are considered the "sons of nature," and live in complete harmony with the rocks and trees. As such, the druids can call upon nature to fuel magic spells that will help keep the enemy at bay.

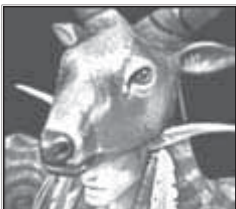
Druids also can use ranged attacks against enemies, making them a double threat on the battlefield.



Druids have a solid stockpile of mana, enabling them to cast a few spells before needing to rest and replenish.

Druid Elder

Attack: 12	Shot: 7
Damage (min/max): 9/14	Speed: 3
Defense: 9	Cost: 400
HP: 33	Abilities: Shooter, Caster
Initiative: 10	(Lightning Bolt, Ice Bolt, Stone Skin), Mana Feed
Spell Points: 24	



Druid elders are more advanced than normal druids, and thus possess the ability to cast more spells and do more damage with their ranged attacks. These are such selfless creatures, be-

lieving in the sanctity of life, that they can contribute their unused mana to other creatures in need of the means to defend themselves.



Druid elders are not necessarily mana factories, but they can be used in support of a hero who can cast more powerful magic. The druid elder can rely on its ranged attacks for defense, while feeding its mana to the hero.

Unicorn

Attack: 12	Shot: —
Damage (min/max): 10/20	Speed: 6
Defense: 12	Cost: 700
HP: 57	Abilities: Aura of Magic
Initiative: 12	Resistance
Spell Points: —	



Mystical unicorns are allies of the Sylvan faction and will fight for their causes alongside other friends of the elves. These majestic creatures ride into battle with increased HP, so they can stay in action longer and aid more friendly creatures with their Aura of Magic Resistance ability.



Unicorns are magical creatures, but they cannot cast their own spells. They do, however, have the power to resist magic.

Silver Unicorns

Attack: 16	Shot: —
Damage (min/max): 10/20	Speed: 6
Defense: 16	Cost: 900
HP: 77	Abilities: Aura of Magic
Initiative: 12	Resistance, Blinding
Spell Points: —	Attack



Even though they look daintier because of their flowery trappings, silver unicorns are better suited for the intensity of battle than regular unicorns, thanks in part to their extra Attack and HP. The silver unicorn can resist magic like a regular unicorn, but it can also

cast the Blind spell when mounting a melee attack.

Treants

Attack: 19	Shot: —
Damage (min/max): 7/17	Speed: 5
Defense: 27	Cost: 1,200
HP: 120	Abilities: Entangling
Initiative: 7	Roots, Enraged
Spell Points: —	



The ancient forests themselves have sprung to life, coaxed out of their dormancy by the magic calling of the druids. Their bark is literally stronger than their bite, though. Their thick hides

repel attack damage, and extensive HP keeps these leafy warriors in the fight. Lumbering treants also have the ability to stop enemies in their tracks, preventing them from moving after a successful attack.



Treants are absolute tanks—they have a lot of HP that lets them absorb enemy damage, and they take up a full four squares on the battlefield.

Ancient Treants

Attack: 19	Shot: —
Damage (min/max): 10/20	Speed: 5
Defense: 29	Cost: 1,500
HP: 140	Abilities: Entangling
Initiative: 7	Roots, Take Roots,
Spell Points: —	Enraged



Ancient treants are even older than the living woods that became treants. The colossal trees may not move quickly, but their thick bark allows them to take a huge beating during a battle and survive.

This excellent defense is bolstered by their special ability, Take Roots, which allows them to dig into the soil where they stand and receive extra Defense.



Ancient treants are a little expensive, but their incredible HP and Defense make them ideal bottlenecks on the battlefield. Positioning these giants, which take up four squares, in the enemy's path will likely redirect the enemy's movement.

Green Dragon

Attack: 27	Shot: —
Damage (min/max): 30/50	Speed: 6
Defense: 25	Cost: 3,500
HP: 170	Abilities: Flier, Acid Breath,
Initiative: 12	Immunity to Earth
Spell Points: —	



Green dragons are rare creatures, indeed, respected for both their grace and ferocity. These dragons make their home in sacred caves, where they live in peace with the elves. Green dragons can respond to attacks with their fire shield talent, which puts up a fire-based retaliation. These beautiful beasts are enormous and take up four squares on the battlefield.



Thanks to their flier ability, green dragons can move anywhere on the map, as long as their target destination is four squares in size.

Emerald Dragon

Attack: 31	Shot: —
Damage (min/max): 33/57	Speed: 7
Defense: 27	Cost: 4,700
HP: 200	Abilities: Flier, Acid
Initiative: 15	Breath, Immunity to
Spell Points: —	Earth



Emerald dragons, like their green counterparts, are grand beings who exist peacefully with the elves. Because of this relationship, emerald dragons are willing to fight on the elves' behalf,

should they be threatened. Gold dragons have all the skills of a green dragon, as well as the ability to be reborn after defeat in a battle.



It is impossible to damage an emerald dragon with a fire-based magic spell.

Academy

Goblin

Attack: 1	Spell Points: —
Damage (min/max): 1/2	Shot: 5
Defense: 1	Speed: 2
HP: 4	Cost: 22
Initiative: 7	Abilities: Shooter



Goblins were created by the wizards by performing experiments on captured goblins. The resulting creations turned out to be more peaceful and intelligent than goblins, so goblins

were produced on a larger scale. Although they are considered more peaceful than goblins, goblins are still hearty warriors when duty calls. They do not perform strong melee attacks—they prefer to use their primitive grenade launchers from a safe distance.



Goblins can use their grenade launcher as a club should an enemy creature come too close for their comfort.

Master Gremlin

Attack: 3	Spell Points: —
Damage (min/max): 1/2	Shot: 7
Defense: 1	Speed: 4
HP: 7	Cost: 35
Initiative: 12	Abilities: Shooter, Repair



Master gremlins are promoted from the regular gremlin ranks. They are taught how to repair war machines like ballistas, or mechanical creatures like golems.



Master gremlins can fire more shots than regular gremlins, but their melee attacks aren't much stronger.

Stone Gargoyle

Attack: 3	Shot: —
Damage (min/max): 1/1	Speed: 5
Defense: 4	Cost: 45
HP: 15	Abilities: Flier, Immunity to Lightning, Enraged
Initiative: 8	
Spell Points: —	



Stone gargoyles are carvings brought to life through magic. These creatures are used commonly in the Academy armies because of their stone hides that make them resistant to lesser attacks, as well as their ability to cast Immunity to Lightning spells. Stone gargoyles can fly around the map and bring their stone tablets crashing down on enemy heads.



Stone gargoyles are cheaper than obsidian gargoyles because they lack the extra immunity abilities, but they are still solid workhorses for a budding Academy hero.

Obsidian Gargoyle

Attack: 3	Shot: —
Damage (min/max): 1/2	Speed: 6
Defense: 5	Cost: 70
HP: 20	Abilities: Flier, Immunity to Lightning, Immunity to Fire, Immunity to Cold, Enraged
Initiative: 10	
Spell Points: —	



Because obsidian is a rare material, obsidian gargoyles cost more than regular stone gargoyles. The benefits of obsidian are obvious, though: greater immunity to more magic types. Other

than this, the obsidian gargoyle's basic stats are not much advanced beyond the stone gargoyle's.



Although obsidian gargoyles are made of heavy material, the magic used to animate them has made them surprisingly spry.

Iron Golem

Attack: 5	Shot: —
Damage (min/max): 3/6	Speed: 3
Defense: 5	Cost: 90
HP: 15	Abilities: Mechanical, Immunity to Slow, Magicproof (50 percent)
Initiative: 7	
Spell Points: —	



Golems are the work of Academy wizards learning to master the art of animating lifeless objects. These magical constructs are used as the chief soldiers in the Academy army, thanks to their

solid balance of Attack and Defense. The iron golem is armed with two swords that do decent damage, especially if the creature is in plentiful numbers. Thanks to its mechanical nature, the iron golem is impervious to the Slow spell, and offensive magic has only half of its intended effect.



Because of their Magicproof ability, the golems are among the most prepared to do battle against magic-wielding enemies

Steel Golem

Attack: 6	Shot: —
Damage (min/max): 5/8	Speed: 3
Defense: 6	Cost: 130
HP: 20	Abilities: Mechanical,
Initiative: 7	Immunity to Slow,
Spell Points: —	Unlimited Retaliation,
	Magicproof (75 percent)



Steel golems are even stronger than iron golems, clanking across the battlefield with two scimitars ready to slice up incoming enemy creatures. Like iron golems, steel golems are not affected

by Slow, and can repel the effects of magic. They are more expensive than iron golems, but they certainly last longer, which makes the extra expense worth it.



Steel golems move fairly slowly on the battlefield, so it is fortunate that they cannot be slowed any further.

Mage

Attack: 10	Shot: 3
Damage (min/max): 8/8	Speed: 3
Defense: 10	Cost: 250
HP: 15	Abilities: Shooter, No
Initiative: 10	Range Penalty, Magic At-
Spell Points: 21	tack, Caster (Bloodlust,
	Land Mine, Phantom)



Some wizards within the Academy are drafted to serve in the army—those enlisted are the mages. These creatures rely more on their magical skills (they always know how to cast three

spells) than traditional attacks, although in a pinch, the mages can use a weak ranged attack against encroachers.



Mages armed with daggers for melee situations will do pathetic damage unless they are great in number—but the expense of gathering up enough mages to make a difference is just too great.

Archmage

Attack: 10	Speed: 3
Damage (min/max): 8/8	Cost: 340
Defense: 10	Abilities: Shooter, No
HP: 31	Range Penalty, Magic At-
Initiative: 10	tack, Caster (Bloodlust,
Spell Points: 33	Land Mine, Phantom,
Shot: 4	Fireball, Berserk, Earth-
	quake), Energy Channel



Mages who exhibit great power and skill on the battlefield are promoted to archmages and granted access to three additional spells: Fireball, Berserk, and Earthquake. They are also given more mana so they can fire off these extra spells.



Archmages still have access to ranged attacks and weak melee attacks, but are better off sticking to magic.

Djinn

Attack: 12	Shot: —
Damage (min/max): 12/16	Speed: 6
Defense: 9	Cost: 480
HP: 33	Abilities: Flier, Random
Initiative: 14	Caster (Dark Magic)
Spell Points: —	



Djinns are rogue, unpredictable magical creatures broken by the sheer will of powerful mages. While they will obey the movement and basic attack commands of their masters, djinns still love to buck authority and cast spells randomly (even though they have no mana). Fortunately, the djinns have been tamed enough to know to cast spells only against enemy creatures. The main purpose of djinns, though, is to dice up enemies with their massive scimitars.



Djinns have massive presences on the battlefield (they take four squares of space).

Djinn Sultan

Attack: 12	Shot: —
Damage (min/max): 16/22	Speed: 7
Defense: 9	Cost: 700
HP: 40	Abilities: Flier, Random
Initiative: 14	Caster (Dark Magic, Light Magic)
Spell Points: —	



Djinn sultans are even burlier and surlier than regular djinns. They exhibit brute strength with the scimitar attack they wield against enemy creatures, but they also show off their unpredictable natures occasionally by casting random spells. In addition to casting dark magic at enemy creatures, djinn sultans will cast light magic on allies. It remains impossible, though, to instruct the djinn sultans which creatures to target with either of these spells.



Djinn sultans cost more than regular djinns, but the extra gold you part with buys you even stronger melee attacks (which are deadly when several djinn sultans team up) and access to light magic.



Rakshasa Rani

Attack: 25	Shot: —
Damage (min/max): 15/23	Speed: 4
Defense: 20	Cost: 1,400
HP: 90	Abilities: No Enemy Retaliation
Initiative: 9	
Spell Points: —	



Rakshasa ranis are panther-like entities the wizards have employed to fight on the Academy's behalf. These creatures have strong Defense, enabling them to withstand enemy assaults

while they get into position to attack. When the rakshasa rani strikes, it does so with such speed and ferocity that its target is unable to retaliate.



Rakshasas are large beasts and take up four squares on the battlefield.

Rakshasa Raja

Attack: 25	Shot: —
Damage (min/max): 23/30	Speed: 5
Defense: 20	Cost: 1,900
HP: 100	Abilities: No Enemy Retaliation, Queen Attack
Initiative: 8	
Spell Points: —	



The rakshasa raja is a special rakshasa rani, trained by the wizards to be even fiercer on the battlefield. These advanced creatures have four arms instead of two, and each hand holds a mighty

blade that can slash and cleave enemies all around the beast's position.



Rakshasa rajas, like rakshasa ranis, take up four squares on the battlefield, but their rage allows them to attack not only targeted creatures, but any creatures in the squares around the rakshasa raja.

Colossus

Attack: 27	Shot: —
Damage (min/max): 40/70	Speed: 5
Defense: 27	Cost: 3,500, 1 Gem
HP: 142	Abilities: Immunity to Mind Control
Initiative: 10	
Spell Points: —	



Colossi are the second-most powerful creatures in the Academy's army. These proud warriors eschew weapons in favor of their fists and feet, which they use to club and kick their

enemies. Even without benefit of steel, these blows do enormous damage. Though colossi take up additional space on the battlefield (four squares), it does not take many of them to do the damage of a legion of lesser Academy creatures.



Colossi are mercifully immune to enemy control—imagine having this brute turn on you in the midst of battle!

Titan

Attack: 30	Shot: 5
Damage (min/max): 40/70	Speed: 5
Defense: 30	Cost: 4,700, 2 Gems
HP: 175	Abilities: Immunity to Mind Control, Shooter, No Melee Penalty, Call Lightning
Initiative: 10	
Spell Points: —	



Titans tower above all other Academy creatures, bringing their incredible cow-sized fists down on enemies to do incredible damage. Titans may prefer to use their extremities as their primary

weapons, but wizards have managed to give them ranged lightning attacks that sear their enemies from a distance. Consider it the means to tenderize targets before going in for the kill.



It costs two gems to create a single titan. This may seem to always be worth it, but remember that gems are in short supply on most maps.

Recropolis

Skeleton

Attack: 1	Spell Points: —
Damage (min/max): 1/1	Shot: —
Defense: 2	Speed: 4
HP: 4	Cost: 17
Initiative: 10	Abilities: Undead



Bony fists raised in defiance against the living, skeletons join en masse to create powerful units of roving warriors. A skeleton has a strong chance of landing the first strike in battle, but if there is

any retaliation, the skeleton is in serious trouble. Without skin or muscle to protect its bones, the skeleton is susceptible to damage from even weak strikes.



Skeletons by themselves are weak, but gathered into a single stack, they can be just as ferocious as a dragon.

Skeleton Archer

Attack: 1	Spell Points: —
Damage (min/max): 1/2	Shot: 8
Defense: 2	Speed: 3
HP: 5	Cost: 30
Initiative: 10	Abilities: Undead, Shooter



Skeleton archers are essentially the same as base-level skeletons, but they are equipped with bows and arrows to dish out ranged attacks.



Skeleton archers have very low Defense, so try to keep them away from the thick of the battle. If they are cornered, skeleton archers fall quickly before mighty melee attacks.

Zombie

Attack: 1	Spell Points: —
Damage (min/max): 1/1	Shot: —
Defense: 1	Speed: 3
HP: 17	Cost: 40
Initiative: 6	Abilities: Undead, Enraged



Zombies are reanimated corpses, bloated by the process of decomposition. The extra girth, however, translates into additional HP for the undead brutes. Zombies are just that—walkers. They

do not move very far each turn.



Zombies are cheap enough to buy in bulk and use as cannon fodder when you need to divert an enemy's attention from your stronger, more lethal units.

Plague Zombie

Attack: 2 Shot: —
 Damage (min/max): 1/3 Speed: 3
 Defense: 2 Cost: 65
 HP: 17 Abilities: Undead,
 Initiative: 7 Weakening Strike,
 Spell Points: — Enraged



Plague zombies are mindless, rotting reanimated corpses given a giant cleaver and sent into the fray to cause as much damage as possible before enemies return them to their graves.

Plague zombies have the added benefit of possibly casting Weakness against a targeted enemy after chopping it with their large knives.



Plague zombies, like zombies, are slow. Make sure you advance them into the battlefield with a deliberate plan of attack. If the action starts elsewhere on the map, it will take a while for the plague zombie to catch up and help out.



Ghosts

Attack: 4 Shot: —
 Damage (min/max): 3/7 Speed: 4
 Defense: 3 Cost: 100
 HP: 8 Abilities: Undead,
 Initiative: 10 Incorporeal, Flier
 Spell Points: —



Ghosts are pathetic, pained spirits pulled from the underworld by a dark necromancer. These terrible spirits have no physical form, making it difficult to attack them. In large groups, ghosts can be tricky enemies to deal with, thanks to their fast movement and the added difficulty of landing a blow on them.



Ghosts are really nasty if you can pile a whole bunch of them together and make a sizeable unit out of them.

Spectre

Attack: 4 Shot: —
 Damage (min/max): 5/7 Speed: 4
 Defense: 3 Cost: 140
 HP: 12 Abilities: Undead, Incorporeal, Mana Drain, Flier
 Initiative: 10
 Spell Points: —



Spectres are even more twisted than ghosts. These sorrowful, angry spirits are furious about being pulled from their eternal slumber, and are ready to take it all out on enemy creatures.

Spectres have the added skill of being able to drain mana from enemies and using it to restore their HP.



Because it is hard to strike Spectres, you can use them to cross battlefields and attack enemy creatures with ranged strikes.

Vampire

Attack: 6	Shot: —
Damage (min/max): 6/8	Speed: 5
Defense: 6	Cost: 240
HP: 30	Abilities: Undead, No
Initiative: 11	Enemy Retaliation,
Spell Points: —	Life Drain



Necromancers with the will and desire to cheat their own deaths become vampires. Vampires are able to swoop across the battlefield and deliver sickening strikes against their enemies, drain-

ing their life force to replenish their own. Even worse, once the vampire steals an enemy's HP, the enemy cannot retaliate.



Vampires are not terribly powerful creatures, but their combination of melee strike and Life Drain makes them good support in the Necropolis army.

Vampire Lord

Attack: 9	Shot: —
Damage (min/max): 6/11	Speed: 6
Defense: 9	Cost: 350
HP: 35	Abilities: Undead, No
Initiative: 11	Enemy Retaliation, Life
Spell Points: —	Drain, Teleportation



Vampire lords are vampires that have mastered the skill of turning into bats and relocating in the battlefield. Back in "human" form, the vampire lord can resume striking enemy creatures and

draining their HP to replenish his own.



Vampire lords are slightly stronger than vampires, but if you can afford to buy them, choose them over regular vampires. The extra damage from their strikes is worth it in the long run.

Lich

Attack: 15	Shot: 5
Damage (min/max): 12/17	Speed: 2
Defense: 15	Cost: 600
HP: 45	Abilities: Undead, Shooter,
Initiative: 10	Death Cloud
Spell Points: —	



The skeletal face of the lich is a grim warning of its intention to bring death to all who stand in its way. Liches excel at ranged attacks, which carry the extra potency of the Death Cloud.

This area-effect attack does damage to the other enemy creatures around the targeted stack.



Liches take up four spaces of the battlefield.

Archlich

Attack: 19	Shot: 6
Damage (min/max): 16/20	Speed: 2
Defense: 19	Cost: 900
HP: 50	Abilities: Undead, Shooter,
Initiative: 10	Death Cloud, Caster
Spell Points: 25	(Curse, Plague, Weakness)



Archliches are undead wizards brought back from the underworld, filled with rage against the living. The archlich has the same Death Cloud ability as the regular lich, but also possesses the

skills to launch terrible spells against its enemies, including Curse and Plague.



The spells that the archlich casts have mass effects. Curse, Plague, and Weakness affect all creatures in the enemy's army. This talent alone makes the archlich worth the extra gold.

Wight

Attack: 23 Shot: —
Damage (min/max): 20/25 Speed: 5
Defense: 22 Cost: 1,500
HP: 83 Abilities: Undead,
Initiative: 11 Cursing Attack
Spell Points: —



Wights are living embodiments of death. These cloaked creatures slither across the battlefield, slicing enemies with their giant scythes and punishing them with Curse. Wights are

spectral beings, and the lack of a corporeal form makes them harder to hit with regular attacks.



Wights are large creatures, taking up four squares on the battlefield. They are imposing presences, but the extra squares may force you to leave behind beneficial support troops.

Wraith

Attack: 25 Shot: —
Damage (min/max): 25/30 Speed: 5
Defense: 24 Cost: 1,800
HP: 90 Abilities: Undead, Cursing
Initiative: 11 Attack, Harm Touch
Spell Points: —



The wicked wraith spreads its bony fingers across the battlefield, seeking to squeeze the life out of enemies. Wraiths rely on their scythes for melee attacks, but the damage is

compounded by a deadly touch that instantly kills one creature in the targeted stack.



Wraiths have no corporeal form, so as they move across the battlefield, seeking out a target, enemy creatures have great difficulty getting in solid hits against them.

Bone Dragon

Attack: 27 Spell Points: —
Damage (min/max): 15/30 Shot: —
Defense: 28 Speed: 5
HP: 140 Cost: 2,400; 1 Mercury
Initiative: 11 Abilities: Undead, Flier



The ancient bones of long-dead dragons are reanimated by necromancers to serve in their armies. Bone dragons are fearsome creatures, with massive wingspans that enable them to move wherever

they want on the battlefield and take harsh swipes at enemy targets. Bone dragons take up four squares on the battlefield, though, so keep that in mind when deciding on the units to send into a fight.

tip

Bone dragons cost dearly, so make sure you have no immediate need for gold and mercury before making a purchase.

Spectral Dragon

Attack: 30 Shot: —
 Damage (min/max): 25/35 Speed: 5
 Defense: 28 Cost: 2,900; 2 Mercury
 HP: 150 Abilities: Undead, Flier,
 Initiative: 11 Incorporeal
 Spell Points: —



Spectral dragons are the product of necromancers enchanting ancient dragon bones, imbuing them with a wicked life force that makes them a mortal enemy of the living. These thundering beasts are stronger than bone dragons, but at a greater price.

tip

Spectral dragons, like wraiths and ghosts, have no corporeal form. As the spectral dragon glides across the battlefield, enemies have great difficulty drawing a bead on it and making an effective strike.

Dungeon

Scout

Attack: 3 Shot: 5
 Damage (min/max): 2/4 Speed: 4
 Defense: 3 Cost: 60
 HP: 10 Abilities: Shooter, No
 Initiative: 10 Melee Penalty
 Spell Points: —



Scouts are enlisted into the Dungeon forces to serve as ranged attackers—support staff for beefier units trying to get closer for stronger strikes. Scouts are able to pull off marginal melee attacks, though, if the enemy sidles up to them.

tip

Scouts have a decent amount of Speed and can move away from trouble if necessary.

Assassin

Attack: 4 Shot: 5
 Damage (min/max): 2/4 Speed: 4
 Defense: 4 Cost: 90
 HP: 15 Abilities: Shooter, No
 Initiative: 12 Melee Penalty,
 Spell Points: — Poisonous Attack



Assassins are upgraded scouts, armed with crossbows that do greater damage. Like scouts, they can unleash decent melee attacks if threatened up close.

tip

Assassins have the added benefit of possibly poisoning their quarry when striking them with crossbow darts.

Blood Maiden

Attack: 4	Spell Points: —
Damage (min/max): 3/8	Shot: —
Defense: 1	Speed: 6
HP: 10	Cost: 90
Initiative: 14	Abilities: Strike and Return



Female warriors within the Dungeon faction strive to be blood maidens, respectable creatures with decent attack skills. They strike with dual foils, dishing out enough melee damage to leave a mark—especially if they attack in great numbers.



The Strike and Return ability extends their reach across the battlefield, making them important units in a Dungeon hero's early-stage army.

Blood Fury

Attack: 5	Shot: —
Damage (min/max): 3/8	Speed: 6
Defense: 2	Cost: 125
HP: 15	Abilities: Strike and
Initiative: 16	Return, No Enemy
Spell Points: —	Retaliation



Blood furies are even more skilled than regular blood maidens, lunging across the battlefield to stab enemies with their twin blades before retreating to their starting positions. They also move

with grace and speed, getting them to their destination quicker than scouts and assassins.



Blood furies move so fast that their quarry has no time to retaliate.

Minotaur

Attack: 4	Spell Points: —
Damage (min/max): 2/7	Shot: —
Defense: 2	Speed: 4
HP: 25	Cost: 120
Initiative: 8	Abilities: Bravery



Minotaurs are half-men/half-bulls that dwell underground that have been enslaved by the dark elves of the Dungeon faction. Tamed and trained, minotaurs serve as brute force units in

Dungeon armies. With an axe in each hand, minotaurs dish out solid melee strikes when they are finally able to close in on a target.



These naturally proud creatures refuse to surrender their entire will to the dark elves. They are always able to maintain some modicum of morale, even after repeated effect-strikes from enemies.

Minotaur Guard

Attack: 5	Shot: —
Damage (min/max): 2/7	Speed: 4
Defense: 2	Cost: 200
HP: 30	Abilities: Bravery,
Initiative: 8	Double Attack
Spell Points: —	



Minotaur guard are self-designed leaders within the minotaur race, adorning themselves with leadership tattoos. The guards trade in their regular axes for double-bladed axes that deal two strong blows as they slice upward and then bring the weapon crashing back down.



Minotaur guards don't move any faster than regular minotaurs, so don't buy into them hoping to get their brute strength to the enemy faster.

Shadow Witch

Attack: 18	Shot: 4
Damage (min/max): 17/24	Speed: 3
Defense: 18	Cost: 1,500
HP: 80	Abilities: Shooter, Caster
Initiative: 10	(Slow, Disrupting Ray, Bloodlust)
Spell Points: 16	



Shadow witches are elite warriors, possessing even better training than blood furies. Shadow witches can launch ranged attacks on faraway targets, but also call forth dark magic and destructive magic to wreak havoc on their enemies.



Shadow witches cost less than matriarchs, but the extra spell points and Attack of the matriarch make them a better deal.

Shadow Matriarch

Attack: 20	Shot: 4
Damage (min/max): 17/27	Speed: 3
Defense: 20	Cost: 2,000
HP: 90	Abilities: Shooter, Caster
Initiative: 10	(Slow, Disrupting Ray, Bloodlust, Forgetfulness, Anti-Magic), Whip Strike
Spell Points: 20	



Shadow matriarchs are even stronger than the lethal Shadow Witches, using a whip to lash out at close targets. They also have more spells at their command, double the magic powers, and the ability to strike fear into the creatures that dare oppose them.



Stack a few shadow matriarchs together and the benefit of their HP will keep them in play longer than single units.

Dark Raider

Attack: 9	Shot: —
Damage (min/max): 7/12	Speed: 5
Defense: 8	Cost: 300
HP: 40	Abilities: Dark Raider
Initiative: 11	Charge
Spell Points: —	



Dark raiders are considered the backbone of the Dungeon army. These serpent-mounted warriors crash into enemy ranks, doing extra damage, like a paladin or cavalier, depending on

how far away they were from their quarry before they started their run. Dark raiders take up additional space on the battlefield.



Dark raiders are best used to intercept enemy creatures making their way across the field to target scouts, assassins, and blood furies.

Grim Raider

Attack: 11	Shot: —
Damage (min/max): 7/14	Speed: 6
Defense: 10	Cost: 450
HP: 60	Abilities: Dark Raider
Initiative: 11	Charge, Lizard Bite
Spell Points: —	



Grim raiders are also mounted dark raiders, straddling a huge lizard capable of covering great distance. The farther away the grim raider is from its target, the more damage the grim raider's lance does when it crashes into the enemy creature.



Grim raiders can also attack enemy troops that manage to strike one of the grim raider's allies, as long as the grim raider is in an adjacent square.

Hydra

Attack: 14	Shot: —
Damage (min/max): 7/14	Speed: 4
Defense: 12	Cost: 750
HP: 73	Abilities: Three-Headed
Initiative: 7	Attack, No Enemy
Spell Points: —	Retaliation, Enraged



Hydras are fierce underground monsters tamed by dark elves for use in battle. These three-headed serpents are strong, but surprisingly slow. The hydra rears before its target and uses its heads

to strike not only the targeted stack, but any other enemy creatures next to the target. With three heads bobbing and weaving, enemies are just too dazed and confused to retaliate after a hydra attack.



Both the hydra and the deep hydra occupy four squares on the battlefield.

Deep Hydra

Attack: 14	Shot: —
Damage (min/max): 9/14	Speed: 4
Defense: 14	Cost: 900
HP: 100	Abilities: Six-Headed
Initiative: 7	Attack, No Enemy
Spell Points: —	Retaliation, Regeneration, Enraged



Deep hydras are ancient creatures, older even than the hydras, which have been enslaved by the dark elves and put to use in their armies. Deep hydras have six heads that snake about,

attacking enemy stacks that stand next to the targeted stack. With so many heads in a flurry of motion, enemies are just too overwhelmed to strike back at the deep hydra.



The deep hydra has the additional ability to regenerate HP in a stack greater than one creature.

Shadow Dragon

Attack: 25 Shot: —
Damage (min/max): 45/70 Speed: 6
Defense: 24 Cost: 3,700; 1 Sulfur
HP: 150 Abilities: Flier, Fire Breath
Initiative: 10
Spell Points: —



Shadow dragons are revered by dark elves, which is why the beasts are so willing to fight for the Dungeon faction—displays of their otherworldly strength further their impact on the faction.

These beasts barrel down on enemies and envelop them in scorching flames. The Shadow Dragon is able to resist half of the damage of any spell cast against it.



The shadow dragon and black dragon are the only flying creatures in the Dungeon faction armies.

Black Dragon

Attack: 30 Shot: —
Damage (min/max): 45/70 Speed: 7
Defense: 30 Cost: 4,500; 2 Sulfur
HP: 200 Abilities: Flier, Immunity to Magic, Fire Breath
Initiative: 10
Spell Points: —



Black dragons command even more respect and reverence from the dark elves than shadow dragons. These serpents are direct descendants from the elemental dragons of Ashan, and when you see

the damage they cause, you have to wonder what terrible strikes their forefathers were able to unleash.



Black dragons are completely immune to the effects of all magic spells.

Neutral

Fire Elemental

Attack: 8 Speed: 5
Damage (min/max): 2/25 Weekly Growth: 4
Defense: 8 Abilities: Elemental, Immunity to Fire, Fire Shield, Shooter
HP: 40
Initiative: 8
Shot: 50



Fire elementals are neutral creatures called in from other planes to do the bidding of their summoner. These fire-based creatures are completely immune to the effects of fire spells, and

when they are attacked, they manage to do some fire damage to their assailants.

Water Elemental

Attack: 10 Speed: 4
Damage (min/max): 8/15 Weekly Growth: 4
Defense: 4 Abilities: Elemental, Immunity to Cold, Caster (Ice Bolt, Frost Ring)
HP: 15
Initiative: 10
Shot: —



Water elementals are neutral creatures called in from other planes to do the bidding of their summoner. These elementals are able to cast water spells without the need of spell points to

power them, and they are immune to the effects of cold-based spells.

Earth Elemental

Attack: 5	Speed: 3
Damage (min/max): 12/12	Weekly Growth: 4
Defense: 12	Abilities: Elemental,
HP: 60	Immunity to Slow,
Initiative: 6	Magicproof (50 percent)
Shot: —	



Earth elementals are neutral creatures called in from other planes to do the bidding of their summoner. These elemental warriors are able to resist 50 percent of damage from magic attacks, and can shake off any effects from the Slow spell.

Air Elemental

Attack: 8	Speed: 6
Damage (min/max): 6/15	Weekly Growth: 4
Defense: 8	Abilities: Elemental,
HP: 30	Immunity to Lightning,
Initiative: 14	Flier, No Enemy
Shot: —	Retaliation



Air elementals are neutral creatures called in from other planes to do the bidding of their summoner. These quick warriors, once enlisted into duty, are able to repel any damage from a

lightning spell as well as prevent any targeted enemies from retaliation after a strike.

Death Knight

Attack: 23	Shot: —
Damage (min/max): 25/35	Spell Points: —
Defense: 23	Speed: 7
HP: 90	Abilities: Undead, Cursing
Initiative: 10	Attack, Deadly Strike



Death knights are neutral creatures—depending on the size of your army and your skills at attracting help, a roving band of death knights may actually opt to join your forces rather than tear them apart. Death

knights enjoy the benefits of being undead, making them of particular use to necromancers, but their ferocious attack and stalwart defense make them excellent fighters for any hero in need of some brute strength on the battlefield.

Phoenix

Attack: 50	Shot: —
Damage (min/max): 31/51	Speed: 10
Defense: 54	Cost: —
HP: 150	Abilities: Flyer, Rebirth,
Initiative: 19	Immunity to Fire
Spell Points: —	



The phoenix is a unique, neutral creature with strong attacks and the ability to fly high above the battlefield and deliver stunning strikes. These remarkable mythical birds will play a very important part in the mission to dispel the demons from Ashan.

Creature Abilities

As discussed, almost every single creature in Ashan possesses at least one special ability—some possess several, while some abilities are unique to one creature. Every creature ability has either a direct effect on the way a creature performs in battle, or it benefits the hero on the overworld map. When evaluating which creatures to hire into your army, you cannot go by stats alone. Their abilities are what defines their worth in combat on the battlefield.

Shooter

Shooter is a battle-specific ability that enables creatures to volley ranged attacks. There are many different provisions to this ability, some with negative effects, but some creatures have additional abilities that can cancel those negative effects.

- ◆ Shooters remain stationary while using their ranged attack.
- ◆ There is no limitation on how far the ranged attack can go, but if the distance between the shooter and the target is more than half of the battlefield, the attack does only 50 percent of its potential damage.
- ◆ Directed against a fortress, ranged attacks only do 50 percent of their possible damage to targets within the fortress walls. Once the fortress walls have been breached, though, there is no penalty.
- ◆ Shooters cannot target friendly stacks.
- ◆ If an enemy creature is in a square adjacent to the shooter, the shooter can only move or use a melee attack against the nearby enemy.
- ◆ Melee attacks by shooters do only 50 percent of the possible damage.
- ◆ Some shooters can negate the melee penalty or distance penalty by a special ability—No Melee Penalty, for instance.
- ◆ Some shooters can augment their attacks with area effects.
- ◆ Some shooters are able to retaliate against ranged attacks with their own ranged attacks.

Flier

Fliers are able to move to any free square on the battlefield, circumventing any obstacles or debris. Fliers can also fly over fortress walls. Beware, though—this can cut them off from support troops.

Caster

Creatures with this ability can cast spells during battle, just like a hero. They cannot learn additional spells, however—their list is static and unchanging. Casters have their own supply of spell points for casting magic spells, which is replenished every time they enter into a new battle. Some casters have the added benefit of area or mass effects with their spells.

Undead

All Necropolis creatures are considered undead, which comes with both perks and detriments. Undead creatures are not affected by morale effects and always immune to Blind, poison attack (Plague), and mind control spells like Hypnotize, Forgetfulness, and Berserk. However, lots of beneficial abilities do not work on undead creatures, too.

Mechanical

The Academy's golems are considered mechanical creatures, which also means morale-affecting events have no effect on them. Mechanical creatures cannot be resurrected by certain skills, nor can they be "healed" by the first aid tent. Mechanical creatures are always immune to Blind, poison attack (Plague), and mind control spells like Hypnotize, Forgetfulness, and Berserk.

No Melee Penalty

Shooters are not penalized the usual 50 percent when forced into a melee attack.

No Range Penalty

The amount of damage from a shooter's ranged attack is not affected by the distance between the shooter and the target. This does not negate the penalty for volleying a ranged attack over fortress walls, however.

No Enemy Retaliation

This ability prevents enemies from retaliating against an attack from a creature stack.

Unlimited Retaliation

Creatures with this ability will always retaliate against an attack, even if their IB has not yet been completely refilled. Unlimited Retaliation, though, does not override No Enemy Retaliation or Shield Bash.

Immunity to Blind

Blind spells will not affect any creature with this ability, nor will any ability that causes Blind have any affect.

Immunity to Slow

Slow spells will not have any effect on creatures with this ability, and creatures with an ability that causes Slow will not be able to use it against creatures who have this immunity.

Immunity to Fire

Any fire-based spell (Fireball, Armageddon) or attack has zero effect on creatures with this powerful immunity. Any attack that causes regular damage as well as additional fire-based damage will cause only the regular damage from the physical attack.

Immunity to Lightning

Any lightning-based spell (Lightning Bolt, Chain Lightning) will not damage a creature with this immunity. Any attack that causes regular damage as well as additional lightning-based damage will cause only the regular damage from the physical attack.

Immunity to Cold

Any cold-based spell (Ice Bolt, Frost Ring) will not damage a creature with this immunity. Any attack that causes regular damage as well as additional cold-based damage will cause only the regular damage from the physical attack.

Immunity to Mind Control

All spells (Forgetfulness, Berserk, Hypnotize) and attacks that result in mind-altering effects do not work on creatures with this ability. Any attack that causes regular damage in addition to its mind control effect will cause only the regular damage from the physical attack.

Immunity to Magic

Immunity to Magic ensures that the creature is complete unaffected by any magic spells, whether they are targeted or within the area of mass effect. Any attack that causes regular damage as well as damage from the magic effect will cause only the regular damage from the physical attack. This is different from the Magicproof ability, which affects only the amount of the spell's effects.

Immunity to Earth

Creatures with Immunity to Earth resist damage from attacks and spells associated with the earth element. Any attack that does regular damage as well as earth damage only results in physical damage.

Taxpayer

This is a non-combat ability. Taxpaying peasants bring in one piece of gold each day. This includes every single peasant who swears allegiance to the hero. If the hero has 100 peasants in the army, and another 100 stationed in a town, the hero receives 200 gold pieces every day.

Shield Bash

This combat ability automatically "stuns" a targeted creature after an attack, preventing it from retaliating and possibly resetting the target's IB. If you see a powerful enemy creature about to take its turn, Shield Bash is a good way to push it out of rotation.

Scatter Shot

Scatter Shot works in tandem with the regular Shooter ability. Any creatures occupying the eight squares surrounding the targeted creature also suffer 50 percent of the possible damage from the ranged attack. Penalties affect this ability, though. If Scatter Shot is used in a ranged attack on a creature more than halfway across the battlefield, for example, the 50 percent penalty reduces Scatter Shot damage by half. Instead of doing 50 percent damage, therefore, the Scatter Shot does only 25 percent.

Precise Shot

Marksmen, who have this ability, can nail enemy targets with ranged attacks. If the target is within one-third of the battlefield's width or less from the marksman, the target's Defense rating is nullified.

Large Shield

Large Shield is always in effect for creatures with this ability. If the creature is targeted by a ranged attack, the attack will do only 50 percent of its usual damage. Unfortunately, Large Shield works only against physical attack—magic attacks are unaffected.

Shield Other

For squires, Shield Other works in tandem with Large Shield, extending the 50 percent damage protection against ranged attacks to all friendly stacks in the eight squares surrounding the squire. The Shield Other effect cannot be extended by more than one squire flanking a friendly stack.

Battle Dive

Battle Dive is a combat-specific ability that lets the hero target a specific enemy stack anywhere on the battlefield. The imperial griffin, which has the Battle Dive ability, soars into the sky for the period it takes to fill up the IB. When the imperial griffin comes crashing back down to the field, the targeted creature (if it is still in that square) receives twice the normal amount of damage from the physical attack. After the attack, the imperial griffin flies away to another randomly selected square on the field.

Jousting

Cavaliers and paladins have this ability, which adds an extra 10 percent damage to an attack for every square covered in a single turn leading up to an attack. For example, if a cavalier bears down on an enemy for four squares before attacking, the attack does 40 percent additional damage.

Lay Hands

Paladins can use Lay Hands, but they must be adjacent to the targeted friendly stack. The ability negates all negative effects on the friendly stack and fully restores the HP of one creature in the stack.

Resurrect Allies

This special ability of the archangel is not automatic. It must be selected, and it replaces the archangel's movement or attack for one turn. This ability resurrects a certain number of fallen friendly creatures from a destroyed stack, calculated by multiplying the number of archangels in the casting stack by 100, then dividing by the amount of HP in the fallen stack. The number of resurrected creatures cannot exceed the total number of creatures killed.

If there are two fallen friendly stacks on the same square, the resurrection affects the most recently fallen stack. If an enemy stack is killed in the same square, and the remains are on top of the friendly remains, the friendly stack cannot be resurrected. This ability can be used only once per battle.

Mana Destroyer

This ability is directly tied to the IB of the imp. When the IB of the imp fills up, the hero's spell points are depleted according to the following formula: number of imps multiplied by three, then divided by the unit's weekly growth. The result is the number of spell points destroyed during the turn in which the familiar's IB fills up. This ability can completely deplete a hero's spell points, but it cannot put his or her supply in the negative.

Mana Stealer

Mana Stealer, a familiar ability, works under the same formula as Mana Destroyer, but the spell points, instead of being eliminated, are automatically transferred to the hero controlling the familiar with the Mana Stealer ability.

Explosion

This is an activated ability that takes the place of a regular attack during a turn. The horned overseer bounds up to a targeted enemy and begins a swelling process. The horned overseer's IB ticks down to zero, at which point it "explodes" and causes damage to all enemy stacks in the surrounding squares. The amount of damage from the explosion equals the number of horned overseers multiplied by their HP.

The damage from Explosion is not physical—it is fire-based. If the target has immunity, the ability does no damage. During the swelling process, the horned overseer cannot retaliate against attacks.

Three-Headed Attack

This special combat ability allows hydras and cerberi to attack three adjacent squares, damaging any enemy creatures occupying the squares.

Ranged Retaliate

Shooters are able to retaliate against ranged attacks with their own ranged attacks, as long as they have not exhausted their supply of ammunition. The damage of a Ranged Retaliate attack follows the same penalty rules as a regular Shooter attack.

Chain Shot

Chain Shot allows a succubus to target up to four enemy stacks. The first target receives the full amount of damage from the attack. The attack then seeks out the next closest stack and causes 50 percent of the damage, goes on to the third-closest for 25 percent damage, and then to the fourth for 12 percent. If there are fewer than four enemy stacks, the attack stops after the last available stack. Chain Shot attacks cannot damage Inferno creatures, so if there are fewer than four non-Inferno stacks in the enemy army, the Chain Shot stops, even if it has not damaged four stacks.

Fear

This combat ability is automatic for the hell charger and nightmare. When either attacks an enemy, there is a 20 percent chance of a Fear effect. If Fear is successfully applied to an enemy, the next time the target creature's IB fills up, it flees to the farthest extreme of its side of the battlefield. Creatures immune to mind control are not affected.

Enraged

When an allied creature dies, a creature with the Enraged ability immediately earns a slight increase to their attack stat.

Fright Aura

If enemy creatures move into a square adjacent to a nightmare, they lose 3 Morale. This effect lasts only as long as the battle, does not affect friendly stacks, and does not affect undead.

Vorpal Sword

This power ability allows a pit lord to instantly kill one creature in an enemy stack during a regular attack or retaliation, no matter how much damage the physical attack causes. Vorpal Sword does not distinguish between creatures, either—it can slay a titan just as easily as a gremlin.

Pit Lord Summoning

This ability allows arch devils to call forth pit lords instead of moving or engaging an enemy stack with a regular physical attack. When used on a fallen friendly stack, the remains vanish and a stack of pit lords takes their place. The number of pit lords summoned is determined by a formula: the number of hit points of the fallen stack multiplied by the number of creatures in the stack, divided by the hit points of the pit lord. The number of summoned pit lords, however, cannot exceed the number of summoning arch devils.

Much like Resurrect Allies, Pit Lord Summoning cannot be used to summon pit lords from a fallen friendly stack if an enemy stack has perished on top of the friendly stack.

Spray Attack

Much like Three-Headed Attack, Spray Attack affects three squares adjacent to the creature. This automatic combat ability is mercifully paired with No Enemy Retaliation, so if three enemy stacks are successfully attacked, the creature using the ability is not pounded thrice in return.

War Dance Combo

The War Dance Combo ability works automatically every time a war dancer chooses a specific target. After attacking the targeted stack, the war dancer also attacks the seven squares around them. This ability is tricky to use, because it is usually not paired with No Enemy Retaliation. If War Dance Combo is used in the middle of a pack of enemy stacks, the results of Retaliation can be devastating.

Double Shot

This ability allows a shooter to fire two ranged attacks at a selected target, and the target stack cannot move or retaliate after the first of the two attacks. If the target stack is destroyed by the first shot, the second shot is not fired.

Fire Breath

When a creature with Fire Breath attacks, any enemy creature stack directly behind the targeted stack also takes damage.

Warding Arrows

This ability of the master hunter charms arrows with the potential to “stun” targeted stacks, as well as do physical damage. The stunning effect reduces the IB of the targeted stack by 10 percent of the full value. This ability does not work with melee attacks.

Acid Breath

When a creature with Acid Breath attacks, any enemy creature stack directly behind the targeted stack is poisoned.

Mana Feed

Druid elders, who have the Mana Feed ability, are able to cede their spell points to their commanding hero. Using the ability replaces any attack or movement during the turn. The druid elder’s spell points are replenished after the end of the battle.

Aura of Magic Resistance

Friendly stacks occupying squares adjacent to unicorns or silver unicorns, which have this ability, receive an extra 10 percent resistance to magic. The extra resistance also affects the unicorn or silver unicorn.

Blinding Attack

When silver unicorns attack an enemy stack, there is a 20 percent chance that they will inflict Blind on top of the normal physical damage.

Entangling Roots

The ability gives treants and ancient treants a 40 percent chance of entangling a stack targeted for a normal attack, thus immobilizing it. If the treant or ancient treant is surrounded, it can entangle multiple enemy stacks. The entanglement is broken if the treant or ancient treant moves and is killed. Entangling Roots cannot be undone by Dispel.

Take Roots

Take Roots gives the ancient treant a great boost in Defense if it chooses to Defend/Wait on its turn rather than move or attack. While its IB refills, it enjoys a 50 percent boost in Defense. Once the IB refills, the ancient treant can move, which negates the Defense benefit, or remain in the defensive stance.

Fire Shield

Fire Shield is a special ability that damages enemy stacks that land a physical attack on the user (unless the attacker is immune to fire). Fire Shield even does retaliatory damage if the targeted stack is destroyed by the attack. The damage by Fire Shield is one-fifth of the amount of HP lost in the attack.

Rebirth

Rebirth allows gold dragons to resurrect themselves if their entire stack is eliminated in battle. After the initial attack destroys the stack, the same number of gold dragons are magically reborn. This can happen only once per battle. If the stack is killed again, it stays dead.

Weakening Strike

This ability allows a plague zombie to chip one point away from the targeted stack’s Attack and Defense statistic. This can be multiplied over the course of several successful strikes. If the same enemy stack has been attacked four times with Weakening Strike active, the targeted stack loses 4 Attack and 4 Defense. The stats, though, cannot be zeroed out—a base value of 1 will always remain.

Incorporeal

Incorporeal creatures lack a physical form, making it harder for enemy stacks to land blows against them. Physical attacks (melee or ranged) have a 50 percent chance of missing entirely. If the attack misses, the incorporeal creature can still retaliate.

Mana Drain

Spectres, which have this ability, are able to restore lost HP and resurrect killed units (within the stack) by draining mana from enemy stacks. If a physical attack is successful, the spectre leaches spell points equal to the number of creatures in the targeted stack. The number of drained spell points cannot exceed the maximum number possessed by the targeted stack, however. After the attack, the spectre gets 3 HP for every spell point it has leached away.

Mana Drain starts resurrecting fallen creatures if there are spell points remaining after all of the spectre’s HP has been restored. Every spell point converts into one resurrected spectre until the supply is exhausted. The number of spectres brought back by Mana Drain cannot exceed the number of spectres in the stack before the start of the battle.

Life Drain

Vampires and vampire lords can restore lost HP and resurrect killed units (within the stack) by stealing HP from enemy stacks. After a successful physical attack, the vampire or vampire lord leaches the number of HP equal to the number of creatures in the stack. The amount of stolen HP cannot exceed the HP possessed by the targeted stack. After the attack, the vampire or vampire lord receives 1 HP for every HP spirited away.

Life Drain starts resurrecting fallen creatures if there are hit points remaining after the drainer's HP has been restored. Every HP converts into one resurrected vampire or vampire lord until the supply is exhausted. The number of vampires or vampire lords brought back by Life Drain cannot exceed the number in the stack before the start of the battle.

Death Cloud

Death Cloud is the ability of a lich or archlich to create, after a ranged attack, a 3x3 area on the map that surrounds the targeted stack and causes damage to any occupying enemy stacks. Undead creatures are not affected by this damage, but friendly stacks can be affected.

Cursing Attack

The Cursing Attack ability, possessed by wights and wraiths, casts Curse on a targeted stack after a successful strike. No spell points are needed to use this ability.

Harm Touch

Harm Touch is a selectable combat ability of the wraith that automatically kills one creature in an enemy stack, as long as the stack is within range of the wraith for that turn. (The wraith, for example, would have to have been able to move into an adjacent square to the target.)

Harm Touch not only has a killing power, but it also dispels the benefits of any light magic on the enemy stack.

Repair

Master gremlins can fix golems and damaged war machines like ballistas. To use this ability, select it and then select the target that needs to be repaired. Using this ability replaces the master gremlin's movement or attack during that turn. The amount of damage repaired equals 1 HP for every creature in the stack. For example, if 10 master gremlins used Repair on a ballista, the

ballista would receive 10 HP. The amount of HP "repaired" cannot exceed the original amount of HP in the stack.

Magicproof

Destructive magic spells do less damage to creature with the Magicproof ability. Some creatures are more Magicproof than others.

Magic Attack

Magic Attack is a ranged attack from wizards or mages that draws a line across the battlefield, starting at the casting creature, and extends it through the targeted stack and then to the other side of the battlefield. If there are any stacks (friendly or enemy) in the line, they are damaged by the attack. This ability is also effective on war machines positioned outside the battlefield grid.

Energy Channel

If a hero has a mage in his or her army, the cost of casting magic for the hero and all other friendly creatures is decreased by 25 percent.

Random Caster

This selectable ability, possessed by djinns and djinn sultans, replaces movement or attacking during the creature's current turn. Once Random Caster is selected, the targeted stack is subject to a randomly selected spell. If the targeted stack is an enemy stack, any spells that would be negated by an immunity ability are automatically eliminated, to avoid a wasted turn. If the target stack is friendly, a beneficial spell is cast. Random Caster cannot be used more than three times during a battle.

Queen Attack

Queen Attack allows the rakshasa raja to attack all creatures on squares adjacent to its own, in addition to attacking a targeted enemy stack.

Poisonous Attack

The assassin's Poisonous Attack ability augments the physical damage from an attack with a poison that harms the targeted stack every time it takes its turn, for up to three turns. The power of the poison is twice the number of assassins in the attacking stack.

Strike and Return

The Strike and Return ability allows blood maidens or blood furies to dash to a target stack, attack, and then immediately return to their originating square.

Bravery

Bravery prevents the Morale of minotaurs or minotaur kings from dropping below 1.

Double Attack

Double Attack allows a minotaur king to attack a targeted stack and then attack again after the enemy stack retaliates. Between the first strike, retaliation, and second strike, no stacks can move or initiate any other commands. If the targeted stack is killed by the first strike, the second strike is not carried out.

Dark Raider Charge

Dark Raider Charge is similar to Jousting, in which mounted dark raiders or grim raiders gain strength with every square they cross en route to the targeted stack. With Dark Raider Charge, however, instead of gaining attack strength, the target stack loses 1 Defense for every square the attacker covers. If the target stack has 4 Defense and the dark raider or grim raider crosses three squares, the target only has 1 Defense when the attack is carried out.

Lizard Bite

Lizard Bite is an automatic grim raider ability that supports friendly stacks. If another stack on the field attacks an enemy that happens to be in a square adjacent to the grim raider, the grim raider also attacks the targeted stack after the original attack is carried out. Lizard Bite does only 50 percent of the damage of the original attack.

Six-Headed Attack

Six-Headed Attack allows deep hydras to attack a wide range of squares in addition to their targeted stack. Since the deep hydra takes up four squares, it attacks all creatures on the 12 squares around it.

Regeneration

The deep hydra's Regeneration ability allows the first creature in the stack to fully regain its HP each time it is ready to take its turn in battle.

Whip Strike

Whip Strike augments the melee attacks of matriarchs with a 50 percent chance casting one of four spells: Slow, Weakness, Hypnotize, and Berserk. Some spells are more likely to occur than others:

Slow: 35%

Weakness: 30%

Berserk: 20%

Hypnotize: 15%

Elemental

Elemental creatures are completely immune to the effects of Blind, Poison Attacks, and Mind Control spells. Elemental creatures cannot be resurrected by the necromancer as skeletons, nor can they benefit from the first aid tent. Resurrect also does not work with elemental creatures.

Frost Breath

The crystal dragon is the only creature with Frost Breath, which attacks two squares instead of just one. If the targeted stack occupies a 2x2 space, and both Frost Breath attacks fall on the target creatures' squares, they suffer double damage. There are two limitations on Frost Breath:

- ◆ Frost Breath cannot be used as a retaliatory attack.
- ◆ Frost Breath is not a cold-based attack, so being immune to cold does not save a target from damage.

Frightful Presence

Frightful Presence allows a creature to scare enemy stacks. If an enemy targets a creature with Frightful Presence, there is a 50 percent chance the enemy will run to the other side of the battlefield instead of landing the attack. Frightful Presence does not affect creatures with immunity.

Crystal Scales

This ability completely negates the killing effects of Vorpal Sword, Harm Touch, or Snipe Dead.

Call Lightning

Titans have the ability to call down the thunder on their enemies, sending searing lightning strikes that do 33 points of damage for every titan in the stack.

Heroic Upgrades

Abilities, Skills, and Perks

A hero is hardly a static being. The greatest warriors and wizards who fill the history books and delight theater audiences were works in progress until the day they died, learning new skills and mastering esoteric magic in the drive to become forces that enemies would not dare to reckon with. The heroes of Ashan, who are about to participate in one of the greatest wars the world has ever seen, must make their minds open vessels, too, if they want to achieve success—and live to tell their version of the battles that shaped the outcome of the war.

Over the course of the war, heroes can grow in thousands of different ways. It is entirely up to you to decide what kind of hero you want by making careful selections when leveling up. Some skills go hand in hand; others seem to work in direct opposition.

Each time a hero gains a level, players are rewarded with the chance to guide the development from a selection of two skills and two perks. There is an element of randomness in play, as players have little control over which skills and perks appear. Only one from the four can be chosen, so choose wisely, as you never know when the skills and perks you dismissed will be available again.

Once you've selected a skill or spell, there is no undoing the decision (unless you wish to load a recent save and make a different choice), so it is wise to understand well in advance of that choice all of the skills and magic spells the heroes can learn. Rash decisions in the heat of the battle to grab skills that sound good for the situation at hand can have undesirable lasting effects.

A hero can grow in many ways. Any hero can learn and master general skills. Only certain heroes from specific factions can learn some class-specific skills, which go a long way to making each hero a unique construct. Some heroes have deficiencies that can be smoothed over by learning certain skills.

Some players like a particular gameplay style. Do you want to spend the majority of the game on the offense? Then select skills that increase the amount of damage that melee attacks do to enemy creatures. Fancy yourself more of a magic aficionado? Use the opportunity to learn new spells and skills that support magic each time you level up.

Attributes

Every faction has its own class, and each class enjoys special benefits that other classes do not, whether specific strengths and weaknesses or abilities that cannot cross into other classes. Each class, for example, has a primary and a secondary attribute. These attributes mean extra strength in a specific statistic: Attack, Defense, Spell Power, or Knowledge.

Attack: This attribute increases the amount of damage the hero's creatures do in battle.

Defense: This attribute decreases the amount of damage caused by enemy creatures' attacks.

Spell Power: This attribute affects the power and duration of magic spells after they are cast.

Knowledge: This attribute affects the number of Spell points a hero within the faction receives.

Attributes increase as a hero attains higher levels through experience in battle or the recovery of treasure. The rate of increase differs, however, depending on whether the attribute is primary or secondary. Upon gaining a level, a hero has a large chance of an increase in the primary attribute and a small chance of an increase in the secondary attribute. An increase in both is possible, but uncommon.

It is extremely rare but not impossible for a hero to see an increase in an attribute that is neither primary nor secondary. The following table details the attributes for each faction.



Faction	Class	Primary Attribute	Secondary Attribute
Haven	Squire	Defense	Attack
Sylvan	Ranger	Defense	Knowledge
Academy	Wizard	Knowledge	Spell Power
Inferno	Demon Lord	Attack	Knowledge
Necropolis	Necromancer	Spell Power	Defense
Dungeon	Warlock	Spell Power	Attack

General Skills and Perks

General skills and perks can be learned by any hero of any faction. These skills are considered “developable,” in that three associated perks must be mastered to completely learn the skill. Perks are further refinements of the skill, conferring an additional benefit related to the main skill. Achieving more than one perk associated with the skill does not negate previously earned perks; each perk earned enhances the benefits of the main skill.

General skills, and their associated perks, are directly related to class-related skills, which are detailed in the next section. After fully learning one of these skills, heroes gain access to a class-specific skill that refines the general skill and personalizes it for the hero.

The class-related skill does not replace the general skill. It should be considered an added benefit, and a reward for collecting all the perks associated with a general skill.

note

A hero who manages to master a general skill by learning all three associated perks qualifies for a bonus feat. Bonus feats are detailed later in the chapter; unlike general skills, bonus feats are class-specific.

note

“Stack” refers to a group of creatures occupying a single square on the battlefield. For example, if there are 18 gremlins on a single square, they are considered a stack. If a hero uses a magic spell that damages a stack, all 18 gremlins will take damage.

Picking Skills and Perks

Consider different situations when you are selecting skills to develop. For example, imagine you are playing on a particularly large map and the goal of the mission or map is the defeat of an enemy with a city on the opposite side of the map. You have several options for character development. If you are an aggressive attacker and start out with strong creatures (such as an Inferno demon lord), you may want to immediately develop the Way of the Land skill so you can cross the map more quickly and smash your opponent, denying them the luxury of extra turns to build up defenses or personal armies.

There truly are no useless skills, but there are certainly choices that don’t advance the natural strengths of your hero. Haven squires are not renowned for their magic skills, save for Light Magic, so investing in the development of the Sorcery skill doesn’t seem like a good choice. Instead, squires should look at developing the Leadership or Attack skill, both of which complement a squire’s unique Counterstrike skill.

There are general skills that appeal to multiple factions, though, such as War Machines. If your faction can produce cheap ballista, developing this skill and selecting the Ballista perk will help out immensely in battle. (The Ballista perk allows players to fire two shots with the war machine rather than just one.)

Finally, there are skills that you may wish to invest in, but not advance their perks. Enlightenment, for example, increases the number of experience points your hero earns following a successful battle. This is something that anybody can use to their benefit, but the perks associated with the skill only affect the learning of magic. Haven heroes might not have much use for these extras. However, there is a catch to taking this “wide net” approach, though that can really stunt hero development. Because you do not have any control over the perks and skills offered with each level, you may find yourself offered perks that aren’t useful for your faction or battle situation. By trying to be good at everything, your hero ends up being excellent at nothing.

The following list of general skills is broken down into an overview of the skill and then a description of each of the three perks associated with development of the skill.

Way of the Land

Developing the Way of the Land skill increases the hero’s ability to move on the overworld map. Each successive perk enables greater travel options for the hero, including the ability to overcome rough terrain and greater ease in water travel.

Pathfinding: Traveling across rough terrain slows down the hero, but with the pathfinding perk, the movement penalty for traveling over rough terrain is halved.

Scouting: Scouting increases the hero’s field of vision, pushing back the fog that obscures areas on the map that the hero has yet to explore.

Navigation: Navigation doubles the distance that the hero can travel on water on the overworld map.

War Machines

Developing the War Machines skill gives the hero greater control over the war machines built by the blacksmith in friendly cities. The skill also enhances the effectiveness of each machine, making it more valuable to the hero.

First Aid: This perk allows the hero to use a first aid tent, which allows for Regeneration of HP for wounded units on the battlefield.

Ballista: This perk affects the use of the ballista, which grants the hero double shots.

Catapult: This perk unlocks the use of the catapult, and also allows the hero to volley double shots with it.

Enlightenment

Develop the Enlightenment skill to increase the number of Experience points gained after a successful battle. The three perks further the education of the hero, through the acquisition of new spells and extra Spell points.

Mana Magnet: This perk increases the maximum number of Spell points available to the hero.

Scholar: This perk allows the hero to learn magic spells from another hero encountered in the game, and to pass off spells to the other hero. This is an excellent way to maximize the efforts of one hero who has mastered many spells. The recipient cannot accept the teaching, however, without the appropriate magical skills to handle the spell.

Arcane Intuition: Eagle eye allows a hero to “snatch” a magic spell used against him or her on the battlefield.

Leadership

Leadership does more than increase the level of Morale of the creatures in a hero’s army. With its associated perks, this skill also affects the generation of income and the level of creatures who join the hero’s army.

Recruitment: This perk speeds up the growth of first-, second-, and third-tier creatures. To take advantage of this perk, the hero must be in the town where the creatures are available at the end of the week.

Estates: Estates generates a little extra gold for the hero’s cause every day.

Diplomacy: Diplomacy increases the probability of neutral creatures choosing to join the hero’s army. The perk also decreases the cost of employing those creatures.

Luck

This skill increases the overall Luck of all creatures in the hero’s army. Its perks further the benefits by making other factors of the army’s performance subject to fortune and the favor of fate.

Magic Resistance: This perk grants each creature in the hero's army extra resistance to magic spells cast by enemies.

Soldier's Luck: Lucky strike guarantees that the automatic special abilities of creatures are always in effect. (See the "Creature Compendium" chapter for an explanation of creature-specific abilities.)

Resourcefulness: When visiting resource-granting buildings (such as a windmill or sawmill), a hero receives slightly more resources than normal. Picking up resources on the overworld map also yields greater results. This perk also allows the hero to hire creatures of a higher tier at the refugee camp.

Attack

Attack is a general skill that enhances the damage of melee attacks in battle. The associated perks give the hero further advantages that may help them win in battle.

Tactics: Tactics allows the hero the opportunity to position creatures before the battle.

Archery: This perk increases damage from ranged attacks, such as arrow volleys.

Battle Frenzy: Frenzy heightens the strength and will of the hero's creatures on the battlefield, allowing them to dish out more damage to enemy stacks.

Defense

Defense decreases the damage that the hero's creatures suffer during battle. Its perks further augment the skill.

Protection: Protection decreases the damage to a creature stack from a magic-based attack.

Evasion: This perk decreases damage to the hero's creatures from an arranged attack.

Vitality: This perk gives all creatures under the hero's command extra HP so they last longer in a protracted battle.

Sorcery

Sorcery affects the number of turns the hero and his or her creatures are able to take in the course of a battle. It causes each creature stack's Active-Time Battle gauge to fill up faster, allowing them to get in more movements or attacks. The associated perks also help with the replenishment of other statistics during a heated battle.

Mana Regeneration: Mysticism replenishes Spell points every day.

Magic Insight: This perk grants the hero the power to learn Circle 3 magic spells from any school of magic, regardless of whether or not they know the appropriate skill associated with the school. For example, if a hero does not know the dark magic skill, this perk still allows the selection of a spell from the Circle 3 level of dark magic spells.

Arcane Training: This perk decreases the cost of casting a spell, enabling the hero to preserve Spell points and cast more spells.

Destructive Magic

To use Destructive Magic, a hero must first learn this general skill. The associated perks enhance the power and effect of spells in the Destructive Magic school.

Master of Ice: This perk enhances ice-oriented spells with freezing effects. The IB of a successfully targeted enemy stack does not fill up during the turn, so the stack is slower to move or attack later in the battle.

Master of Fire: The master of fire perk breaks through the thick hide or armor of enemy stacks when the hero casts a successful fire-related spell. The Defense stats of all creatures targeted by the spell are lowered for the remainder of the battle.

Master of Storms: Lightning attacks are shocking already, but with this perk enabled, a successful lightning spell also halves the targeted stack's IB. They are slower to move or attack during the rest of the battle.

Dark Magic

The Dark Magic skill gives the hero access to spells from the Dark Magic school, and increases the spells' efficiency. The perks of the Dark Magic skill add mass effects to certain spells from the magic school.

Master of Curses: This perk adds a mass effect to both the Curse and Disrupting Ray spells, causing greater disruption to more of the enemy's stacks. However, the cost of casting both Curse and Disrupting Ray doubles.

Master of Mind: The master of mind perk adds a mass effect to the Slow and Forgetfulness spells, increasing the potential number of enemy stacks affected by the spell. Unfortunately, the extra power comes at a price—the cost of casting the spells is doubled.

Master of Pain: This perk adds a mass effect to Plague and Weakness spells, spreading out the area of effectiveness. The perk, however, doubles the cost of casting either spell.

Light Magic

This general skill lets heroes begin learning spells from the Light Magic school, and thereby increases their efficiency. The associated perks with this skill add greater value to some of spells within the school, but usually at the cost of additional Spell points.

Master of Blessings: The perk adds a mass effect to the Bless and Dispel spells, allowing the hero to enchant more friendly stacks with a single casting. But the cost of casting the spells is doubled.

Master of Abjuration: This perk adds a mass effect to Stone Skin and Deflect Arrows spells, increasing the number of friendly stacks affected by a single casting. The cost of casting is doubled, however.

Master of Wrath: Master of wrath adds a mass effect to the Bloodlust and Haste spells, which means that more friendly stacks are affected by the casting. As with the other perks, the cost of casting the spells is doubled.

Summoning Magic

To learn spells from the Summoning Magic school, the hero must first acquire this general skill. Once it is acquired, the hero can pursue the associated perks and enjoy added benefits to spells from the school.

Master of Earthblood: This perk increases the effect of the Land Mine and Earthquake spells.

Master of Conjunction: The perk increases the effectiveness of the Wasp Swarm and Summon Elementals spells, calling forth additional units to do more damage to enemies.

Master of Life: This perk increases the effectiveness of the Resurrect and Animate Dead spells.

Class-Dependent Skills and Perks

In addition to general skills and perks, class-specific skills and perks can be learned and used for the furthering of the hero's causes. Class-specific skills can only be used by the hero who earns them. They cannot be transferred to other heroes, whether from the same faction or other factions.

Like general skills and perks, class-specific skills involve an overall skill and three associated perks that bolster its effectiveness. There are 24 skills and perks divided across the six classes/factions.

In addition, each class skill has three levels of development. The hero can choose to develop the skill when leveling up, increasing the effectiveness of the skill.

Counterstrike—Squire (Haven)

This class-specific skill is available only to squires. The Counterstrike skill enables creatures under the hero's charge to do extra damage when retaliating against an enemy attack. The three associated perks aid with the overall betterment of the hero's creatures.

Charge: The squire's ability to attack enemy stacks is increased.

Benediction: Prayer is used by a squire to slightly increase the statistics of creatures under his or her command.

Expert Trainer: When the squire becomes an expert trainer, the cost of training Haven creatures in a Haven-controlled city is reduced.

Mark of the Avenger—Ranger (Sylvan)

Mark of the Avenger, the Ranger-specific skill, allows the hero the unique ability to select between one and four "favored" enemies. The ranger's creatures then have a greater chance of performing a double-damage critical strike when attacking any of the ranger's selected enemies. The associated perks enhance the chances of damage to the enemies singled out.

Rain of Arrows: The ranger is able to volley a ranged attack at all enemy stacks on the favored enemy list. The damage of the special attack increases in conjunction with the level of the hero.

Deadeye Shot: With this perk, the ranger targets an enemy stack during a battle, and the resulting damage rises with the hero's level. If the targeted stack is on the avenger list, however, the attack is always a critical strike (double damage) and at least one creature in the stack is instantly destroyed.

Imbue Arrow: The imbue arrow perk allows the ranger to attach a magic spell to ranged attacks. This perk works in conjunction with the multishot and snipe dead perks.

Artificer—Wizard (Academy)

When a wizard learns Artificer, the hero is able to construct lesser artifacts in an Academy-controlled city and then attach the artifacts to creature stacks in his or her army. The potency of the artifact depends on the hero's current level. The perks associated with the skill enhance its power.

Mark of the Wizard: This perk enables the wizard to create a magical bond with army creatures. After the bond is forged, any time the wizard targets the bonded creature with a spell, the effect of the spell is doubled.

Consume Artifact: This perk allows the wizard to target the lesser artifacts given to creatures in his or her army during a battle, and then destroy the artifact to gain extra Spell points.

Magic Mirror: With the magic mirror perk in use, there is a chance that any spell cast at the hero's stacks will be deflected and strike one of the opponent's stacks.

Gating—Demon Lord (Inferno)

This class-specific skill allows the demon lord's creatures to summon additional Inferno creatures to the battlefield. The more developed the skill, the stronger the summoned creatures will be. The skill has three associated perks, which have grisly effects on the course of the battle.

Soulrinker: The demon lord is allowed to consume the bodies of creatures in a decimated enemy stack. After eating the dead, the demon lord regains Spell points and prevents the enemy from casting Resurrect or Animate Dead on the defeated stack.

Hellfire: Creatures under the command of the demon lord are able to inflict extra fire damage to enemy stacks.

Mark of the Damned: This perk enables the demon lord to target one enemy stack. During the turn, if the selected stack attacks, casts a spell, or retaliates against an attack, the demon lord is allowed to attack the stack.

Necromancy—Necromancer (Necropolis)

Necromancers may learn this skill, which allows the hero to resurrect destroyed enemy stacks as skeletons after the conclusion of the battle. (This skill is ineffective against undead, mechanical, or elemental creatures.) The higher the development of the skill, the more creatures can be resurrected. The perks associated with this skill affect the resurrection process.

Skeleton Archers: When the necromancer attempts to resurrect creatures from a ruined enemy stack, skeleton archers are created instead of regular skeletons.

Eternal Servitude: This perk enables the necromancer to not only resurrect skeletons or skeleton archers, but also some of his or her own army, as long as the fallen creatures are undead.

Banshee Howl: The death scream can decrease the statistics of creatures in the enemy's army. This perk does not have any effect on undead, mechanical, or elemental creatures.

Irresistable Magic—Warlock (Dungeon)

Only warlocks are allowed to learn the Irresistible Magic skill, which enables the hero to override the magical resistance of enemy creatures. The greater the development of the skill, the better the chances of doing damage with magic against creatures imbued with resistance. The three perks affect the potency of the magic.

Arcane Surge: Any attack spell cast by the warlock does 1.5 times the damage it normally would, but the cost of the spell is doubled.

Dark Ritual: The hero can exchange movement for Spell points. To fully recharge all spent Spell points, the warlock must rest for an entire day.

Elemental Vision: This perk enables the warlock to see the elemental inclinations of creatures (roll the mouse over the creatures to see elemental symbols). This perk is necessary for the ranger to eventually earn the elemental chain ability, which is described in the “Unique Faction Ability” section later in this chapter.

Bonus Feats

Each hero receives a bonus feat when a general skill and all associated perks have been acquired. Bonus feats can affect action on the battlefield (through strengthening the effects of attacks or spells, for example) as well as on the overworld map (by making movement faster). Bonus feats are not universal, however. For each faction-specific hero, 12 individual bonus feats can be achieved.

Squire (Haven)

Familiar Ground: After learning Logistics, the squire and his or her army can move faster on the overworld map when near a friendly (Haven) city.

Swift Ballista: Once the war machines skill has been acquired, the initiative of all ballistas under the squire’s control is automatically doubled. This allows ballistas to be used more in a battle.

Graduate: After the Learning skill has been acquired, the squire receives a small boost to the Knowledge statistic and a one-time bonus package of Experience points.

Divine Guidance: After learning the Leadership skill, squires receive the ability to “encourage” one of their stacks in battle, allowing them to take more turns during a battle.

Asha’s Boon: Once the Luck skill has been acquired, the squire can sense when the Tear of Asha is nearby. The squire will uncover the coveted treasure, even if only digging near it.

Righteous Might: After the Offense skill is acquired, the squire’s creatures can inflict additional damage in both melee and ranged attacks. The higher the stack’s Morale, the more extra damage they are able to unleash.

Stand Your Ground: After the squire learns Defense, all creatures in the squire’s army that take a defensive stance during battle will enjoy extra protection from enemy attacks.

Arcane Excellence: This feat is learned after the squire chooses Sorcery. The squire’s Spell Power is increased overall, but the squire also benefits from a one-time extra supply of Spell points beyond the maximum. Once these extra points are used, they are not replenished.

Fiery Wrath: Should the squire choose to learn Destructive Magic, all creatures that fight with swords or bows receive extra Attack power. Extra damage also comes from creatures using Fire to Attack, which will be equal to the number of creatures in the inflicting stack.

Fallen Squire: After learning Dark Magic, the squire becomes a pariah among peers. Any creatures under the squire’s command (with the exception of undead or mechanical creatures) receive a small penalty on Morale. The upside, though, is that all spells cast from the Dark Magic category last longer and cannot be dispelled by the enemy.

Guardian Angel: After learning Light Magic, the squire receives support from a guardian angel should all of the squire’s creatures die during the course of a battle.

Elemental Balance: After learning Summoning Magic, the squire is able to siphon away a few elementals whenever the enemy summons elementals to serve the cause.

Ranger (Sylvan)

Silent Stalker: After learning Logistics, the ranger is able to see the exact number of creatures in an enemy’s army from the overworld map before going into battle. Enemies are also affected by this skill—they can see only the strongest creature in the ranger’s force but cannot see how many.

Imbue Ballista: After acquisition of the War Machines skill, all ballistas under the ranger’s command are affected by the imbue arrow bonus feat, granting attacks all the extras associated with it.

Know Your Enemy: Once the Learning skill has been acquired, the ranger receives an extra slot for the favored enemy.

Battle Commander: After learning the Leadership skill, the ranger receives a permanent increase to the Attack statistic. The ranger also receives an extra stack of blade dancers at no cost.

Elven Luck: After the ranger learns the Luck skill, the ranger's creatures inflict heavier damage whenever their attacks are affected by their Luck statistic.

Nature's Wrath: After the Offense skill is acquired, all Sylvan faction creatures under the ranger's command are able to inflict extra damage in battle.

Last Stand: After the acquisition of the Defense skill, all creatures under the ranger's command essentially roll a successful "saving throw" when their stack is destroyed. One creature survives. It has only one HP but remains in the battle.

Arcane Brilliance: Once the ranger learns Sorcery, this skill increases Spell Power. The ranger also receives, without cost, a single spell from Circles 1 through 3—as long as the ranger is eligible to learn a spell from that circle at the time.

Mana Burst: After the ranger learns Destructive Magic, any enemy who casts a spell automatically receives damage equal to the ranger's current level. For example, if the ranger is at Level 22, the enemy takes 22 points of damage.

Corrupted Soil: After the ranger learns Dark Magic, when any non-flying enemy creature on the battlefield moves it takes damage equal to the hero's level. For example, if the ranger is at Level 23, the enemy stack takes 23 points of damage.

Storm Wind: After the ranger learns Light Magic, all creatures in the enemy's army lose some initiative and speed during a battle.

Wall of Fog: After the ranger's acquisition of the Summoning Magic skill, all creatures in the enemy's army that attack via ranged attacks lose initiative. Their attacks also do less damage.

Wizard (Academy)

March of the Golems: After the wizard learns the Logistics skill, the speed and initiative of all golems under the wizard's command is increased.

Remote Control: After the acquisition of War Machines, every time a wizard enters battle with an enemy armed with a war machine (except for a ballista), one of the machines falls under the wizard's control.

Wizard's Award: Once the Learning skill has been acquired, the wizard receives an increase to the Spell Power statistic and a one-time extra cache of gold.

Iron Devotion: After the wizard learns Leadership, all golems and war machine controlled by the wizard enjoy a small Morale boost.

Spoils of War: Once the Luck skill has been acquired, the wizard earns extra gold and material resources (ore, wood, and so forth) after a successful battle.

F flaming Arrows: After Offense is acquired, all ballistas under the wizard's command do additional damage to enemy creatures. The enemy creatures' Defense rating is effectively nullified, and additional fire damage is inflicted.

Resistance: After the wizard learns Defense, this bonus feat increases the Defense statistic.

Counterspell: After learning Sorcery, the wizard is able to counter an enemy spell by creating a sort of aura that suppresses future magic. The next time the opposition casts a spell, it has no effect—but the wizard sacrifices twice the Spell points it cost the enemy to cast the spell.

Sap Magic: After the wizard learns Destructive Magic, any spell the enemy casts from the Destructive Magic school does less damage.

Seal Darkness: After the Dark Magic skill is learned, any time an enemy casts a spell from the Dark Magic school, it costs the enemy extra Spell points.

Seal Light: After the wizard learns Light Magic, the enemy uses extra Spell points whenever attempting to cast a spell from the Light Magic school.

Banish: Learning the Summoning Magic skill gives the wizard the ability to "un-summon" creatures that the opposition has summoned into the battle. The number of summoned creatures removed from the field is random.

Demon Lord (Inferno)

Swift Gating: After the demon lord learns Logistics, troops under command will perform gating quicker.

Brimstone Rain: Once the War Machines skill has been acquired, the demon lord's catapults will fire triple shots.

Arcane Exaltation: Once Learning has been acquired, the demon lord enjoys a boost to the Spell Power statistic.

Gate Master: After the demon lord learns Leadership, the number of infernal creatures summoned by gating is increased.

Swarming Gate: Once the Luck skill has been acquired, the number of creatures a demon lord can summon with gating is doubled.

Excruciating Strike: After the acquisition of the Offense skill, the amount of damage done by the demonic strike is effectively doubled.

Hellwrath: After Defense is acquired, troops under the demon lord's command occasionally retaliate to an attack with demonic fire.

Soulfire: After the demon lord learns Sorcery, the corpse targeted with the soulfire perk uses its remaining minimal life energy in a damaging blast.

Searing Fires: After the demon lord learns Destructive Magic, the damage caused by the demonic fire attack is greatly increased.

Weakening Strike: After the demon lord learns Dark Magic, he or she automatically casts the Weakness spell on the target stack when demonic strike is selected.

Fire Resistance: After the demon lord learns Light Magic, the troops under command suffer less damage from fire-based attacks and enjoy immunity from the effects of the master of fire perk.

Fire Warriors: Once the learning of Summoning Magic is complete, the demon lord receives a Summon Fire Elemental spell in the spellbook.

Necromancer (Necropolis)

Death March: Once Logistics has been acquired, the necromancer and his or her army are granted faster movement when near friendly cities.

Plague Tent: After the acquisition of War Machines, the first aid tent can be used offensively. The tent can target enemy stacks (except for undead, elemental, and mechanical creatures) and inflict damage equal to its healing power.

Lord of the Undead: Once the Learning skill has been acquired, the necromancer's Knowledge statistic is increased by five percent.

Herald of Death: After the learning of Leadership, all creatures the necromancer welcomes into his army via diplomacy are automatically transformed into undead creatures.

Dead Man's Curse: Should the necromancer learn the Luck skill, this bonus feat immediately lowers the Luck statistic of all enemy creatures on the battlefield.

Cold Steel: After the necromancer acquires the Offense skill, all creatures under command (including all non-undead creatures) inflict additional cold damage against enemy stacks, on top of regular attack damage.

Chilling Bones: A necromancer who learns Defense can enchant the undead creatures under his control with a "chilling shield" that increases their Defense statistic.

Boneward: Once a necromancer has learned Sorcery, all undead creatures in the force suffer less damage from any spell from the Destructive Magic school.

Cold Death: After the necromancer learns Destructive Magic, every casting of Ice Bolt and Frost Ring instantly kills one creature in the target stack, in addition to the normal damage caused by the offensive spell.

Mark of the Necromancer: After learning Dark Magic, the necromancer is able to use this bonus feat on a friendly stack. Every time the affected stack is damaged in battle, the necromancer recovers a few Spell points.

Twilight: After the necromancer learns light magic, it costs an opponent additional Spell points to cast a Light Magic spell against the necromancer.

Haunted Mine: After the learning of Summoning Magic, every time a necromancer captures a gold mine or gem pool (whether it is neutral or belonged to another hero), a small number of ghosts are instantly stationed as a garrison. The necromancer has the option of taking the ghosts into his or her army instead of leaving them behind.

Warlock (Dungeon)

Teleport Assault: After learning Way of the Land, the warlock receives the Teleportation spell if it is not already possessed. The Teleportation spell is a gift, even if the warlock does not have enough Light Magic skill to learn it.

Tremors: Once the War Machines skill has been acquired, the warlock receives the Earthquake spell if it is not already possessed. The Earthquake spell is a gift, even if the warlock does not have enough skill to learn the spell. Paired with this bonus, the Earthquake spell inflicts greater damage to all creatures on the battlefield.

Dark Revelation: After Learning has been acquired, this bonus allows the warlock to jump a level, regardless of Experience points.

Aura of Swiftiness: After the warlock learns Leadership, all creatures under command benefit from a slight increase in Speed.

Warlock's Luck: After the warlock learns Luck, offensive spells are randomly selected to be "lucky." These spells then inflict double damage against target stacks.

Power of Speed: After the acquisition of Offense, the warlock receives the Haste spell if it is not already possessed. The Haste spell is a gift, even if the warlock does not have enough skill to learn it, and its effectiveness is increased.

Power of Endurance: After Defense is acquired, the warlock receives the Endurance spell if it is not already possessed. The Endurance spell is a gift, even if the warlock does not have enough skill to learn it, and its effectiveness is increased.

Erratic Mana: After Sorcery is learned, every time the warlock casts a spell, there is a chance that the spell will cost fewer Spell points than normal.

Secrets of Destruction: Should the warlock learn Destructive Magic, this bonus slightly increases the hero's Knowledge statistic and grants one spell from Circles 1 through 3 in the Destructive Magic school.

Dark Renewal: After a warlock learns Dark Magic, every time a Dark Magic spell is cast against the enemy but fails, the issuing warlock is automatically refunded the Spell points it cost.

Refined Mana: After the warlock learns Light Magic, all mages under the warlock's command enjoy a 50 percent discount on the number of Spell points required to cast a Light Magic spell.

Exorcism: After a warlock learns Summoning magic, all offensive spells cast against summoned or gated creatures do double damage.

Überfeats

Heroes who reach Level 35 and achieve all possible feats and perks receive a class-specific überfeat. Überfeats are incredibly powerful bonuses that greatly affect the hero's performance on the battlefield. While they are not easy to achieve, the überfeat is well worth the effort.

Überfeats are not fleeting achievements—their effects last as long as the hero is active. The feats and benefits cannot be transferred to other heroes in the same faction or outside it. To achieve multiple überfeats, you must raise individual heroes to Level 35.

Unstoppable Charge (Squire): Charge inflicts greater damage on targeted enemy stacks.

Nature's Luck (Ranger): All attacks are rendered "lucky" and do greater damage.

Arcane Omniscience (Wizard): The wizard is granted all 40 magical spells, regardless of skill in the schools of magic.

Urgash's Call (Demon Lord): Creatures summoned into the battle by gating appear immediately.

Howl of Terror (Necromancer): The death scream automatically subtracts an extra six Morale points from enemy creatures.

Rage of the Elements (Warlock): The banshee howl inflicts double damage against enemy stacks.

Hero Specializations

While heroes are able to achieve class-related skills, every hero in Ashan has a unique specialization. These are character-specific and cannot be transferred to other characters, even within the same faction. These specializations cannot be lost, either. They are set in place from the very first time the hero is brought into action.

The following tables detail the hero specializations for all six factions, including the specialization's name and how to get the most out of its effects.

Hero Name: Name of the hero who owns the specialization.

Hired/Scenario: Indication of whether the hero is a character used specifically in a campaign scenario, or a hired hand who can be bought at a tavern.

Specialization: The name of the hero specialization.

Effect: The effect of the specialization. This description includes its benefit, and the levels needed to activate certain aspects of the specialization.

Haven Faction

Hero Name	Hired/Scenario	Specialization	Effect
Isabel	Scenario	Suzerian	This reduces the cost of retaining creatures (the higher the level, the greater the discount) and brings in an additional 250 gold per day.
Godric	Scenario	White Knight	This increases the effect of the Benediction special ability—the higher the hero's level, the greater the effect. It also reduces the cost of casting Light Magic spells.
Klaus	Hired	Cavalry Commander	Cavaliers and paladins in the hero's army receive a bonus to their Jousting ability. Also, depending on how high the hero's level is, charge does extra damage.
Ellaine	Hired	Beloved of the People	Peasants and conscripts receive an extra point to their Attack and Defense stats when the hero reaches the following levels: 4, 7, 10, 13, 16, 19, 22, 25, and 28. Each peasant also brings in one additional gold per day.
Dougal	Hired	Archer Commander	Archers and crossbow shooters receive an extra point to their Attack and Defense stats when the hero reaches the following levels: 4, 7, 10, 13, 16, 19, 22, 25, and 28.
Laszlo	Hired	Infantry Commander	Footmen and squires receive an extra point to their Attack and Defense stats when the hero reaches the following levels: 4, 7, 10, 13, 16, 19, 22, 25, and 28.
Irina	Hired	Griffin Trainer	Griffins and imperial griffins receive an extra point to their Attack and Defense stats when the hero reaches the following levels: 4, 7, 10, 13, 16, 19, 22, 25, and 28.
Vittorio	Hired	Siege Engineer	The ballista adds a point to its Attack stat for every level number of the hero. The probability increases that the catapult will destroy walls and tower fortifications.
Rutger	Hired	Pathfinder	Hero receives an extra 2% Movement points for each level.
Freyda	Hired	Windrider	The effects of the Haste spell increase with each level.

Sylvan Faction

Hero Name	Hired/Scenario	Specialization	Effect
Findan	Scenario	Storm of Arrows	At beginning of each battle, all shooters automatically fire a volley at the weakest enemy stack. The volley does 20 % of normal damage, but that increases 2% with each level of the hero.
Gilraen	Hired	Blade Master	All blade dancers and war dancers receive an extra point to their Attack and Defense stats when the hero reaches the following levels: 4, 7, 10, 13, 16, 19, 22, 25, and 28.
Ossir	Hired	Master of the Hunt	All hunters and master hunters receive an extra point to their Attack and Defense stats when the hero reaches the following levels: 4, 7, 10, 13, 16, 19, 22, 25, and 28.
Ylthin	Hired	Unicorn Maiden	All unicorns and silver unicorns receive an extra point to their Attack and Defense stats when the hero reaches the following levels: 4, 7, 10, 13, 16, 19, 22, 25, and 28.
Talanar	Hired	Avenger	When one of the hero's stacks dies, the IB for all other stacks in the army are increased by 2% for each level of the hero.
Wyngaal	Hired	Swift Striker	The starting IB for each stack in the hero's army receives an extra 2% per level of the hero.
Dirael	Hired	Swarm Queen	Effect of the Wasp Swarm spell is increased slightly with each level of the casting hero.
Vinrael	Hired	Battle-Hardened	Hero receives an extra 2% of Experience points per level after each successful battle.
Galan	Hired	Sword of Sylanna	All Sylvan faction creatures in the hero's army inflict extra damage against a favored enemy. The damage increases 2% per level of the hero.

Academy

Hero Name	Hired/Scenario	Specialization	Effect
Zehir	Scenario	Master of Elements	Whenever one of the hero's stacks dies, a stack of elementals appears in its place. The number of elementals that appears is equal to one-fourth of the total HP of the deceased stack. Every third level of the hero (4, 7, 10, etc.), the number of summoned elementals increases by one.
Balib	Hired	Spell Twister	Specializes in the magic mirror perk. If the perk is successful, the enemy spell will be redirected at one of the enemy's stacks with a base 60% chance of success. The probability rises 1 % per level of the hero.
Nathir	Hired	Mystic	The hero can restore Spell points during the course of battle at a rate of 1 per turn. With every third level (4, 7, 10, etc.), the hero receives an additional Spell point per turn.

Hero Name	Hired/Scenario	Specialization	Effect
Jhora	Hired	Windspeaker	The hero's IB fills up faster, at a base rate of 5%, plus an additional 1% per level.
Faiz	Hired	Disrupter	Vulnerability spell not only has an effect on the target stack, but also inflicts extra damage to the target.
Nur	Hired	Flame Wielder	Fireball spell does extra damage. With every third level (4, 7, 10, etc.), the effect of the spell is increased.
Havez	Hired	Gremlin Master	All gremlins and master gremlins receive an extra point to their Attack and Defense stats when the hero reaches the following levels: 4, 7, 10, 13, 16, 19, 22, 25, and 28.
Musud	Hired	Golem Crafter	All iron golems and steel golems receive an extra point to their Attack and Defense stats when the hero reaches the following levels: 4, 7, 10, 13, 16, 19, 22, 25, and 28.
Razzak	Hired	Mentor	All mages and archmages receive an extra point to their Attack and Defense stats when the hero reaches the following levels: 4, 7, 10, 13, 16, 19, 22, 25, and 28.

Inferno Faction

Hero Name	Hired/Scenario	Specialization	Effect
Agrael	Scenario	Fast and Furious	Stacks in the hero's army fill up faster, at a rate of an extra 2% per level of the hero.
Veyer	Hired	Gate Keeper	The time needed for gating reduces by 2% per level of the hero.
Erasial	Hired	Rusher	Hero receives a base extra 5 Movement points, plus an extra 1% per level. Teleport spell costs 50% fewer Spell points.
Deleb	Hired	Iron Maiden	All war machines under the hero's command receive an extra 20% base HP. An additional 3% HP is granted per level of the hero.
Marbas	Hired	Spellbreaker	Hero's army receives an extra 5% base resistance to magic, and an extra 1% per level.
Alastor	Hired	Mindreaver	Puppet Master and Confusion spells are in effect for an extra two turns.
Nebiros	Hired	Chosen of Chaos	If opposition has a tactics perk, it will fail. Hero's creatures also enjoy an extra point of Luck.
Grawl	Hired	Hound Master	Hell hounds and cerberi receive an extra point to their Attack and Defense stats when the hero reaches the following levels: 4, 7, 10, 13, 16, 19, 22, 25, and 28.
Jezebeth	Hired	Temptress	Succubi and succubus mistresses receive an extra point to their Attack and Defense stats when the hero reaches the following levels: 4, 7, 10, 13, 16, 19, 22, 25, and 28.

Recropolis Faction

Hero Name	Hired/Scenario	Specialization	Effect
Markal	Scenario	Death Lord	Neutral undead creatures always join the hero's army. The number of joining creatures equals a base 50%, plus an extra 2% per level of the hero.
Orson	Hired	Zombie Lord	All zombies and plague zombies receive an extra point to their Attack and Defense stats when the hero reaches the following levels: 4, 7, 10, 13, 16, 19, 22, 25, and 28.
Lucretia	Hired	Vampire Princess	All vampires and vampire lords receive an extra point to their Attack and Defense stats when the hero reaches the following levels: 4, 7, 10, 13, 16, 19, 22, 25, and 28.
Vladimir	Hired	Reanimator	The Raise Dead spell has greater effectiveness. As the hero reaches every third level (4, 7, 10, etc.), one extra creature is resurrected.
Raven	Hired	Soulrinker	The Weakness spell not only affects target creatures, but it also reduces their Spell points by 1, plus 1 for every third level of the hero.
Deidre	Hired	Banshee	Increases effect of the Death Scream special ability as hero gains levels.
Zoltan	Hired	Spellwinger	Increases the chances that spells cast by the opposition will be blocked, and the odds of blocking increase as the hero's level rises.
Kaspar	Hired	Embalmer	The first aid tent restores an extra 5 HP for each level of hero.
Naadir	Hired	Ghostchaser	Every time an enemy stack is destroyed, a few ghosts under the hero's control appear in its place.

Dungeon Faction

Hero Name	Hired/Scenario	Specialization	Effect
Raelag	Scenario	Intimidate	The opposition's creatures get fewer turns in battle because their TB fills up 2% more slowly per level of the hero.
Shadya	Scenario	Shadow Dancer	The hero's creatures suffer less damage from ranged attacks—2% less per level of the hero.
Sinitar	Hired	Catalyst	Empowered spells cost less to cast. The discount is at least 10%, plus an extra 2% per level of hero.
Sorgal	Hired	Lizard Breeder	Dark raiders and grim raiders cause greater damage with the Lizard Bite special ability—at least 20% more, plus an extra 1% per level of hero.
Yrbeth	Hired	Dark Mystic	When Dark Ritual is used on the overworld map, the hero's Spell points are fully restored, plus an extra 2 points per level of hero.
Lethos	Hired	Poison Master	All enemy stacks have a chance to start a battle affected by Decay. The probability is increased by a base of 10%, plus an additional 1% per level of hero.

Continued on next page

Hero Name	Hired/Scenario	Specialization	Effect
Eruina	Hired	Coven Mistress	Every time the hero casts a spell at an enemy stack, there is a chance that shadow witches and shadow matriarchs will support the attack by using ranged attacks against the same target.
Vayshan	Hired	Black Hand	All scouts and assassins receive an extra point to their Attack and Defense stats when the hero reaches the following levels: 4, 7, 10, 13, 16, 19, 22, 25, and 28.
Yrwanna	Hired	Blood Mistress	All blood maidens and blood furies receive an extra point to their Attack and Defense stats when the hero reaches the following levels: 4, 7, 10, 13, 16, 19, 22, 25, and 28.
Kythra	Hired	Slave Driver	All minotaurs and minotaur guards receive an extra point to their Attack and Defense stats when the hero reaches the following levels: 4, 7, 10, 13, 16, 19, 22, 25, and 28.

Unique Faction Abilities

Every faction has a unique ability that affects all heroes from the faction. These abilities define a hero's development in that they affect potential growth. Sometimes a faction's unique ability is the same as its class skill. If this is the case, both are active at the same time, increasing their effectiveness.

Training (Haven): Creatures can be retained in Haven towns to become better units. This does not replace the upgrading of creatures (example: griffin to royal griffin), but it allows creatures from lower tiers to be trained into higher tiers. To use this unique ability, a town must have already constructed the training grounds. The cost of Training can be reduced if the hero possesses the expert trainer perk. To further reduce the cost, the hero can construct the monument to fallen heroes in the same town.

Mark of the Avenger (Sylvan): This is the same as the class skill. Rangers can select an enemy within the Sylvan city; when in battle, they have a greater chance of scoring more damage against the selected enemies.

Artificer (Academy): This is the same as the class skill. Heroes in the Academy faction can create lesser artifacts in town and give them to creatures in their armies.

Gating (Inferno): This is the same as the class skill, which the demon lord in the Inferno faction can use to summon Inferno creatures to the battlefield.

Necromancy (Necropolis): This is the same as the class skill. The necromancer can resurrect some of the fallen enemy creatures as skeletons after a battle. (This does not work against undead, elemental, or mechanical creatures.)

Elemental Chain (Dungeon): Dungeon faction heroes already have access to the elemental vision ability, which allows a warlock to see the elemental associations of every creature on the battlefield, as well as each magic spell in play. Elements oppose each other, in that earth is the opposite of air, and fire is the opposite of water. Elemental chain links up a series of attacks that exploit any elemental opposites on the battlefield in the hero's favor.

Magic

All heroes have access to magic, it is just a matter of learning the necessary general skills to take advantage of it. There are four schools of magic in Ashan: Destructive Magic, Dark Magic, Light Magic, and Summoning Magic. Each school of magic has five circles. The higher the circle a certain spell belongs to, the more powerful it is—and the more Spell points are required to cast it. Use the following tables to chart the spells, not only by school, but also according to the circle they are a part of.

Circle 1

Destructive Magic	Dark Magic	Light Magic	Summoning Magic
Eldritch Arrow	Weakness	Divine Strength	Vessel of Shlassa
Stone Spikes	Weariness	Haste	Fire Trap
			Fist of Wrath

Circle 2

Destructive Magic	Dark Magic	Light Magic	Summoning Magic
Lightning Bolt	Vulnerability	Endurance	Wasp Swarm
Ice Bolt	Decay	Dispel	Phantom Forces

Circle 3

Destructive Magic	Dark Magic	Light Magic	Summoning Magic
Fireball	Suffering	Righteous Might	Earthquake
Circle of Winter	Confusion	Deflect Missile	Raise Dead
			Summon Creatures

Circle 4

Destructive Magic	Dark Magic	Light Magic	Summoning Magic
Chain Lightning	Frenzy	Magical Immunity	Summon Elementals
Meteor Shower	Blindness	Teleportation	Instant Travel
			Firewall

Circle 5

Destructive Magic	Dark Magic	Light Magic	Summoning Magic
Implosion	Hypnotize	Resurrection	Town Portal
Armageddon	Curse of the Netherworld	Word of Light	Conjure Phoenix
			Arcane Armor

It is important to consider the elemental qualities of some magic spells. While it is obvious that Fireball and the like are considered part of the fire element and that Earthquake and Meteor Shower are part of the earth element family, remember that lightning-based spells are part of the air elemental family and anything ice-related is from the water elemental family.

Because each elemental has an opposite, consider whether or not the spell would do well against the creature the hero is about to cast the spell upon.

Magic spells are learned by developing a hero's skill, or by finding objects on the overworld map that unlock a specific spell.

Destructive Magic

Destructive Magic spells are used in battle expressly to deal damage to an enemy and its troops. These spells are often accompanied by impressive displays of pyrotechnics, as magic arcs across the battlefield and does its best (or worst) against enemy targets.

Eldritch Arrow

SP Cost: 4

This low-level magic spell allows the hero to unleash a minor volley of magic at a designated enemy stack, doing some damage.



Lightning Bolt

SP Cost: 5

This elemental magic spell sears an entire enemy stack with a crackling bolt of lightning. The spell is as deadly as it is beautiful.



Ice Bolt

SP Cost: 7

The Ice Bolt spell chills the battlefield by attacking an enemy stack with elemental cold damage.



Fireball

SP Cost: 6

This spell lobbs a fat burst of flame across the battlefield and burns all enemy creatures within a small blast radius, including stacks. This is more powerful than other elemental magic attacks, which is why it costs more to use.



Circle of Winter

SP Cost: 7

This magical spell has an area effect, like Fireball. All enemy creatures within a small blast radius are damaged by the freezing cold, including stacks. This is a good spell to use against enemy stacks that travel close together.



Chain Lightning

SP Cost: 8

This Circle 4 magical spell increases the power and damage caused by the Lightning Bolt spell by attacking up to four enemy stacks with a single casting. However, the farther away from the stacks the hero is, the less damage the streaks of lightning do to their targets.



Meteor Shower

SP Cost: 8

Meteor Shower deals earth element damage from above, crushing enemies beneath a cascade of rocks that appears from the heavens. The spell covers a large area of battlefield, dealing damage to all enemy stacks and war machines (such as a ballista) within range.



Implosion

SP Cost: 9

This Circle 5 magic spell singles out one enemy stack, but does enormous damage to all targeted enemy creatures. The damage it does is earth elemental.



Armageddon

SP Cost: 12

This high-level spell unleashes a torrent of fire element magic that incinerates all enemy stacks on the battlefield. The cost is high, but in a battle against overwhelming odds, this is an excellent way to even the playing field.



Dark Magic

Dark Magic is used for the nefarious purpose of undermining an enemy's battle strategies. These spells affect performance on the battlefield by lowering important statistics or disabling enemy creatures from taking their turns over the course of the battle. Some of the Dark Magic spells have counterparts in the Light Magic category.

Weakness

SP Cost: 4

The Weakness spell affects a single stack, causing all targeted creatures to do less damage when they attempt an attack or a counterattack.



Weariness

SP Cost: 4

This spell reduces how quickly an enemy stack recovers from moving or attacking and gets back into the IB circulation.



Vulnerability

SP Cost: 5

The Vulnerability affects a single stack, instantly decreasing its Defense for the remainder of the battle.



Decay

SP Cost: 6

When the Decay spell is cast on an enemy stack, the creatures within the stack take a little damage every turn.



Suffering

SP Cost: 5

Weakness works like Vulnerability, except that instead of negatively affecting Defense, this spell decreases the target stack's Attack.



Confusion

SP Cost: 7

Confusion causes the target stack to temporarily "forget" how to use ranged attacks or retaliate against any melee attacks. This is a good spell to use against enemy creatures with powerful ranged attacks.



Frenzy

SP Cost: 8

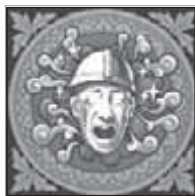
The Frenzy spell is a double-edged sword. Casting it on one of the hero's creature stacks causes it to ignore the hero's orders. But the stack will attack the closest enemy creatures (with either ranged or melee attacks) and do extra damage.



Blindness

SP Cost: 9

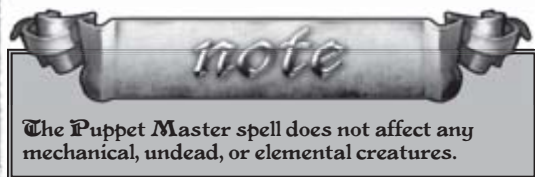
This Circle 4 spell causes the target stack to “lose” its place on the IB bar. The unit remains on the battlefield and must still be defeated, but it temporarily cannot take any turns.



Puppet Master

SP Cost: 12

The Puppet Master spell allows the hero to target an enemy stack and bring it under the hero's control. This is a sneaky way to do damage to your foe's creatures before they get too close to your units. The stack under the hero's control remains an enemy creature by nature, though, and must be defeated to win the battle. Fortunately, the stack affected by Puppet Master will not retaliate against any attacks by the hero's creatures.



Curse of the Netherworld

SP Cost: 9

The Curse of the Netherworld does incredible heavy damage to all enemy stacks on the battlefield, with the exception of creatures already damned. Any undead creature from the Necropolis faction and demonic monsters from the Inferno faction are unaffected by the Curse of the Netherworld spell.



Light Magic

The cosmic opposite of Dark Magic, Light Magic was designed to grant helpful skills and techniques to creatures within a hero's army. This tireless form of sorcery will give important stat boosts to friendly creatures, as well as dispel any negative effects from creatures unfortunate enough to be weakened by Dark Magic.

Divine Strength

SP Cost: 4

Divine Strength is the opposite of the Curse spell. When the hero casts Bless on a friendly stack, the empowered creatures do additional damage when attacking and counterattacking enemy creatures. Divine Strength affects both melee and ranged attacks.



Haste

SP Cost: 4

When Haste is cast on a friendly stack by the hero, the affected stack gets more turns in the battle. The stack will move up on the IB meter quicker than other units in the hero's army.



Endurance

SP Cost: 6

The Endurance spell affects friendly stacks by granting them a slight Defense bonus, reducing the amount of damage that enemy attacks do to the affected stack.



Cleansing

SP Cost: 5

Cleansing allows a hero to attempt to remove any stat-affecting skills the enemy has placed on his or her stacks. For example, if the enemy has cast Curse on one of the hero's stacks, Cleansing has a good chance of negating Curse's effects. It's important to note, though, that Cleansing does not have 100 percent effectiveness, and should the spell fail, the hero still sacrifices the Spell points required to cast the spell.



Righteous Might

SP Cost: 6

When cast on one of the hero's stacks, Righteous Might gives all affected creatures extra Attack for the remainder of the battle.



Deflect Missile

SP Cost: 6

If a hero is in battle with an enemy army flush with stacks that volley ranged attacks, casting Deflect Missile on friendly stacks helps negate the damage. The damage from melee attacks, however, is unaffected.



Magical Immunity

SP Cost: 7

Magical Immunity can only be cast on one of the hero's stacks. The spell makes the affected stack immune to any magic spells from the fourth or fifth circles.



Resurrection

SP Cost: 9

Resurrection is the non-damned counterpart to Raise Dead. This spell resurrects creatures within one of the hero's own stacks, as long as the targeted creatures are not of an undead nature, like a zombie.



Stone Spikes

SP Cost: 5

Unleashing Stone Spikes on an enemy army does harsh earth damage to all creatures standing in a cross formation from the targeted stack.



Teleportation

SP Cost: 8

The Teleportation spell, when cast on one of the hero's stacks, causes the creatures to be automatically moved to a different square on the battle grid. This is a good way to escape situations where a stack is cornered or surrounded, but there is the risk that the stack will be moved right next to another enemy stack.



Word of Light

SP Cost: 11

Word of Light delivers extreme damage to creatures from the Necropolis and Inferno factions. The power of the Word of Light is difficult to negate, even by strong undead or damned creatures.



Summoning Magic

Summoning Magic brings into this world what was once not. Hero cannot be expected to have everything they need to secure victory always at hand, so this special magic acts as an ethereal shortcut that can be used whenever necessary. Heroes can summon transportation or will themselves to other points in the world, as well as coax allies, such as powerful elemental creatures, into this realm from ones beyond.

Arcane Armor

SP Cost: 10

When the hero casts Arcane Armor on one of his or her stacks, the affected creatures are given extra resistance to any damage from an enemy attack. The benefits of Arcane Armor work against melee, ranged, or magic attacks.



Conjure Phoenix

SP Cost: 20

Enlighten your army by conjuring a single phoenix from the ether. The phoenix will fight alongside your forces for the duration of battle or until the creature is destroyed.



Firewall

SP Cost: 8

Firewall conjures a blazing wall of flames on a selected area of the battlefield that lasts for several turns, dealing fire damage to any creature (friendly or enemy) caught in the inferno.



Vessel of Shalassa

SP Cost: 4

When cast on the overworld map, Vessel of Shalassa calls the closest unoccupied boat to the hero's location. However, the spell has a limited range and if there are no boats in the near vicinity, the hero receives no ride and still loses the Spell points.



Fire Trap

SP Cost: 8

The Fire Trap spell peppers the battlefield with a number of explosive measures. The hero that casts the spell can see the mines at all times, but the enemy stacks cannot. Should any creatures move on a square occupied by a land mine, they suffer damage.



Fist of Wrath

SP Cost: 5

Fist of Wrath conjures an ethereal fist that swoops across the battlefield and liberally pounds an entire stack of enemies.



If the battle unfolds on a faction's native territory, the hero can see the explosives placed by an enemy's casting of **Land Mine**. For example, if a Haven hero battles on grass, all of the explosives will be seen.

Summon Creatures

SP Cost: —

Summon Creatures summons fresh troops from the nearest friendly city into your hero's army.



Wasp Swarm

SP Cost: 5

Wasp Swarm affects an enemy stack's ability to take turns during the course of a battle. The stack affected by Wasp Swarm will lose its next turn, no matter how close it was to the front of the IB meter. Future turns take much longer for the affected enemy stack.



Phantom Forces

SP Cost: 6

The Phantom Forces spell is only cast on the hero's own stacks. It causes an illusion of the stack to appear on the battlefield in an effort to confuse the enemy army. The "phantom" stack mirrors the movements of the target stack, sometimes tricking enemies into attacking nothing.



Earthquake

SP Cost: 7

Earthquake is used against enemy strongholds, like fortresses and castles. The Earthquake spell affects the entire battlefield, shaking the foundation of any enemy fortifications and causes great damage. This is an excellent spell for objectives that require the hero to lay siege to enemy footholds.



Raise Dead

SP Cost: 6

Raise Dead can only be used on the hero's stacks. The Animate Dead heals and resurrects fallen undead creatures, like skeletons and walking dead.



Summon Elementals

SP Cost: 10

This magic spell allows a hero to summon elementals that then fight for the hero's cause. The elemental brought into the battle is determined by the type of terrain where the battle is taking place.



Instant Travel

SP Cost: 15

Instant Travel works not entirely unlike the Teleportation spell, except that it affects the hero on the overworld map. Casting Instant Travel rips open a rift in the fabric of space, hurtling the hero to another spot on the map.



Town Portal

SP Cost: 20

Town Portal is similar to Instant Travel, except that instead of repositioning the hero randomly elsewhere on the map, this magic spell immediately teleports the hero to the nearest friendly town.



Artifact Catalog

The Artifacts

Even heroes need a little assistance—which is why artifacts are extremely important when facing off against ultra-powerful enemies or trying to complete objectives within a certain period of time. Artifacts are blessed or magical objects that can be collected, deposited in your hero's personal inventory, and then carried or worn when needed. Artifacts are found in several places, such as on the overworld map or in treasure chests guarded by enemy creatures.

tip

Artifacts on the overworld map can sometimes be obscured by trees or rocks. Rotate the camera to glimpse the hidden items.



On the overworld map, artifacts appear fairly large, for easy spotting. To pick up the artifact, simply direct your hero toward it and click on it with the left mouse button.

There are many artifacts to be found. Within this "Artifact Catalog" section, they are broken down by function into lists that explain each item's function in detail and tells how to hold or wear it. The following explains the categories of the catalog lists:

Name: The name of the artifact as it appears in the inventory.

Category: The level of power assigned to the artifact. Artifacts with a minor rating are lesser artifacts and are mostly disposable. Major artifacts possess real value. Relics are extremely rare, and valuable artifacts should be cherished.

Slot: Where to wear or hold the artifact. Artifacts can be worn on the back, chest, legs, or fingers, or held in the hands. Some artifacts are effective even if they are just stashed in your hero's inventory. Those artifacts are listed as "inventory." Your hero may wear only one artifact at a time on the head, chest, or legs, and carry only one artifact at a time in the main hand.

Effect: The effect that possession of the artifact has on the hero or enemy.

caution

Remember, your hero can carry a lot of artifacts in his or her inventory, but can wear or hold only a few of them. Experiment with different



combinations of artifacts to decide the most potent combination for your needs, especially if you are leading your hero into a multiplayer game.

Artifact Lists

note

Any artifact that both affects hero statistics and negates the effects of enemy magic is listed in the statistic-affecting artifact table.

Spell-Granting Artifacts

Some artifacts unlock a new magic spell for the hero to use later, or allow the hero a certain number of uses for a specific spell, such as the Wand of Earthquake. Once all of the uses are gone, the artifact disappears from the hero's inventory.

Spell-granting artifacts are useful for heroes with limited access to magic, or for heroes who are going into battle against enemies vulnerable to specific types of magic. The Wand of Ice Bolt lets a hero enjoy the power of the Ice Bolt spell, for example, without actually having to know the spell.

Spell-Granting Artifacts

Name	Category	Slot	Effect
Scroll of Magical Immunity	Major	Any Hand	Makes the Magic Ward spell available in hero's spellbook
Scroll of Rage	Major	Any Hand	Makes the Frenzy spell available in hero's spellbook
Scroll of Blindness	Major	Any Hand	Makes the Blindness spell available in hero's spellbook
Scroll of Chain Lightning	Major	Any Hand	Makes the Chain Lightning spell available in hero's spellbook
Scroll of Instant Travel	Major	Any Hand	Makes the Instant Travel spell available in hero's spellbook
Scroll of Fireball	Major	Any Hand	Makes the Fireball spell available in hero's spellbook
Scroll of Confusion	Major	Any Hand	Makes the Confusion spell available in hero's spellbook
Scroll of Meteor Shower	Major	Any Hand	Makes the Meteor Shower spell available in hero's spellbook
Scroll of Elemental Summoning	Major	Any Hand	Makes the Elemental Summoning spell available in hero's spellbook
Scroll of Teleportation	Major	Any Hand	Makes the Teleportation spell available in hero's spellbook
Wand of Vulnerability	Minor	Any Hand	Grants ten uses of the Vulnerability spell
Wand of Earthquake	Minor	Any Hand	Grants three uses of the Earthquake spell
Wand of Circle of Winter	Minor	Any Hand	Grants three uses of the Circle of Winter spell
Wand of Speed	Minor	Any Hand	Grants five uses of the Haste spell
Wand of Ice Bolts	Minor	Any Hand	Grants three uses of the Ice Bolt spell
Wand of Eldritch Arrows	Minor	Any Hand	Grants six uses of the Eldritch Arrows spell
Wand of Phantom Forces	Minor	Any Hand	Grants six uses of the Phantom Forces spell
Wand of Weariness	Minor	Any Hand	Grants five uses of the Weariness spell
Wand of Endurance	Minor	Any Hand	Grants four uses of the Endurance spell
Wand of Suffering	Minor	Any Hand	Grants five uses of the Suffering spell

Statistic-Affecting Artifacts

Some artifacts affect the hero's personal statistics, such as increasing Attack or Luck. Some artifacts also affect your enemy's statistics, such as lowering their Luck. The amount of experience points gained from a battle can also be affected by a handful of artifacts. (If the artifact has a dual function, it will also negate some form of enemy magic.) The artifact cannot just be in the hero's inventory, however; it must be worn for the effect to take place.

Statistic-affecting artifacts are useful for making up for any of your hero's deficiencies, or if you know you are about to march into battle against a particularly difficult foe. If you're going up against a hot-headed creature from the Inferno faction, for example, the Dragon Flame Tongue would be useful. It not only enhances your Defense stat, but it also helps negate the potency of fire-based spells, which many Inferno creatures have access to.

If you want to level-up a little faster and teach your hero new abilities, the Chain Mail of Enlightenment is an excellent artifact to have. It adds extra Experience points after each battle, making those desirable level increases more frequent.

Statistic-Affecting Artifacts

Name	Category	Slot	Effect
Armor of the Forgotten Hero	Relic	Chest	Grants +2 to all statistics (i.e., Luck, Morale) and 20 percent resistance to enemy magic while worn
Armor of Valor	Major	Chest	Grants +2 Defense and +2 Morale as long as it is worn
Axe of the Mountain Lords	Major	Main Hand	Grants +4 Attack to hero while artifact is held
Breastplate of Eldtrich Might	Minor	Chest	Grants +2 Spell Power to hero as long as artifact is worn
Cape of the Lion's Mane	Major	Back	Grants +2 Morale to hero while artifact is held
Cloak of Death's Shadow	Relic	Back	Decreases enemy Luck by 2 and Morale by 2 while artifact is worn
Crown of Sar-Issus	Relic	Head	Grants +6 Knowledge to hero while artifact is worn
Cuirass of the Dwarven Kings	Relic	Chest	Grants +4 Defense and immunity to Implosion spell to hero while artifact is worn
Cursed Waistband	Minor	Back	Hits enemy army with -2 Luck while worn by hero
Dragon Bone Greaves	Major	Any Hand	Grants +3 Spell Power to hero while artifact is worn
Dragon Eye Ring	Major	Finger	Grants +1 to all hero's statistics (i.e. Luck, Morale) while worn
Dragon Flame Tongue	Major	Main Hand	Grants +2 Attack and +2 Defense to stats and 50 percent resistance to enemy fire magic while worn
Dragon Scale Armor	Major	Chest	Grants +3 Attack to hero while artifact is worn
Dragon Scale Shield	Major	Inventory	Grants +3 Defense to hero while artifact is held
Dragon Talon Crown	Major	Head	Grants +3 Knowledge to hero while artifact is worn
Dragon Teeth Necklace	Major	Neck	Grants +3 Spell Power to hero while artifact is worn
Dragon Wing Mantle	Major	Back	Grants +3 Knowledge to hero while artifact is worn
Four Leaf Clover	Minor	Inventory	Grants +1 Luck to hero while artifact is held
Greaves of the Dwarven Kings	Relic	Legs	Grants +4 Attack and immunity to Slow spell to hero while artifact is worn
Golden Horseshoe	Major	Legs	Grants +2 Luck to hero while artifact is worn
Helm of Chaos	Major	Head	Trades -1 Defense for +3 Knowledge to hero while worn by hero
Helm of the Dwarven Kings	Relic	Head	Grants +4 Knowledge and immunity to Blind spell to hero while artifact is worn
Lion Crown	Relic	Head	Grants +2 Luck and +2 Morale to hero while artifact is worn
Moonblade	Major	Main Hand	Hero receives +3 Attack

Name	Category	Slot	Effect
Necklace of the Bloody Claw	Minor	Neck	Grants +2 to minimum and maximum damage of all creatures in hero's army while worn
Necklace of the Lion	Minor	Neck	Grants +1 Morale to hero while artifact is worn
Necklace of Victory	Major	Neck	Grants +2 Spell Power and +2 Attack to hero while artifact is worn
Necromancer's Helm	Minor	Head	Hero receives +2 Knowledge while artifact is worn
Ring of Celerity	Minor	Hand	Wearing the ring adds 10 percent Initiative to all hero's creatures
Ring of Speed	Relic	Finger	Grants 20 percent extra Initiative to all creatures in hero's army while artifact is worn
Ring of the Broken Spirits	Major	Finger	Decreases enemy Morale 2 points when worn by hero
Ring of Vitality	Minor	Finger	Grants additional 2 HP to all creatures in army as long as worn by hero
Robe of Sar-Issus	Relic	Chest	Grants +6 Spell Power to hero while artifact is worn
Sandals of the Blessed	Minor	Feet	Hero receives +1 to all stats
Scale Mail of Enlightenment	Major	Chest	Grants an additional 20 percent Experience points to hero after every battle
Shield of the Dwarven Kings	Relic	Inventory	Grants +4 Defense and immunity to Berserk spell to hero while artifact is worn
Staff of Ensnarement	Minor	Hand	Subtracts 20 percent Initiative from all enemy creatures in battle
Sword of Might	Minor	Main Hand	Grants +2 Attack to hero while artifact is held
Tunic of the Carved Flesh	Major	Chest	Tunic adds +3 Spell Power, but subtracts 1 Morale from hero while in use
Turban of Enlightenment	Minor	Head	Grants additional 10 percent Experience points to hero after every battle
Whispering Ring	Major	Hand	Hero's stack loses speed, but gain +2 Attack and +2 Defense
Windstrider Boots	Minor	Feet	All units in hero's army receive +1 Speed during combat

Resource-Granting Artifacts

A small cache of artifacts affects your resource management. These artifacts grant the hero extra gold or resources as long as they are being used.



These artifacts are extremely useful. Seek them out and collect them whenever possible, especially when a mission requires expensive city development.

Resource-Granting Artifacts

Name	Category	Slot	Effect
Bag of Endless Gold	Minor	Back	Automatically adds 500 gold to hero's purse per day
Cornucopia	Major	Back	Grants hero extra resources (i.e., ore, wood) at beginning of each week
Sack of Endless Gold	Major	Back	Automatically adds 1,000 gold to hero's purse per day

Magic-Affecting Artifacts

Some artifacts affect the level of damage the hero's army suffers from enemy magic. For example, the Ring of Death completely negates the power of the Holy Word spell if an enemy tries to use that spell against the hero wearing it. These artifacts must be worn to be effective.

As your heroes delve deeper into the campaigns, they encounter more enemies with access to magic. Having artifacts that negate the effects of specific magic types can really help an army survive a battle with fewer casualties. If you are going into battle against an enemy who uses lightning-based spells, for example, Trident of the Titans can decrease the potency of those spells.

Magic-Affecting Artifacts

Name	Category	Slot	Effect
Amulet of Necromancy	Relic	Neck	Adds 10 percent effectiveness to necromancy skills while artifact is held
Boots of Magical Defense	Minor	Legs	Grants 10 percent magic resistance to all creatures in army while worn by hero
Cloak of Sylanna	Minor	Back	Offers 50 percent protection from earth-based magic spells
Emerald Slippers	Minor	Feet	Add extra 50-percent damage to earth-based spells
Pendant of Conflux	Minor	Neck	For every two spell points hero uses, they automatically earn one back
Pendant of Winter's Grip	Minor	Neck	Damage from ice-based spells used against enemies increases 50 percent
Phoenix Feather Cape	Minor	Back	Damage from fire-based spells used against enemies increases 50 percent
Ring of Lightning Protection	Minor	Finger	Reduces damage from lightning-based spell by 50 percent while worn
Ring of Sar-Issus	Relic	Finger	Decreases mana cost of every spell hero casts by 50 percent while worn

Name	Category	Slot	Effect
Ring of Unrepentant	Major	Finger	Grants immunity to Holy Word spell while artifact is worn
Sandro's Cloak	Major	Back	Cloak negates any immunity enemy hero's creatures have to mind control spells
Shield of Crystal Ice	Minor	Inventory	Grants +1 Defense and 50 percent decrease in damage from fire-based spells while artifact is in inventory
Staff of Sar-Issus	Relic	Main Hand	Completely negates any magic resistance employed by enemies while held
Trident of the Titans	Minor	Inventory	Increases damage from lightning-based spells used against enemies by 50 percent

City-Affecting Artifacts

Two artifacts affect the development of cities. These artifacts are faction-specific. The Staff of Doom is used by the Necropolis faction, while the Tear of Asha is used by the Haven faction.

City-Affecting Artifacts

Name	Category	Slot	Effect
Staff of the Netherworld	Relic	Main Hand	Magically transforms enemy towns into Necropolises
Tear of Asha	Grail	Inventory	Allows hero to erect Elrath's Sentinel in a controlled city

Movement- and Penalty-Affecting Artifacts

Movement on the overworld map can be altered and affected by several artifacts. Certain artifacts grant the hero extra movement points, allowing him or her to cover more ground each day. Other artifacts in this collection affect enemy movement, such as Retreat and Initiative, during a battle.

Many missions have objectives that must be completed in specific periods of time. An artifact like the Boots of the Swift Journey allows the hero to cover ground faster on the overworld map—and in a mission that requires you to hoof it in a hurry, this artifact can be a real life saver. Another artifact, the All-Seeing Crown, pushes back the fog that obscures the map, allowing you to see upcoming obstacles and enemies and thus move more easily.

Initiative-affecting artifacts really help in battles. Anything that slows your enemies prevents them from getting in as many moves and attacks on your creatures, allowing you to get in more attacks of your own.

Movement- and Penalty-Affecting Artifacts

Name	Category	Slot	Effect
All-Seeing Crown	Major	Head	Grants hero 25 percent extra field of vision on overworld map while worn
Angel Wings	Relic	Back	Allows hero to fly over land on overworld map while worn
Boots of the Swift Journey	Major	Legs	Grants 25 percent additional Movement points to hero while traveling over land
Boots of the Open Road	Major	Legs	Hero receives no penalties when moving across difficult terrain
Sextant of Sea Elves	Minor	Inventory	Grants 25 percent additional Movement points to hero while traveling over water
Shackles of the Last Man	Relic	Inventory	Artifact prohibits both enemy's army and hero's army from retreating from a battle
Staff of Ensnarement	Relic	Neck	Decreases enemy creature Initiative by 20 percent while artifact is held
Unicorn Horn Bow	Minor	Inventory	Ranged attacks from shooters in hero's army not affected by penalties



Urban Planning

Building Catalog

Each faction has its own city, and a plan for that city. Each city may have some of the same structures, such as the civic center and the marketplace, but the general progression of the city from minor township to capitol of an empire varies from faction to faction. (You can always view your cities' plans by clicking on the City Plan button from the Build wheel.)

To help you plot the course of your city development, we have outlined the general plan of each faction's metropolis, with a full description of each building, the number of town points required to build it, and what kind of expenditures you must plan for.

You must budget not only gold, the most common currency in the land, but also natural resources, like wood and crystals, and keep track of them according to which faction you represent. Whereas one faction primarily uses only wood and ore, another faction cannot evolve without benefit of sulfur and gems. Knowing in advance which resource-generating overworld features must be discovered and rigorously defended helps you in the course of each campaign. Nothing is worse than pushing your enemy into retreat, only to lack the resources needed to build the creature recruitment structure that would allow you to finish that enemy off once and for all.

Here is the legend for the lists of buildings for each faction:

Name: The name of the building as it appears on the City Plan.

Cost: The cost of erecting the building. The amount of gold always appears first, followed by any resource requirements.

Town Points: The number of town points needed before the building can be erected. If no points are listed, the structure is available right away.

Required Building(s): The structures that must be in place before the building can be erected. If nothing is listed, there are no prerequisite buildings.

Function: The function of the erected building.

Each faction's building list is also accompanied by a series of tips to consider when planning the city's course. Should you erect some buildings before others? Should certain rare resources be saved for one building rather than used on another? What is the cheapest way to get town points, so you can upgrade your civic center? Keep these suggestions in mind, especially in a multiplayer match, where time is of the essence.

tip

Before committing your gold and resources in building up your city, consider these points:

- ◆ You cannot buy and sell resources until you build the marketplace.
- ◆ You cannot hire additional heroes until you build the tavern.
- ◆ You cannot buy a war machine in town until you build a blacksmith. Each faction has a war machine that their blacksmith specializes in, which is cheaper than the other war machines.
- ◆ You cannot buy a ship in town until you build the shipyards.
- ◆ You can only build a shipyard in a town located directly on the waterfront.
- ◆ You cannot acquire new magic in town until you at least build the magic guild 1.
- ◆ You can build only one capitol civic center during an entire mission—only one city in a kingdom can be the center of all government.



Building Requirements

Two very specific factors can block or unlock the ability to construct certain buildings. Many town improvements have a prerequisite building that must be erected in a previous turn before the next improvement is available. In a sense, these buildings are “chained.” For example, the city hall can be built only after the town hall has been constructed.

Almost every building has a specific number of town points associated with it, and until you have that many town points, you cannot erect the building, even if you have already built the required civic center. At the top of the City Plan, you see the Town Level. The Town Level is equal to the number of town points you have in that town. (Town points are not transferable between cities.) Every building you construct gives you a town point. If you have nine buildings, your Town Level is 9.



Universal Buildings

There are a series of universal buildings that can be built in any faction city, from Haven to Academy. Even though the buildings may look different once constructed—every faction has their preferred style of architecture—they all have the same function, the same costs, and the same building prerequisites.



Civic Center

Civic centers are government buildings erected for the sole purpose of generating daily revenue through the collection of taxes. Every day, they deposit a specific amount of gold in your purse, which can be used to recruit creatures, commission additional town improvements, or buy artifacts. There are four civic centers you can construct in towns that you manage to capture over the course of a mission. Building civic centers is expensive, but you will soon discover that the initial outlay of gold is worth it. These buildings tend to pay for themselves in just a few turns, so if you can endure the temporary financial hardship, make these centers a priority build.

Village Hall

Cost: —

Town Points: —

Required Building(s): —

Function: The village hall allows you to purchase certain city structures as well as deposit 500 gold in your purse every day.

Town Hall

Cost: 2,000

Town Points: 3

Required Building(s): Village Hall

Function: The town hall allows you to purchase certain city structures and earns you 1,000 gold per day.

City Hall

Cost: 5,000

Town Points: 9

Required Building(s): Town Hall

Function: The city hall allows you to purchase certain city structures and earns you 2,000 gold per day.

Capitol

Cost: 10,000

Town Points: 15

Required Building(s): City Hall

Function: The capitol is the towering civil achievement of the city, enabling the purchase of certain city structures and earning you 4,000 gold per day. Only one capitol can be built per mission.

City Defenses

You must protect your assets from other heroes that attempt to sack your cities. Leaving a strong garrison at the front gates is certainly the first step to defending a city, but there are three levels of fortifications that can be also be erected. These defenses cannot be damaged by creatures—they can only be destroyed by repeat attacks from a catapult. In addition to protecting a township, the defenses also increase the number of creatures you can recruit in the same town per week.

Fort

Cost: 5,000, 10 wood

Town Points: 6

Required Building(s): Town Hall

Function: The fort provides the town with defensive walls in the event of an enemy siege. It also enables the actual hiring of creatures.

Citadel

Cost: 5,000, 10 ore

Town Points: 9

Required Building(s): Fort

Function: The citadel increases the growth of low-tier creatures by 50 percent while adding a moat-like terrain to bolster the town's defenses.

Castle

Cost: 5,000, 10 ore, 10 wood

Town Points: 12

Required Building(s): Citadel

Function: The castle augments city defenses by adding two arrow towers, and doubles low-tier creature growth.

Commerce

In addition to building defenses and recruiting both creatures, there are many opportunities for developing businesses in your towns. These universal buildings provide necessities, such as hired heroes, war machines to help with military campaigns, additional resources, and seafaring transportation.



Marketplace

Cost: 500, 5 wood

Town Points: —

Required Building(s): Village Hall

Function: The marketplace enables heroes to buy and sell resources in towns.

Resource Silo

Cost: 5000, 5 ore

Town Points: —

Required Building(s): Marketplace

Function: The resource silo provides you with an extra unit of a specific resource per day. Each faction earns a different resource from the silo: Haven, crystal; Academy, gem; Necropolis, mercury; Dungeon, sulfur; Inferno, sulfur; Sylvan, gem.

Blacksmith

Cost: 1,000, 5 wood

Town Points: —

Required Building(s): Village Hall

Function: The blacksmith allows heroes to purchase war machines while visiting the town. Each faction's blacksmith specializes in a different type of war machine: Haven, ballista; Academy, ammo cart; Necropolis, first aid tent; Dungeon, ammo cart; Inferno, ballista; Sylvan, first aid tent.



Since the war machines your blacksmith doesn't specialize in are expensive, it may be wiser to seek out war machine factories on the overworld map.

Tavern

Cost: 500, 5 wood

Town Points: —

Required Building(s): Village Hall

Function: The tavern is a place where heroes meet and offer their services for hire. Installing a tavern increases the morale of creatures defending a city by 1.

Shipyards

Cost: 2,000, 20 wood

Town Points: 12

Required Building(s): —

Function: The shipyards allow heroes to purchase ships for travel over sea. Each ship costs 1,000 gold and 10 wood. Purchased ships appear at the shoreline near the town. Shipyards cannot be built in landlocked cities.

Magic Guilds

The arcane secrets of the great wizards of old are contained in the magic guilds. Construct these mystical buildings to unlock magic spells from the circle of magic that corresponds with the level of the magic guild. There are five magic guilds, and each one is more expensive to erect than the last—but the magical rewards are certainly worth the expenditure. Once a magic guild has been installed in a town, a visiting hero can arrive at the front gates and drink in the knowledge, instantly learning the newly unlocked spells.



Magic Guild 1

Cost: 2,000, 5 ore, 5 wood

Town Points: 3

Required Building(s): —

Function: The magic guild 1 allows visiting heroes to learn magic spells kept within the structure. It hosts three randomly chosen spells from the first circle of magic.

Magic Guild 2

Cost: 1,000 gold, 5 wood, 5 ore, 1 mercury, 1 crystal, 1 sulfur, 1 gem

Town Points: 6

Required Building(s): Magic Guild 1

Function: The magic guild 2 allows visiting heroes to learn magic spells kept within the structure. It hosts two randomly chosen spells from the second circle of magic.

Magic Guild 3

Cost: 1,000, 5 wood, 5 ore, 3 mercury, 3 crystal, 3 sulfur, 3 gem

Town Points: 9

Required Building(s): Magic Guild 2

Function: The magic guild 3 allows visiting heroes to learn magic spells kept within the structure. It hosts two randomly chosen spells from the third circle of magic.

Magic Guild 4

Cost: 1,000, 5 wood, 5 ore, 5 mercury, 5 crystal, 5 sulfur, 5 gem

Town Points: 12

Required Building(s): Magic Guild 3

Function: The magic guild 4 allows visiting heroes to learn magic spells kept within the structure. It hosts one randomly chosen spell from the fourth circle of magic.

Magic Guild 5

Cost: 1,000, 5 wood, 5 ore, 10 mercury, 10 crystal, 10 sulfur, 10 gem

Town Points: 15

Required Building(s): Magic Guild 4

Function: The magic guild 5 allows visiting heroes to learn magic spells kept within the structure. It hosts one randomly chosen spell from the fifth circle of magic.

Haven

Haven cities most resemble medieval metropolises, with massive stone structures in the center of town, surrounded on all sides by armories, houses, and commercial buildings. The chief structure is built on a hilltop—not unlike many real-world castles, like the imposing Edinburgh Castle in Scotland. On the overworld map, Haven cities appear with giant circular walls, but these provide no real protection. To properly protect a Haven city, you must buy defenses like the fort and the castle. Once those have been erected, those walls that enemy heroes see from the outside will have some real substance.



Overworld map view of Haven town



Exterior view of town

As you can see from the Haven City Plan, the town growth is fairly straightforward (other faction cities sometimes require that certain structures be built before the civic center can be upgraded). Always keep on top of civic centers, because they open the opportunity for your hero to recruit higher-tier creatures, like cavaliers and angels. Key buildings include the training grounds, stables, and magic guild 1.



Haven City Plan

- ◆ The majority of Haven structures are made of stone and wood, so Haven heroes must strive to capture and maintain control over wood- and ore-generating map features, like the sawmill.
- ◆ The monastery is the only Haven building that requires the use of sulfur and mercury. As tempting as it may be to neglect seeking out these resources, note that angels and archangels—the most powerful Haven creatures—can be recruited only after the monastery has been built.
- ◆ Haven cities are more workmanlike than the other faction metropolises. The majority of structures are dedicated to advancing the war effort or bolstering commerce.
- ◆ Haven cities have unique training buildings, like the training grounds, that assist in advancing creatures from low to high tier. If you want to acquire higher-level Haven creatures, such as the paladin and royal griffin, invest in training buildings as soon as possible.
- ◆ Make erecting the peasant huts an early priority. Peasants are cheap, weak creatures, but make a formidable fighting force when grouped in large numbers. They also pay taxes to the hero every day, bolstering your bottom line.
- ◆ Get the archer tower up as soon as possible. That building unlocks the ability to recruit archers, which are effective ranged attackers that help you during the early stages of a mission.

- ◆ The blacksmith can provide ballistas, which work exceptionally well against sizable enemy armies. It is worth the early expense to get one of these war machines into your mobile army.
- ◆ The jousting arena takes some time and effort to build, but make it a goal. Getting access to cavaliers, and especially paladins, really turns your army into a fearsome force.
- ◆ Stables are useful for more than just enabling the jousting arena. Having extra movement for an entire week really helps you further the reach of your empire, and it provides a reason to come back to your city. Never return just for extra movement, though. Pick up additional creatures every time you are in town.

Building List

Peasant Huts

Cost: 500

Town Points: —

Required Building(s): Village Hall

Function: The peasant huts allow you to recruit peasants into your hero's armies.

Peasant Cabins

Cost: 1,500

Town Points: 3

Required Building(s): —

Function: The peasant cabins allow you to enlist conscripts into your hero's army.

Barracks

Cost: 1,500, 5 ore

Town Points: 3

Required Building(s): Blacksmith

Function: Barracks allow heroes to draft footmen into their armies.

Garrison

Cost: 3,000, 5 wood, 5 ore

Town Points: 3

Required Building(s): Barracks

Function: Installing a garrison in a Haven city enables the recruitment of squires into your armies.

Archer Tower

Cost: 1,200, 5 ore

Town Points: 3

Required Building(s): Town Hall

Function: The archer tower is where archers train before being drafted into a hero's army.

Marksman Tower

Cost: 2,700, 5 ore

Town Points: 3

Required Building(s): Archer Tower

Function: With the marksman tower, heroes can begin recruiting marksmen into their armies.

Griffin Tower

Cost: 2,500, 10 ore, 5 wood

Town Points: 6

Required Building(s): —

Function: The majestic griffin tower allows heroes to call down griffins and employ them for use in their armies.

Griffin Bastion

Cost: 6,000, 5 wood, 10 ore

Town Points: 6

Required Building(s): Griffin Tower

Function: This improvement on the Griffin Tower calls down imperial griffins for use in your hero's army.

Monastery

Cost: 3,000, 2 crystal, 2 gem, 2 mercury, 5 ore, 2 sulfur

Town Points: 9

Required Building(s): Magic Guild 1

Function: The monastery enables the hero to recruit priests into his army.

Cathedral

Cost: 8,000, 5 ore, 3 mercury, 3 crystal, 3 sulfur, 3 gem

Town Points: 9

Required Building(s): Monastery

Function: Pique the interest of grand inquisitors with this building, tempting them with employ in your great army.

Jousting Arena

Cost: 6,000, 10 crystal, 10 wood

Town Points: 12

Required Building(s): City Hall

Function: The jousting arena is where cavaliers prove their worth and are drafted in a hero's army.

Order of Paladins

Cost: 10,000, 10 wood, 10 crystal

Town Points: 12

Required Building(s): Jousting Arena

Function: Paladins will offer their services every week at this ornate building.

Altar of Light

Cost: 20,000, 15 ore

Town Points: 15

Required Building(s): Capitol, Monastery

Function: The altar of light allows heroes to recruit angels in their armies.

Altar of Heaven

Cost: 30,000, 20 ore

Town Points: 15

Required Building(s): Altar of Light

Function: Archangels will descend from their host and pledge their services to you at the wondrous altar of heaven.

Farms

Cost: 1,000

Town Points: 3

Required Building(s): Town Hall, Peasant Huts

Function: Farms boost production of peasants and conscripts per week.

Training Grounds

Cost: 3,500, 5 ore, 10 wood

Town Points: 6

Required Building(s): Town Hall

Function: Training grounds support the hero's training ability, allowing troops to be trained into the higher tier.

Military Academy

Cost: 5,000, 10 ore

Town Points: 9

Required Building(s): Training Grounds

Function: The military academy further supports the hero's training ability, reducing the cost of boosting troops into higher tiers.

Stables

Cost: 2,000, 5 ore, 5 wood

Town Points: 9

Required Building(s): City Hall

Function: The stables grant any visiting hero extra movement points for the remainder of the week, allowing more travel on the overworld map.

Elrath's Sentinel

Cost: Tears of Asha

Town Points: —

Required Building(s): Capitol

Function: The towering sentinel catches the morning sunlight, bathing the entire city in grace. This wonder increases weekly creature growth by 50 percent, fills your coffers with an additional 5,000 gold each day, and boosts the Luck of all heroes for the Haven faction.

Inferno

The cracked tower in the center of every Inferno metropolis belches smoke and brimstone, evidence of the hell-bent inhabitants who call the city home. Inferno cities are built on platforms teetering over pools of bubbling lava, but not until you build the citadel enhancement does the moat of molten earth provide decent defense.

Inferno architecture is beautiful, in its own deliciously evil way. Demons seem to be fans of the classic school of architecture, with lots of columns and arches. But there has always been a strange sense of order to Inferno—even if they worship chaos, they seem to like everything in their cities in just the right place.



Overworld map view of Inferno city



Exterior view of town

Town growth within Inferno is almost as well ordered as that in Haven. No buildings must be erected between advancements on the civic centers, and the marketplace, tavern, and blacksmith are all available from the founding of the city.

Always drive to advance civic center construction, because one of the rewards for establishing a capitol is the ability to enlist the services of devils. These terrible titans can turn a battle around. Key buildings include the magic guild 1, burning stables, and temple of the fallen.



Inferno City Plan

- ◆ Sulfur is a precious resource for Inferno city builders. Most of the buildings require the resource, which is not always in plentiful supply on the overworld map. Seek it out whenever possible, because if production of sulfur is stalled, so is the advancement of the city.
- ◆ Erect the magic guild 1 as soon as possible. Without it, you cannot recruit succubi and pit fiends, both pivotal creatures in the Inferno army.

- ◆ Familiars are the first creatures you can recruit, but unless you have them en masse, they are not effective in battle. Stay on top of city construction every turn until you can start recruiting stronger creatures.
- ◆ If you are fighting an enemy with serious designs on conquering your city, build the gates of chaos to help keep them at bay.

Building List

Gates of Chaos

Cost: 1,000, 2 ore, 2 sulfur

Town Points: 3

Required Building(s): —

Function: The gates of chaos increases the rate of gating by 30 percent and damns heroes attempting to lay siege with -2 Luck.

Sacrificial Pit

Cost: 2,000, 5 crystal, 5 gem, 5 sulfur

Town Points: 12

Required Building(s): Citadel

Function: Heroes can throw their creatures into this infernal pit, receiving additional experience points in exchange for the fiery sacrifice.

Hall of Temptations

Cost: 2,000, 3 mercury, 5 ore, 3 sulfur, 5 wood

Town Points: 9

Required Building(s): Magic Guild 1

Function: From these diabolical halls, heroes can recruit the talents of the succubi.

Hall of Sins

Cost: 5,000, 5 mercury, 3 crystal, 5 sulfur, 3 gem

Town Points: 9

Required Building(s): Hall of Temptations

Function: The temptresses of hell, the succubus mistresses, pledge their support to your army at this wicked hall.

Heart of the Pit

Cost: 5,000, 5 crystal, 5 mercury, 10 ore

Town Points: 12

Required Building(s): Hall of Temptations

Function: Pit fiends offer their services inside their wicked hall.

Heart of the Abyss

Cost: 9,000, 10 ore, 10 mercury, 5 crystal

Town Points: 12

Required Building(s): Heart of the Pit

Function: Pit lords are called to duty from the abyss at this infernal structure.

Howling Kennels

Cost: 1,200, 2 sulfur, 5 wood

Town Points: 6

Required Building(s): Tavern

Function: The howls of hell hounds flood the kennels, as the dastardly dogs wait to be adopted into armies.

Raging Kennels

Cost: 2,500, 10 wood, 5 sulfur

Town Points: 6

Required Building(s): Howling Kennels

Function: Mighty packs of cerberi practice their obedience at this kennel, waiting for a visiting hero to hire them.

Burning Stables

Cost: 2500, 5 gem, 5 ore, 5 sulfur, 5 wood

Town Points: 9

Required Building(s): —

Function: The burning stables are where heroes can recruit hell chargers.

Blazing Stables

Cost: 7,000, 5 ore, 10 sulfur, 5 gem

Town Points: 9

Required Building(s): Burning Stables

Function: Nightmares are corralled at the blazing stables, waiting idly for heroes to ride them into servitude.

Halls of Horror

Cost: 1000, 5 ore, 5 sulfur

Town Points: 15

Required Building(s): Burning Stables

Function: The halls of horror increase the weekly production of nightmares and frightful nightmares by 1.

Imp Crucible

Cost: 400, 5 ore

Town Points: —

Required Building(s): —

Function: Imps can be recruited once the imp crucible has been erected.

Familiar Crucible

Cost: 1,200, 5 ore

Town Points: —

Required Building(s): Imp Crucible

Function: Familiars make themselves available for visiting heroes to enlist.

Demon Tower

Cost: 1,000, 5 wood

Town Points: 3

Required Building(s): —

Function: The demon tower allows you to recruit horned demons into your armies.

Demon Bastion

Cost: 2,500, 10 wood, 5 ore

Town Points: 3

Required Building(s): Demon Tower

Function: Horned overseers can be rustled from the hellish slumber and employed at the demon bastion.

Spawn of Chaos

Cost: 1,500, 5 sulfur

Town Points: 6

Required Building(s): Demon Gate

Function: Demon and horned demon growth are increased by 2 per week once this has been built.

Temple of the Fallen

Cost: 15,000, 5 crystal, 5 gem, 15 mercury, 10 ore, 5 sulfur

Town Points: 15

Required Building(s): —

Function: The temple of the fallen is where devils hold court. They may be recruited once this grand hall has been constructed.

Temple of the Forsaken

Cost: 25,000, 10 ore, 10 mercury

Town Points: 15

Required Building(s): Temple of the Fallen

Function: Arch devils are called forth from the halls of the temple of the forsaken, ready to offer their services to heroes.

Order of Fire

Cost: Tears of Asha

Town Points: —

Required Building(s): —

Function: This evil monstrosity increases weekly creature growth by 50 percent, fills your coffers with an additional 5,000 gold each day, and boosts the Spell Power of all heroes who fight for Inferno.

Sylvan

The Sylvan cities are built around the base of mighty, ancient trees, with trunks thick enough to house and hoist a variety of support structures. The wooded city appears like an easy one to siege from the overworld map, but don't let that fool you. With all city defenses in place and a solid garrison left behind, the elves will fight for their home just as valiantly as the humans of Haven.

All of the buildings you can erect in the Sylvan city live in harmony with the trees. No factories poison the environment or disturb the natural growth of the surrounding forest—such are the ways of the Sylvan.



Overworld map view



Exterior view of town

Civic center development continues to drive the advancement of the city, allowing builders to erect important support buildings. It is always important to keep progress steady, but with some of the strongest creatures in the Sylvan faction unavailable until significant development has occurred, you must always keep an eye on your coffers and build when you can afford it.

There are always means of earning more money, such as civic center development, so stay on top of those developments. Key buildings include the hunters cabins, mystic pond, avenger's guild, and treant arches.



Sylvan City Plan

- ◆ Aim to construct the mystic pond as soon as possible because it generates resources (albeit randomly) for the hero. Because Sylvan structures require all seven resources at some point, do whatever you can to ensure a steady stream of materials. Remember, even if the mystic pond generates something you don't need, there is no penalty for holding on to extra resources—or you can sell them at the marketplace.
- ◆ You must gather crystal and gem resources to build two important recruitment centers: the unicorn glade and the tree nest.
- ◆ Faerie trees is the first recruitment building you can erect, but you soon discover that pixies aren't the most effective fighting force. Build it, because it is a cheap way to get a town point and generate cheap creatures, but look for better troops as soon as possible, such as blade jugglers.
- ◆ Treants are absolute tanks on the battlefield and extremely useful when you need to stop an advancing enemy. Unfortunately, they are in short supply if you have just the treant arches. Upgrade with treant saplings soon after building the treant arches to hasten development of these wooden titans.

- ◆ The stone ring is one of the most expensive buildings you can erect. The actual cost in gold is low, but it requires a great deal of resources. The unicorn glade also requires gems and crystals, so consider which creature you would rather have access to first before committing the resources.
- ◆ The avenger's guild is a building unique to Sylvan, allowing heroes to select enemy creatures they want to do more damage to. The building is cheap to construct, so make it a priority so you can access the special Sylvan ability, as well as grab a cheap town point.

Building List

Battledance Terrace

Cost: 800, 5 ore, 5 wood

Town Points: 3

Required Building(s): —

Function: The battledance terrace allows you to recruit blade dancers.

Battledance Arena

Cost: 2,000, 5 wood, 2 crystal

Town Points: 3

Required Building(s): Battledance Terrace

Function: War dancers practice their skills at this arena, just waiting to be employed by a visiting hero.

Stone Ring

Cost: 1,500, 3 crystal, 3 gem, 3 mercury, 15 ore, 3 sulfur

Town Points: 9

Required Building(s): Magic Guild 1

Function: From the stone ring, heroes can recruit wise druids into their armies.

Stone Circle

Cost: 4,000, 15 ore, 5 mercury, 5 crystal, 5 sulfur, 5 gem

Town Points: 9

Required Building(s): Stone Ring

Function: Druid elders practice their magic at the stone circle, waiting to pledge their services to a visiting hero.

Mystic Pond

Cost: 500, 5 gem, 5 ore

Town Points: 3

Required Building(s): Town Hall, Marketplace

Function: The mystic pond surrenders several random units of resources at the beginning of each week.

Unicorn Glade

Cost: 2,000, 5 crystal, 5 gem

Town Points: 9

Required Building(s): —

Function: Unicorns frolic at this serene glade, waiting to be enlisted into the service of a hero.

Unicorn Garden

Cost: 6,000, 5 wood, 5 ore, 5 crystal, 5 gem

Town Points: 9

Required Building(s): Unicorn Glade

Function: Silver unicorns, more fierce in battle than regular unicorns, neigh and whinny at the garden while waiting for duty.

Sparkling Fountain

Cost: 1,000, 10 mercury

Town Points: 12

Required Building(s): Unicorn Glade

Function: The cool waters of the fountain imbue an extra 2 points of Luck for all creatures left to defend the city.

Dragon Altar

Cost: 10,000, 10 crystal, 10 gem, 5 ore, 10 sulfur, 5 wood

Town Points: 15

Required Building(s): —

Function: Green dragons lurk at the dragon altar, awaiting a request for service.

Dragon Shrine

Cost: 20,000, 5 wood, 5 ore, 20 crystal, 10 sulfur, 20 gem

Town Points: 15

Required Building(s): Dragon Altar

Function: Emerald dragons patiently idle at the shrine until a hero recruits them into service.

Faerie Trees

Cost: 300, 5 wood

Town Points: —

Required Building(s): —

Function: The faerie trees enable a hero to recruit pixies.

Faerie Wood

Cost: 900, 5 wood

Town Points: —

Required Building(s): Faerie Trees

Function: Sprites can be hired into an army at the faerie wood.

Blooming Grove

Cost: 500, 5 crystal, 5 wood

Town Points: 3

Required Building(s): Town Hall, Faerie Trees

Function: The blooming grove boosts pixie and sprite growth by 4 per week.

Hunters Cabins

Cost: 1,000, 5 ore, 5 wood

Town Points: 6

Required Building(s): Town Hall

Function: The hunters cabins allow heroes to recruit hunters.

Hunters Lodges

Cost: 2,000, 10 wood, 5 gem

Town Points: 6

Required Building(s): Hunters Cabins

Function: Master hunters, excellent ranged creatures, can be hired into duty at this facility.

Avenger's Guild

Cost: 1,000, 5 ore, 5 wood

Town Points: 9

Required Building(s): City Hall, Hunters Cabins

Function: Once built, heroes can select "favored enemies" to support the avenger special ability.

Treant Arches

Cost: 4,000, 5 mercury, 5 sulfur, 10 wood

Town Points: 12

Required Building(s): —

Function: Lofty treants can be recruited into an army once these colossal arches have been forged.

Treant Alcove

Cost: 8,000, 10 wood, 5 mercury, 5 sulfur

Town Points: 12

Required Building(s): Treant Arches

Function: Ancient treants, lumbering giants on the battlefield, can be enlisted at this wooden alcove.

Treant Saplings

Cost: 3,000, 10 mercury, 10 sulfur, 10 wood

Town Points: 15

Required Building(s): Treant Arches

Function: The treant saplings boosts treant growth by 1 per week.

Daughter of Sylanna

Cost: Tear of Asha

Town Points: —

Required Building(s): —

Function: The presence of this wooded wonder increases weekly creature growth by 50 percent, fills your coffers with an additional 5,000 gold each day, and boosts the Luck of all heroes for the Sylvan faction.

Academy

The wizards of the Academy have managed to build their cities in the sky, surrounded by magical rings. These beautiful floating metropolises are not immune from attack, though, as there is a path that leads right up to the front gate.

Each additional structure built in an Academy city further populates the base beneath the mighty civic center. It really is a handsome metropolis to build onto, with each new structure adding to the magic and majesty of these cities in the clouds.



Overworld map view



Exterior view of town

The Academy City Plan reveals just how important magic is to urban development. You cannot even build the town hall until you have constructed the magic guild 1. However, this means that more structures can be built with only the village hall in place.

In some ways, this works in your favor, as you have less expensive means of generating the town points required for the more impressive, and powerful, structures. Key buildings include the magic guild 1, arcane forge, artifact merchant, and library.



Academy City Plan

- ◆ You will need all resources available if you want to complete the Academy City Plan, but some of the best buildings have high gem requirements. These are not the most plentiful resources in Ashan, so always seek out the means of generating gems if you want to see the best an Academy city has to offer.
- ◆ The mage tower is the first step to developing two very important recruitment stations. The mage tower allows you to hire mages, and also opens the path to the silver pavilion, which is where rakshasas can be recruited for a price.
- ◆ Giants and titans are the strongest creatures in the Academy army. To recruit them, you need build the cloud coliseum. Unfortunately, the cloud coliseum is incredibly expensive (20,000 gold on top of a variety of resources!) and requires 15 town points.
- ◆ The arcane forge is unique to the Academy. It allows you to create mini-artifacts for your creatures. However, it requires all six natural resources, as well as gold.

- ◆ The artifact merchant is a good place to purchase artifacts, rather than chase them down on the overworld map. It's cheap to build, but requires both the town hall and 6 town points. And even after you build, you still have to pay gold to buy the goods within.
- ◆ The treasure cave should always be built as soon as it is available. It requires no resources, save for gold. It costs only 3,000, but since it generates 500 gold per day, it pays for itself within a week and then becomes a mint. Added benefit? It speeds djinn recruitment.
- ◆ You always need to build the library anyway if you want to recruit rakshasa ranis at the silver pavilion, but since the building rewards you with an extra magic spell at the magic guild 1, the pain of spending so many resources is lessened.
- ◆ Build those city defenses. It always seems like a no-brainer, but with so many enemy heroes angry with the wizards, you want to have that fort up and running quickly.

Building List

Arcane Forge

Cost: 3,000, 1 crystal, 1 gem, 1 mercury, 1 ore, 1 sulfur, 1 wood

Town Points: 3

Required Building(s): —

Function: The arcane forge is where wizards can use their artifice ability and construct mini-artifacts.

Golem Forge

Cost: 1,500, 2 gem, 2 mercury, 5 ore

Town Points: 3

Required Building(s): Village Hall, Blacksmith

Function: Iron golems are fabricated in the depths of the golem forge.

Golem Foundry

Cost: 3,000, 5 wood, 5 ore, 5 sulfur

Town Points: 3

Required Building(s): Golem Forge

Function: Steel golem are fashioned at the foundry so they can be used in a hero's army.

Altar of Wishes

Cost: 3,000, 10 gem, 10 ore

Town Points: 9

Required Building(s): —

Function: Once this is erected, djinns will report for duty at the pinnacle of wishes.

Pinnacle of Wishes

Cost: 8,000, 5 ore, 5 mercury, 5 crystal, 5 gem

Town Points: 9

Required Building(s): Altar of Wishes

Function: Forget lamps. Djinn sultans can be rubbed into existence at the pinnacle of wishes.

Treasure Cave

Cost: 3,000

Town Points: 12

Required Building(s): Altar of Wishes

Function: The treasure cave boosts djinn and djinn sultan growth by 2 per week, and adds an extra 500 gold to your coffers per day.

Artifact Merchant

Cost: 5,000, 5 wood

Town Points: 6

Required Building(s): Town Hall

Function: Artifacts are always for sale at the artifact merchant building.

Cloud Coliseum

Cost: 20,000, 5 crystal, 5 gem, 10 ore, 10 wood

Town Points: 15

Required Building(s): —

Function: Massive sentinels can be recruited once the cloud coliseum is erected.

Thundercloud Coliseum

Cost: 30,000, 10 wood, 10 ore, 10 crystal, 10 gem

Town Points: 15

Required Building(s): Cloud Coliseum

Function: Titans, the largest creatures of the Academy faction, are enlisted into duty at this airy coliseum.

Gremlin Workshop

Cost: 500, 5 ore

Town Points: —

Required Building(s): —

Function: Gremlins can be recruited at the workshop.

Gremlin Manufactory

Cost: 1,500, 10 ore

Town Points: —

Required Building(s): Gremlin Workshop

Function: Master gremlins are enlisted into a hero's army at the manufactory.

Stone Parapet

Cost: 1,200, 10 ore

Town Points: 3

Required Building(s): —

Function: Stone gargoyles are chiseled from rock and prepped for recruitment at this building.

Obsidian Parapet

Cost: 2,700, 10 ore

Town Points: 3

Required Building(s): Stone Parapet

Function: The blackened obsidian gargoyles are magically imbued with life at this town improvement.

Mage Tower

Cost: 2,500, 5 gem, 10 ore

Town Points: 6

Required Building(s): —

Function: The mage tower allows you to recruit mages.

Archmage Tower

Cost: 6,000, 10 wood, 5 gem

Town Points: 6

Required Building(s): Mage Tower

Function: Archmages, powerful magicians, can be recruited into your army at this majestic tower.

Library

Cost: 3,000, 2 crystal, 2 gem, 2 mercury, 2 sulfur

Town Points: 9

Required Building(s): Mage Tower

Function: The library reveals one extra spell in each circle at the magic guild 1.

Silver Pavilion

Cost: 6,000, 5 ore, 5 sulfur

Town Points: 12

Required Building(s): —

Function: The silver pavilion allows you to recruit rakshasa ranis.

Golden Pavilion

Cost: 10,000, 10 ore, 5 sulfur, 5 gem

Town Points: 12

Required Building(s): Silver Pavilion

Function: Rakshasa rajas roar into action at the golden pavilion prior to being hired into an army.

Skyship

Cost: Tear of Asha

Town Points: —

Required Building(s): —

Function: This aerial wonder increases weekly creature growth by 50 percent, fills your coffers with an additional 5,000 gold each day, and boosts the Knowledge of all heroes defending the city.

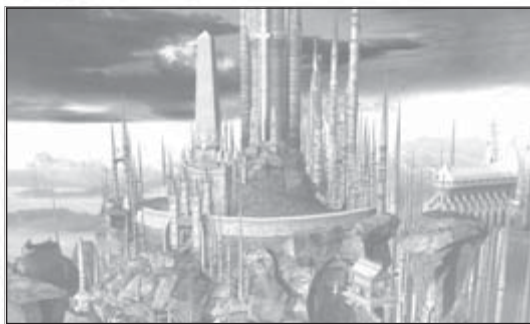
Necropolis

Piercing the night sky like a bony finger pushing its way out of a shallow grave, the Necropolis city looks like a monument to death. Every single building looks foreboding—this is appropriate because the activities within them will turn even the bravest hero's hair white.

The Necropolis city architecture is all *Sturm und Drang*, with Gothic designs that appeal to the most discriminating undead eyes, such as the vampires and wraiths who lurk within. Haunting, but strangely beautiful, the necromancers' home is one of the most pleasing to the eye in all of Ashan.



Overworld map view



Exterior view of town

The Necropolis City Plan reveals that few buildings are stand-alone constructs—they require another structure to be built before the blueprints are unlocked. The civic center progression is immediately interrupted by the forgotten crypt, so make sure you budget for it before getting too deep into planning the city's advancements.

Most recruitment buildings are also at the end of construction “chains,” so if you want to bolster your army, you have to spend a lot of money and resources before you can drop any gold on troop acquisitions. Key buildings are the unearthed graves, the crypt, and shrine of the netherworld.



Necropolis City Plan

- ◆ After developing the early buildings—tavern, blacksmith, etc.—there isn't much more to build until you have erected the town hall. And even then, that only unlocks three new buildings. The majority of city development in the Necropolis doesn't occur until you have the city hall.
- ◆ The majority of buildings require ore, wood, or both. Secure these resources as soon as possible so your city growth is uninterrupted.

- ◆ You need crystals and gems only if you want to recruit liches and dragons. Since these are some of the strongest creatures in the army, the acquisition is important, but not until a little later in city development. The mausoleum and dragon graveyards aren't even available until you have built the city hall.
- ◆ Building the fort is always a priority, but you cannot build the ruined tower without it. Manes are recruited from the ruined tower, and since these creatures can often rush enemies without taking much damage (their Incorporeal ability makes them hard to hit), they are a good backbone for the army.
- ◆ The necromancy amplifier is unique to this faction. Gathering enough sulfur to build can be tricky, but if you plan on using a lot of the skills that come with the Necromancy ability, the building is a must-have. Remember, each one you build adds 10 percent to effectiveness.
- ◆ The shrine of the netherworld serves two important purposes. You can create undead troops here, but it is also the gateway to recruiting wights (and wraiths later on) at the forlorn hall.
- ◆ After building the dragon graveyard, quickly build the dragon tombstone. It doesn't require the complex mixture of resources that the dragon graveyard demands, but it does speed the generation of dragons for recruitment. Since these are such powerful beasts, you want as many as you can reasonably afford.

Building List

Crypt

Cost: 800, 5 ore

Town Points: 3

Required Building(s): —

Function: Zombies can be recruited once the crypt has been built.

Festering Crypt

Cost: 2,000, 5 ore, 3 mercury

Town Points: 3

Required Building(s): Crypt

Function: Plague zombies, shambling undead warriors, are enlisted into armies at this crypt.

Ruined Tower

Cost: 1,000, 5 ore, 5 wood

Town Points: 6

Required Building(s): Fort

Function: Restless ghosts can be enlisted in your army at the ruined tower.

Haunted Tower

Cost: 2,000, 5 wood, 5 ore, 5 mercury

Town Points: 6

Required Building(s): Ruined Tower

Function: Spectres rise from their graves to join your army at this building.

Dragon Graveyard

Cost: 15,000, 5 crystal, 5 gem, 5 mercury, 10 ore, 20 wood

Town Points: 15

Required Building(s): —

Function: The dragon graveyard permits the recruitment of bone dragons.

Dragon Vault

Cost: 20,000, 20 wood, 15 ore, 15 mercury, 5 crystal, 5 gem

Town Points: 15

Required Building(s): Dragon Graveyard

Function: Spectral dragons slink from the shadows to join your army at the dragon vault.

Vampire Mansion

Cost: 1,500, 5 mercury, 10 ore, 5 wood

Town Points: 9

Required Building(s): Tavern

Function: Vampires emerge from their slumber at the mansion, ready to serve.

Vampire Palace

Cost: 4,000, 10 wood, 10 ore, 5 crystal, 5 gem

Town Points: 9

Required Building(s): Vampire Mansion

Function: Vampire lords gather to discuss vampiric legends and lore at the palace until a hero comes calling.

Necromancy Amplifier

Cost: 1,000, 10 sulfur

Town Points: 6

Required Building(s): Magic Guild 1

Function: The amplifier boosts the necromancy ability by 10 percent. Each additional city with a necromancy amplifier adds another 10 percent.

Sepulcher

Cost: 2,000, 5 crystal, 5 gem, 10 ore, 5 sulfur

Town Points: 9

Required Building(s): Necromancy Amplifier

Function: The sepulcher allows you to recruit liches.

Mausoleum

Cost: 6,000, 10 ore, 5 crystal, 5 sulfur, 5 gem

Town Points: 9

Required Building(s): Sepulcher

Function: Archliches chatter as they wait to be enlisted in an army at the mausoleum.

Dragon Tombstone

Cost: 3,000, 5 mercury, 10 ore

Town Points: 15

Required Building(s): —

Function: The dragon tombstone boosts production of bone dragons and spectral dragons by 1 per week.

Graveyard

Cost: 300, 5 ore

Town Points: —

Required Building(s): Village Hall

Function: The bony skeletons bow and offer their services at the graveyard.

Boneyard

Cost: 900, 5 ore

Town Points: —

Required Building(s): Graveyard

Function: Skeleton archers practice their aim while waiting to be employed at the boneyard.

Unearthed Graves

Cost: 500, 5 sulfur

Town Points: 6

Required Building(s): Graveyard

Function: This boosts skeleton and skeleton archer growth by 6 per week.

Shrine of the Netherworld

Cost: 1,000, 5 ore

Town Points: 9

Required Building(s): —

Function: The shadow of this cursed place reduces the morale of attacking heroes by 2. It also allows the transformation of undead creatures to a higher tier if the creature-generating building has been erected.

Forlorn Hall

Cost: 4,000, 5 mercury, 5 ore, 5 wood

Town Points: 12

Required Building(s): Shrine of the Netherworld

Function: Wights can be recruited at the forlorn hall.

Forlorn Cathedral

Cost: 8,000, 10 wood, 10 ore, 5 mercury, 5 crystal

Town Points: 12

Required Building(s): Forlorn Hall

Function: Ghostly wraiths sharpen their scythes until a visiting hero gives them employment.

Tomb of the Lost

Cost: Tears of Asha

Town Points: —

Required Building(s): —

Function: This monument to journey beyond death increases weekly creature growth by 50 percent, fills your coffers with an additional 5,000 gold each day, and boosts the Necromancy ability of all heroes for the Necropolis faction.



Dungeon

Deep beneath the crust, the Dungeon metropolises thrive. Built on the massive pillars and stalactites, the dark elves' cities expand in every direction. However, the Dungeon faction only picks the largest caverns to populate, guaranteeing they have enough space to build all of the required support buildings that keep their dark armies fully stocked with enough creatures to make topside raids successful.

It's interesting to watch the development of a Dungeon city, as it defies gravity almost every step of the way—but such wonders are the benefits of making a pact with the faceless.



Overworld map view



Exterior view of town

The development of civic buildings is structured so that you can quickly erect the town hall and start work on the more advanced buildings like the labyrinths and trade guilds. Most building chains are mercifully short, with only one building feeding into another, unlike the complicated city plans for the Necropolis townships. The capitol is important to the Dungeon city, but not as much as other cities, as it only unlocks two structures. Key buildings include the blacksmith, dark enclosure, and altar of elements.



Dungeon City Plan

- ◆ The altar of elements requires some hard-to-find resources, so decide if you really need to see elemental values so early in your army's development.
- ◆ Invest in the civic centers as soon as possible. You definitely want the extra income it generates to pay for the new recruits.
- ◆ The ritual pit is unique to the Dungeon faction. It allows you to sacrifice lesser creatures to generate higher-tier ones. It's also good to build because it only costs 1,000 gold, making it a cheap source of a town point.
- ◆ Dark enclosures should be built sooner than later. Riders are excellent creatures for leading offensive strikes.
- ◆ Hydras are fierce creatures that are good for herding enemy creatures around the map, so build the hissing caverns when possible. It only takes 9 town points to unlock, which isn't that much for access to such a powerful beast.

Building List

Altar of Elements

Cost: 2,500, 3 crystal, 3 gem, 3 mercury, 3 sulfur

Town Points: 3

Required Building(s): Town Hall, Magic Guild 1

Function: The altar enables heroes to see the elemental properties of creatures.

Blood Arena

Cost: 1,000, 5 ore

Town Points: 3

Required Building(s): —

Function: From the blood arena, heroes can recruit the blood maidens.

Blood Memorial

Cost: 2,500, 5 ore, 3 crystal

Town Points: 3

Required Building(s): Blood Arena

Function: Blood furies practice their dark arts at the blood memorial until a hero enlists them into an army.

Ritual Pit

Cost: 1,000

Town Points: 6

Required Building(s): Blood Arena

Function: The ritual pit randomly increases the growth of blood maidens, blood furies, minotaurs, and minotaur guards when heroes sacrifice existing creatures upon it.

Hall of Intrigue

Cost: 1,500

Town Points: 9

Required Building(s): —

Function: Any player who successfully lays siege to a Dungeon city with the hall of intrigue loses some gold and two randomly selected buildings within the city. For each hall erected in Dungeon cities, warlocks gain 1 Knowledge.

Hall of Shadows

Cost: 5,000, 4 crystal, 4 gem, 4 mercury, 4 sulfur, 5 ore, 5 wood

Town Points: 12

Required Building(s): Hall of Intrigue

Function: The hall of shadows allows heroes to recruit shadow witches.

Palace of Shadows

Cost: 9,000, 5 wood, 5 ore, 5 mercury, 5 crystal, 5 sulfur, 5 gem

Town Points: 12

Required Building(s): Hall of Shadows

Function: Shadow matriarchs wait for employment in a hero's army at this town improvement.

Trade Guild

Cost: 1,000, 5 ore, 5 wood

Town Points: 6

Required Building(s): Marketplace

Function: Heroes can buy and sell artifacts at the trade guild. Selling artifacts increases the amount of gold and resources the city produces each week. The guild also produces a small amount of random resources at the beginning of every week.

Dark Enclosure

Cost: 2,000, 5 mercury, 5 sulfur, 10 wood

Town Points: 9

Required Building(s): —

Function: Dark raiders wait at the dark enclosure for heroes in need of their service.

Grim Enclosure

Cost: 5,000, 5 mercury, 5 crystal, 5 sulfur

Town Points: 9

Required Building(s): Dark Enclosure

Function: Grim raiders, beastly mounts that charge enemy creatures, can be hired at the grim enclosure.

Dragon Spire

Cost: 15,000, 10 crystal, 10 ore, 10 sulfur

Town Points: 15

Required Building(s): Dark Enclosure

Function: Shadow dragons can be recruited from the dragon spire.

Dragon Pinnacle

Cost: 25,000, 15 crystal, 15 sulfur

Town Points: 15

Required Building(s): Dragon Spire

Function: Black dragons, the most powerful creatures in the Dungeon faction, are enlisted into armies at this facility.

School of the Unseen Hand

Cost: 400, 5 wood

Town Points: —

Required Building(s): —

Function: The school of the unseen hand educates scouts before making them available for recruitment.

School of the Black Heart

Cost: 1,200, 5 wood

Town Points: —

Required Building(s): School of the Unseen Hand

Function: Assassins practice their deadly art at this shadowy institute until you hire them into your army.

Labyrinth

Cost: 1,200, 10 ore, 5 wood

Town Points: 6

Required Building(s): Town Hall, Blacksmith

Function: Minotaurs roam the labyrinth, waiting for the call to service.

Maze

Cost: 2,500, 10 ore, 5 sulfur

Town Points: 6

Required Building(s): Labyrinth

Function: Minotaur guards, when not chewing on the bones of lost travelers, wait to be hired in the halls of the maze.

Hissing Caverns

Cost: 2,500, 5 Gem, 5 ore, 5 wood

Town Points: 9

Required Building(s): —

Function: The many-headed hydra can be recruited within the hissing caverns.

Rasping Caverns

Cost: 7,000, 5 wood, 5 ore, 5 crystal, 10 gem

Town Points: 9

Required Building(s): Hissing Caverns

Function: The purple-headed deep hydras that dwell here are chomping at the bit to be hired by a visiting hero.

Mother of Darkness

Cost: Tear of Asha

Town Points: —

Required Building(s): —

Function: This wicked Dungeon wonder increases weekly creature growth by 50 percent, fills your coffers with an additional 5,000 gold each day, and boosts the spell points of all defending heroes.



Map Features

Everything a Hero Needs

While the improvements you build in your home cities offer you protection and troops, many of the materials you need to complete your missions are found on the overworld map. The resources required to complete a civic center improvement or a new recruitment center must be secured in the wild. Some features on the overworld map affect your personal statistics or let you hire additional troops for your army. Use this catalog of map features to discover what each building or facility offers a visiting hero, and chart your course through the missions accordingly.

Resource Stacks

The resources you need to upgrade your towns can often be found in the wild, sitting in convenient stacks. Each stack produces a random amount of a resource, from just two or three units all the way up to seven. Gold stacks can reward adventurers with as little as 100 gold, but some stacks are worth thousands. A general rule: The tougher the creatures guarding the resource, the more of the resource you will usually find.



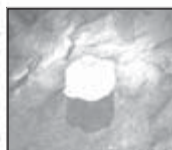
Gold



Wood



Ore



Mercury



Crystal

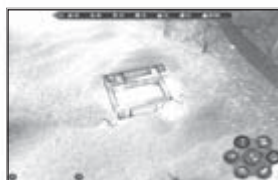


Sulfur



Gem

Resource stacks are one-time discoveries. They do not regenerate over time, so be sure to collect them when you see them in missions where opposing heroes are also trying to build empires. You are in competition for precious resources, and after several turns your enemies start to nibble away at the resources in the wild. If you wait too long to collect resources, you may start seeing enemy heroes scarfing up resources wholesale, not necessarily to build their own cities but just to keep you from getting your hands on them.



Treasure Chest

Treasure chests are unique in that they offer a choice between a one-time gold payout or an infusion of experience points. You can make the choice only once for each treasure chest, and every chest offers a different amount of gold and experience points. As tempting as it is to always choose gold, consider how close you might be to the next level for your current hero. Gaining experience points may help you gain a new ability, such as more movement points or the talent to use powerful magic. In battle situations, a new ability can be worth more than gold.

Resource Generators

Resources are a precious commodity, and while plenty occur naturally in the wild, heroes need a steady supply of resources to complete some of the more taxing town improvements. Generators for each type of resource, from ore to mercury, can be captured simply by touching the building on the overworld map. Each generator provides a random amount of its designated resource per week. Some of these buildings are guarded by monsters, others are just waiting to be claimed. You often find resource generators near cities.

Claiming a generator does not imply total control of the asset. An enemy hero can disrupt your supply chain by touching the generator after you have left it, which will make it stop production. If you need to guarantee a supply of a specific resource for a town improvement, consider hiring a hero at a local tavern to stand watch in an area where there are several resource generators.



Abandoned Mine

The abandoned mine provides you with a generous amount of sulfur every week for as long as you control the facility. To take control of the abandoned mine, however, you must defeat a garrison of undead monsters that guard the mine.

The alchemist's lab provides you with a one unit of mercury every day, as long as you control the facility.



Alchemist's Lab



Campfire

The crystal cavern provides you with one unit of crystal every day, as long as you control the facility. Crystals are often required for mid- to high-level town improvements.



Crystal Cavern



Gem Mine

The gem mine provides you with one unit of gems every day, as long as you control the facility. Gems are required for many high-level town improvements.



Gold Mine

The gold mine provides you with a generous amount of gold every week, as long as you control the facility.



Mystical Garden

The leprechaun that frolics at the mystical garden offers gems or gold. You can visit the mystical garden once a week to receive this sparkling bounty.

The ore pit provides you with two units of ore every day, as long as you control the facility. Ore is one of the basic building blocks of town developments.



Ore Pit



Sawmill

The sawmill provides you with two units of wood every day, as long as you control the facility. Like ore, wood is one of the resources most used for town improvement projects.



Sulfur Dune

The sulfur dune provides you one unit of sulfur every day, as long as you control the facility.



Wagon

Abandoned wagons on country roads sometimes contain random resources.



Water Wheel

The water mill provides you with a small amount of a random resource once a week.



Windmill

Treasure Buildings

Just as resources occur in both the wild and at special buildings, so do artifacts. The following overworld facilities contain useful artifacts for fighting off enemy monsters and heroes, but to claim the treasure within, you must challenge a host of guards. None of these treasure buildings are easy to knock over, especially the dragon utopia, but the general rule applies: The tougher the battle, the better the artifact hidden within.



Crypt

This haunted crypt is guarded by a legion of Necropolis warriors. Defeat these warriors to earn an artifact.

The dragon utopia hosts a pack of powerful serpents. If you can defeat these dragons, you will earn a few powerful artifacts.



Dragon Utopia

The elemental stockpile hides an amazing treasure. If you can defeat the phalanx of elemental warriors guarding the stockpile, the treasure is yours.



Elemental Stockpile



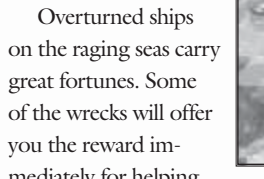
Magi Vault

Powerful mages guard an ancient treasure. Challenge these wizards to battle and emerge victorious to claim the prize.



Pyramid

Iron golems and steel golems guard a treasure deep inside this pyramid. Defeat the golems to lay claim to your prize.



Shipwrecks

Overtaken ships on the raging seas carry great fortunes. Some of the wrecks will offer you the reward immediately for helping them. Other demolished ships carry proud crews that will put up a fight.



Skeleton

The skeletons of long-dead heroes may hide an artifact. Be sure to rummage through these bleached bones to see if the vultures didn't already carry off the artifact.

The sphinx offers visiting heroes a riddle. For correctly answering the question, the hero receives a treasure. If the answer is wrong, however, the sphinx offers only punishment, meted out with no mercy.



Sphinx

Map/Mission Affecting

Map features affect travel routes and travel times. These special buildings can transport a hero to different areas of the map or offer passage to the underworld caverns beneath the surface of Ashan. To use these features, your hero simply needs to touch them.



Border Guard

Border guards can block paths and roads to travelers that do not have the required documentation to pass. Each border guard is assigned a special color and is

matched with a keymaster tent of the same color. After obtaining a colored pass from a keymaster tent, you can return to the border guard and permanently unlock it. However, doing so also unlocks it to every other hero on the map.



Garrison

Many roads are blocked by physical garrisons, tall gates that host an army of monsters charged with keeping you from crossing. You must eliminate all of the monsters to take control of the garrison, and then you have the option to station some of your own army at the facility to prevent other heroes from passing through behind you.



Hut of the Magi and Eye of the Magi

Many maps are decorated with eyes of the magi, small seeing stones that allow you to peer through the fog that obscures the great distances. To use the eyes of the magi, visit the hut of the magi and new sections of the map will immediately become visible.



Keymaster Tent

Border guards are only unlocked by first visiting the keymaster tent of the exact same color. Simply touching the keymaster tent grants you the required border pass.



Monolith

There are two kinds of monoliths: one-way and two-way. Monolith two-ways allow a hero to pass back and forth through the swirling magical gates, warping

to different parts of the map. The monolith one-way offers direct passage to another part of the map, but no return access.

The mysterious stone obelisks contain secrets that help you solve puzzles in certain missions. The obelisks reveal the true location of the great Tear of Asha relic, or the location of some hidden monsters.



Obelisk

The lofty trees at the redwood observatory allow you to see for miles around you, pushing back the fog farther than just walking into a new area might. Visit these features to see into enemy-controlled territories, or just to get a better idea of what the road ahead holds for you.



Redwood Observatory



Sanctuary

The hallowed halls of sanctuary offer safety for a visiting hero. If your army has been decimated and you have an enemy hero on your trail, you can duck into a sanctuary to avoid attack. However, there are no guarantees that your foe will not just wait you out.



Seer Hut

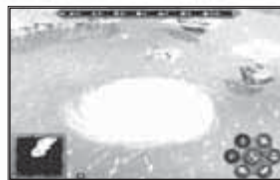
The seer huts house great oracles that will reveal mission objectives or secret meanings to you when you manage a visit.

Subterranean gates are special stairs that connect the overworld to the underworld on maps that have both. There is no penalty to using the subterranean gates and they can be used as often as you like. Each subterranean gate can be used to travel back and forth from the overworld to the underworld and back—there are no one-way stairs.



Subterranean Gate

Whirlpools are found on the open sea. Some whirlpools are two-way portals to other whirlpools in the briny blue, while others offer only one-way trips. There is a risk to your army every time you use a whirlpool, however. While it is not a certainty every trip, you may lose a few troops during the passage. This is entirely random—you may lose several creatures during one passage and escape unscathed the next time you use it.



Whirlpool

Stat Affecting

Many map features you can visit during your travels will have positive effects or your hero or army statistics, such as granting extra luck for an upcoming battle or juicing your hero with additional attack points. Some of these buildings can be visited only once each mission, while others offer weekly bonuses as long as you keep coming back.



Arena

Visit the gladiatorial arena to receive +2 to either your attack or defense statistic. You can only visit the arena once each mission.

The sight of a floating buoy in the middle of the ocean raises the morale of your army for the next battle. You can visit the buoy once a week.



Buoy



Crystal of Revelation

The crystal of revelation offers +1 Knowledge for your hero. You can visit the crystal only once each mission.



Faerie Ring

Once a week, you can visit the faerie ring to receive a few extra points of luck for the next battle.

You can visit this fountain once a week. It holds the ability to change your luck for the next battle—however, its fortunes do not always smile upon you. One week it may bestow an extra point of luck, while the next it subtracts two.



Fountain of Fortune



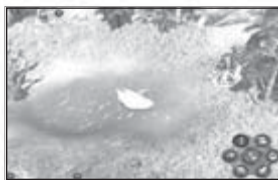
Fountain of Youth

The fountain of youth raises your army's morale and grants the hero a few extra movement points. You can use the fountain of youth once a week.

The stony-faced idol of fortune will raise either your luck or your morale for the next battle. You can visit the idol once a week.



Idol of Fortune



Lake of the Scarlet Swan

Standing at the shores of this lake will grant you extra luck for the next battle. However, the sacrifice for such fortune is the remainder of your movement points for the rest of the turn. You can visit the lake once a week.

The learning stones offer you a free 1,000 experience points. You can only visit the learning stones once a mission, but always make it a point to seek them out so you can advance your levels quickly.



Learning Stone

The lighthouse increases movement points on the water for the heroes who currently claim it for themselves.



Lighthouse



Magic Spring

The magic spring doubles a hero's maximum mana—but the increase is not permanent. The spring can only be visited once per week.



Magic Well

A visit to the magic well completely refills the visiting hero's mana, allowing more magic spells to be cast.

The marletto tower offers +1 defense to a visiting hero. It can be used only once each mission.



Marletto Tower



Mercenary Camp



Mermaids

These desert refugees offer extra morale for the next battle, as well as a few extra movement points. You can visit the oasis once a week.



Oasis



Rally Flag

The red rally flags raise your luck and morale for the next battle, as well as temporarily grant extra movement points. You can visit a rally flag once a week.

Visit this shrine to learn a Circle 1 magic spell. Each shrine offers one specific spell, randomly chosen. If you have already learned the spell contained in the shrine, you receive nothing.



Shrine of Magic Incantation



Shrine of Magic Gesture

Visit this shrine to learn a Circle 2 magic spell. Each shrine offers one specific spell, randomly chosen. If you have already learned the spell contained in the shrine, you receive nothing.



Shrine of Magic Thought

The song of the sirens kills 30 percent of your army, but at least it gives you experience points for each destroyed creature.



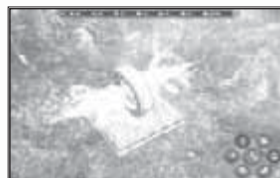
Sirens



Stables

Visit the stables once a week to receive extra movement points and cover more ground on the overworld map.

Visit the star axis to earn +1 spell power for your hero. The star axis can be visited only once each mission.



Star Axis



Temple

A weekly visit to the temple raises a hero's morale for the next battle.

When heroes visit the tree of knowledge, they pluck from its branches a free level up, regardless of current experience. The level up is accompanied by the regular addition of a chosen ability.



Tree of Knowledge



Witch Hut

The shamans at the witch hut will offer a visiting hero a new ability or an advance in an existing ability. You can visit the witch hut only once each mission.

Commerce

Every turn, you earn a little extra gold, and you can spend it at these map features. Artifacts, resources, maps, and machines are for sale at these overworld map features. Every commodity comes at a price, and some merchants are not as reasonable with pricing as others. The market decides the value of goods, and if you are willing to pay the requested price, you can have almost anything.



Black Market

Black market wagons are run by a band of smugglers who traffic in rare artifacts. The convenience of procuring artifacts without a fight comes at a great cost, though. Black markets typically charge exorbitant prices. Simple artifacts can cost in the tens of thousands in gold, with some of the most valuable artifacts weighing in at over 100,000 gold. The catalog at each black market is random and changes every week.

For 1,000 gold, the old cartographer will sell you a map of his travels. This map usually exposes the majority of the mission area on the overworld or underworld map. There are land-based and oceanic cartographers.



Cartographer

The thieves at these outposts are willing to spill their guts for a bag of gold. The information you buy from the thieves' guild can be iffy, but some secrets are incredibly useful, such as the breakdown of an enemy hero's army.



Den of Thieves



Shipyard

For 1,000 gold and 10 wood, the shipyard will build you a seafaring vessel if you do not have the means to do so in town. Only towns built on shores can build

shipyards, so these independent shipyards are often extremely useful.



Trading Post

At the trading post, you can buy and sell resources. If you have extra wood or ore and need gems to finish off a town improvement, the trading post can accommodate.

The war machine factory sells ballistas, first aid tents, and ammo carts. There is no building period at all—the instant you purchase the machine, it's in your inventory and ready to go in the next battle. You can buy only one of each war machine for each hero, so there's no stocking up on three ballistas.



War Machine Factory

Monster Recruitment

Some buildings house creatures or heroes for hire, as long as you are willing to prove your worth beforehand by means of battle. These creature recruitment posts offer additional reinforcements (for a price) every week, just like the troop recruitment buildings in player-controlled towns.



Elemental Conflux

There are four kinds of elemental confluxes (earth, air, fire, water) that allow you to recruit elementals for your personal army.

These work just like any other recruitment center, offering a certain type and number of troops each week for hire.



Hill Fort

Hill forts allow you to upgrade the troops in your current army (not those stationed elsewhere at a garrison) to higher levels, if possible.

For example, you can pay to upgrade a cavalier to a paladin at a hill fort.

Each faction positions military posts on the maps. If you can defeat the faction-specific creatures guarding the military posts, you can then recruit

new troops at the post every week. The new troops will cost gold to recruit, but are often higher-level troops.



Military Posts

Prisons house captured heroes. If you can defeat the guards stationed at the base of the prison, the hero within will pledge his services to you for the remainder of the mission or until one of you dies, whichever comes first.

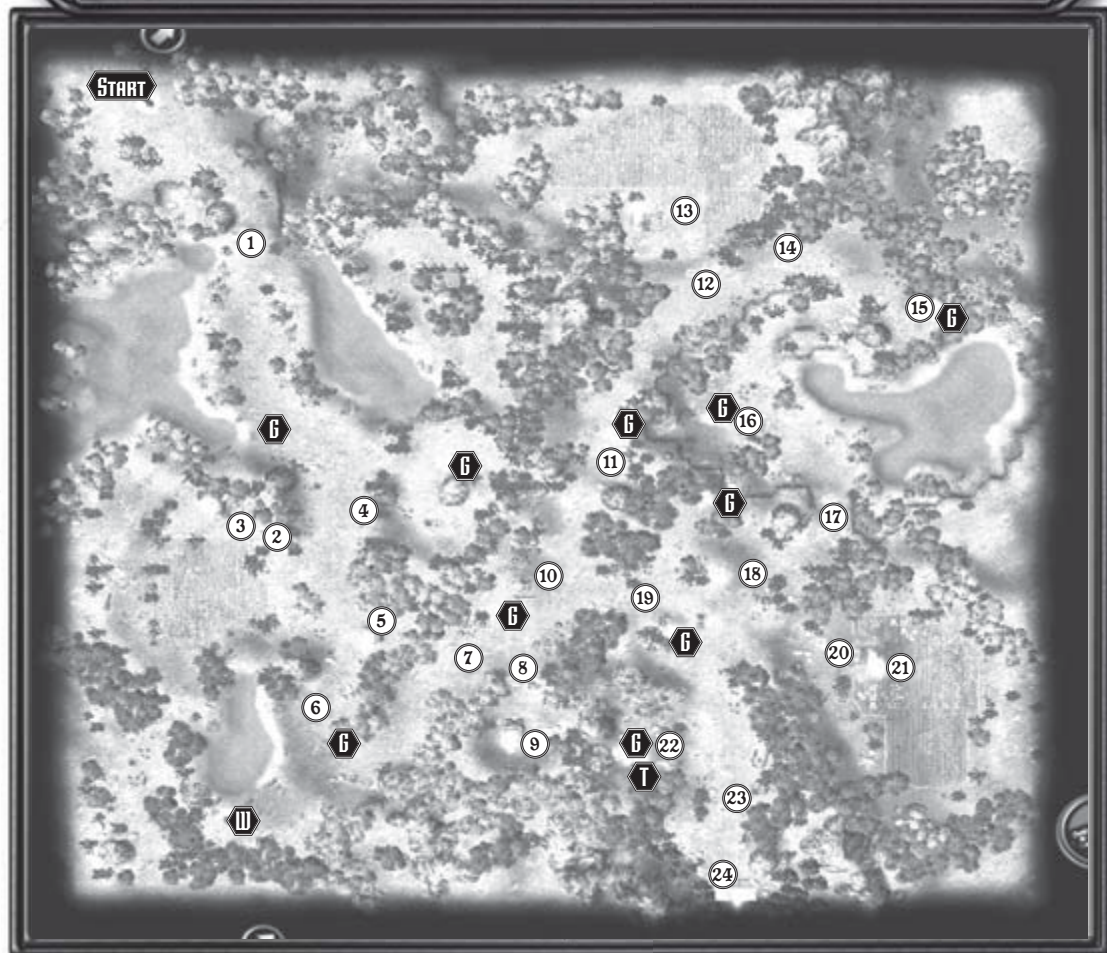


Prison

In addition to these buildings, you will occasionally happen upon the same recruitment centers you build in town (such as archer towers or kennels) in the wild. You can visit these facilities without engaging in any battle and recruit new troops once each week. These facilities are positioned on the overworld map, though, so any hero can recruit the weekly provision of troops.



Mission 1: The Queen



map legend

- | | | | |
|--------------------|-----------------|-----------------|-----------------|
| G = Gold | ① = Peasants | ⑨ = Barracks | ⑰ = Peasants |
| W = Wood | ② = Footmen | ⑩ = Windmill | ⑱ = Faerie Ring |
| T = Treasure Chest | ③ = Peasant Hut | ⑪ = Peasants | ⑲ = Footmen |
| C = Crystal | ④ = Rally Flag | ⑫ = Conscripts | ⑳ = Peasants |
| | ⑤ = Barracks | ⑬ = Peasant Hut | ㉑ = Peasant Hut |
| | ⑥ = Peasants | ⑭ = Peasants | ㉒ = Ghosts |
| | ⑦ = Peasants | ⑮ = Manes | ㉓ = Squires |
| | ⑧ = Peasants | ⑯ = Footmen | ㉔ = Garrison |

To War!

Ashan is plagued by unrest. War is upon the Holy Griffin Empire, and it could not have come at a worse time. The empire is under the leadership of the young King Nicolai, a sturdy but untested hero, distracted by demons' recent disruption of his wedding to Queen Isabel. While Nicolai musters troops to lead against the demon army invading the land, he sends his young wife into exile for her own safety. Once she is hidden, Nicolai mounts his counterattack on the encroachers.

Isabel has been assigned two protectors—Godric and Beatrice—who refuse to let her leave the safety of their hidden camp. But reports from the various fronts, revealing that efforts to turn back the marauding demon forces are failing, weaken their resolve. Two towns, Hardwick and Thornham, are the most recent territories to fall before the fiery might of the demons.

Beatrice cannot fathom why Nicolai will not seek aid from the other peoples of the land. Godric reminds Beatrice that the dwarves have never lent their swords to avail the woes of man, the elves are still licking their wounds from the War of the Eclipse, and Nicolai refuses to trust the mages—especially when the leader of the mages, Cyrus, survived the War of the Eclipse, but his father did not.

Isabel is not content to remain still. Godric and Beatrice are loath to disobey orders, but the continuous bad news is just too much for them. Isabel persuades Godric to take word to Archmage Cyrus and request the aid of the mages' powerful magic. Beatrice agrees to seek the help of the elves from Aranorn. While Godric and Beatrice are appealing for assistance, Isabel will scour the nearby countryside for willing subjects—hopefully she can raise a militia strong enough to start her own movement in this fierce war.

Starting Army:	Starting Bonus (pick one):
-----------------------	-----------------------------------

◆ Squire

◆ None

Starting Resources:

◆ None

Mission Objectives

- ◆ **Assemble 100 Peasants and 25 Footmen:** Isabel must find enough recruits in the woods to mount an attack on a fortified garrison.
- ◆ **Take Back the Garrison:** Hostile militiamen and peasants have captured the southern garrison. Isabel must suppress the mutiny and reclaim the garrison.
- ◆ **Isabel Must Survive:** Isabel cannot fall during battle, lest the mission end in failure.

Mission Strategy

The Queen is a relatively easy mission, designed to give players an in-game opportunity to familiarize themselves with the general flow of the game, the control scheme, and the basics of combat and exploration. The overall goal of the mission is to gather enough soldiers to overtake the garrison at the southern edge of the map. To do so, Isabel must appeal to peasants at farms and purchase the services of footmen at the two barracks in the area.

There are combat situations in this mission before the final conflict, but they should be avoided if at all possible. The requirements for completing the mission are very specific, and if you lose peasants and footmen during battles for gold, you risk having to replay the entire mission. Experienced players, however, may wish to attempt to take out the extra enemies and capture treasure—just remember to save before battles, in case your troops dip below the level needed to attack the garrison.

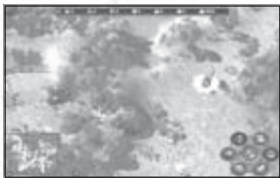
Gather Troops Early

You begin the mission on the northern tip of the main road, which stretches through the entire map, eventually ending at the front gates of the final objective, the southern garrison. There is little exploring to do off the main path just yet, so stay on the road and ride south until you meet the first band of peasants (①).



The peasants are standing in the middle of the road. If you click on them, they will offer to join your party. There are only seven in their ragtag group, but it's a start. Accept them into your party and continue down the road.

As the road bends to the east, you happen upon some gold. Click on the gold to pick it up, adding it to your purse. It is important to collect gold in this mission, as you need currency to purchase the services of footmen at the barracks.



After picking up the gold, you should see a farm to the south, with a peasant hut (3). You can collect 22 peasants at each peasant hut, which goes a long way to satisfying the objective. Continue down the road, as you cannot cut through the thick trees to reach the farm.



There is a red rally flag (4) just off the main road. Visit the rally flag to raise luck and morale in the next battle, as well as to pick up extra movement points.

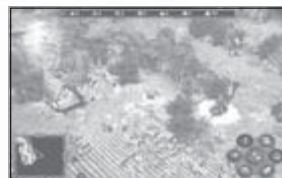


A large stack of lumber is also off the main road. Always be on the lookout for resources like wood, as you will need all the materials you can gather in the coming missions.



Some resources are cleverly hidden by trees and other natural obstacles. Rotate the camera to reveal resources that you might otherwise walk past without noticing.

Farther down the road, you can see the entrance to the farm. There is a small footman patrol (2) just outside the peasant hut. Approach the footmen and they will agree to join your party, adding six more bodies toward the overall goal. After speaking to the footmen, approach the peasant hut and pick up your first large band of peasants. When you visit the peasant hut, a red marker appears over it, indicating that it is now under your control.



To the south of the farm is a barracks (5). The footmen there will gladly trade their allegiance to gold for allegiance to you. The price may seem a little steep—90 gold for each footman—but you can spare no expense this early in your mission to help Nicolai.



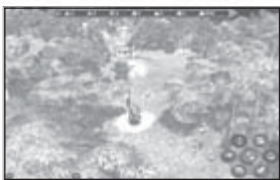
When you “shop” for help at the barracks, take a moment to look over your purchases. Click on the available forces for complete descriptors, including battle statistics and helpful tips.



Continue along the main road, picking up an additional party of willing peasants (6) as you wind your way south.

Look for some wood tucked next to the small body of water in the corner. You have plenty of time in this mission, so feel free to wander off the road and seek out needed resources. After taking the wood, get back on the road and start weaving to the northeast.

There is a lot of activity on the road ahead. A band of troublesome peasants (7) stands in the middle of the avenue, blocking your



passage to the next set of barracks and the windmill. When you click on the peasants, you discover that not everybody in the land has the heart to fight for country and king. What's more, they mount an attack to scare you off their lands. Punish them for their petulant insubordination.

This is your first battle, and it's an easy one. By now you should have a solid force of your own to take out the unruly peasants. Attack smartly, and use Isabel's special slashing attack to thin the peasants' ranks as your forces close in.



Don't be tempted by the auto-command just yet. You need to learn the essentials of combat, and since you cannot afford to lose too many troops, you absolutely want to be in charge of your own destiny right now.



After finishing off the peasants in the road, head for the windmill (10). The windmill provides a small amount of some random resource

every week. After pocketing whatever resource the windmill reveals, make a move on the nearby barracks (9). There are more peasants (8) standing just outside the barracks, blocking your path. When you confront them, they try to flee. You have two choices: Pursue the peasants and bring them to justice, or let them escape.

At this point, it is best to just let them run. You can ill afford to lose too many essential units. As it is, if you avoid all of the optional battles, you'll reach the garrison (24) with only a few extra footmen.

After letting the peasants run away, enter the barracks and purchase the available help. There are more footmen in the road to the east of the windmill and barracks, and fortunately, they are open to joining your party without a fight and a bargain price. Invite them into your party, and pick up the gold in the bushes nearby.



Keep track of time. If you see that a week has passed since you last visited a resource-generating building like a windmill, and you have extra time to complete the mission at hand, be sure to visit the building again for additional supplies.



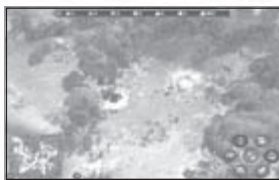
There is a faerie ring (18) lined with mystical mushrooms on the road as it starts bending back toward the south. Visit the faeries to receive a boost of luck in your next battle.

After visiting the faerie ring, ride east to find another farm. Stop in at the peasant hut to attract another band of peasants, further increasing your army's numbers. The garrison is just a little bit more to the south, but you are still short of peasants to mount your attack. There is still a lot of unexplored acreage to the north, so head off the main road into the wilderness in search of a few more potential soldiers.

Explore Northern Area

The northern area of the map reveals some needed troops, but it also offers several side attractions, such as battles for extra gold and hidden resources. You must be careful, though, when evaluating potential melees. As tempting as a stack of gold looks, it might not be worth it if you have to sacrifice some of your soldiers to get it.

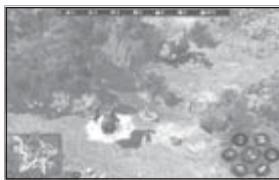
There is a footman (16) patrol just west of the lake to the north, guarding a lot of gold. Taking down the footmen might not be too difficult if you haven't lost any forces yet, but you never know what could happen in battle. If things don't go your way, you could lose your squire, or too many of your own footmen.



note

There is a grisly group of ghosts guarding some gold to the north of the lake. Pass up this battle for now, as the 13 manes are strong enough to do considerable damage to your party, which is still in its infancy.

The final peasant hut (13) on this map is to the northwest of the lake. There is a conscript (12) patrol outside the farm, and you have no choice but to engage them if you want to rally the peasants at the peasant hut on the farm to your cause. After the conscripts have been dispatched, you can approach the peasant hut and appeal to the occupants' sense of pride. They will join your forces, giving you enough manpower to mount an attack on the garrison to the south.



Lead Attack on Garrison

Make your way to the south, heading back to the main road. If a week has passed, make a detour to the west and revisit the windmill if you wish. On your way to the garrison, you will spot another cluster of ghosts (22).



The gruesome foes make a very tempting target, as they guard not only gold and wood, but also a treasure chest. The chest is full of gold,

which you can either keep for yourself or distribute to the people in your party for experience. Regardless of the rewards promised, taking on the manes is a tricky proposition. It's a high-risk fight, as these creatures are tougher than rascally peasants or bullheaded militiamen. There are also five squires (23) stationed in the middle of the road, near the manes. Fortunately, the squires are looking to join your ranks. Welcome them, as they will be of great service during your assault on the garrison.

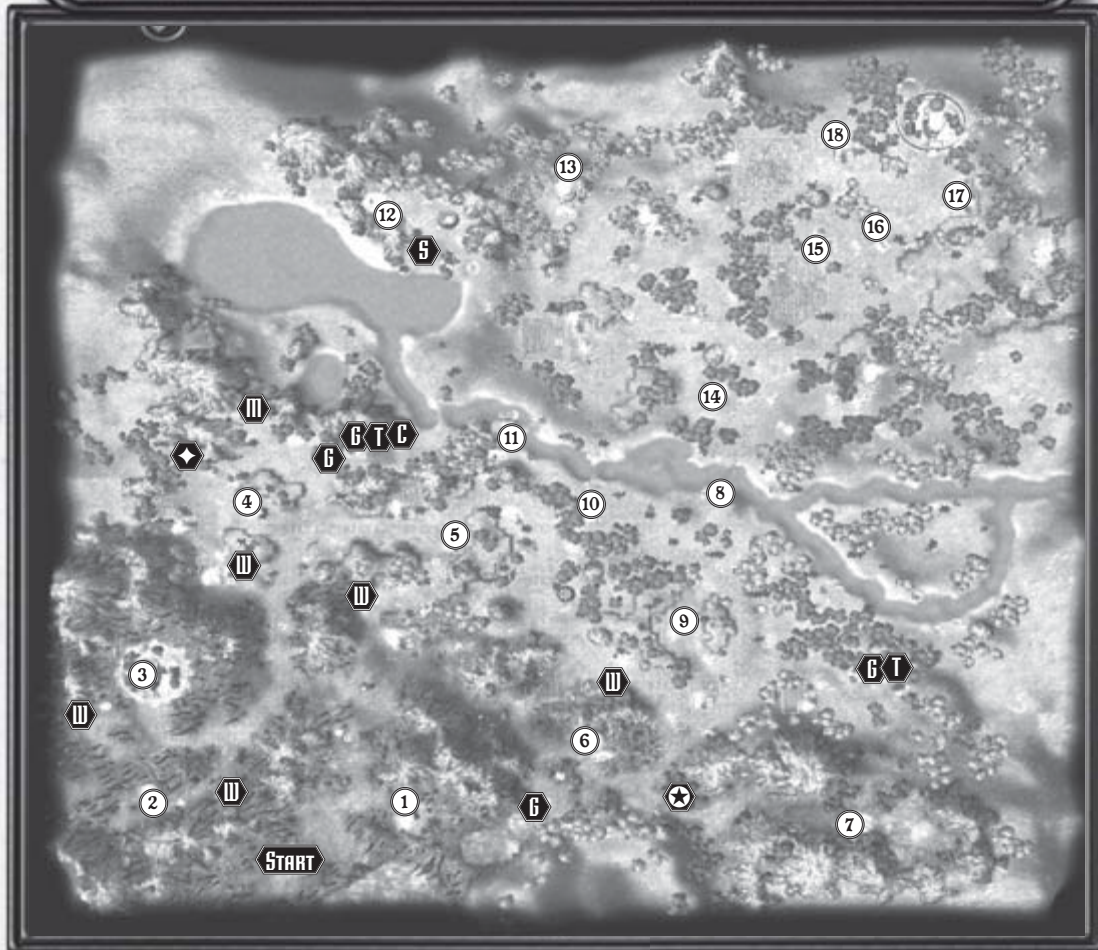
The attack on the garrison is fairly straightforward. The garrison is defended by 40 peasants, split into two groups of 20. Between the two groups is a conscript patrol, 15 strong.



Your peasants are technically the weakest warriors on the battlefield, but their numbers make them fearsome. They can easily assault one of the opposing peasant groups and suffer few if any casualties. Use Isabel to whittle down the number of conscripts while your footmen and swordsmen take on the rest of the peasants. Once all the peasants have been eliminated, concentrate your forces on the remaining conscripts and finish the fight.

Mission 2: The Siege

Heroes of Might and Magic V
Walkthrough - Campaign 1 - Mission 2: The Siege



map legend

- | | | | |
|---------------------------|---|---|----------------------------------|
| G = Gold | 1 = Archer Tower | 8 = Redwood Observatory | 15 = Peasant Hut |
| W = Wood | 2 = Ore Pit, Pixies | 9 = Barracks | 16 = Griffins, Barracks |
| T = Treasure Chest | 3 = Strongbow (Haven town) | 10 = Archer Tower | 17 = Peasant Hut |
| O = Ore | 4 = Archer Tower, Sawmill, Faerie Ring | 11 = Water Wheel | 18 = Peasant Hut |
| M = Mercury | 5 = Archer Tower | 12 = Arena | 19 = Ashwood (Haven town) |
| C = Crystal | 6 = Ore Pit, Plague Zombies | 13 = Rally Flag, Iron Golem, Ore Pit | |
| S = Sulfur | 7 = Campfire, Scouts | 14 = Barracks | |
| D = Gems | | | |

Respect the Queen

As Godric and Beatrice are away on their respective missions, Queen Isabel must take to the countryside of her kingdom and rouse support for the empire. Isabel has proved herself a competent leader, capable of gathering an army and commanding it in battle; now she must remind her subjects that she is also a respected monarch. Uprisings in the Haven faction must be quelled swiftly, for only if the kingdom stands united will it not fall to the vile Inferno.

Starting Army:	Starting Bonus (pick one):
◆ 50 Peasants	◆ 900 Gold
◆ 10 Conscripts	◆ 10 Footmen
◆ 17 Archers	◆ 45 Peasants
Starting Resources:	
◆ 2,000 Gold	
◆ 5 Wood	

Mission Objectives

The following events must happen to complete the mission successfully:

- ◆ **Capture Strongbow:** Within one week, Isabel must take control of the town of Strongbow.
- ◆ **Assemble 100 Archers:** Isabel must recruit 100 archers to successfully launch a siege on Ashwood.
- ◆ **Capture Ashwood:** The rebel-controlled town must be tamed. Isabel's stature (and purse) will increase if she can bring this town under her control.
- ◆ **Isabel Must Survive:** Isabel cannot fall during battle, lest the mission end in failure.

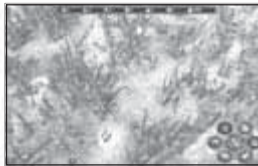
Mission Strategy

The Siege is a two-part mission. Isabel needs to muster additional archers for her war party, as their ranged attacks will give her a distinct advantage in future battles. Fortunately, there are many opportunities to recruit archers over the course of the mission, starting with the acquisition of the aptly named town of Strongbow in the southeast quadrant of the map.

Once the town of Strongbow has been taken, Isabel receives news that the northern city of Ashwood is refusing to fall in line behind the throne. This is unacceptable in a time of war, so she sets out to lay siege to the town and bring it back under royal control. Ashwood is an important foothold in the kingdom, and it will serve as a staging ground for the following mission. The road between Strongbow and Ashwood is full of obstacles and enemies—as well as plentiful treasure. Archers do not come cheaply, so seeking out combat to gain access to gold is of paramount importance.

Reclaim Strongbow

The mission begins a short ride from Strongbow. You cannot dally, however—you only have a week to claim the town before it falls. Bypass trouble as much as possible while on the road for Strongbow—fight only those enemies that stand between you and the town. Once Strongbow has been captured, you can start laying waste to enemies to rack up experience points and get your hands on treasure and resources.



First, seek out the archer tower at ①, on the right side of the main road. You can hire 12 archers there for a total of 600 gold—which leaves you with plenty in your purse even if you opted not to take the gold bonus.



Once you have hired the archers, continue up the road, stopping only to defeat the skeletons. The undead brigade is not terribly strong, so your initial army (especially with the help of the new archers) should have little trouble. After the skeletons are defeated, quickly access the redwood observatory to push back the fog of war.

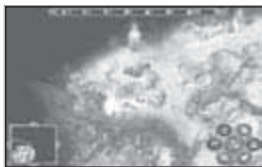
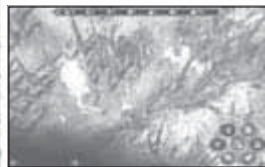
Now, take a turn to the west and follow the road directly to Strongbow (3). The garrison stationed at the city is not too strong—only 3 footmen and 40 peasants. Defeat the garrison and the city is yours.



Stop at every redwood observatory—you are always better off if you can see farther than just your immediate surroundings.



As soon as you take the city, you can—and should—start building improvements. The goal is to install an archer tower, but that facility is not immediately available. You must do some initial building to raise the Town Level. Do the cheapest improvements you can, or improve the civic center to increase your daily gold intake.



Now that you are starting to build improvements, you need to collect resources to support construction efforts. The ore pit (12) to the south of Strongbow and the sawmill (13) to the north are just two of the resource-producing buildings you need to take. Many of these features are guarded by enemy forces, however, such as the pixies stationed out front of the ore pit.

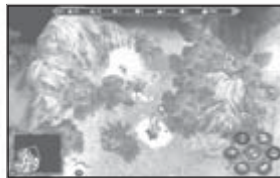


The archer tower costs 1,200 gold, as well as 5 ore. You should have access to these funds and resources by now. If not, seek out the resources you need on the map.

Word soon trickles in that Ashwood is a haven for resistance. This would normally go overlooked, but not in wartime. As soon as Isabel has her 100 archers, she must lay siege to the town and bring it in line. However, 100 archers may not be enough to get the job done. While exploring, bolster your army with additional troops, such as the relatively cheap peasants.

Gather Archers

The road to Ashwood snakes to the northeast, but you need to do some exploring if you want to keep picking up gold and resources to maintain your forces. There is a mountainous region along the south of the map that holds ore pits (6) as well as gold deposits. The area to the north of Strongbow looks a little more inviting, but tucked into the lush greenery is plenty of trouble, like ghosts and blood furies.



Follow the road to the northwest of Strongbow and start picking up more resources and troops.

You encounter a few enemies, but most combat is worth the effort as the monsters often protect bountiful caches of gold and resources. Be sure to stop at peasant huts to pick up additional troops on the cheap, and also access sites like faerie rings (4) for their benefits.



Stop at every single archer tower and buy all available archers for your army.

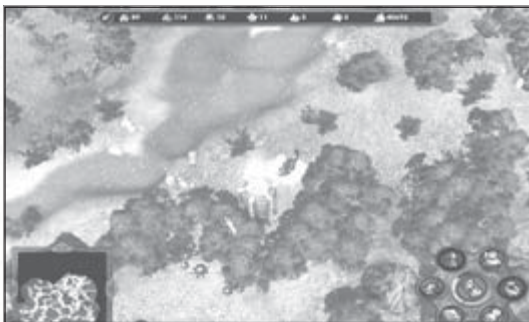
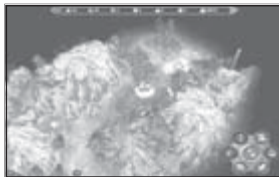


When playing a mission without a time limit, make the effort to stop at map features like marletto towers, campfires, and mercenary camps.

These structures often generate extra resources, or give your hero a stat boost that can really help out in battle.



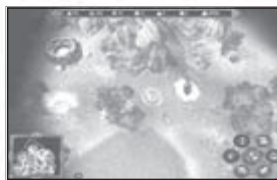
The southern route through the mountains is a little more treacherous, but rewards follow the risks, such as gold and ore protected by the scouts (7). Be sure to stop at the campfire for extra resources before returning to the road and following it as it continues north, toward the river.



The strip of land on the south bank of the river includes an archer tower (10), as well as additional resources like the water wheel (11). If you have built an archer tower back at Strongbow, now might be a good time to return and recruit all available forces before you get too far away.

Take Back Ashwood

Crossing the river grants you access to the northern half of the map where you can find additional forces (at several peasant huts, such as 15, 17, and 18) to bolster your ranks as you seek more gold and glory.

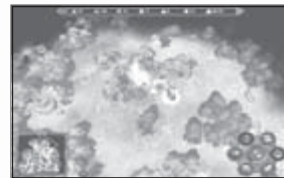


Don't make a bee-line for Ashwood (19), though. Unless you have been taking your time, Strongbow has probably not generated enough archers yet to fill your quota. If you are still a few archers short, bide your time on the northern shore of the river, seeking out action with the riders and iron golems (12).



Although you should have enough archers to really put a dent in any enemy, don't relax for a second. Enemies like riders are tough, so do not attack unless you have enough foot soldiers to keep them from laying hands on your precious archers.

There are sawmills and ore pits (13) on the north side of the river, but don't risk attacking their guards if your forces are weak. If you don't have the resources to build the archer tower in Strongbow by now, backtrack to the south and take care of business there before making the final push to Ashwood.



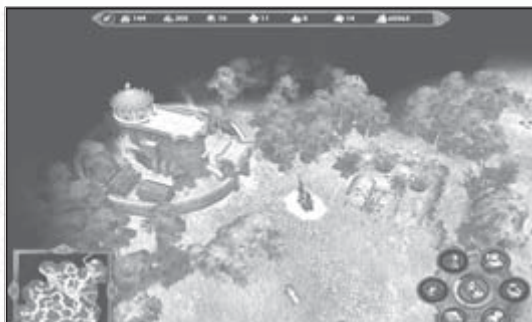
There are minotaurs guarding the Shield of Crystal Ice artifact. That would be a great item to have at the beginning of a mission, but the minotaurs are pretty brutish foes and may not be worth the beating just to take an artifact you'd have to give up after the mission anyway. Still, those minotaurs would certainly give up plentiful experience points, and any level you gain does pass on to the next mission.



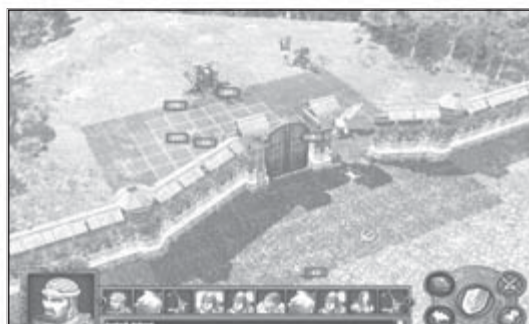
Because your gold and resources are also forfeited between missions, you can experiment with town building in this mission to get used to how construction works.



As soon as you have the 100 archers, plan your assault on Ashwood. Beef up your forces with more than just archers, and then start down the final stretch of road. In addition to stopping into the peasant huts to pick up cannon fodder—er, peasants—visit a pack of griffins at ⑩ that also wish to lend their services to the greater good for the Griffin Empire. Accept their vassalage and continue moving.



When you reach Ashwood, simply click on the front gates to start your attack.



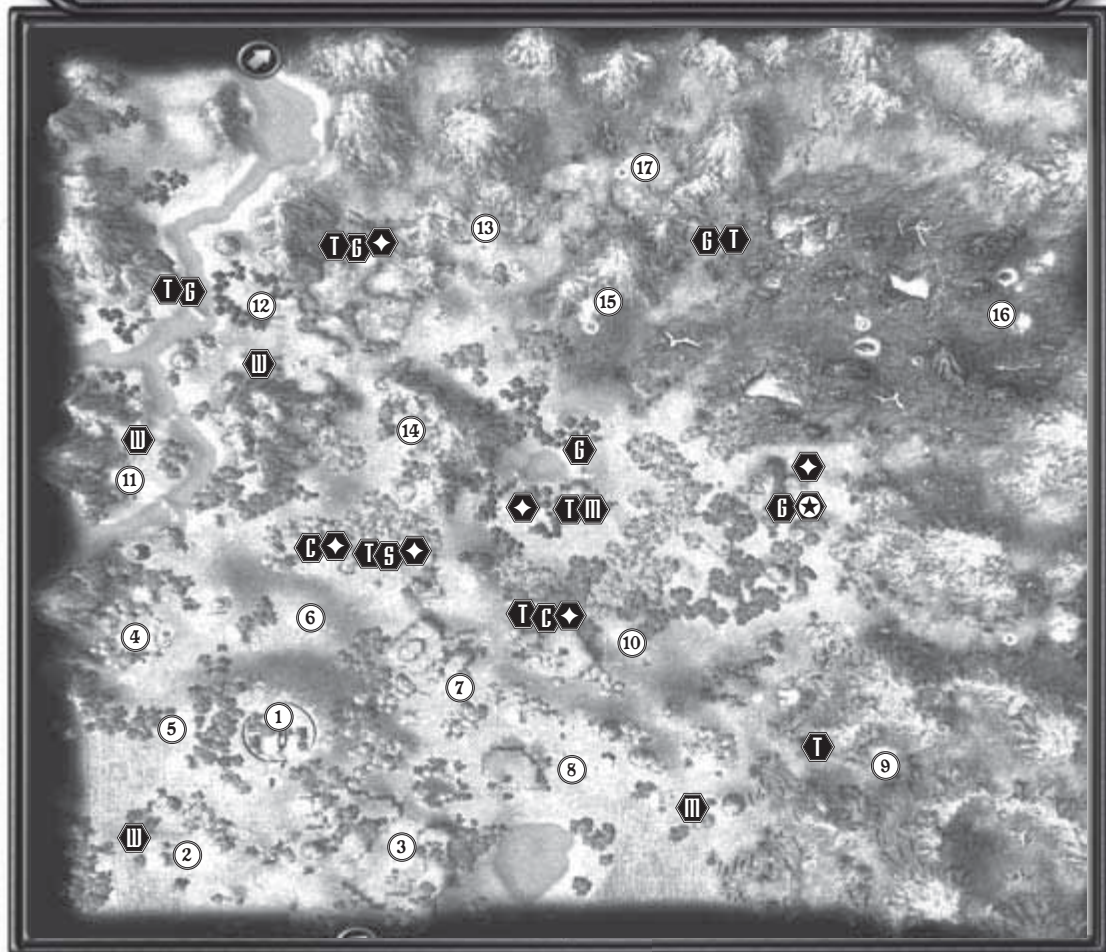
Laying siege to Ashwood is not going to be easy (they have 300 peasants and 70 archers), even with all your archers and your newfound griffins. Ashwood has erected fortifications to keep encroachers out, so you must allow your ballista time to break through the defenses. The griffins can fly over the wall, but be cautious about marooning them behind enemy lines if you see the enemy has a turn coming up quickly.

Archers can fire over the walls and whittle down enemy forces until the ballista finishes breaking holes in the walls. Once the wall has been breached, your peasants and footmen can storm the town and finish off any remaining rebels.

Taking control of Ashwood puts Isabel one step closer to her reunion with Nicolai. The brave queen decides to fortify the town and continue her push into enemy-infested territory to meet up with her love and join him on the battlefield.



Mission 3: The Preparation



map legend

- | | | | |
|--------------------|----------------------------------|--|---|
| G = Gold | 1 = Ashwood (town) | 7 = Hell Hounds, Archer Tower | 12 = Rally Flag |
| W = Wood | 2 = Peasant Hut | 8 = Stables, Demons, Archer Tower | 13 = Griffins, Gem Mine |
| T = Treasure Chest | 3 = Sawmill, Peasants | 9 = Vampire Lords, Bag of Endless Gold | 14 = Fountain of Youth, Shield of Crystal Ice, Archliches |
| O = Ore | 4 = Sawmill, Archers | 10 = Peasant Hut, Redwood Observatory | 15 = Pit Lords, Goldmine |
| M = Mercury | 5 = Conscripts, Four Leaf Clover | 11 = Mercenary Camp | 16 = Arch Devils |
| C = Crystal | 6 = Archer Tower | | |
| S = Sulfur | | | |
| G = Gems | | | |

Defeat the Demon Lord

Now that Isabel has captured Ashwood, she has an excellent staging area to continue her crusade against the Inferno armies. Scouts have reported that the countryside is crawling with demons, hell hounds, and the like—they must be purged immediately. After that evil has been banished from the area, Inferno reinforcements arrive in the form of Kraal, a feared demon lord that commands a wicked army of his own. This will be Isabel's toughest fight yet!

Starting Army: Starting Bonus (pick one):

- ◆ 15 Footmen
- ◆ 12 Archers
- ◆ 10 Peasants
- ◆ 20 Archers
- ◆ 10 Footmen
- ◆ 10 Ore

Starting Resources:

- ◆ 6 Wood
- ◆ 15 Ore
- ◆ 3 Mercury
- ◆ 3 Crystal
- ◆ 60 Sulfur
- ◆ 3 Gems

Mission Objectives

- ◆ Destroy All Enemy Scouts: Eliminate the Inferno vanguards from the countryside.
- ◆ Build and Upgrade Jousting Arena: Build the jousting arena in Ashwood and then upgrade it to recruit paladins.
- ◆ Defeat Demon Lord: After all Inferno enemies are dead, the Demon Lord Kraal will appear. Destroy him to finish the mission.
- ◆ Isabel Must Survive: Isabel cannot fall during battle, lest the mission end in failure.

Mission Strategy

This mission introduces more elements of town-building into the regular rhythm of questing for cash and monsters to kill. Isabel must recruit a very specific creature if she wants any chance of defeating the wicked Kraal, the demon lord that stomps onto the scene once he gets word that all of his demon denizens have been sent back to the diabolical beyond.

So not only do you need to clear-cut the demon forces invading the land, but you must also seek out the resources required to build and upgrade the jousting arena. You need two paladins at a minimum to fulfill the mission objective, so keep an eye out for all necessary resources and be sure to keep your purse stuffed with gold. Building town structures and recruiting additional troops to replace those felled by Inferno monsters can get expensive. Fortunately, there is more than enough time and gold in play to fulfill the objectives.

Housecleaning

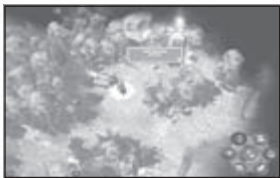
As soon as the mission begins, head out of town and start claiming resources and hiring troops to pad out your weak starting forces. There are peasant huts and barracks ② just outside of Ashwood, so you can immediately start picking up reinforcements.



The first area you need to explore is to the south of Ashwood. There is a sawmill to the southeast at ③ that will start generating wood, which is imperative for building. Enemies are pretty scarce in this immediate area, save for the familiars by the barracks, but they are an easy kill if you've picked up those first few peasants from the huts.

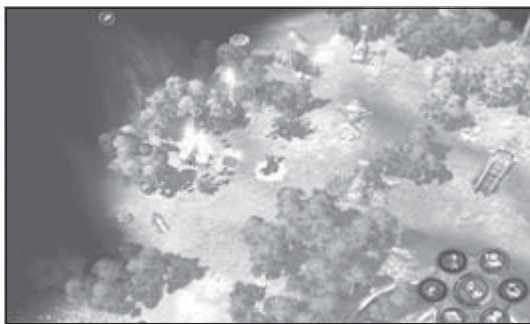
tip

As soon as you have a few turns worth of gold-collecting under your belt, start upgrading Ashwood. You have to wait one turn between buildings, so start spreading out the construction times (and costs) as soon as possible.



Once you pass the familiars, you've entered territory largely under the control of marauding Inferno monsters. You have to battle hell hounds

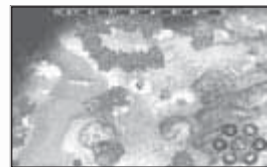
(such as ⑦) if you want to access beneficial features, like the archer tower and recruit additional troops. In this mission, you have to take these kind of risks to ensure success. Should you lose a few good troops, you can always recruit from town or backtrack to places like the archer tower later on to recruit new troops.



To the north of Ashwood, you find a wide space full of resource-generating buildings, like the sawmill (④) and windmill. Several monsters in the area need attending to, such as familiars and imps at ⑥, but you will also find willing volunteers for the cause, such as the archers.

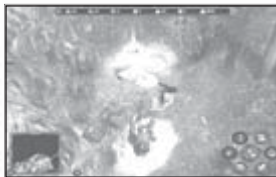
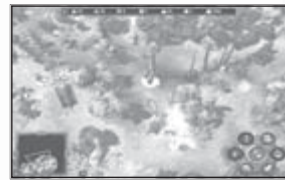
tip

Don't leave the area without picking up the four-leaf clover at ⑤.



There are barracks (⑪) and wood just across the river on the western border of the map, available as soon as you dispatch a nasty patrol of spectres. Be sure to take those, as well as the gold and wood a little farther north. But do not press inland just yet. There are monsters out there that are just too strong for you to take care of right now, such as the archliches at ⑭. Instead, turn your attention now to the east of Ashwood and move toward the mountains in the southeast quadrant of the map.

Use the redwood observatory (⑩) to pull back the curtains on the southeast area of the map. You will see peasant huts and other features that will help your grand cause. Scour this entire area for resources.



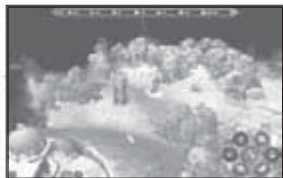
The vampire lords at ⑨ stand watch over some helpful treasures, like gems and a chest. However, that Bag of Endless Gold is the real prize. That generates additional income per turn, which will help offset building and recruitment costs.



The liches also guard another treasure trove, but watch out for these brutal creatures—they can ruin an inexperienced army. Consider not taking the liches on until you have some cavaliers, unless you have enough peasants to overcome them by sheer numbers.

Recruiting Paladins

Now that you have your eyes open for Inferno forces, you need to start paying extra attention to building out Ashwood for the eventual recruitment of paladins.



You can often combine your efforts to slay demons and collect resources—the two tasks need not be independent. Many demons protect necessary resources, such as horned demons (⑥), which selfishly hoard crystals and gems.



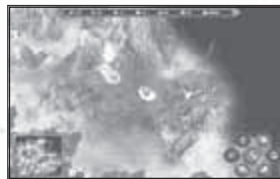
Ashwood is not very advanced when you find it. You are several town levels away from being able to build the jousting arena for recruiting even cavaliers, so waste no time in starting the improvements. If you have been pinching pennies, now is the time to splurge. Build the peasant huts. Build the marketplace. Build fortifications. Do what you must to earn those town points while keeping an eye not only on your pocketbook, but also on your resource levels.

Be on the lookout for pockets of resources, such as those tucked behind obsidian gargoyles.



Build diligently. Be sure to upgrade your civic center to get more gold into your purse and soon you will have the ability to recruit cavaliers.

If you find yourself running low on funds because you have heavily recruited from in-town facilities or you've been on a late building spree, look for gold-producing features in the wild. There is a goldmine (⑮) being guarded by some fierce pit lords. Those beasts will certainly be hard to uproot, but the gold from the mine will help you continue building and recruiting.



Once you have upgraded the jousting arena, you can finally recruit paladins—or, for a price, train existing cavaliers into paladins.



As soon as you have paladins, return to Ashwood. It may take several days of travel to get there, but as soon as you have a few paladins in your army, the forces of Kraal are within reach. All you have to do now is squeeze.

Push Into Enemy Lands

As soon as you have recruited some paladins and destroyed all of the Inferno monsters roaming the land, you can take on Kraal, the demon lord that looms over the entire map. If you time your attack just right, you can actually corner him just as he enters the area, near the arch devils at (16).



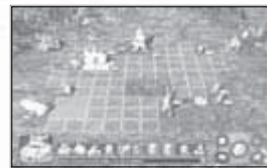
Kraal storms into the area on a mission to cause trouble. If you aren't right there to stop him, he will go on a rampage and wrest control of any resource generators you have claimed, such as the gold mine. Kraal will eventually make his way to Ashwood—he will take his time, though—so you must stop him before he razes your home base.

Kraal's Army:

- ◆ 61 Hell Hounds
- ◆ 87 Demons
- ◆ 22 Succubus Mistresses
- ◆ 135 Familiars



You only have one chance to defeat Kraal, so be sure to save as soon as he shows up.



When you do finally meet Kraal on the battlefield, you will discover that he wastes no time in going after your paladins, because they are a major threat to his troops. Use his underestimation of archers and marksmen against him. Pepper his troops with arrows while moving your peasants into position to unleash weak melee attacks that bottle up his forces.

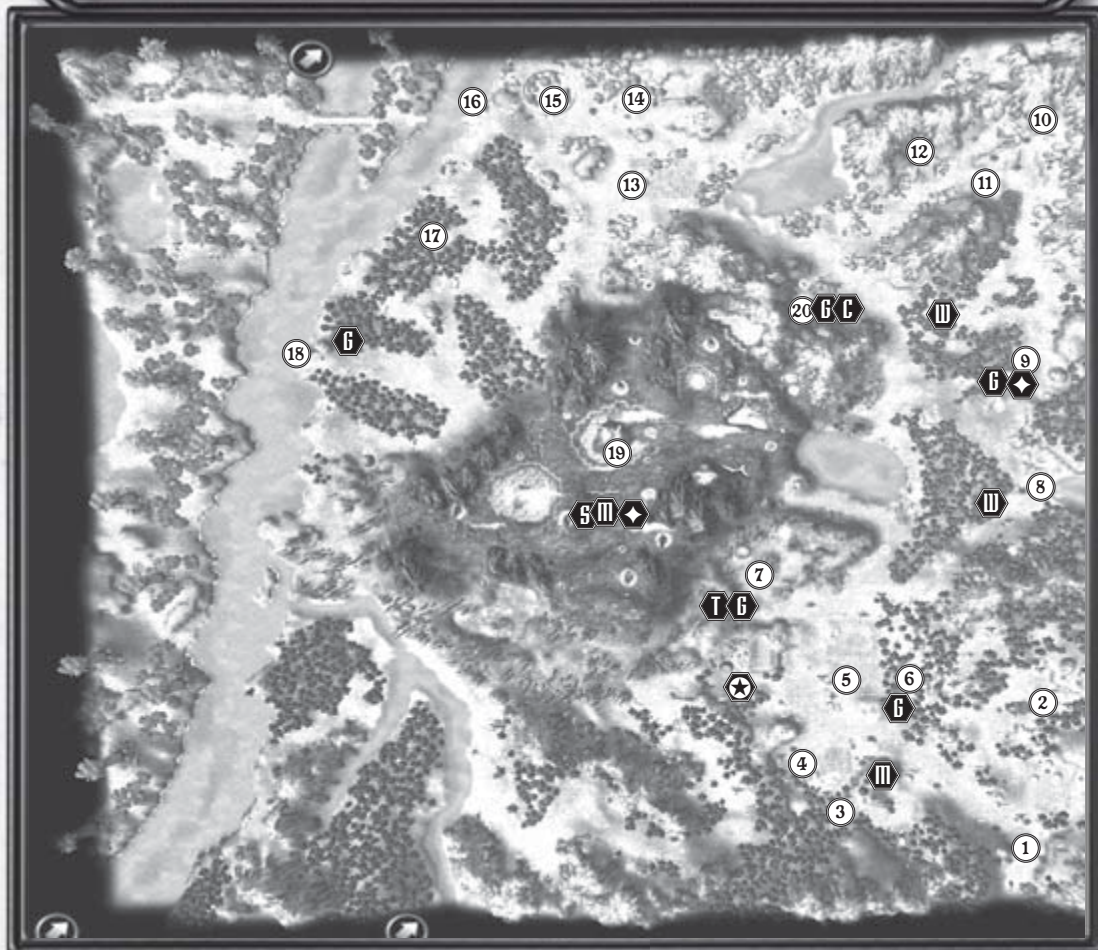
The succubus mistresses have ranged attacks, too, so watch out for them. Their attacks can really beat a stack around, so make them a priority target for your paladins. Your archers and griffins can handle the imps and hell hounds just fine.

Congratulations! You defeated Kraal, your first major enemy. Kraal, however, offers a taste of what is to come in future missions—enemy heroes can command massive armies just like you. Savor this victory now, though, and prepare for the next mission.



Mission 4: The Trap

Heroes of Might and Magic V
Walkthrough - Campaign 1 - Mission 4: The Trap



map legend

- | | | | |
|---|--|---|---|
| <ul style="list-style-type: none"> Ⓜ = Gold Ⓦ = Wood Ⓣ = Treasure Chest ⚡ = Ore Ⓜ = Mercury Ⓢ = Crystal Ⓢ = Sulfur ⚡ = Gems | <ul style="list-style-type: none"> ① = Hell Hounds, Shrine of Magic Incantation ② = Peasants, Peasant Hut ③ = Familiars/Imps, Sawmill, Star Axis ④ = Archers, Archers, Footmen ⑤ = Conscripts, Rally Flag, Peasant Hut ⑥ = Fountain of Youth, Pixies, Shrine of Magic Gesture ⑦ = Horned Demons, Hell Hounds, Arena, Shrine of Magic, Alchemist Lab | <ul style="list-style-type: none"> ⑧ = Water Wheel, Peasant Hut, Hill Fort, Abandoned Mine ⑨ = Black Market, Magic Well, Shrine of Magic Gesture ⑩ = Griffins, Goldmine ⑪ = Abandoned Mine ⑫ = Subterranean Gate ⑬ = Ore Pit, Familiars, Peasant Hut, Mercenary Camp ⑭ = Sawmill | <ul style="list-style-type: none"> ⑮ = Brightwood (Haven town) ⑯ = Garrison ⑰ = Seer Hut ⑱ = Shrine of Magic Gesture, Succubus Mistresses, Bag of Endless Gold ⑲ = Inferno Military Post ⑳ = Ring of Lightning Protection, Pit Lords, Cavaliers |
|---|--|---|---|

Seeking Findan

The Demon Lord Agrael is on the march against the Sylvan faction. If Isabel can bypass Agrael's forces and join with Findan's troops, perhaps together they stand a chance against the might of Inferno. And once Isabel and Findan turn back Agrael's invading army, then perhaps they can also rescue Nicolai and put an end to this war before it claims any more innocent lives.

Starting Army:	Starting Resources:
◆ 40 Conscripts	◆ None
◆ 20 Marksmen	Starting Bonus (pick one):
◆ 40 Conscripts	◆ 1 Cavalier
◆ 10 Imperial Griffins	◆ 9 Squires
◆ 5 Cavaliers	◆ 15 Marksmen

Mission Objectives

- ◆ Meet Findan's Army: Beatrice was successful in rousing the elven army. Connect with the elven king Findan's army.
- ◆ Upgrade Magic Guild in Brightwood: Upgrade the magic guild in Brightwood twice.
- ◆ Visit the Oracle: Visit the seer near the broken bridge to discover a way to connect with Findan.
- ◆ Find Boots of Levitation: Locate the enchanted Boots of Levitation to cross the river and meet Findan.
- ◆ Isabel Must Survive: Isabel cannot fall during battle, lest the mission end in failure.

Mission Strategy

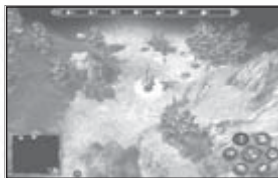
This mission introduces a new feature: the underground. Some maps have a system of underground passages that offer shortcuts between two spots on the map or hide an important relic required for a mission objective. In this mission, it's the latter. But before you can even start thinking about ducking underground for treasure hunting, you must rout the Inferno forces all along the western edge of the map.

There are a lot of enemies on this map, but unlike the previous mission, it is not essential for you to eliminate all of them. In fact, you can bypass several sections of this map if you wish. You'll miss out on a lot of gold and experience points, as well as some extra resources and artifacts, but they are not imperative to the mission goals. The entire center of the map, the Inferno stronghold, is full of adventure and danger, but it is entirely optional.

You must do some town building in this mission, but notice that you begin with absolutely nothing in your inventory. This is why exploring is so important on this map, because you need to collect gold and resources so that when you do finally take the town of Brightwood, you have the necessary resources to commence with building the required magic guild and gaining access to some new spells.

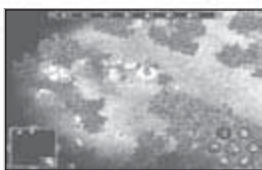
The Northern Road

At the beginning of the mission, a priest warns Isabel that while she may have the courage to take on the demon army, she should learn how to wield the mystical arts. Isabel agrees with the priest's assessment, but she laments the lack of time for serious study. If she were to recapture the town of Brightwood (15) to the north, she could rebuild its damaged magic guild and unlock its secrets.



Right away, you have access to a shrine of magic incantation at (1), where you can learn Magic Fist—however, Isabel has to defeat a

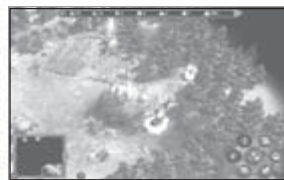
small pack of hell hounds first. Once the spell has been acquired, start exploring the immediate area and begin the arduous task of gathering resources while fending off attacks from monsters.



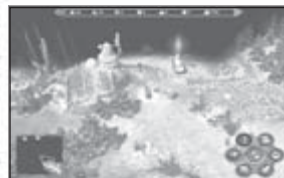
Follow the road as it goes to the north. On the right side of the road, you find wood and treasure chests, but you have to defeat militiamen and hell hounds to collect them. There are peasant huts at (2) for adding additional forces, which isn't a bad idea, even though you have a considerable starting army.

To the left up ahead, stop in at the stables to increase your movement. With the extra range, you can proceed to pick up resources like gems, mercury, and ore. Look out for pesky archers ((2)).

The peasant hut at (4) offers a remarkable bounty of essential resources, as well as some footmen that wish to join your party.



Gold is still in short supply, so press down on cerebi and other brutes to build up your bottom line.



Continue moving north, stopping at peasant huts to build up your forces, and as always be on the lookout for resource-generating

buildings, like the windmill. Make the effort to completely clear out this area, taking whatever you can, because things get a lot tougher when you get closer to the Inferno-dominated mountains that occupy the center of the map.



The base of the mountain at (7) hosts several monsters, as well as some helpful facilities, like the arena and the shrine of magic. There is an alchemist lab in here, too, guarded by some succubae. Sulfur is necessary for some improvements to the town, so be sure to take the facility now before moving north.



The road narrows after you defeat the hell hounds. Stop off at the crystal of revelation while en route to the northern side of the map, which hosts Brightwood. There aren't too many enemies on the green path through the trees and next to the small lake, where you see a water wheel (8).



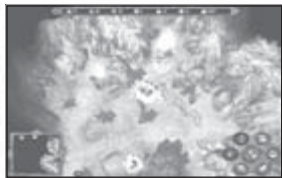
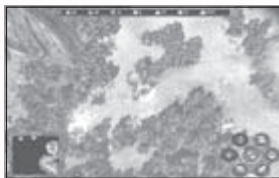
You find your first abandoned mine at (8). These structures generate a resource, but at first glance you won't know which kind (although the map legend states which mine produces which resource) and the cost of taking the mine is dear. Each abandoned mine on this map is guarded by 5 wights, 20 ghosts, 30 plague zombies, and 40 skeletons.

The hill fort at (8) is extremely useful, as you can upgrade your creatures here for a price without having to expend time and effort on town improve-



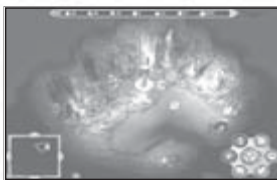
ments once you take Brightwood. Consider stopping in and buying some paladin upgrades or turning any archers into marksmen. You need an army of significant power if you plan to conquer the Inferno forces in the center of the map or clean up the underground tunnels, which are full of brutish creatures like hydras.

Continue moving north, using the redwood observatory to reveal the land occupants around you. The campfire is of particular use to you right now, so stop in and pay your respects. There is also a black market at (9), which sells artifacts at exorbitant prices. If you have the money to spare, you may want to stop and shop.



The griffins at (10) guarded some coveted treasure: a gold mine. If you have a sizable army, fighting off the griffins shouldn't

be too difficult, and if you do lose some troops, the bounty from the mine will easily pay for replacements. Just south of the mine, you see your first subterranean gate (12). You can duck into the underworld temporarily via this gate and explore a cavern for treasure.



The dark, dank underground passages are often composed of narrow walkways that lead you from one confrontation to another. In

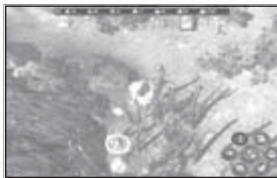
many cases, however, these caverns give up excellent treasures to heroes that make the trek and sacrifice both time and troops. Since you are not under any sort of time limit in this mission, feel free to explore the cavern at your leisure. Do look out for the hydras, as they are beastly creatures capable of great destruction.

The cartographer at the end of the cavern is the prime reason to delve into this sinkhole. If you can visit the facility, you can buy a helpful map of the underground for only 1,000 gold. But you have to get through a garrison first, which is loaded with wights and wraiths.



Brightwood

Brightwood is now within reach—the town is just to the west of your current position, and the path there is fairly unobstructed. There are plenty of nooks and crannies you can explore to pick up resources and treasure, as well as pick fights for experience.



Pit lords threaten a cavalier patrol at (20). If you defeat the pit lords, the cavaliers join your party and you can pick up the Ring of Lightning

Protection. Continue moving west, passing the ore pit (13) and the peasant huts. These resources are good to have, but you need to save your strength right now to defeat the garrison stationed at the town.



Brightwood is guarded by a small garrison—only 66 peasants and 24 archers—but they are stationed behind protective walls that must first be knocked down with catapults.



As soon as you retake the town, you must set about rebuilding. The magic guild needs immediate attention so you can upgrade it to

Level 3. If you have been dutifully collecting resources while trekking to Brightwood, you should have plenty of building materials and gold to commission construction projects. Remember, it takes one turn to complete a building project.



As you restore the magic guild to its former glory, you gain access to magic spells. If you have not already learned them in the field, you will

receive them with every successful upgrade. The second circle, for example, contains spells like Plague and Wasp Swarm, which can prove useful in battle if you like to mix up your might with a little magic.

The Seer

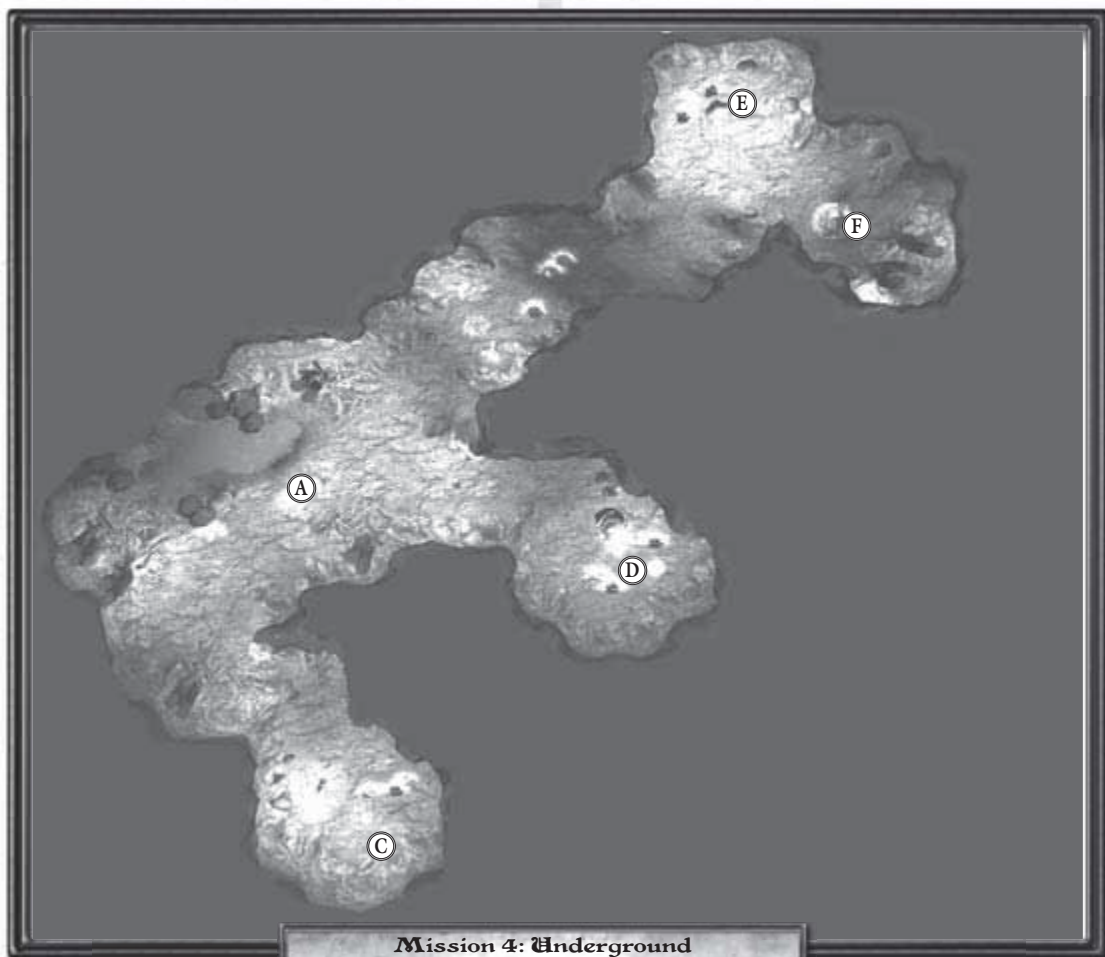
After completing the magic guild project, move west to the garrison at (16). As soon as you reach the garrison, you see that the bridge is in ruins and you do not have the time or means to repair it. Unfortunately, Findan's army is on the other side of the bridge, so you have to find a way across. Beatrice has a suggestion—visit the oracle at the seer hut (17).

Head south to the seer hut to hear your fortune. The oracle tells you of a magic pair of boots hidden in a buried crypt. If you can recover the Boots of Levitation from the underground cavern, you will be able to cross the deep waters back by the garrison and meet up with your elven compatriots.



After leaving the seer hut, use the subterranean gate to visit the underworld. The crypt that protects the magical footwear is heavily fortified, though, so you may want to hire some new recruits back at Brightwood just in case. If your army has taken a beating, you can also use this time to work on town improvements that will help with recruitment efforts. There are plentiful resources to the south of the seer hut.



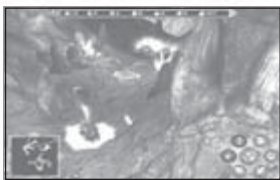
**Mission 4: Underground***map legend*

- (A) = Entrance
- (B) = Graveyard
- (C) = Learning Stone
- (D) = Ruined Tower
- (E) = Shrine of Magic Thought
- (F) = Crypt

While you can certainly take a direct path to the crypt ((F)), there are other treasures in this deep cave. If you can defeat the archliches, you can then head for the graveyard at (B) and recruit your first undead creatures: ghosts. If you need extra forces, the manes are a good, cheap find.



Before you can even take on the enemies at the crypt, you have to get through a patrol of bone dragons. These vicious beasts



can really ruin an unprepared army, so if you have low forces at this point, leave now and do some recruiting. If you lose too many good troops during the bone dragon fight, go back to the overworld and do additional recruiting. You simply cannot take on the crypt guardians without a substantial army. If you have paladins, you're in good shape.



Don't forget about the hill fort. Use the facility to upgrade your troops and return to the cave if necessary.

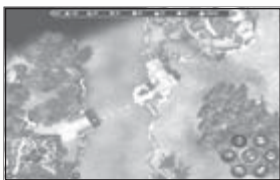


Once you make it through the bone dragon, lay siege to the crypt. The battlefield is a little wonky, full of poisonous mushrooms you cannot move through, so don't mistakenly position your best troops behind the obstructions. The crypt is guarded by liches, wraiths, ghosts, skeleton archers, and walking dead.

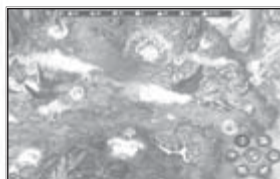


As a reward for taking out all of the crypt guards, you receive the Boots of Levitation.

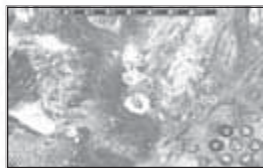
Head back for the broken bridge. You can click on the other side of the water and cross without any hesitation. Continue to the west and the mission is complete.



If you want to explore the rest of the map, do so before you cross the water. Crossing the water automatically ends the mission. If you exit the mission, you have to either replay the entire thing or start from your last save.



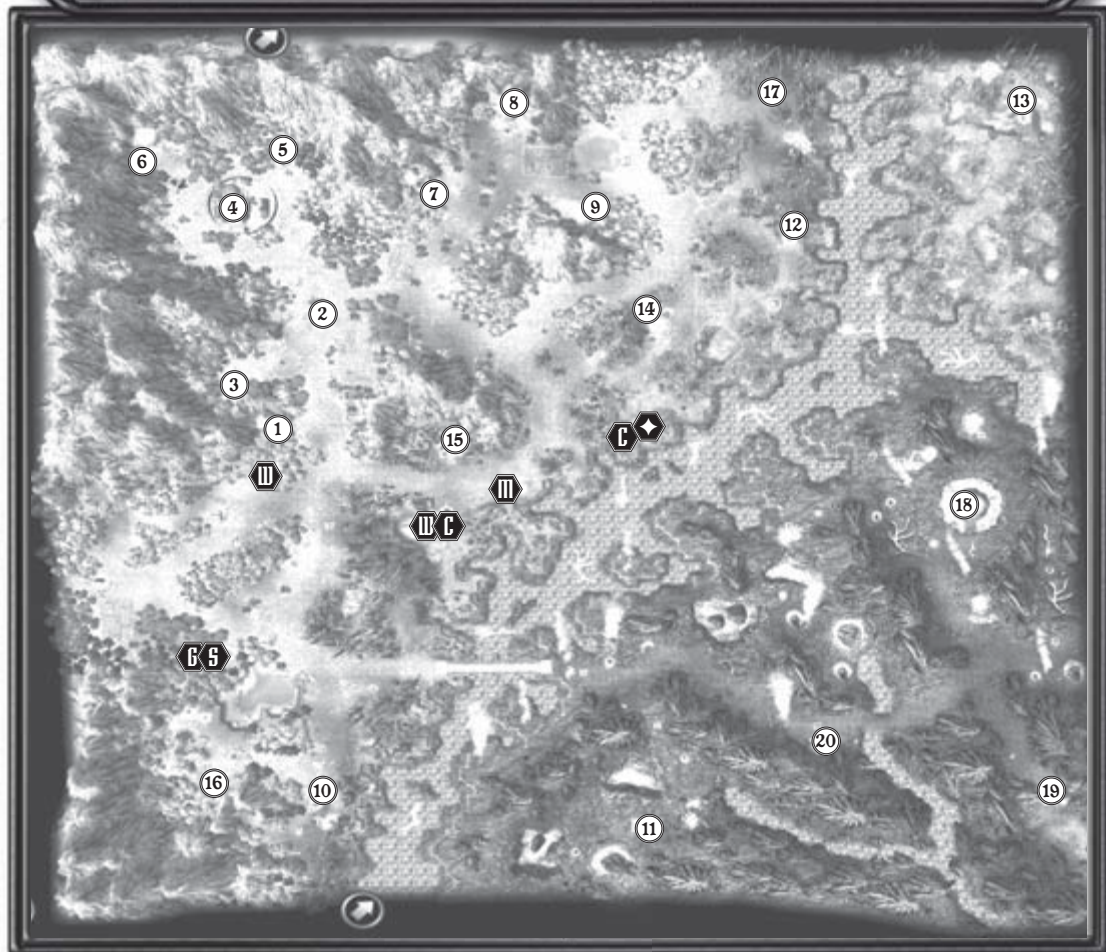
The center of the map is completely controlled by the Inferno forces. At the center of the scene is the Inferno military post (19), which is guarded by devils, pit fiends, nightmares, and succubi. Their numbers aren't too great, and if you manage to take the post, you will earn a lot of experience points. If you are still hunting for resources, the area is littered with wood, crystals, and mercury. Take your fill.



There is a third cavern under the map, but there are no required objects inside it. To access the cavern, defeat the arch devils. The archangel next to it will gratefully join your team, which is a pretty good find. (The archangel would be extremely helpful against the crypt keepers.)

Pass through the monolith two-way to enter the underworld, where you will find plentiful foes like frightful nightmares and arch devils. There are two random artifacts in the cavern.

Mission 5: The King



map legend

- | | | | |
|--------------------|---------------------------------------|--|--|
| G = Gold | 1 = Haven Military Post | 9 = Griffins, Gem Mine | 14 = Marksman, Sawmill, Idol of Fortune |
| W = Wood | 2 = Tear of Asha | 10 = Subterranean Gate | 15 = Skeleton Archers, Obelisk |
| M = Mercury | 3 = Zombies, Ore Pit | 11 = Subterranean Gate, Inferno Military Post | 16 = Obelisk |
| C = Crystal | 4 = Dunmoor (Haven town) | 12 = Subterranean Gate | 17 = Obelisk |
| S = Sulfur | 5 = Prison, Pit Lords | 13 = Subterranean Gate, Shadow Dragons, Campfire, Helm of the Dwarven Kings | 18 = Waalag (Inferno town) |
| ◆ = Gems | 6 = Goldmine, Spectral Dragons | | 19 = Garrison |
| | 7 = Haven Military Post | | 20 = Cerebri, Goldmine |
| | 8 = Mages, Sulfur Dune | | |

Enter Godric

Isabel walked right into Agrael's devious trap—the demon lord's succubus Biara assassinated poor Beatrice and disguised herself as the queen's adviser. The false Beatrice then led Isabel right into enemy hands, where she was swiftly taken into custody. But before Isabel was thrown into a prison for safekeeping, Biara thought she noticed something strange in Agrael—weakness?

With Isabel at the mercy of the Inferno demons, Godric rides to her rescue, commanding an impressive army. The old squire must rescue his queen from danger and help unite their armies with the king's forces. With the Inferno faction sending reinforcements to defeat Godric before he can lead to a reunion with Nicolai, however, the squire must look to a higher power for protection. Can the sleeping dragon Asha somehow light this darkest hour?

Starting Army:	5 Crystal
62 Marksmen	5 Sulfur
39 Squires	5 Gems
20 Imperial Griffins	2,000 Gold
10 Cavaliers	Starting Bonus (pick one):
1 First Aid Tent	4 Imperial Griffins
1 Catapult	Four-Leaf Clover
Starting Resources:	1,500 Gold
10 Wood	
10 Ore	
5 Mercury	

Mission Objectives

- ♦ **Rescue Isabel and Capture Dunmoor:** Rescue Isabel from the prison next to the town of Dunmoor, then take the town itself.
- ♦ **Hold Dunmoor Against Enemy Attacks:** Word of Isabel and Godric seizing Dunmoor raises the attention of demon lords that attempt to reclaim the town.

- ♦ **Find Tear of Asha:** Locate the magical Tear of Asha by deciphering the puzzle map. Once found, install the Tear of Asha in Dunmoor for its protection.
- ♦ **Send Godric to Nicolai:** Isabel must send Godric to connect with Nicolai at the garrison to the southwest.
- ♦ **Isabel and Godric Must Survive:** Neither Godric nor Isabel can fall during battle, lest the mission end in failure.

Mission Strategy

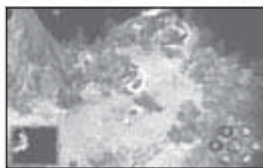
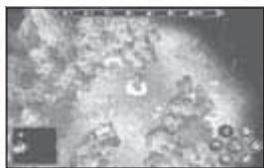
This mission introduces two new aspects to your strategy for survival—tactical town protection and the search for the Tear of Asha. Once you rescue Isabel from her prison, you spend a good portion of the mission trying to prevent demon lords from successfully laying siege to the town of Dunmoor. This is done by either stopping the demon lords on the road, or by leaving troops at the town to defend it.

You can cover a lot more ground if you send your heroes away from town and put your trust in a smartly deployed garrison. You cannot, however, just stock the town defenses with your best troops and leave your wandering heroes with poor personal armies.

The Tear of Asha is a priceless, mystical artifact buried below the surface of Ashan. The location of the relic is a guarded secret, but you do have a puzzle map (accessed via the objective screen) that eventually reveals the pathway to discovery if you can crack its code. If you manage to unearth the Tear of Asha, immediately take it back to town and install the wonder to bestow extra benefits on your city defenses.

Rescue Isabel

As soon as the mission begins, Godric must head north and rescue Isabel from the prison next to Dunmoor at ⑤. He cannot wait very long, because Agrael is afoot. If Isabel has not been rescued after several turns, she is killed by her captors and the mission ends in failure. Make haste to the north, stopping for no battles until you reach the prison.



As Godric moves north, you see a variety of features you may want to go back and visit later, such as the black market. While it isn't advised to expend any movement points to engage enemy creatures in battle, there are a couple of beneficial features you can easily stop by en route to the prison. The mystical garden gets resource-gathering started and the rally flag at ② will help with the impending battle.

A small garrison of pit lords wait outside the prison for you.

Engage the creatures, using your might to overpower their small numbers. The pit lords can pack mighty punches, but you should be able to overwhelm them without too much difficulty. As soon as the pit lords are down, you can spring the queen from her cage.



Make sure to eliminate one stack of pit lords at a time so you aren't needed by multiple enemies.



After rescuing Isabel, take Dunmoor. The Inferno army has placed several troops—imps, hell chargers, and succubi—at the outer rim of the town to protect it from a Haven attack like yours. You must breach the town defenses to take the town, but unless you lost a lot of troops in the battle with the pit lords, you should be able to take Dunmoor with relative ease.



Agrael is getting close by this point. You can take him on in two ways—either wait for him on the main road and intercept him before he reaches Dunmoor, or transfer some of Godric's troops to the Dunmoor garrison and let the demon lord contend with town defenses. The trade-off is that if Agrael attacks the town, you may have fortifications, but you will lack Godric's attacks and his first-aid tent.



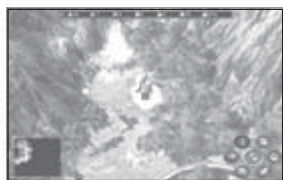
If you decide to take on Agrael in the field, get ready for a healthy battle. The fiend attacks with the following initial forces:

- ◆ 5 Devils
- ◆ 21 Hell Hounds
- ◆ 16 Imps
- ◆ 64 Demons
- ◆ 14 Succubi

The catch with Agrael's forces (as well as the other demon lords that attack you in this mission) is that they have Gating, which increases their numbers during the course of battle. You cannot spend too much time on defense, lest you give the enemy time to replenish its numbers. After you defeat Agrael's monsters, the demon lord flees, much to Isabel's chagrin. Godric and Isabel decide that the best way to prevent Dunmoor from falling to a powerful demon lord is to fortify it.

Hold Dunmoor

Even though Agrael tucked tail in defeat, that doesn't mean his fellow demon lords will follow suit. More Inferno masters are en route to the city, belching out of the fiery underworld with nothing short of hatred for the Haven faction. Resources to fortify the town and recruit troops may be a little thin after the taking of Dunmoor, so take this time to start fortifying not only the city, but also your bank account.



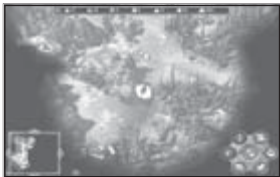
The gold mine at ⑥ will start a steady stream of income—but first you have to fight through a small patrol of spectral dragons.



You can recruit troops—priests and cavaliers—from the Haven military posts at ① and ⑦. However, first you must prove your might to the guards stationed at each post. Each post is fortified by one angel, two cavaliers, three priests, and five griffins. That's not an easy force to turn back, especially when you need troops to fight off demon lords.

However, there is a benefit to doing so. If you sacrifice some troops in battle to take the post, you can then recruit priests and cavaliers without having to worry about town-building. Since time is of the essence, this shortcut may look appealing.

There are resources and artifacts to the south, but this puts your hero within spitting distance of the road that many demon lords use to leave the Inferno compound in the southeast corner of the map. You will soon have a mission objective that sends you in this direction anyway, so avoid getting too far ahead of yourself before the call arises.



The demon lords that follow Agrael don't come ill-equipped for a fight. Frightful nightmares, cerebi, arch devils, and imps are just a sample of the hostile creatures you encounter either on the road (if you're unlucky) or back at the fortified Dunmoor.

You probably won't have resources to spare for the black market, thanks to the majority of funds going into troop recruitment. But should you find yourself with a surplus of cash, consider picking up a helpful artifact from the shady dealer.



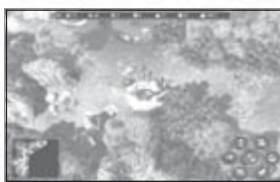
If a demon lord reaches Dunmoor and there is no garrison left to defend the town, the mission ends in failure.

Tear of Asha

Even valiant Godric recognizes that Dunmoor will be difficult to hold against the threat of repeat demon lord attacks. The squire proposes that the heroes seek out the Tear of Asha, a magical relic that can unlock a great wonder in Dunmoor. Perhaps with the protection of the Tear, the garrison left behind at the town can hold out long enough for the heroes to reunite with Nicolai.

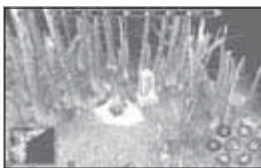


The Tear of Asha puzzle map



The location of the Tear of Asha is revealed by seeking out three obelisks near the town of Dunmoor. All of the obelisks are guarded by

monsters, so it will take a fight to receive each piece of the puzzle. The three obelisks are at (17), (16), and (17). You must hurry, though, because the demon lords will not wait around while you seek the means of destroying them. The monoliths will keep providing a new demon lord to take the place of each one you defeat.



The heroes must split up to seek out the obelisks quickly. Make sure each hero has a good enough army to defeat the creatures guarding the obelisks, like familiars. Whichever hero has the greatest movement should head for the obelisk at (17), to allow a quick return to town to help out the hero left closest to it.

The puzzle map after visiting one obelisk.



You can only dig for the Tear of Asha once! If you fail to dig in the correct spot, you cannot try again. You must either make do with your current defenses or load the most recent save file and try again.

Puzzle Map Spoiler!

Don't look at these screens or read this text if you don't want to know the solution to the puzzle map.



Every obelisk you visit reveals a little more of the location of the powerful Tear of Asha relic. Once you have visited all three obelisks, the puzzle fades away and the location of the relic is fully revealed. All that's left for you to do is ride to the location and dig up the divine treasure.



Once you have the Tear of Asha, you must send the hero who found it back to Dunmoor. The great wonder cannot be built unless the Tear has been physically carried back to the town. There is no cost to develop the wonder, just go to the city-building screen as normal and select the development.



The magical wonder is now a part of the town, granting incredible fortifications to the army that guards the town while the heroes are off on their adventures. Make sure you leave a sizable garrison behind, even if you did locate the Tear of Asha, because the response is swift and merciless. One demon lord after another heads for Dunmoor in search of revenge, such as Efon (pictured attacking Dunmoor) and Deleb (pictured moving in to pick up where Efon left off).

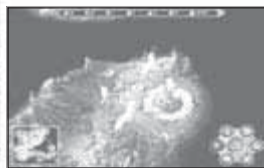
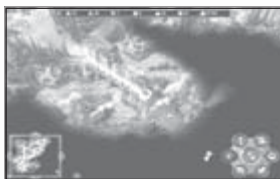
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Reunion

Once the Tear of Asha has been installed in Dunmoor, Isabel believes she can take care of things by herself at the town. She asks Godric to head for the garrison (19) in the southeast corner of the map and find her husband, Nicolai. Godric obeys his queen and sets off to join his liege.

While Godric makes for the Inferno-controlled territory, Isabel continues to defend the town from demon lords that trickle in. If you feel the town will be fine without your immediate help, you can send Isabel to one of the subterranean gates at (12) or (10) and explore a completely optional system of simple caverns. These caverns allow you to access—via the remaining pair of subterranean gates, (11) and (13)—parts of the Inferno stronghold not accessible on the overworld map.

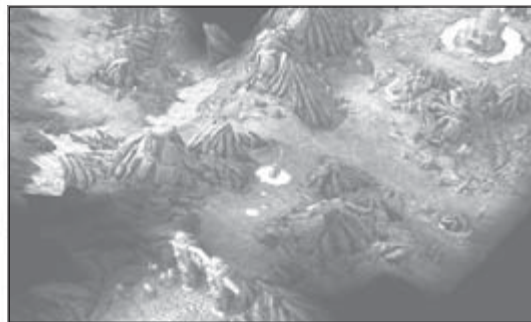
Send Godric to the south side of the map and cross into Inferno territory via the bridge.



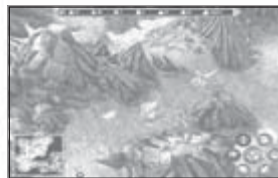
Inferno territory is full of resource-generating facilities, like a gem mine (20), sulfur dune, and ore pit. While heading for the garrison, Godric can take control of these back from the Inferno faction, which will prompt any demon lords heading for the town to turn around and try to reclaim their property. This is a good way to keep demon lords off Isabel's back, especially if you choose for her to do a little exploring.

The central feature of the Inferno territory is the town of Waalag at (18). If you have been taking out a lot of demon lords, you may find the town completely empty. If Godric rides up the front gate and nobody is there, he can claim the town.

Owning the town allows you to recruit Inferno creatures, but at this point in the mission, this is unnecessary for survival. It is fun, though, to drive the surviving demon lords crazy by staking a claim to their hometown.



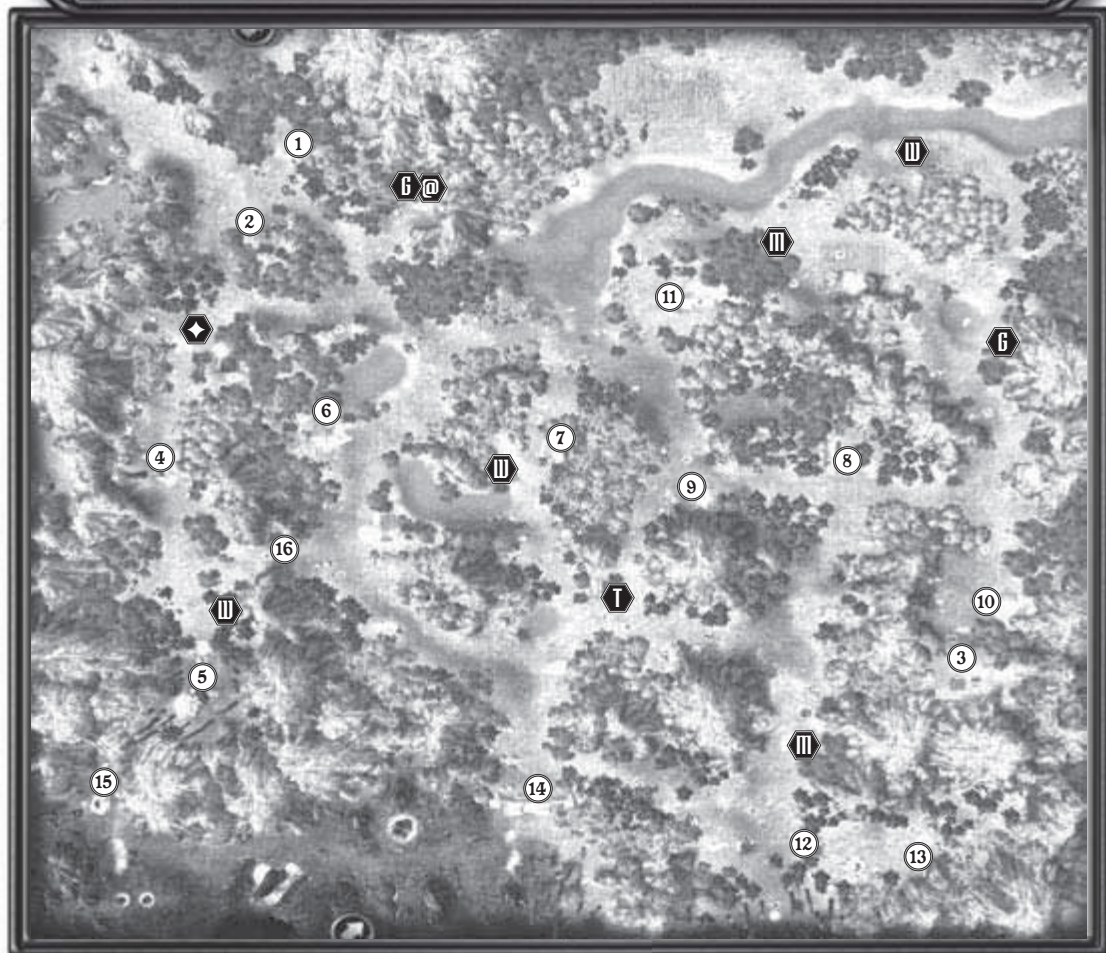
When Godric reaches the garrison (19), he leaves the map entirely and you are left with control only over Isabel.



After Godric exits the map, Nicolai's forces appear at the garrison. Nicolai starts to make his way into Inferno territory. Isabel takes joyful notice of his arrival. You should now load up Isabel's personal army with your finest troops and make your way to Nicolai to end the mission.



Mission 1: The Secret Way



map legend

- | | | | |
|--------------------|--|---|---|
| G = Gold | ① = Priests, Boots of the Swift Journey | ⑦ = Ancient Treants, Boots of the Open Road | ⑬ = Inquisitors, Axe of the Mountain Lords, Shrine of Magic Gesture |
| W = Wood | ② = Hut of the Magi | ⑧ = War Machine Factory | ⑭ = Garrison |
| T = Treasure Chest | ③ = Red Keymaster Tent, Monolith One-Way | ⑨ = Archer Tower | ⑮ = Subterranean Gate |
| O = Ore | ④ = Redwood Observatory | ⑩ = Sanctuary | ⑯ = Familiars |
| M = Mercury | ⑤ = Demons, Demon Gate | ⑪ = Sanctuary | |
| C = Crystal | ⑥ = Unicorns, Stables | ⑫ = Red Border Guard, Subterranean Gate | |
| S = Sulfur | | | |
| D = Gems | | | |

The Chase

After the tragic death of King Nicolai, the story realigns to follow the exploits of the conflicted Agrael, a demon lord dealing with an internal struggle that's about to get very external. Because they are perceived as having been treacherous to the demon sovereign, Agrael and his succubus Biara must find sanctuary from his wrath. Unfortunately, the Haven hero Godric is breathing down Agrael's neck, leading a massive army to seek revenge for Nicolai's death.

Starting Army:	Starting Resources:
♦ 1 Balor	♦ None
♦ 20 Cerberi	Starting Bonus (pick one):
♦ 12 Succubi	♦ Necklace of the Lion
♦ 50 Imps	♦ 8 Cerberi
	♦ 3 Nightmares

Mission Objectives

- ♦ **Seek Out Demon Lands:** Agrael must discover the hidden portal to the Inferno-controlled territory to escape the revenge-thirsty Godric.
- ♦ **Agrael Must Survive:** Agrael cannot fall during battle, lest the mission end in failure.

Mission Strategy

This mission is about making quick, calculated moves. You have little time to do much sightseeing, because Godric catches up with you after only a few turns. Godric has decent movement speed, but you are a bit faster. Your speed will not save you, however, if you do not know a clean route to the subterranean gate that leads to the safety of Inferno lands. Godric knows these Haven lands like the back of his gauntlet, and makes a beeline for your position.

The subterranean gate you need to access is set behind a border guard (12). The only way to get through the border guard is to present him with a key that you get at the red border pass (3).

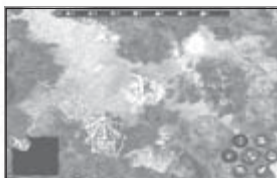
Getting this key takes you out of your way, though, and gives Godric a chance to catch up. Perhaps there are other features on the map you can exploit, allowing you to slip through his fingers?



In spite of his frightening appearance, it is Agrael who must tuck tail and flee.

Gathering Speed

You are granted a few turns before Godric arrives at your original starting position and starts to give chase. To put some serious distance between you and him, seek out artifacts and stables to increase your movement capability. The faster and farther you can run each turn, the safer you are.

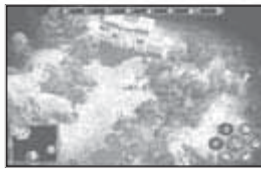
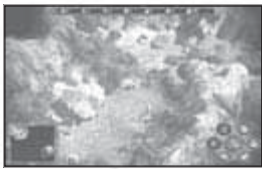


At the start of the mission, attack the priests at (1), because they protect the Boots of the Swift Journey, an artifact that increases

your movement over land for the duration of the mission. (Remember, artifacts cannot be carried over into future missions.) You can start covering extra ground each turn the moment you acquire the boots.

Visiting the Hut of the Magi at (2) is almost as important as getting the means to travel faster. Accessing the Hut of the Magi allows you to "see" the Eyes of the Magi, which are strategically positioned around the map. As soon as you touch the hut, the fog of war is pushed back to reveal your ultimate goals in the mission.





The Eye of the Magi at (3) reveals the location of the keymaster tent, which you must access first. Without the key, you cannot slip into the underground and safely travel to demon-controlled territories. Another Eye of the Magi reveals a Haven garrison (14). The garrison divides the Griffin Empire from the evil lands, and would be an attractive shortcut if you had the means to beat back the guards stationed there. At this point (in fact, at any point in the mission), you do not have the resources to successfully take on 50 archangels and 200 imperial griffins.

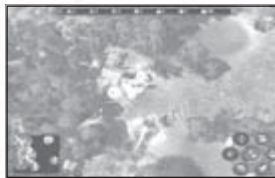
You have to do battle a few times during the mission, and while your starting army is decent, you could definitely stand to pick up a few new recruits. Head south from the Hut of the Magi to the redwood observatory at (4).



This reveals even more of the map, including the route to a demon gate, where you can recruit 15 demons for your personal army. The demons give you a solid advantage against enemies you need to dispose of later in the mission, such as some ancient treants that guard another useful artifact. After you recruit the demons, stop by the familiars at (16). They will request to join your army. Accept their servitude.



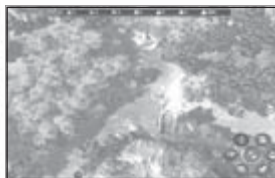
Most resources on this mission are of no use to you—they serve only as distractions. But pick up gold whenever you can, as you can use it to recruit reinforcements.



Stables (6) increase your movement speed for the remainder of the week you visit them. This stable is guarded by unicorns,

which are likely to do some damage to your army, so check to see how far into the week you are before you try to access the stables. If you are near the end of the week, take a pass and start moving to (7) to pick a fight with the treant guardians.

The ancient treants stand watch over the Boots of the Open Road (7), another artifact that improves movement. These magical boots allow you to travel over rough terrain as if you were just walking through low grass, so pick them up. Godric is probably starting to close in on you now, so as soon as you get the boots, begin moving east toward the keymaster tent.



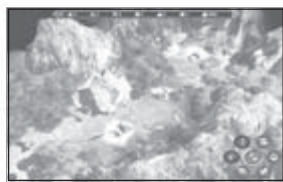
The archer tower at (9), on the way to the keymaster tent, allows you to recruit some cheap ranged warriors for your mission.



If Godric starts catching up to you, duck into the sanctuary at (10) or (11). The Haven hero cannot see you while you are hidden inside. This buys you a little breathing room.

Border Crossing

Now that you have acquired the means of staying ahead of Godric, turn your attention exclusively to the matter of getting through the border guard.



You have to get through some footmen and minotaur guards to access the keymaster tent. Fortunately, a rally flag helps you with those battles. As soon as you make it through the guards, touch the keymaster tent to receive the proper documentation to pass through the border guard. There is a monolith one-way next to the keymaster tent. Step through it to outwit Godric and instantly warp to (12), which is on the other side of the monolith.



The monolith spits you out right in front of the border guard. To pass through, simply run up to the border guard and it vanishes. But that means that everybody else (read: Godric) can get through the area without impediment, too. And, it just happens that eliminating the border guard draws the attention of the Haven heroes.



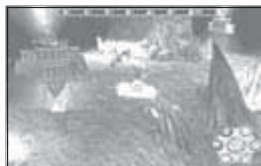
There is a subterranean gate on the other side of the border guard that lets you bypass the garrison and its 50 angry archangels. Before you slip below the crust, though, consider attacking the inquisitors at (13). They guard not only the means of acquiring some new magic, but also the Axe of the Mountain Lords, another artifact. After procuring the artifact, head into the underworld via the gate.



The Axe of the Mountain Lords is completely optional, but it will serve you well at the end of the mission when you are attacked by an unlikely foe.

Underworld

The caverns beneath the map lead back to the west. You eventually come up at (15) on the overworld map. There are minimal enemies in the underworld; the only real obstacle you may face is Godric, if he is given enough time to continue his pursuit in the caves.

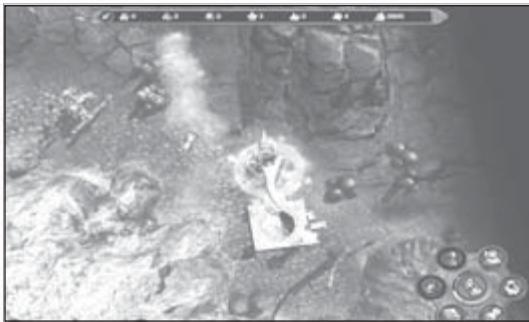


If you have been diligently collecting gold—but not at the expense of too many troops—you now have the means of using it. The cave has several recruitment stations inside, like demon gates and kennels. Even if you manage to avoid Godric, you still have a heavy battle coming up, so pad your forces with formidable troops.



Near the cave exit is a bill fort where you can upgrade your creatures, turning demons into horned demons, etc.

The cave also has a black market where you can buy artifacts that may help your cause. All of them are wildly overpriced, though, and your money is better spent on acquiring troops than trinkets.



When you arrive on the other side of the cave, the Demon Lord Erasial is waiting for you. Apparently, the demon sovereign is aware of your misgivings about your lot in life. The demon lord stomps up on you as you soon as you appear topside, so have everything in order before you launch your attack.



Erasial is a tough enemy with a sizable army. Hit him fast and hard and try to gain an immediate upper hand. (This is when the Axe of the Mountain Lords becomes quite useful.) His lone arch devil is a tough customer, so make him a priority. Do not underestimate his succubi, however, because they can really needle you if not attended to within a reasonable amount of time.

Erasial's Army:

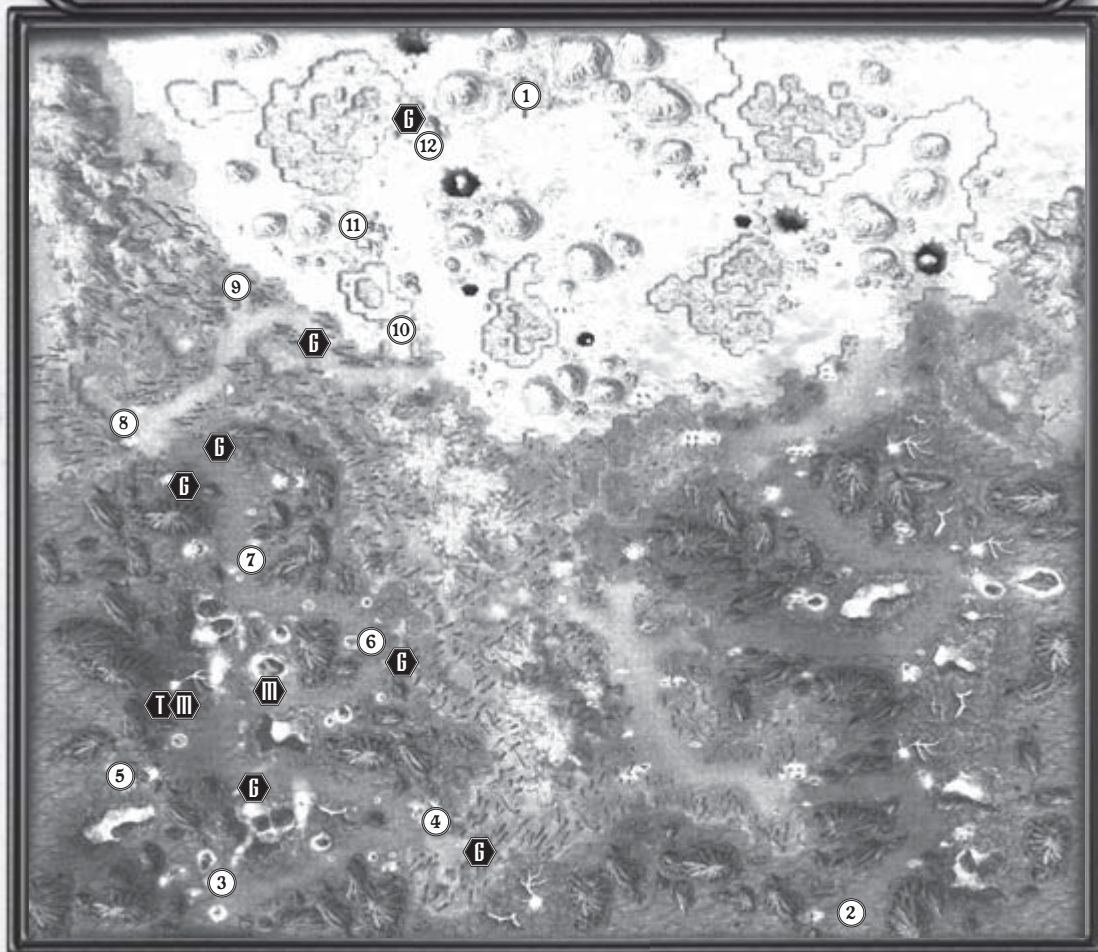
- ◆ 50 Hell Hounds
- ◆ 45 Horned Demons
- ◆ 2 Pit Lords
- ◆ 1 Arch Devil
- ◆ 15 Succubi

The defeat of Erasial allows Biara to see through your plots. But before he can spill too much knowledge, the demon sovereign materializes and destroys Erasial for his failings. The sovereign spares your life—for now. Perhaps there is something he knows that you do not?



Mission 2: The Demon Stone

Heroes of Might and Magic V
Walkthrough – Campaign 2 – Mission 2: The Demon Stone



map Legend

- | | | |
|---------------------------|---|--|
| G = Gold | 1 = King's Mausoleum | 8 = Dragon Teeth Necklace, War Dancers, Breastplate of Eldritch Might |
| T = Treasure Chest | 2 = Demon Lord Veyer | 9 = Hut of the Magi |
| M = Mercury | 3 = Hut of the Magi | 10 = Steel Golem, Dragon Bone Greaves |
| | 4 = Hell Hounds, Kennels | 11 = Hill Fort |
| | 5 = Inferno Military Post | 12 = Magic Well |
| | 6 = Campfire, Shrine of Magic Gesture, Idol of Fortune | |
| | 7 = Horned Overseers | |

The Race

Biara demands that you know what treachery and ambitions Agrael is tangled up in before she takes another step with him. Agrael doesn't quite know how to explain his torn allegiances, but Biara comes to her own conclusions—and they are definitely in Agrael's favor.

Agrael, now aware that the demon sovereign is after the Heart of the Griffin, an artifact that has incredible bearing on the fate of Asha, must outrun his former lord's charge, Veyer, who is also on the hunt for the powerful relic.

Starting Army:	Starting Resources:
◆ 40 Familiars	◆ None
◆ 35 Horned Demons	Starting Bonus (pick one):
◆ 15 Hell Hounds	◆ 2,000 Gold
◆ 15 Nightmares	◆ 8 Succubi
◆ 1 Catapult	◆ Phantom Spell

Mission Objectives

- ◆ Capture the Heart of the Griffin: Agrael must locate the Heart of the Griffin at the king's mausoleum before the Demon Lord Veyer does.
- ◆ Agrael Must Survive: Agrael cannot fall during battle, lest the mission end in failure.

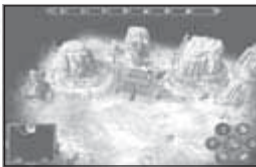
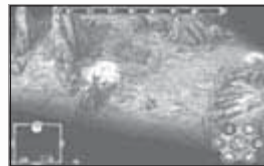
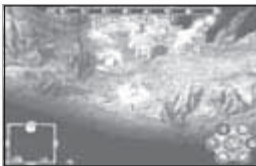
Mission Strategy

Much like the previous mission, the secret to success is measured haste. You have a goal you must hurry toward—the king's mausoleum at ①—but you cannot just make a flat run for it. You must build up a decent army before attempting to take on the Haven hero charged with protecting the Heart of the Griffin, and his army is powerful enough to stomp your starting forces.

Fortunately, there are opportunities to do some recruiting before you leave the Inferno-controlled lands on the south side of the map and brave the desert wasteland.

Recruit Army

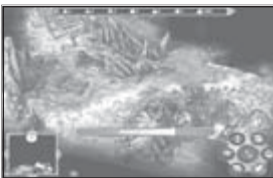
At the beginning of the mission, you can see very little of the map, save for the king's mausoleum and Lord Veyer's starting point at ②. Veyer is almost the same distance from the Heart of the Griffin as you are, but he is a little slower. He takes his time to pick up treasure, which he uses to recruit extra troops. You must mirror this methodology to a certain extent, without letting him get ahead of you. If Veyer reaches the mausoleum before you do, the mission is lost.



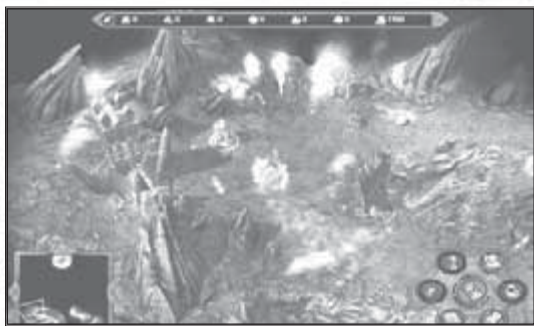
When the mission begins, immediately pick up the nearby gold and access the Hut of the Magi (③). Along the trail lead-

ing to the desert are many Huts of the Magi, useful not for illuminating your path, but Veyer's.

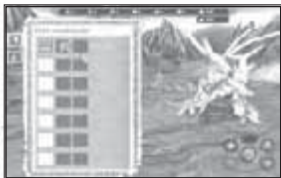
Advance intelligence on an enemy's activities is sometimes the best offense, so on Veyer's half of the map, hit every hut you pull back the veil on. This way his activities are not secret—you can keep tabs on his position at all times. If you see him pulling ahead, redouble your efforts and don't make many stops on the way to the desert.



As long as you can see Veyer's half of the map, you know his whereabouts and can see what gold and recruits he is picking up.

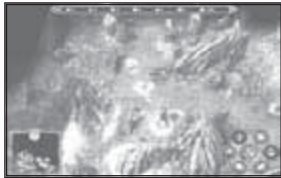


You can recruit some vicious pit fiends at an Inferno military post (5), but first you have to take out the garrison protecting it. This is not easy, but consider that at the end of the mission you have to fight not one, but two separate heroes: Stephan and Veyer. The Inferno military post is guarded by three nightmares, one devil, two pit fiends, and five succubi.



If you do manage to defeat the garrison at the military post, spend the money to buy both pit fiends. They serve you well in all battles, and in the desert is a hill fort where you can upgrade them into powerful pit lords—a definite help against Stephan's do-gooder forces. The purchase is expensive (1,550 gold), but not much recruiting happens for another few turns, so you can afford it.

The Inferno creatures in your path, such as these horned demons (7), will join your army.



The path to the desert is littered with riches. Pick up all of it, even if you have to engage in a few minor skirmishes to do so.

If you watch the map, you can keep track of Veyer's progress—and you'd better believe he's doing the same thing you are. It will take some serious spending to assemble an army that can conquer two heroes, one after another. Be sure to stop at places like the demon gate to pick up any available recruits.

The Breastplate of Eldritch Might (8) is a good defensive artifact worth stopping for. The war dancers guarding it should pose little threat to your army at this point, unless you've had some disastrous battles.



Storm Mausoleum

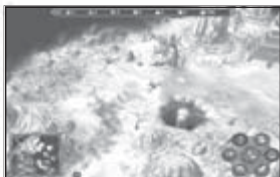
Reaching the desert signals that the mission will soon be over. If you set foot on the sand first, you are in really good shape to beat Veyer to the prize. More riches and artifacts are in the sand, but if the race is almost tied, concentrate on reaching the mausoleum first.

At the hill fort (11), you can upgrade your troops to higher tiers (turn those pit fiends into pit lords!), but first you have to get through a small patrol of paladins. The Haven warriors put up a good fight, but you should be able to overwhelm them if your army is still strong. Upgrading your creatures will cost gold, but you have nothing else to buy at this point, so spend every coin you have to make sure you have the best army possible before marching on the mausoleum.



note

Check out the armies for both Stephan and Veyer. You cannot backtrack. If your army seems puny in comparison with Veyer's, consider retrying the mission with a greater emphasis on recruitment.



At (12) there is a magic well. Access it to make sure you have enough spell points to cast all the offensive spells you need to beat

these next two foes. As you approach the mausoleum, Stephan automatically rises up and strikes out at you. His army is pretty good, but nothing you can't handle if you've been actively recruiting and upgrading. Watch out for his angel, though, as it can do some damage to your lesser troops.

Stephan's Army:

- ◆ 4 Paladins
- ◆ 5 Royal Griffins
- ◆ 1 Angel
- ◆ 24 Marksmen



As soon as Stephan falls, Veyer arrives in the desert intent on grabbing the Heart of the Griffith for his liege.

Veyer is accompanied by an army much stronger than Stephan's, including arch devils, which you had no access to during the recruitment drive. Hit his troops quickly, because if given a chance, his creatures start gating and call forth reinforcements. Hit his strongest troops first; imps can be dealt with after more imposing figures have been cut down.

Do not ignore his succubi—their ranged attacks can do damage from afar. If you upgraded at the hill fort, you should have enough higher-level troops, like balors and frightful nightmares, to defeat Veyer.

Veyer's Army:

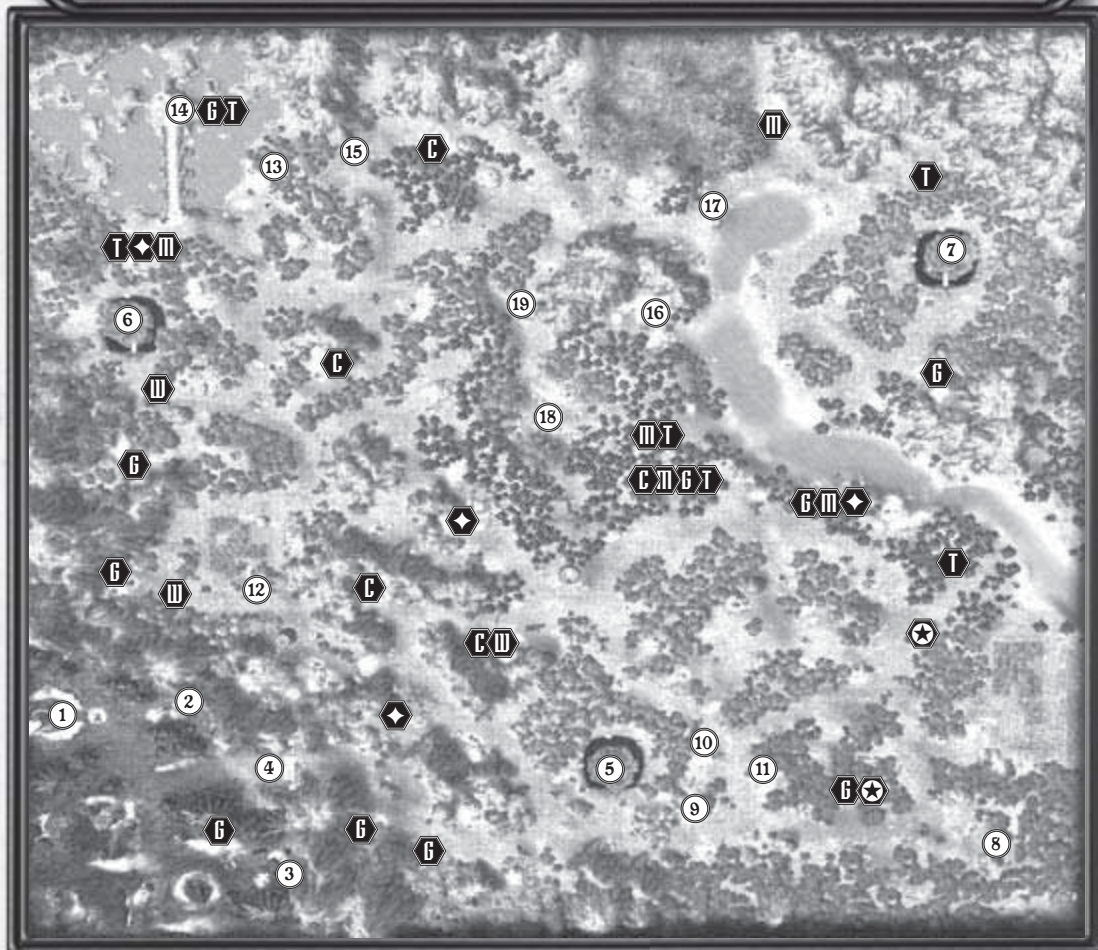
- ◆ 16 Familiars
- ◆ 5 Arch Devils
- ◆ 40 Hell Hounds
- ◆ 65 Demons
- ◆ 100 Imps
- 33 Succubi

Unfortunately, your efforts are too little, too late. The Heart of the Griffin is seized by the demon sovereign. You must now seek out the advice of the great elf, Tieru. The elf will certainly be cautious about helping a demon lord, but perhaps you can persuade him that a leopard—even an infernal one—can sometimes change his spots.



Mission 3: The Elves

Heroes of Might and Magic V
Walkthrough – Campaign 2 – Mission 3: The Elves



map Legend

- | | | | |
|------------------|--|---|---|
| = Gold | = Ur-Kharg | = Orange Border Guard | = Blue Keymaster Tent |
| = Wood | = Familiar Crucible | = Sawmill | = Emerald Dragons, Magic Scroll of Chain Lightning, Blue Border Guard |
| = Treasure Chest | = Inferno Military Post, Orange Border Guard | = Goldmine | = Redwood Observatory |
| = Ore | = Garrison | = Sulfur Dune | = Druid Elders |
| = Mercury | = Wenlan (Sylvan town) | = War Machine Factory | = Ancient Treants |
| = Crystal | = Firios (Sylvan town) | = Archangels, Armor of the Forgotten Hero | = Ynthil |
| = Gems | = Ynthil (Sylvan town) | | |

Strike Fear

Agrael has no choice but to seek assistance from an unlikely ally: Tieru. Unsure of how the great elf will receive him, Agrael must pass through Sylvan-held territory to find out. The path is not made any less treacherous by brave Sylvan heroes determined to stamp out any Inferno encroachers, as well as the powerful druid magic that enchants Illoran. If Agrael wants to make his journey easier, he must seek out the druids and bring them to ruin.

Starting Army:	Starting Bonus (pick one):
◆ 50 Familiars	◆ 2 Pit Fiends
◆ 20 Hell Hounds	◆ 43 Horned Overseers
◆ 15 Succubi	◆ 4 Nightmares
◆ 1 Ballista	
◆ 1 Catapult	
Starting Resources:	
◆ 10 Wood	
◆ 10 Ore	
◆ 5 Mercury	
◆ 5 Crystal	
◆ 5 Sulfur	
◆ 5 Gem	
◆ 5,000 Gold	

Mission Objectives

- ◆ **Cross the Border:** Defeat the army at the garrison dividing Inferno- and Sylvan-controlled lands.
- ◆ **Capture All Towns:** Capture all three mighty Sylvan towns—Wenlan, Firios, and Ynthil.
- ◆ **Defeat Gilraen:** Hunt down and destroy the Sylvan hero Gilraen, who is searching for you in the forest.
- ◆ **Destroy Source of Druid Magic:** The Sylvan resistance in Illoran is aided by ancient druid magic. Find this magic's source and destroy it.
- ◆ **Agrael Must Survive:** Agrael cannot fall during battle, lest the mission end in failure.

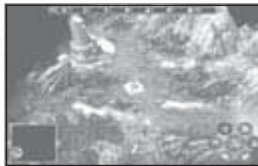
Mission Strategy

This mission is broken into multiple parts, but two of those parts intermingle. After you break through the Sylvan garrison, you are tasked with taking hold of all three of the elven towns: Wenlan (⑤), Firios (⑥), and Ynthil (⑦). It will take time to traverse the land and capture the cities, a task not made any easier by the presence of a Sylvan hero named Gilraen.

After you defeat Gilraen, though, lesser Sylvan heroes start trying to reclaim the towns you have captured. Thankfully, all you have to do is capture all three towns at the same time to satisfy the objective, then you can move on the last order of business—running those tree-hugging druids (Agrael's words) through with your sword.

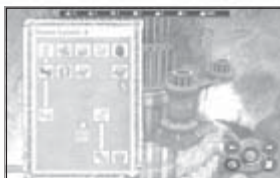
Enter Illoran

The lands to the west are controlled by the Sylvan faction, a proud race of people who are no friends to the Inferno. The normally peace-loving elves can be stirred into a frenzy at the first sight of a demon setting foot in their idyllic lands, so be ready for a hard defense when you try to break through the garrison (④) that divides the two territories.



Your starting army is solid, but not spectacular. You need to spend time recruiting reinforcements, which you can do at two places still within Inferno territory: the familiar crucible (②) and the Inferno military post (③). However, the military post is behind the orange border guard, which will not allow you to pass until you have collected the orange key from the keymaster tent at (⑧), beyond your current comfort zone. For now, you must make do with recruiting familiars and doing town-building to beef up your forces before making your initial push into Sylvan land.

Ur-Kharg, the Inferno town, is young as far as improvements go. The town has a lot of room for growth, but that will take time and money. Over the course of the mission, keep tabs on Ur-Kharg and keep improving the town so you can recruit new powerful creatures for your army. By the time you have sacked the three towns and need to take on the druids, you will need the extra firepower.



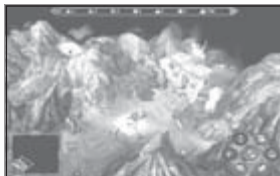
tip

Build civic center improvements to generate additional income. Heavy recruiting and city-planning is a burden on your bottom line.

note

While the Sylvan heroes may try to interfere with your mission to take three of their towns, they will not dare to step into your Inferno stronghold.

When you have a decent army, you can take on Gilraen, who attempts to stop you at the garrison. His army isn't tough, but make sure you have built up enough forces so that he can cause little damage to your troops. Any of the monsters you selected from the pre-mission bonus are of great help here.



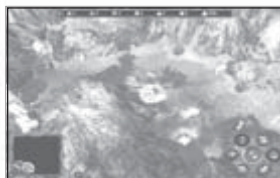
Gilraen's Army:

- ◆ 30 War Dancers
- ◆ 3 Blade Dancers
- ◆ 10 Master Hunters
- ◆ 1 First Aid Tent
- ◆ 1 Ammo Cart

This is not the last time you will see Gilraen. You may have defeated his smaller army right now, but the hero retreats to the elven towns to recruit more troops. The hero swears revenge on you, and he intends to have it. To thwart his efforts, keep on top of your own recruitment efforts and choose your battles carefully in Sylvan territory.

Capture Towns/Defeat Gilraen

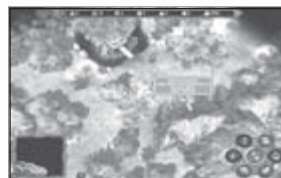
Wenlan is the closest town to Ur-Kharg, so make it your first target. Each town has resource-generating buildings nearby, so while targeting towns, make sure you also take control of the resources around them. You can use the wood, ore, and sulfur you gather in Illoran to improve Ur-Kharg.



Out of the garrison, sack every resource you find and take out the small patrols that protect them. The cobblestone road leads

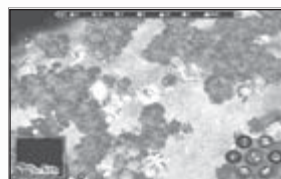
east to Wenlan. There is an ore pit (8) farther east that indicates you are close to the town.

Wenlan is easy to take (only a few hunters and pixies guard it), but its defeat riles up the local heroes. Taking Wenlan is what draws Gilraen onto the battlefield, and you can often spy him moving along the roads you have traveled.



When you take Wenlan, you start generating income from the town. This is a good reason to hold it, as the gold earned from every town goes into the same pocketbook: yours.

There are multiple resource generators east of Wenlan, such as a sawmill (9), sulfur dune (11), and gold mine (10). Sylvan forces guard each one.

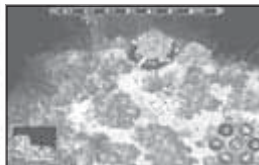
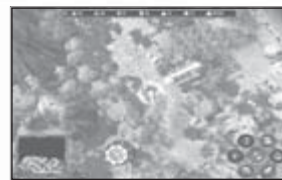


After defeating Gilraen, you need to head north to Firios and sack it. The road to Firios (6) winds back and forth, but it is lined with helpful resources, like ore and sulfur, as well as more resource generators.

However, Gilraen's defeat does not go down well with the elves. More Sylvan heroes emerge from the remaining cities to challenge you and lay claim to resources you otherwise would have taken for yourself. With two cities now to develop—especially Ur-Kharg—you need to take and hold on to as much raw material as possible.



The war machine factory at (12) can supply you with a ballista and first aid tent. Both are helpful in future battles. Should you lose one of the machines, you can always come back here and purchase another.



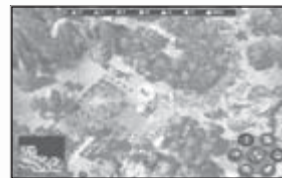
Firios is also quick to fall beneath your growing might. The city is surrounded by resources, such as a sawmill, and is also a gateway to the northern routes along the map. Firios is more advanced than Wenlan. The civic center is already at Level 3, so when you take possession of the town, you earn serious gold each day. To generate Sylvan recruits, you can also build out Firios right away. For example, unicorns may look fancier than your nightmares, but they are strong.

Don't neglect Ur-Kharg while sacking the Sylvan cities. Your home city is your priority cost center; spend the majority of your resources there, building it up so you can recruit high-level creatures for your ever-growing army.

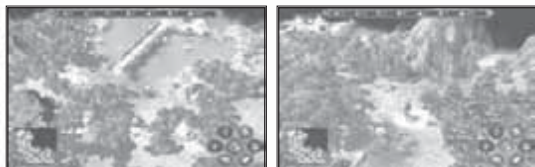


It takes only one turn to finish a building project, so check in with each city every turn to see if you have sufficient resources to build out a new upgrade.

You avoid the Sylvan heroes most of the time, but if you spot them trying to take back the resources you rightfully stole, hunt them down and put a stop to it.



The area north of Firios has many surprises. In addition to a sulfur dune (13) and some regular resources (mercury, gems, gold), there is also a useful artifact: Armor of the Forgotten Hero. Of course, there is a catch. A group of archangels (14) guards the path that leads to the artifact, and they are not easy kills. The artifact is a great find, but it will cost you.



There is a blue keymaster tent (15) to the northeast of Firios, too. The blue pass that the keymaster tent offers reveals another useful artifact (Magic Scroll of Chain Lightning 16), but it is guarded by creatures almost as feared as archangels: emerald dragons. If you want to make an attempt on the artifact, stop at the keymaster tent to receive a pass.



After you sack Firios, your final stop on the tour of destruction is Ynthil (7). Access the town by following the roads along the map's

north border. There are resources along the way, as well as a redwood observatory (17) that will help you get a clearer picture of the town's surroundings.



If you picked up the blue pass, you can try to beat the emerald dragons (16). They are tough opponents, but the artifact they guard helps with the final battle against the druids.



Ynthil is the most developed of the three Sylvan cities. You can recruit strong creatures there, such as ancient treants and emerald dragons, which is helpful if you've lost some of your stronger forces while making attempts on artifacts, and Ur-Kharg is still not running at full strength, generating pit fiends and the like. Recruiting these creatures is not cheap, but by now, you should have a sizable purse—especially if you have built out civic centers and captured gold mines.

After you take Ynthil, the final objective is revealed. Dig into the forest and sniff out the source of the powerful druid magic that protects much of Illoran. The road to the source is not far, but a great battle awaits you at the end of it.

Dead Druids

The source of the magic is at (18), a ring of druid elders who have banded together to produce copious amounts of mystical strength. To stop the magic, you must rout these druid elders.



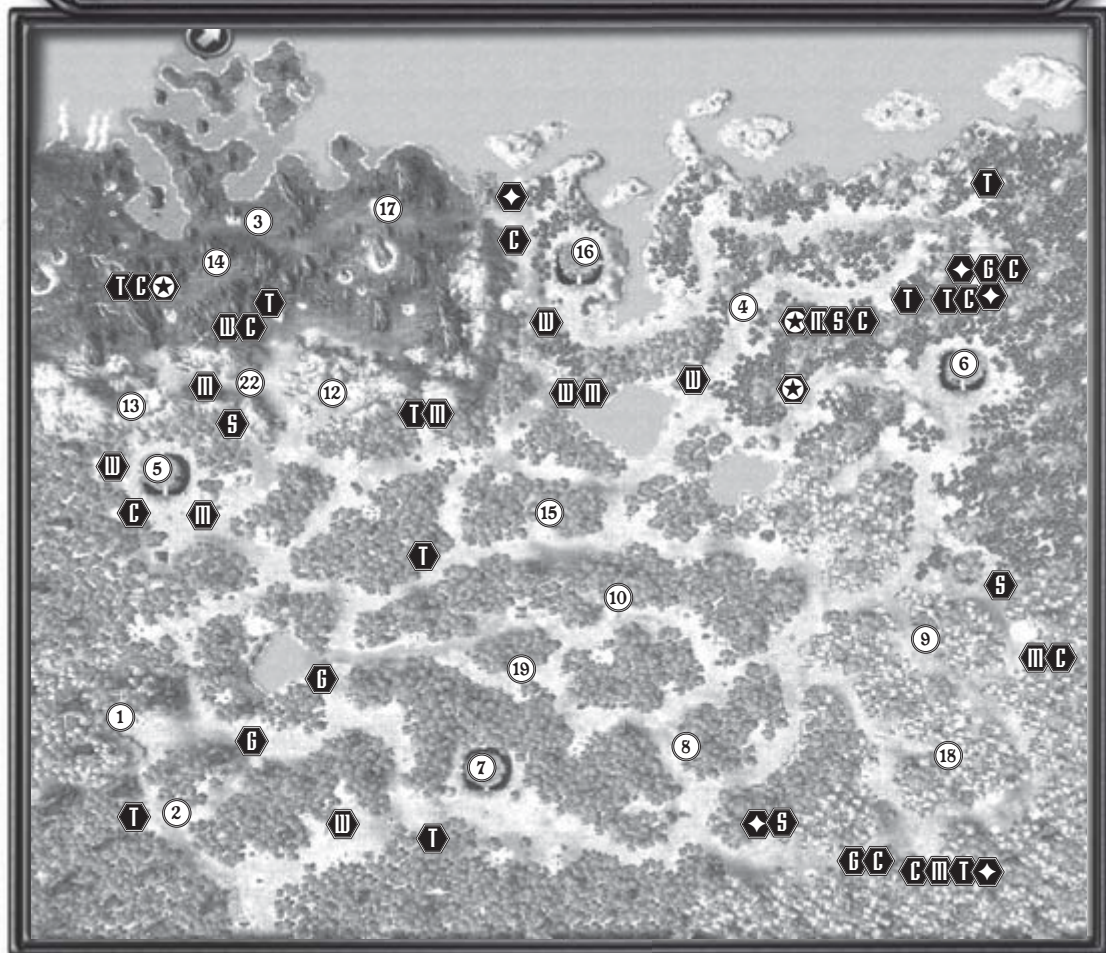
A pack of ancient treants (19) stands in your way. The lumbering giants are slow and you can dispatch them with powerful Inferno

creatures. Because you cannot carry any gold over between missions, recruit everything you can at this point to run roughshod over these fighting trees, then strike the druid elders.



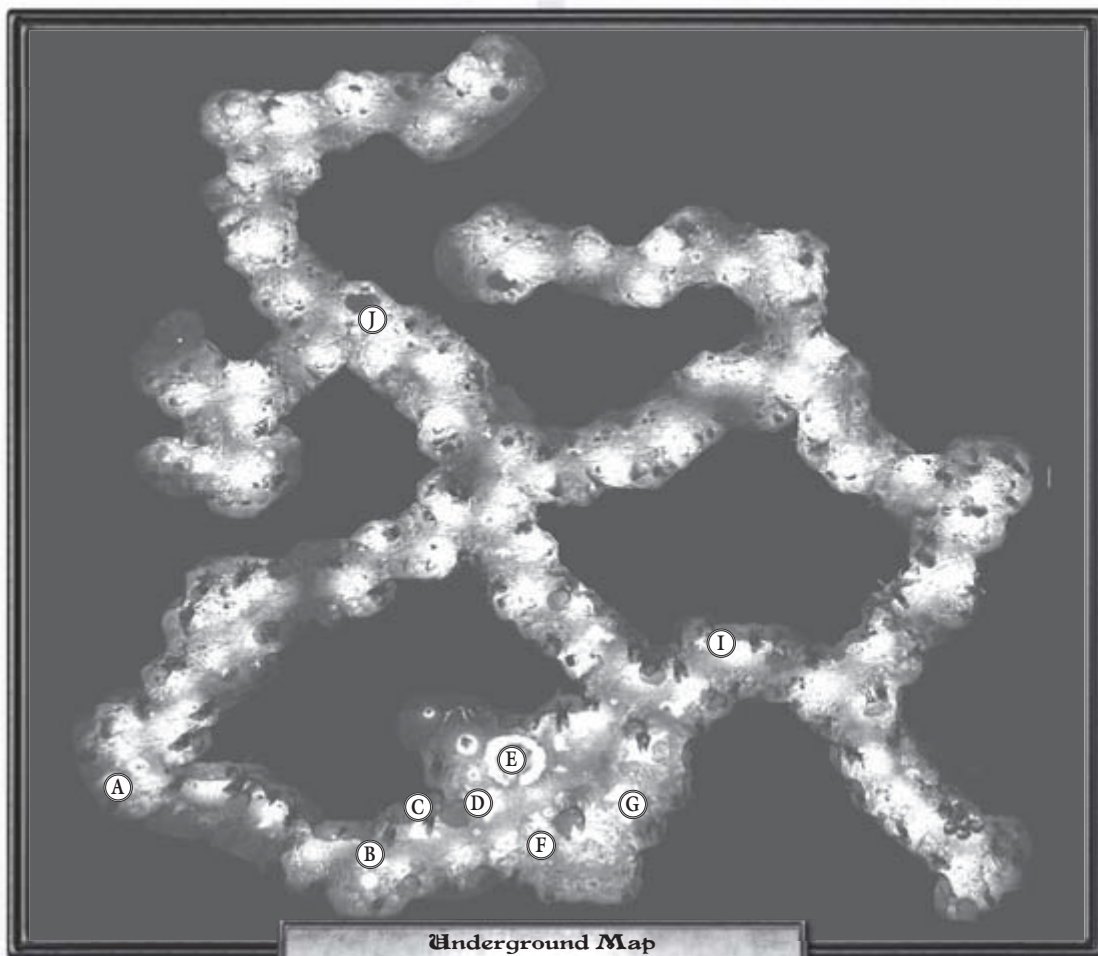
The circle of druid elders is your final target. You need only to approach one of the elders to instigate the fight. The group is composed of 32 druid elders and 8 ancient treants. To handle these Sylvals, send your toughest creatures deep into their territory and start gating to build out your numbers. If you have initiative on your side, you can knock down the druid elder stacks, one by one. Their destruction ends the mission.

Mission 4: The Ship



map legend

- | | | | |
|--------------------|------------------------------------|--|---|
| G = Gold | ① = Subterranean Gate (to A) | ⑩ = Hunters Cabins, Ancient Treants | ⑮ = Green Keymaster Tent, War Dancers |
| W = Wood | ② = Redwood Observatory | ⑪ = Hunters Cabins, Magic Well | ⑯ = Blue Keymaster Tent, Silver Unicorns |
| T = Treasure Chest | ③ = Subterranean Gate (to T) | ⑫ = Hunters Cabins, Ancient Treants | ⑰ = War Dancers, Bag of Endless Gold |
| O = Ore | ④ = Garrison | ⑬ = Helm of the Dwarven Kings | ⑱ = Green Border Guard, Green Dragons, All-Seeing Crown |
| M = Mercury | ⑤ = Aglan (Sylvan town) | ⑭ = Green Dragons, Dragon Scale Shield | ⑲ = Blue Border Guard |
| C = Crystal | ⑥ = Giladan (Sylvan town) | ⑮ = Water Elemental, Scale Mail of Enlightenment | ⑳ = War Dancers, Bag of Endless Gold |
| S = Sulfur | ⑦ = Hallin (Sylvan town) | ⑯ = Erewel (Sylvan town) | ㉑ = Green Border Guard, Green Dragons, All-Seeing Crown |
| G = Gems | ⑧ = Hunters Cabins | ⑰ = Garrison | ㉒ = Blue Border Guard |
| | ⑨ = Hunters Cabins, Master Hunters | | |



Underground Map

map legend

- (A) = Subterranean Gate (to ①)
- (B) = Crystal Cavern
- (C) = Sawmill
- (D) = Kennels
- (E) = Nebercias (town)
- (F) = Inferno Military Post
- (G) = Ore Pit
- (H) = Alchemist Lab
- (I) = Garrison/Shadow Dragons
- (J) = Subterranean Gate (to ②)

Under and Over

Agrael has determined that Tieru is located at the Twilight Islands, which are accessible only by sea. The demon lord must somehow charter a ship, but none of the Inferno cities he holds has a shipyard. He must cross the Sylvan homeland and lay siege to the coastal city of Erewel, which does a brisk shipbuilding business. If Agrael can survive the gauntlet—which involves a grisly task—he can get his boat and set sail for a surprising destiny.

Starting Army:

- ◆ 28 Master Hunters
- ◆ 120 Sprites
- ◆ 14 Druids
- ◆ 12 Unicorns

Starting Resources:

- ◆ 10 Wood
- ◆ 10 Ore
- ◆ 2 Mercury
- ◆ 2 Crystal
- ◆ 2 Sulfur
- ◆ 2 Gem
- ◆ 14,000 Gold

Starting Bonus (pick one):

- ◆ 10 Druids
- ◆ 40 Wood
- ◆ 6,000 Gold

Mission Objectives

- ◆ **Capture Erewel and Build Ship:** The city of Erewel has a shipyard where Agrael can commission a seafaring vessel.
- ◆ **Capture Nebercias:** Capture the underground city so Agrael can recruit a demon army that will not desert him.
- ◆ **Bring 100 Elves to Dragons:** Recruit 100 elves and bring them to the shadow dragons in the underground caves to open the road to Erewel.
- ◆ **Agrael Must Survive:** Agrael cannot fall during battle, lest the mission end in failure.

Mission Strategy

This is a large mission. The map is a giant, and the way you have to balance city improvements, recruitment, and exploration can prove very time-consuming. When the mission begins, you are saddled with a Sylvan army. The disgruntled troops do not prove loyal, and soon you start hemorrhaging troops. To build an army you can trust, you must seek out the underground Inferno city of Nebercias, which is currently under the rule of a rival demon lord. Once he has been disposed of and the city is yours, you can assemble a proper demon army.

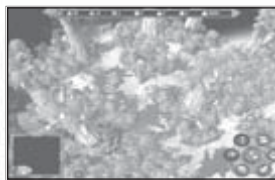
The road to Erewel is long and treacherous. The front route to the city is blocked by a garrison that you cannot hope to break through unless you spent 20 hours building up a massive army. Instead, you must make a deal with the shadow dragons in the underground caves. If you bring them 100 elves, they will open a secret path that circumvents the deadly Sylvan garrison.

Rebercias



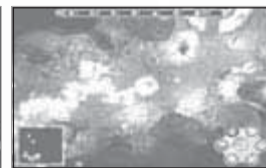
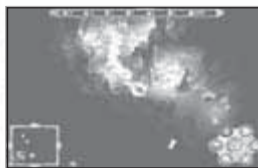
When the mission first begins, you are in the southwest corner of the map, stuck with an army of deserters.

After just a few moves, it becomes apparent that you need to seek out troops you can trust. Agrael recalls an Inferno city in the area called Nebercias, which can be accessed by passing through the subterranean gate at ①.



You need to make a beeline for the gate as soon as possible, because you lose a few troops every turn you spend walking around.

Picking a fight right now with resource guards is not a wise choice—make for the gate. On the way to the north, be sure to stop at the redwood observatory (②) to reveal additional lands surrounding the gate.



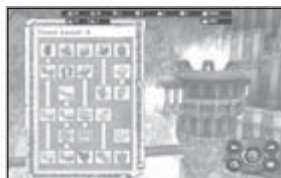
Once you slip through the gate, you can find Nebercias to the east. The underground caverns, unlike previous caverns, are not full of enemies. Perhaps Gamor, the demon lord holding court at Nebercias, unknowingly did you a favor by clearing the majority of them out. Follow the trail to the east, taking control of resource generators like the crystal cavern and sawmill.

Gamor is not going to take your siege of the city kindly—after all, you are now an enemy of the Inferno state. As you move in on Nebercias, expect the demon lord to make his return to the city (if he strayed away from it).

Gamor's army is fairly strong, but if you can reach the kennels before he catches up with you, you definitely stand a chance against him. You cannot avoid the battle with Gamor forever, because he will continue to make attempts on the city or steal back resource generators as long as he is alive.

Gamor's Army:

- ◆ 3 Hell Chargers
- ◆ 16 Demons
- ◆ 8 Hell Hounds
- ◆ 4 Succubi
- ◆ 74 Familiars
- ◆ 2 Pit Fiends



Once you take control of Nebercias and have eliminated Gamor as a rival, you can set about building your Inferno army. The first thing you need to do is start upgrading the civic center, so you can increase your daily income. Once that has been finished, start building demon gates and other troop-producing features. You need to get an army up and going soon, so hold off on things like the marketplace for now. All of the resources you need for now can be found in the wild.



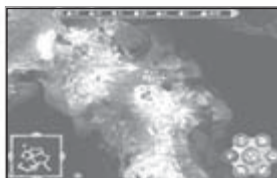
Nebercias also comes with a tavern pre-built. Until now, you were able to handle most missions on your own. This time you could use an extra set of hands. Consider hiring a hero from the tavern to either run maintenance on your underground complex or to do some exploring topside while you are attending to the main mission objectives. Your second (or third) hero comes equipped with a small army, so he's not helpless.



Hiring a second hero will be an enormous help with the "100 elf" mission objective. He can go out and collect elves and then bring them back to a city for easy transfer.

Elf Harvest

Once you have put things in order downstairs, you need to head to the north in the caverns to find the shadow dragons. The garrison (4) guarding the road to Erewel is just too strong, as it has been stocked with no fewer than 200 grand elves, 350 blade dancers, 80 druid elders, 25 green dragons, and 32 treants. (The citizens of Erewel are serious about security.)



The shadow dragons, part of the Dungeon faction, usually have no dealings with demon lords, but this pack of slithery serpents seems to be the exception. They stand guard over a shortcut to Erewel that allows you to avoid the Sylvan garrison, but they demand a hefty (and horrific) tribute for access. The shadow dragons request that you harvest 100 elves for their pleasure. If you recruit 100 elves and bring them to the shadow dragons, they will open the gate for you, which allows you to pop up at (3) on the surface.

Recruiting 100 elves is not going to be a quick or cheap task. There are two ways you can gather up the sacrificial lambs: Seize the three Sylvan

towns Hallin (7), Aglan (5), and Giladan (6), or seek out all of the hunters cabins on the overworld map and hire them seven at a time. (This is where having a second hero becomes extremely useful.)

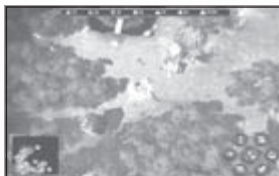
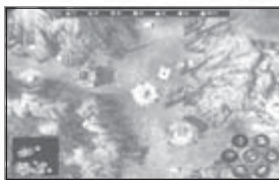
Scouring the maps for hunters cabins (8, 9, 10, 11, 12) can take some time, so you may wish to go with the city siege route. Not only can you recruit elves for the slaughter, but you can also generate an income from the captured civic centers.



Each hunters cabin offers seven wood elves a week.

As you start capturing Sylvan towns and resource generators, you will draw the attention of Sylvan heroes. These woodland wonders criss-cross the map, seeking out and taking open-air resources like wood piles and gold stacks, as well as reclaiming any mills or mines you've previously staked out. You do not have to challenge these heroes to battle, but it is a good way to keep a steady stream of resources coming in as well as to earn some experience points.

The resources you earn from taking cities and their surroundings can be used in any of your held territories. You want to keep generating an Inferno army beneath the surface at Nebercias, so having money pouring in from multiple cities and mines is essential.



As tempting as it is to bypass the job of collecting 100 elves, the garrison is just not an option. Feel free to pick up the wood, gold, and resources around it, however, including the Turban of Enlightenment (4).

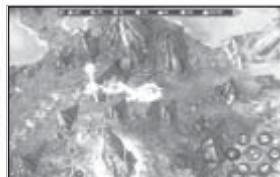


If you take the time to fetch the colored passes from the keymaster tents and take them to the border guards, you can unlock some excellent secret areas that are overflowing with bounty.



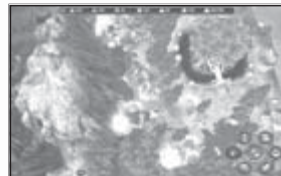
To Erewel

After bringing the 100 elves to the shadow dragons, you can finally access the shortcut to Erewel.



The gate to the surface actually deposits you in Inferno-friendly lands. There is a very slight Sylvan patrol at the garrison at 17, which includes just 4 silver unicorns, 16 war dancers, and 32 hunters. Once you rout the garrison, you can proceed to Erewel. Before doing so, make sure you pay one last visit to Nebercias and recruit some upgraded troops for the final battle against the Erewel guards.

The road to Erewel is short, but stocked with resources. By this point, however, you have everything you need.





The Sylvan hero Ildar meets you at the gates of Erewel. Ildar possesses a great army which will take a lot of strength to break apart. His green dragons are your biggest threat, so prioritize them. Having ranged troops in your army, such as succubus mistresses, is a good way to take out Ildar's stacks before they can advance at full strength. Perform gating routines to increase your numbers.

Ildar's Army:

- ◆ 19 Unicorns
- ◆ 13 Green Dragons
- ◆ 10 Ancient Treants
- ◆ 75 Hunters
- ◆ 14 Silver Unicorns
- ◆ 42 Druids
- ◆ 1 First Aid Tent

After defeating Ildar, lay siege to the city. Erewel has assembled some solid defenses, which help make up for its lack of superpower creatures, like dragons. Your catapult will help bring down the walls and towers that protect the city while ranged attacks thin enemy numbers inside the city.



Erewel Garrison:

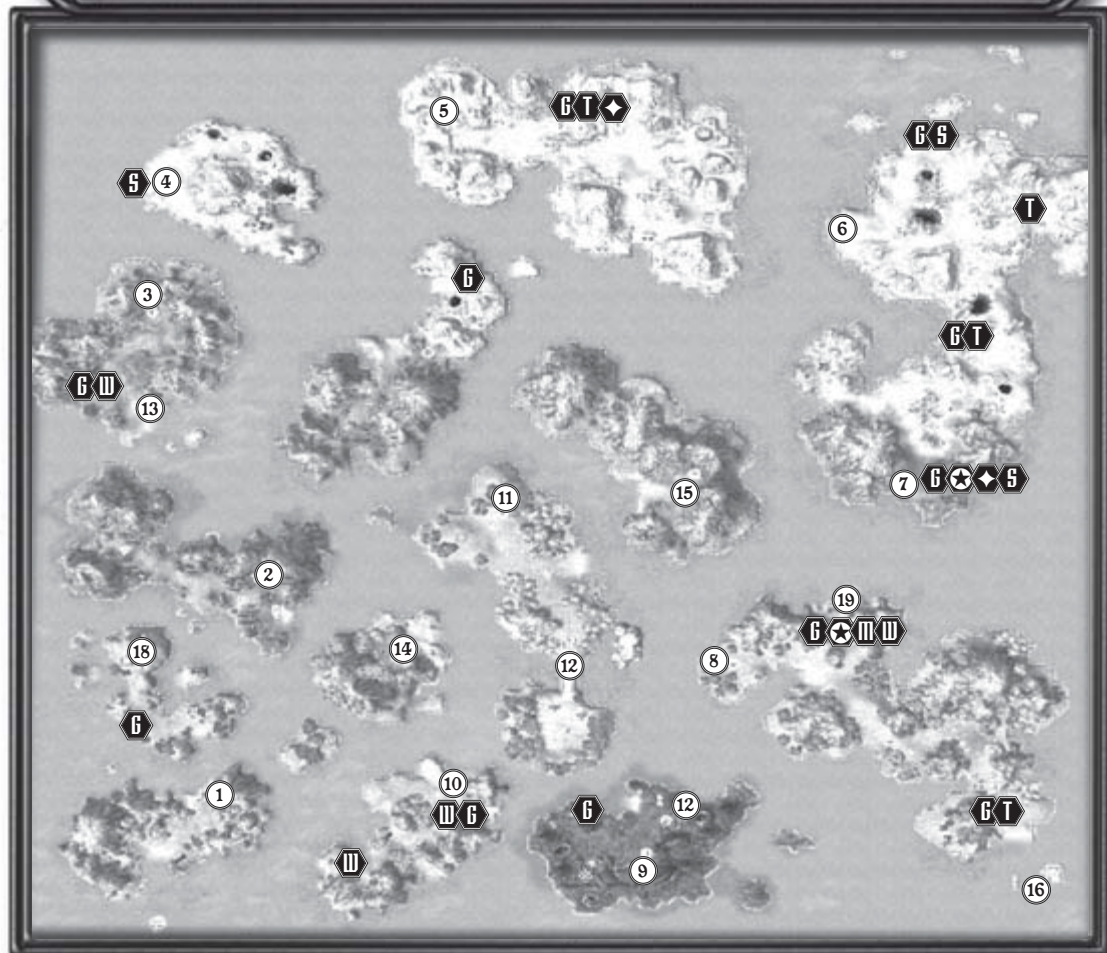
- ◆ 53 Blade Dancers
- ◆ 154 Pixies
- ◆ 11 Treants
- ◆ 51 Master Hunters
- ◆ 57 Hunters
- ◆ 26 Druid Elders
- ◆ 1 First Aid Tent



Once you take control of Erewel, you can commission a ship. The boat will appear at the harbor outside. Once you climb on board and take to the sea, the mission ends in success. Hopefully the trouble it has taken to reach Tieru will be worth it.



Mission 5: The Druid

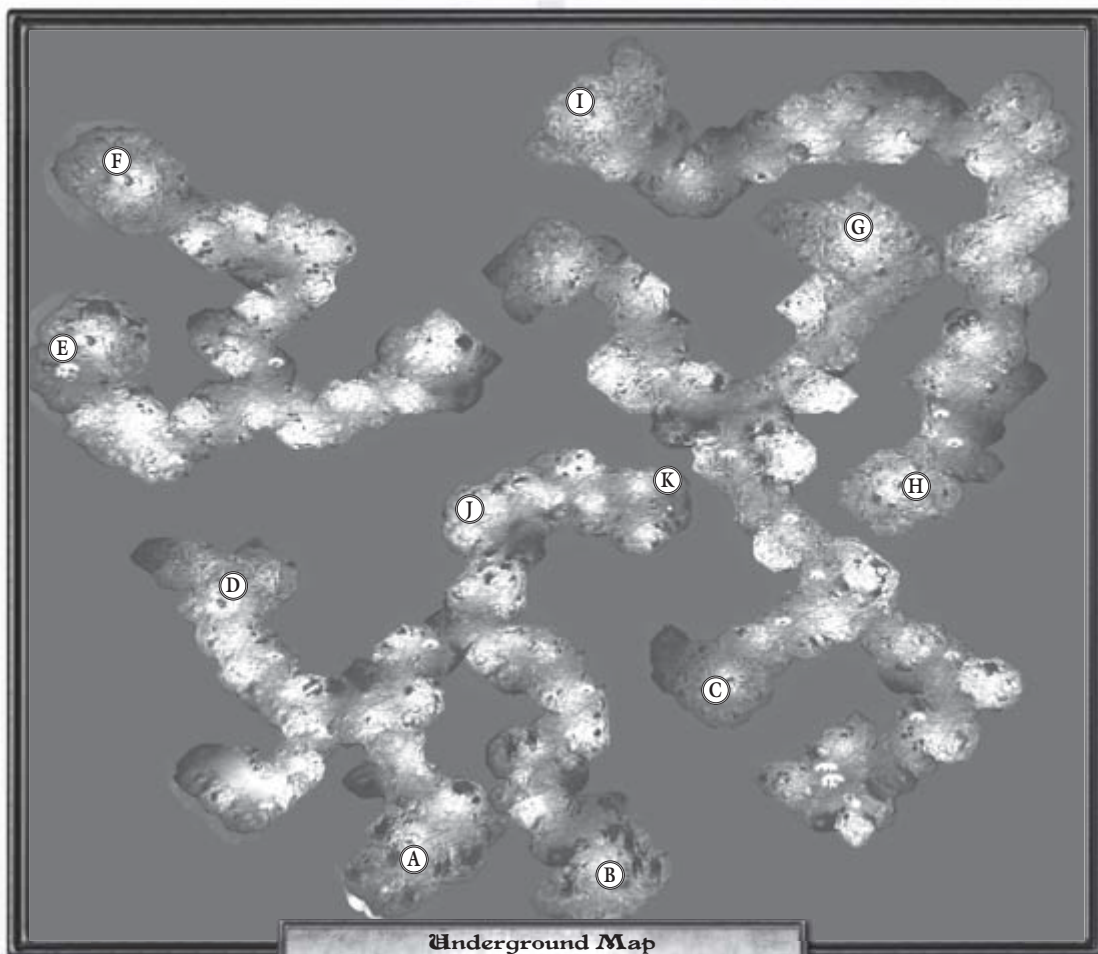


map legend

- G = Gold
- W = Wood
- T = Treasure Chest
- O = Ore
- M = Mercury
- S = Sulfur
- D = Gems

- 1 = Hut of Magi
- 2 = Subterranean Gate (connects with D)
- 3 = Subterranean Gate (connects with E)
- 4 = Subterranean Gate (connects with F)
- 5 = Subterranean Gate (connects with I)
- 6 = Subterranean Gate (connects with G)
- 7 = Subterranean Gate (connects with H)
- 8 = Subterranean Gate (connects with C)
- 9 = Subterranean Gate (connects with B)
- 10 = Subterranean Gate (connects with A)

- 11 = Subterranean Gate (connects with D)
- 12 = Emerald Dragons, Tieu
- 13 = Shipyard
- 14 = Pit Fiends
- 15 = Subterranean Gate (connects with K)
- 16 = Cartographer
- 17 = Emerald Dragons
- 18 = Hill Fort
- 19 = Helm of the Dwarven King, Druids



Underground Map

map legend

- (A) = Subterranean Gate (to ①)
- (B) = Crystal Cavern
- (C) = Sawmill
- (D) = Kennels
- (E) = Nebercias (town)
- (F) = Inferno Military Post
- (G) = Ore Pit
- (H) = Alchemist Lab
- (I) = Garrison/Shadow Dragons
- (J) = Subterranean Gate (to ②)

High Zeize

Agrael takes to the sea in his newly procured ship, but he cannot explore the waves as easily as he might have in the forest or underworld. The Twilight Islands, where Tieru lives, are shrouded by a mystical fog that must be avoided. Only by using the Eyes of the Magi can Agrael push back the dreadful fog and locate Tieru's hideout.

Starting Army:

- ◆ 13 Cerberi
- ◆ 9 Succubi
- ◆ 42 Imps
- ◆ 1 Catapult

Starting Resources:

- ◆ 5 Wood
- ◆ 5 Ore
- ◆ 500 Gold

Starting Bonus (pick one):

- ◆ 4 Succubus Mistresses
- ◆ 12 Hell Hounds

Mission Objectives

- ◆ Find Tieru: Locate the Great Druid Tieru, who holds court on one of the Twilight Islands.
- ◆ Agrael Must Survive: Agrael cannot fall during battle, lest the mission end in failure.

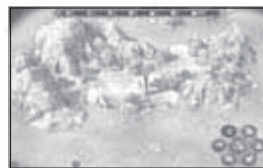
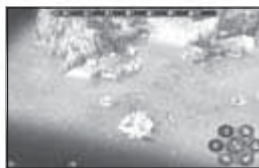
Mission Strategy

The majority of this mission unfolds on the sea. You have to steer Agrael's ship to the various islands in the archipelago, but you cannot sail your vessel into the fog. You must visit the various Huts of the Magi to push back the fog so you can sail to all of the islands. You can also use a system of caves beneath the surface to visit the different islands; one gate leads to a cave that opens out into two or more other islands.

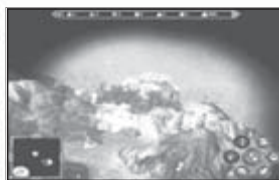
If you have the strength, however, you can use a tremendous shortcut. There is a mapmaker guarded by a small pack of emerald dragons (①). If you have the ability to defeat the dragons, you can visit the cartographer (⑩), who sells you a map that dispels all of the fog. You can visit the various islands, pick up recruits, and then hunt down Tieru.

The Fog

The Twilight Islands are surrounded by a dangerous fog, which is why no Sylvan hero dares give pursuit. You need only worry about gathering up money and recruits so you can take on the dragons that guard the most precious places in the archipelago.

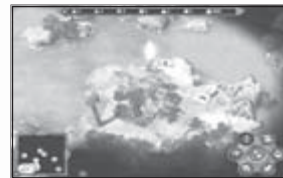


The mission begins in the southeast corner of the ocean. There is only a small island available directly ahead of you, so land your ship on its shores to start the first in a chain of events that will help you push back the fog. Use the Hut of the Magi (①) on the island to throw back the fog around several Eyes of the Magi around the archipelago. This will help you start charting your next course of action.

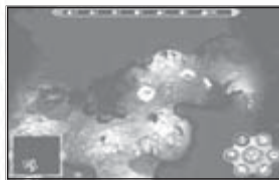


The Eye of the Magi will open up small pockets in the fog so you can spy little chunks of real estate.

When you spot another place you can land your ship, return to the seas and set sail. When you land at the new island, disembark and



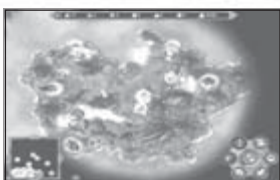
do some exploration to push back all of the fog. Some islands have subterranean gates that lead down into a system of caverns. These caverns connect several of the islands, such as the gate at ⑩ and the gate at ⑨. (The gates are marked with a letter that corresponds with the cavern entrances on the underground map.)



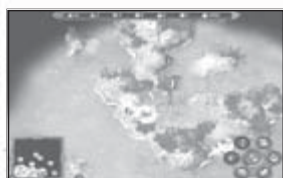
The caves are largely free of trouble, but you will encounter a few random monsters in their depths, as well as some treasure.

Always keep an eye out for gold on this mission. When you happen upon a treasure chest, check to see if you really need any more experience points. You might want to hold on to the gold so you can recruit some high-level creatures, as well as buy additional boats.

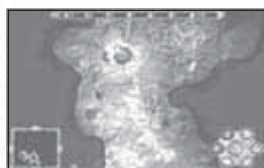
The Inferno island at ⑨ offers a pack of cerberi that will gladly join your army. Now you're starting to put together a fighting force. Push back the griffins that guard the kennel at ⑫ and hire some hell hounds to join your army. When you have the means of doing so, consider attacking the Inferno military post so you can recruit pit fiends.



There is a hill fort at ⑮. Be sure to take any creature you recruit there and upgrade it.



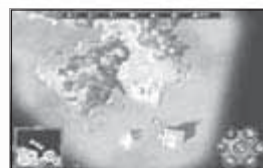
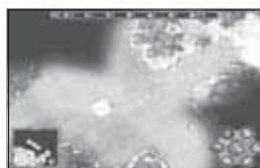
Continue exploring the islands as the Eyes of the Magi push back the fog.



The complex of caves eventually connects you with ③, which is an island with an independent shipyard (⑬). The shipyard allows you to build a second vessel so you can explore the islands without always having to backtrack through the caves to return to the place you docked your original ship.



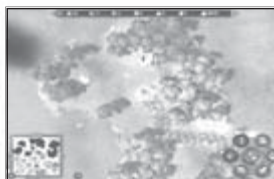
There are pit fiends at ③⑦ that may join your army. Take them to the hill fort and upgrade them to pit lords.



Once you build a new ship, set sail for the island at ⑧. This island contains a terrific shortcut, but it takes a little time to recruit an army good enough to make use of it. There are green dragons protecting the way to a cartographer. If you can defeat the dragons, you can push the fog back far enough to chart a course to the mapmaker. For 1,000 gold, the mapmaker gives you a chart that completely eradicates the fog, though it does not illuminate the contents of the islands you have not yet visited.

The fight with the green dragons has likely cost you dearly, and the emerald dragons (⑫) that protect Tieru at the center island are too much to handle now. Take this opportunity to explore the remaining islands to pick up treasure. That way you can continue recruiting at the Inferno island. When you have enough strength, lay siege to the Inferno military post and collect the pit fiends waiting for you. You can also scour the rest of the underground caves to pick up additional treasure.

Tieru's Trial



Once you arrive at Tieru's island, either by boat or cavern, head south to take on the emerald dragon pack. These mythical brutes

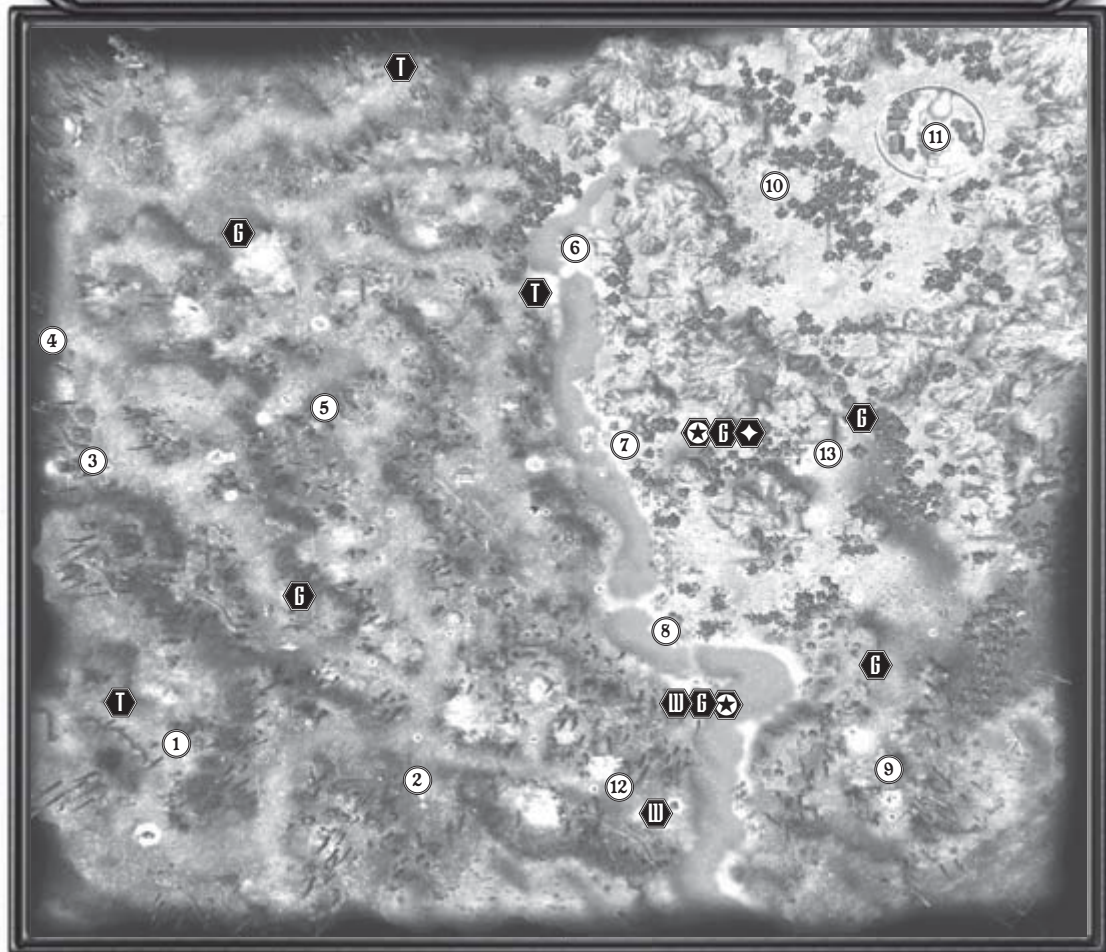
are quite a challenge, but they are the final battle of the mission. Tieru, who is standing in a ring of trees farther south, does not put up a fight at all. In fact, the wise druid has some interesting words for Agrael.



Tieru has some questions for Agrael, such as why he is willing to risk so much for Isabel. The demon lord has some surprising answers,

some of which are unfortunately heard by Biara. If Agrael wants to survive the wrath of the Inferno and save Isabel's life, he needs to make an enormous sacrifice.

Mission 1: The Alliance



map legend

- | | | | |
|---------------------------|---|--|---|
| G = Gold | 1 = Skeletons, Hut of the Magi, Campfire | 5 = Rally Flag, Minotaurs, Boots of the Swift Journey | 9 = Graveyard, Eye of the Magi, Archmages, Subterranean Gate |
| W = Wood | 2 = Redwood Observatory, Stables, Magic Well | 6 = Water Elementals, Hill Fort | 10 = Subterranean Gate, Skeleton Archers |
| T = Treasure Chest | 3 = Obsidian Gargoyles, Ruined Tower | 7 = Rakshasa Ranis, Water Wheel | 11 = Vigil (Haven town) |
| O = Ore | 4 = All-Seeing Crown | 8 = Mages, Redwood Observatory, Steel Golems | 12 = Campfire, Liches |
| M = Mercury | | | |
| D = Gems | | | |

Markal's Revenge

The reviled necromancers have an opportunist in their midst: Markal. The wielder of the undead sees an opportunity to strike back at the living, especially the mages of the Academy, by forging an alliance with the grieving Isabel. If you can worm his way into her favor, he can bring his revenge schemes to fruition. However, with the mages still running patrols to box in the necromancers, Markal must use stealth to reach the queen.

Starting Army:	Starting Resources:
◆ 35 Walking Dead	◆ 10 Wood
◆ 20 Skeletons	◆ 10 Ore
◆ 25 Skeleton Archers	◆ 5 Mercury
◆ 3 Liches	◆ 5 Crystal
◆ 1 Catapult	◆ 5 Gem
	◆ 500 Gold
	Starting Bonus (pick one):
	◆ 20 Skeleton Archers
	◆ Weakness Spell

Mission Objectives

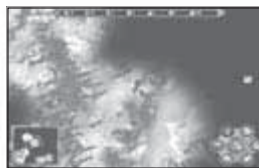
- ◆ **Reach Vigil:** Markal must reach the Haven town of Vigil to meet with Queen Isabel.
- ◆ **Avoid Enemy Patrols:** Academy patrols are sweeping the land for Necropolis heroes like Markal. Steer clear of the Academy patrols—coming in contact with one will end the mission.
- ◆ **Markal Must Survive:** Markal cannot fall during battle, lest the mission end in failure.

Mission Strategy

This mission introduces a stealth aspect to the adventure—you must use the Eye of the Magi and redwood observatories to scout ahead and watch for enemy hero patrols. Use these advance sightings to track your hunters on both the minimap and the overworld game screen. The ultimate goal is to slip through the mage defenses and reach the town of Vigil in the northeast corner of the map. Once there, you must confront one of Isabel's enemies to earn her trust.

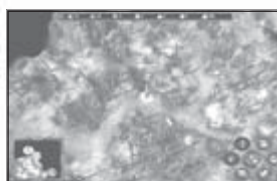
Stealth

During the first half of the mission, you must avoid the mage patrols staking out the western half of the map. The best way to do this is to access map features that extend your vision range, such as the Hut of the Magi at ①, which is directly to the north of your starting position—easily within a single day's ride.

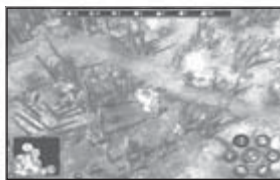


When you access the Hut of the Magi, several Eyes of the Magi on the map reveal at least two mage riders out looking for you. One is located

to the north, riding straight down the main road on the western border of the map. The other is patrolling to the northeast. These patrols will not come directly down to your starting position for some time—they do not ride at the same speed as you. You definitely have some breathing room during the first four or five turns, but you have to make very calculated moves to avoid getting into trouble later in the mission.



Redwood observatories ② allow you to see much more of the map than the Eyes of the Magi, but they do not reveal distant territory.



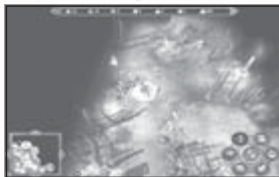
Use the stables early in the week to increase your movement. The extra ground you cover will be instrumental in avoiding detection.



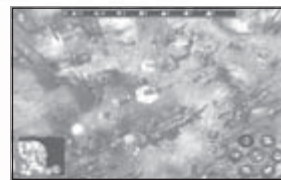
This mission culminates in a battle against another hero, and while your starting army is not weak, you need to recruit monsters while

avoiding the mages. When the route to the north looks clear, move in on the ruined tower at (3) to do some recruiting. The obsidian gargoyles out front shouldn't give you too much trouble. By the time you reach the ruined tower, you should be near the end of the first week. If you are still within range of the tower when the first week clicks over, return and buy another round of troops.

The All-Seeing Crown (4) is standing unguarded to the north of the ruined tower. This artifact pushes back the fog as you ride, almost like a portable redwood observatory. Make sure to pick it up as you ride to the north, getting ready to make your first stab to the east. Make sure the route is clear before you start moving farther up the map, as the fog hasn't been pushed all the way back and a mage could be lingering in the dark. The mages do not have to do a full day's ride each turn, and often won't in an attempt to trick you.



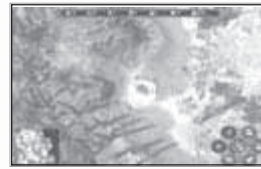
Two lanes run to the south in the middle of the map. The mages can access both of them just as easily as you can, so keep your eyes open.



The Boots of the Swift Journey at (5) will add even more movement per turn, but getting them means stepping off the main path. The artifact is worth having, but don't sacrifice too much time trying to get it. If there is a mage hot on your trail, you cannot risk stepping into a dead end like this, even if the treasure would be of help.



Not every dead end is a true dead end. Markal can step through some of the marshes, which make useful shortcuts.



To reach Vigil, you have to cross the river. There are only a few spots where the water is shallow enough to do so, though, and two of them are actually dead ends. The water elementals (6) that guard the handy hill fort are one such stopping point. The route does not extend beyond the hill fort (a highly useful feature considering the upcoming skirmish at Vigil). Farther south, rakshasa ranis (7) guard a shallow crossing, but while it may look like the green route beyond them is open, it really just ends with a big stash of resources—and you have no use for those right now. And besides, those rakshasa ranis will tear up your army.

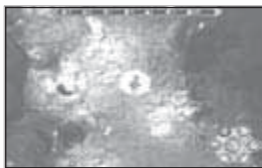
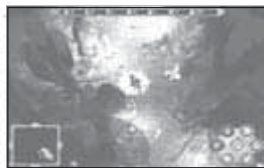
Mages (8) guard one of the two real crossings. Steel golems (8) guard the other. Both of these enemies can damage your army substantially, but the steel golems are slow enough that you can pick them off more easily than you can the magic-spewing mages.



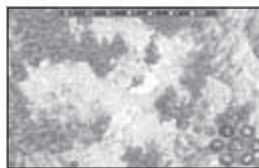
Once you are on the other side of the river, you need to dip below the surface to access Vigil, which is protected by an impenetrable mountain range. Use the subterranean gate (9) to access the underworld.

Seeking Vigil

Once you make it to the caverns, you are safe from the mage patrols—they dare not cross into the underground realm. Thankfully, there are not many monsters in the caves, so your passage to Vigil shouldn't be too difficult.



Use the minimap to guide the way. The caverns spill off into dead ends, but as long as you follow the cobblestone road, you will reach the exit, which deposits you up at (10). There are a couple unavoidable battles, but nothing that will deplete your troop count too much.



Once you reach the surface, ride directly to Vigil (11). The road is cleanly marked with cobblestones, and is clear of enemies. Be sure to stop at the rally flag for the pre-battle bonus, because you are about to go into direct combat with a Haven hero. When you approach the town, you spy Isabel cornered by the brute. To save milady and earn her trust, click on the orange rider and start the battle.

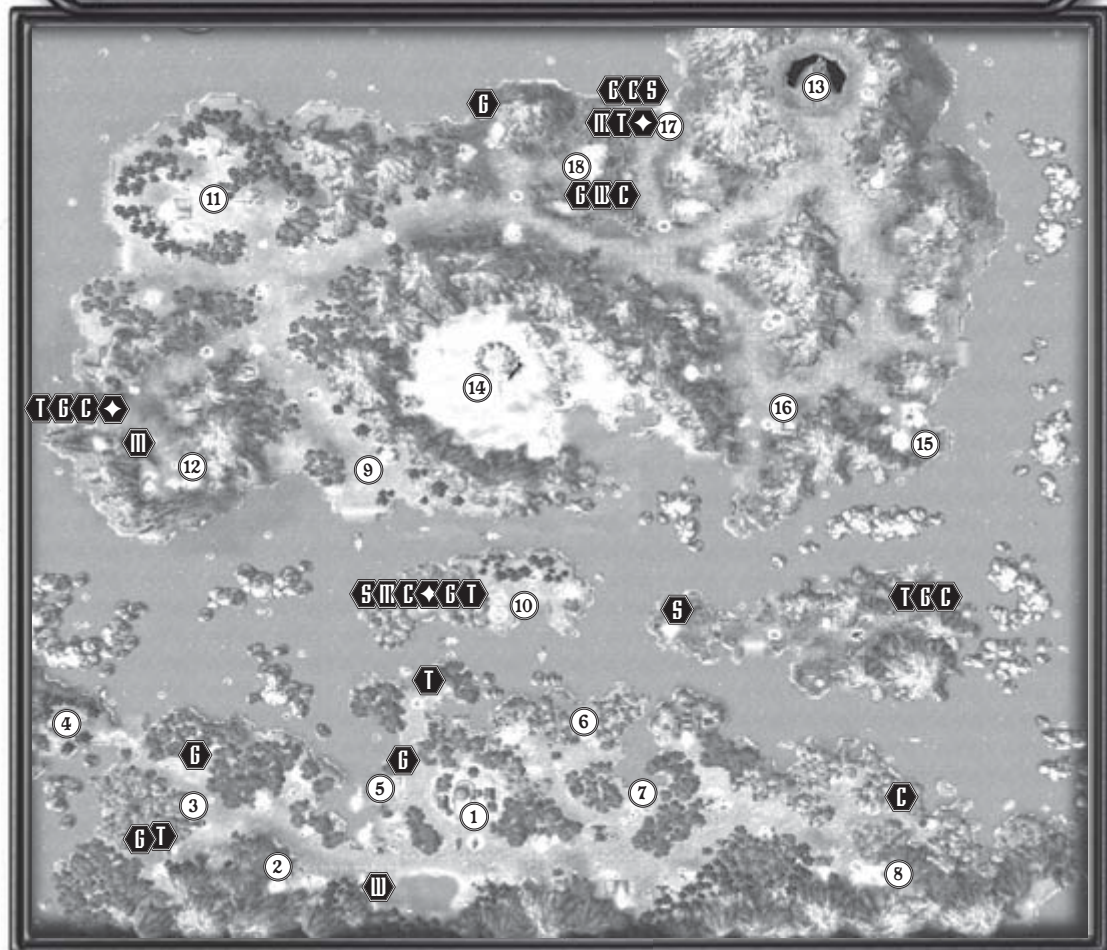
Because none of your troops are transferred over to the next mission, all you have to do is survive the battle. This may prove a little tricky, considering that the Haven hero controls paladins and griffins, but if any of your liches survived the journey, they will help the cause. Also useful are skeleton archers, which you can “harvest” while playing.

Haven Hero Army:

- ◆ 4 Paladins
- ◆ 20 Griffins
- ◆ 35 Marksmen
- ◆ 120 Peasants
- ◆ 35 Footmen

As soon as you ruin the Haven hero and rescue Isabel, the silver-tongued Markal attempts to sell his scheme to the Haven queen. He proposes that they resurrect Nicolai from the dead via a dark magic ritual. Restoring the king to the throne could be the key to saving the Griffin Empire.

Mission 2: The Amulet



map legend

- | | | | | |
|---------------------------|---|---|---|---|
| G = Gold | 1 = Bayworth (Haven town) | 7 = Water Wheel, Fountain of Youth, Haven Military Post | 11 = Fire Elemental, Windmill, Shrine of Magic Gesture, Genies, Peasant Hut, Steel Golems, Witch Hut | 16 = Ore Pit, Rakshasa Ranis, Hill Fort, Stone Gargoyles, Learning Stone |
| W = Wood | 2 = Gremlins, Fountain of Fortune, Steel Golems, Ore Pit | 8 = Abandoned Mine, Titan, Unicorn Horn Bow, Crypt, Genie, Iron Golems, Wights | 12 = Sulfur Dune, Chain Mail of Enlightenment, Death Knight, Evercold Ice | 17 = Lighthouse, Iron Golems, Genie, Rally Flag, Mercenary Camp, Abandoned Mine, Death Knight, Vampires, Shrine of Magic Thought |
| T = Treasure Chest | 3 = Archers, Windmill, Clerics, Shrine of Magic Thought | 9 = Learning Stone, Archer Tower, Shrine of Magic Incantation | 13 = Lorekeep (Necropolis town), Monolith One-Way Entrance | 18 = Crystal Cavern, Magi, Alchemist Lab, Dragon Scale Shield, Rally Flag, Liches, Hut of the Magi, Ruined Tower, Rakshasa Ranis, Crown of Courage |
| M = Mercury | 4 = Prison | 10 = Cartographer, Giants, Water Elementals, Werewolf Claw Necklace, Learning Stone, Minotaurs, Gem Mine, Mermaids | 14 = Hikm (Academy town), Oasis, Monolith One-Way Exit | |
| C = Crystal | 5 = Shipyards | | 15 = Sawmill, Golden Horseshoe | |
| S = Sulfur | 6 = Sawmill, Wood Elves, Learning Stone, Breastplate of Petrified Wood | | | |
| ◆ = Gems | | | | |

Uneasy Partners

Isabel's desperation to see Nicolai again, even if it means breaching the natural order of life and death, has her believing every word that slips between Markal's chattering teeth. Sir Godric, still loyal to his queen, agrees to an unholy alliance with Markal, and the two of them set out to find the lost Necropolis of Lorekeep and begin reconstructing an artifact that will allow Markal to pull Nicolai's soul back from the haunted netherworld.

Markal's Starting Army:	Starting Resources:
◆ 30 Skeletons	◆ 10 Wood
◆ 22 Skeleton Archers	◆ 10 Ore
◆ 20 Plague Zombies	◆ 3 Mercury
◆ 1 Catapult	◆ 3 Crystal
Godric's Starting Army:	◆ 3 Sulfur
◆ 8 Footmen	◆ 2 Gems
◆ 40 Militiamen	◆ 2,000 Gold
◆ 8 Marksmen	Starting Bonus (pick one):
◆ 2 Griffins	◆ 2 Liches
◆ 1 Catapult	◆ 1 Wight
◆ 1 First Aid Tent	

Mission Objectives

- ◆ Find and Restore Lorekeep: Markal must take back the Necropolis Lorekeep and rebuild the citadel to return the town to its glory.
- ◆ Capture Hikm: One of Markal's artifacts is kept in this Academy city. The necromancer must seize the city to get his bony fingers on it.
- ◆ Markal and Godric Must Survive: Neither Markal nor Godric can fall during battle, lest the mission end in failure.

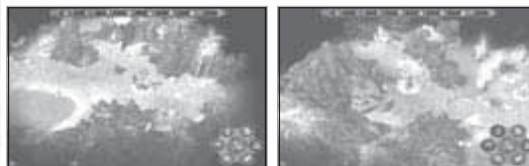
Mission Strategy

During this mission, you must control two heroes—Markal and Godric—and work them together for the same goal. While one hero (usually Markal) makes careful steps toward satisfying mission objectives, Godric provides support. Since the overall goal of the mission is to reclaim a city and rebuild its features, you must do constant resource grabs. The southern half of the map, near the city Bayworth (①), is littered with resources and resource-generating buildings, like the windmill and sawmill.

Once the resources have been secured, the heroes must strike out across the ocean. There are two landing spots, and the heroes should split up to cover more ground effectively. The Academy forces that patrol the waters in the middle of the map are hardly idle. After a while, they will strike out at your previously held resources by Bayworth. This can put a wrinkle in Lorekeep expansion plans if you do not have enough gold and resources to build the required structures.

Secure Resources

At the beginning of the mission, Markal and Godric have the run of the southern half of the map, as their respective armies are strong enough to take on most of the enemies guarding the resource generators (save for the giants that guard the shipyard at ⑤), but it is not important to take this just yet. The heroes should split up to cover ground more effectively.



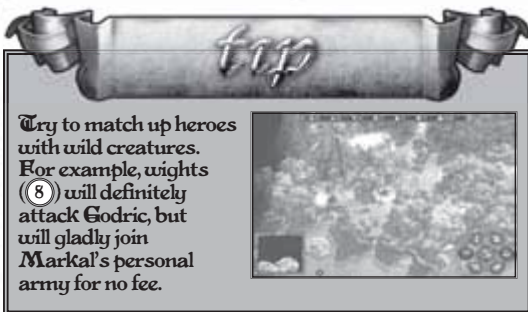
Try to take resource generators—②, ③, ⑥—right away because each turn releases more precious building materials and the Lorekeep objective draws heavily on your secured resources. Pick up gold, too, because nothing comes cheap. Wood is also very important, as Bayworth does not have a shipyard inside the town. To build a ship at the shipyard requires 1,000 gold and 10 wood. You need to build two ships to cross the ocean, so you must have at least double that.



Bayworth itself is largely undeveloped. You need resources to improve Lorekeep, but spending some on Bayworth as well is a solid

strategy. If you can upgrade the civic center and generate a couple of troop recruitment centers, like the archer tower, the extra money and firepower will help later on. Just be mindful not to overspend, as there may be a fight for the resource generators surrounding Bayworth in the second half of the mission.

Consider building the tavern soon. Not only is it a cheap upgrade (the extra town point helps you get the new civic center), but you can then hire a hero to guard the town while Godric and Markal are pursuing the Lorekeep objective across the ocean.



Sailing

Once you have secured all of the resources on the landmass surrounding Bayworth, turn your attentions to the northern half of the map and seize Lorekeep. This will require that you build ships at the shipyard, however, and the only way to do that is to somehow get around a small army of giants. These massive monsters are tough opponents and it is likely that whichever hero attacks the brutes will lose a good deal of his army. Check the heroes' troop counts and use whomever has the most forces.



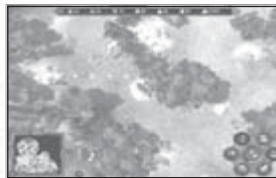
As soon as the giants have fallen, build two ships and board them. Remember, getting into a ship takes up an entire turn, no matter how much movement you had left. At this point, the two heroes need to split up. Send Godric to the shore directly north of Bayworth, near (9). Markal needs to make a move on Lorekeep, which is to the northeast.



The central island (10) between the two large landmasses is loaded with resources, but you will have to engage in combat to

get them. If you still have a good-sized army, you can secure the resources (gold, ore, mercury, etc.). There is a cartographer on the island, who will unveil a map of the ocean, but to get it, you have to fight another army of giants. It's not worth the risk.

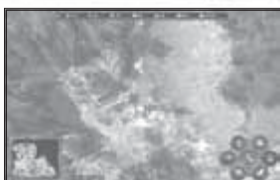
Several Academy-owned boats are patrolling the waters between Lorekeep and Bayworth. If these boats come in contact with yours, a battle begins, just as if you met Academy armies on land. They are fairly strong, so avoid maritime warfare if at all possible.



Godric can start securing resources in the northwest (11), (12) while Markal makes a further push to Lorekeep.



If you have not installed a hero to guard Bayworth while you are working your way to Lorekeep (13), you risk losing all of your



progress on the southern half of the map. The Academy heroes can land at the shipyard and dispatch ground units to scour the countryside and claim resource generators. This can put a real cramp on your expansion plans at Lorekeep.

The Academy heroes may even make an attempt on Bayworth. You cannot allow this to happen—this mission will fail if you lose the town and the resources. The presence of a hired hero at the town can often ward off trouble, but if the Academy is persistent, you can use more hired heroes to reclaim resource generators and guard the town.

Lorekeep Upkeep

Once both heroes have landed on the northern island, they must work together again to secure more resources and fulfill mission objectives. While Godric works the land on the western side of the large island, Markal can make moves on Lorekeep.



There is a Hut of the Magi at (17) that will reveal the final objective for the mission: the Academy town of Hikm. This mages-controlled stronghold is the source of a lot of trouble, but it is also in a near-impregnable location. To reach Hikm (14), you must go through an underground tunnel guarded by titans, which are even fiercer than giants. You do not stand a chance against the titans, so you must somehow find a way around them.



Send Markal to Lorekeep to start on the renovations. The town really has been ruined by the Academy—you practically must start from scratch. It will take several turns to unlock the citadel, so start building right away. Build the structures that require the least amount of resources at first, preserving the materials you have gathered so far. As you unlock more and more town features (remember to always upgrade civic centers), you get closer to the citadel.

Consider building out some troop recruitment buildings, because if your army has been decimated on the way to Lorekeep, you will need better forces to take on the garrison stationed at Hikm. The garrison isn't huge, but if your army has seen better days, you will need fresh recruits to get the job done.

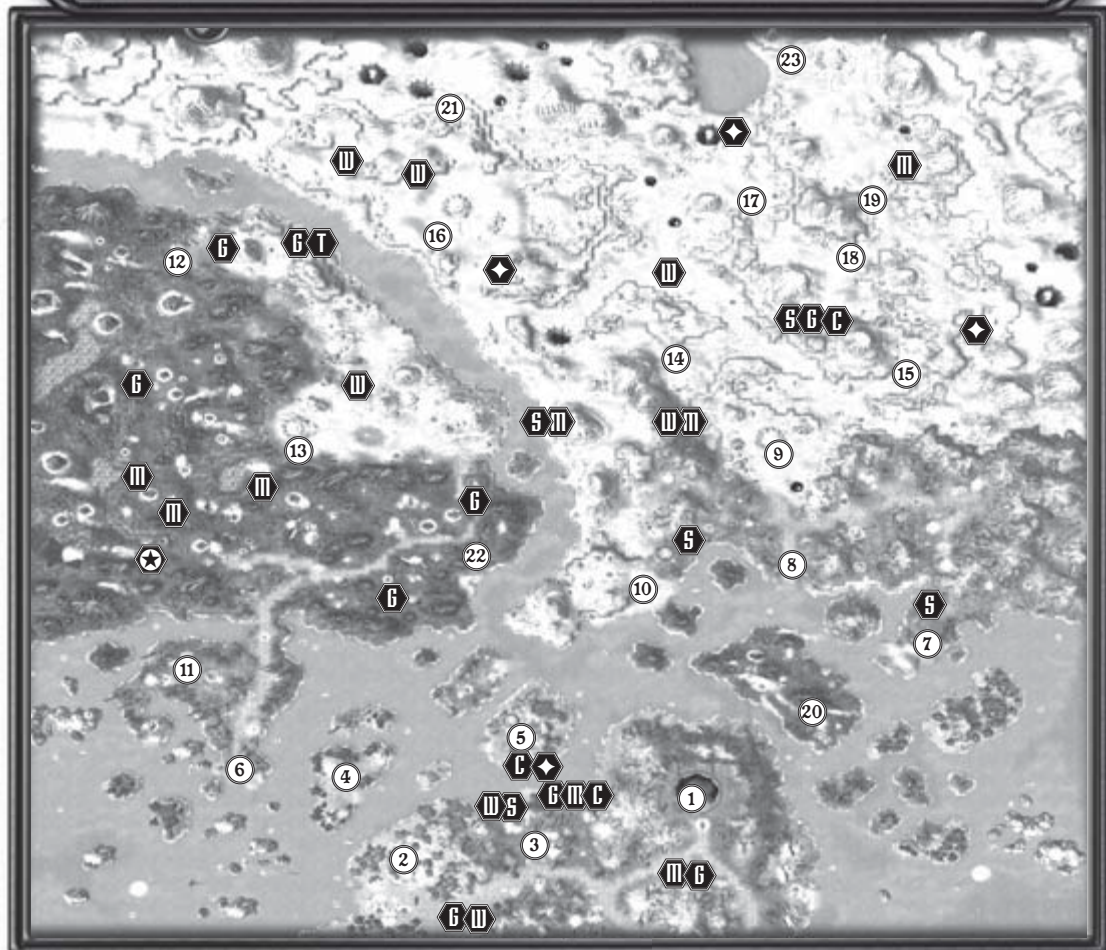
As soon as you build the citadel, the titans guarding the monolith one-way entrance flee. Your efforts have struck fear into the Academy, as they have not seen any resistance from Necropolis in years. As soon as you have rebuilt your army, step through the warp gate to instantly travel to Hikm and start the final assault.



There is an oasis near the exit point of the monolith. Be sure to visit it before laying siege to Hikm. The garrison consists of

30 stone gargoyles and 100 gremlins. These aren't as tough as titans, but in those numbers, it will take several turns to wipe them out. It doesn't matter how many troops you have left at the end of the battle. Even if you are down to your last skeleton archer, when every single enemy is dead, you take the city and the mission ends in success.

Mission 3: The Magi



map legend

- | | | | | |
|---------------------------|---|---|---|--|
| G = Gold | 1 = Lorekeep (Necropolis town), Forgotten Mound, Shipyard | 7 = Abandoned Mine, Bone Dragons | 13 = Sihaam (Academy town), Lake of the Scarlet Swan | 20 = Vampire Lords, Wayfarer Boots |
| W = Wood | 2 = Bayworth (Haven town), Shipyard, Sawmill | 8 = Sulfur Dune, Breastplate of Eldritch Might, Necklace of the Lion, Wights, Rakshasa Ranis, Giants | 14 = Academy Military Post, Elemental Waistband, Redwood Observatory | 21 = Redwood Observatory, Angels, Gem Mine, Helm of Chaos |
| T = Treasure Chest | 3 = Hut of the Magi, Ruined Tower, Alchemist Lab, Crystal Cavern | 9 = Ziyad (Academy town), Oasis | 15 = Dragon Scale Armor, Academy Military Post | 22 = Bone Dragons, Dragon Scale Shield |
| O = Ore | 4 = Witch Hut, Gem Mine, Rakshasa Ranis | 10 = Bone Dragons, Pendant of Winter's Grip, Rakshasa Ranis, Giants | 16 = Bahiyaa (Academy town), Wights, Axe of the Mountain Lords | 23 = Cyrus (Academy hero), Al Safir (Academy town) |
| M = Mercury | 5 = Steel Golem, Crystal of Revelation, Arena | 11 = Trident of the Titans, Shrine of Magic Gesture, Monolith Two-Way | 17 = Garrison | 24 = Dragon Teeth Necklace |
| C = Crystal | 6 = Magi, Faerie Ring, Fountain of Youth | 12 = Monolith Two-Way, Turban of Enlightenment, Dragon Eye Ring | 18 = Garrison | |
| S = Sulfur | | | 19 = Garrison | |
| G = Gems | | | | |

Rise of Necropolis

Cyrus has broken the artifact you need to resurrect Nicolai into four pieces. You have one of them, but the remaining pieces are hidden in three Academy cities deep in the mage-controlled desert wasteland. Markal must venture deep into the desert to ruin the Academy towns, seizing the artifacts he needs. While the necromancer goes about his business, it is left to Isabel to support his wicked cause by holding off an old foe.

Markal's Starting Army:	Starting Resources:
♦ 20 Skeleton Archers	♦ 10 Wood
♦ 1 Catapult	♦ 10 Ore
Isabel's Starting Army:	♦ 2 Mercury
♦ 8 Archers	♦ 2 Crystal
♦ 10 Footmen	♦ 2 Sulfur
♦ 1 Catapult	♦ 15 Gem
	♦ 8,000 Gold
	Starting Bonus (pick one):
	♦ 5 Vampire Lords
	♦ 5,000 Gold
	♦ Slow Spell

Mission Objectives

- ♦ Obtain Staff of the Netherworld: Markal must sack the city of Ziyad to retrieve the Staff of the Netherworld.
- ♦ Obtain Cloak of Death's Shadow: Markal must lay siege to Bahiyaa to claim the Cloak of Death's Shadow.
- ♦ Obtain Ring of the Unrepentant: Markal needs to raid Al Safir to obtain the Ring of the Unrepentant from the very clutches of Cyrus the Mage.
- ♦ Curse Mage Cities: After obtaining the Staff of the Netherworld, Markal must curse the captured Academy towns—for a price.

- ♦ Destroy Elven Army: While Markal routs the mages, Isabel must head off elven reinforcements on the high seas.
- ♦ Raise 20 Bone Dragons: Markal must recruit 20 bone dragons to help him capture the Ring of the Unrepentant from Cyrus.
- ♦ Follow Cyrus into the Magic Realm: Chase Cyrus through the monolith to corner him in the magic realm.
- ♦ Recruit 1,000 Skeletons: Markal should recruit over 1,000 skeletons if he hopes to defeat Cyrus.
- ♦ Markal and Isabel Must Survive: Markal and Isabel cannot fall during battle, lest the mission end in failure.

Mission Strategy

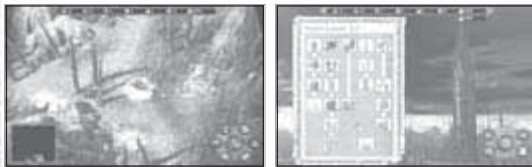
This mission picks up exactly where the last one left off. You may have to start all over again with resources and troops, but everything else remains largely unchanged, except that now you have press even farther north into the heart of Academy-controlled territory and seek out a trio of magical cities. The artifacts you need to resurrect Nicolai are stored at these cities, and only after properly sacking each one will you receive your nightmarish bounty.

Your two heroes must again work independently of each other to complete the mission. Things happen on each side (east-west) of the map at the same time that require attention, so send Markal up to capture the three Academy cities in the desert while Isabel lays siege to Sihaam and heads off an elven army.

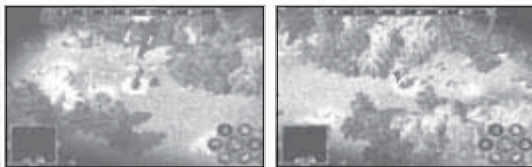
This mission has two recruitment objectives. Fortunately, only the bone dragon objective is mandatory—but it takes some planning to fulfill it. There are plenty of bone dragons on the overworld map, but if Isabel encounters them, she must fight. Send only Markal to the bone dragons, because they will always opt to join his army, no fees and no questions asked.

Secure Home Turf

This mission starts off not unlike the previous one; both heroes need to secure their home territory at ① and ② by capturing resources and recruiting monsters. This mission can prove quite costly to complete, so securing gold by either seeking it out in the wild or by erecting upgraded civic centers in your held towns is critically important.

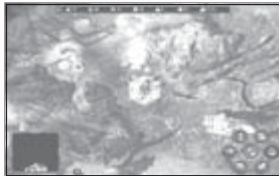


Lorekeep is in much better shape than Bayworth, so pour resources into that one to keep recruiting better troops and upgrading the civic center. You do not need to worry about the mages coming back into your land to sack your cities this time, so it is unnecessary to spend gold on building a garrison force.



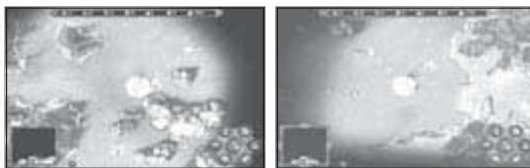
Isabel has immediate access to a sawmill, as well as several stacks of gold and wood. Secure these resources right away for later use. She should also seek out any troops in the wild that would be tempted to join a Haven hero. Her starting army is not very large, so also be sure to do some in-town recruitment while securing resources.

On Markal's side of the starting land mass, seek out recruits in town as well as at the haunted grounds to the south of Lorekeep. There are substantial resources to the west of Lorekeep, in the small side area. Claim the gem mine and alchemist's lab to keep steady gems and mercury coming in—this will help you build up Lorekeep. There is also a Hut of the Magi that needs to be touched so you can see a little farther ahead on the map.

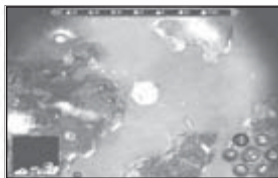


Build the blacksmith at Bayworth so each hero can buy a ballista. This war machine is extremely useful in some of the intense combat situations later in the mission.

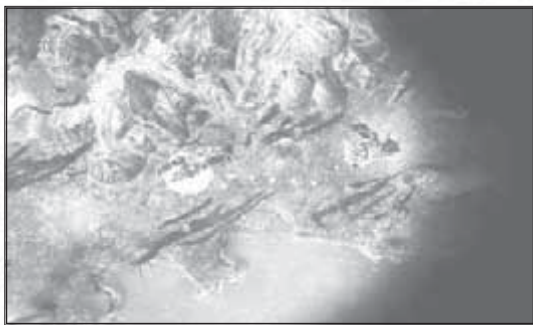
As soon as you own the land and map features surrounding Lorekeep and Bayworth, build a couple of ships and set sail. There is a shipyard next to each metropolis, and by now you should have ample gold and wood to construct ships without taking a major hit to your materials. Make sure Markal departs from the shores of Lorekeep so he can start exploring areas around ⑦, ⑧, and ⑩. Isabel is going to ⑥, so she needs to leave from Bayworth.



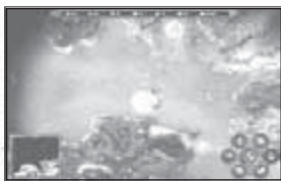
There are no enemy ships patrolling the waters, and there is also no time limit at this point. You are free to explore the islands between the two major land masses, such as ④, ⑤, and ②①. Markal can easily recruit the vampire lords at ②① and the boots of the open road make movement a little smoother. Unless Isabel has a massive force, hold off on the islands on her side of the map for now, as the rakshasa ranis on ④ can be a real pain to battle.



The cerberus at ②① on the shores are no problem for Markal's advanced troops.

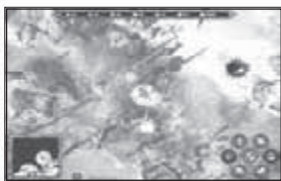


Make sure Markal lands at (7) first. Even though the bone dragon objective has not yet been revealed, you can recruit the bone dragons there and get started on amassing a sizable force. The abandoned mine beyond the bone dragons is tough to claim, so move back to your ship and look for the other two shores.



Whether you land at (8) or (10), there will be enemy monsters waiting for you—rakshasa ranis and colossi, respectively.

Both are challenges; if you lose too much of your army trying to storm the shore, you can always return to Lorekeep and restock on fresh recruits. At least if you land at (8), you are close to the Breastplate of Eldritch Might artifact.

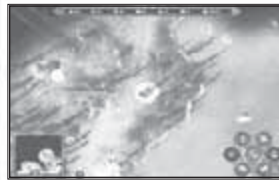


The redwood observatory just south of (9) reveals the city of Ziyad, where you can win the Staff of the Netherworld. However,

you cannot take the city right away. There is an Academy hero named Lucretia patrolling the area and if you do not encounter him right away, you will as soon as you take the city. So before sacking Ziyad, head to the east and recruit more bone dragons before going about the ruin of the Academy empire.

Back Cities

Markal is not the only hero who needs to start laying waste to Academy cities. Isabel can also strike fear into the Academy by launching an attack on Sihaam (13), an Academy outpost in Inferno territory.

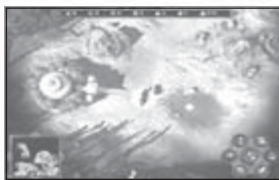


After Isabel lands at (6), send her up the cobblestone road, making sure to stop at important features like the faerie ring and fountain of youth. There is a rally flag worth touching, as well as the Trident of the Titans artifact next to a magic shrine. All of these resources are important to pick up, as Isabel can fight her way directly into enemy territory by continuing along the northern road. However, there is another way around that lets you surprise the Academy city and avoid some tough battles.



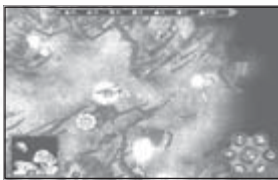
Just beyond the Trident of the Titans is a monolith two-way that leads directly to (12). Before passing through the monolith, be sure to scoop up any and all resources on the peninsula, such as the crystals. Once you appear on the other side of the monolith, you can pick up two more artifacts: Turban of Enlightenment and Dragon Eye Ring. There are also some Haven-friendly units, such as inquisitors, that will join your army. Grabbing the two artifacts is important because at this point, Markal's army is greater than Isabel's. You need these helpful tools to boost Isabel's battle-field performance.

Isabel's target city, Sihaam, is now to the south. As she rides down to the town, she should stop off at the windmill to keep generating resources, as well as pick up additional goods, like wood and a treasure chest. Once at Sihaam, Isabel will have to contend with an Academy hero named Havez. His army is strong, but if you have been recruiting and collecting artifacts, you should be able to hold out.



Havez's Army:

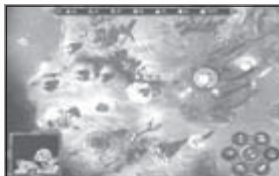
- ◆ 13 Mages
- ◆ 303 Master Gremlins
- ◆ 85 Obsidian gargoyles
- ◆ 116 Gremlins
- ◆ 1 Ballista
- ◆ 1 First Aid Tent



Before sacking Ziyad with Markal, explore the area to the south of the city to pick up additional resources, as well as a few useful

artifacts. If you ride to the east, Markal can grab the Sword of Might and the Necklace of the Lion, as well as secure a host of ore pits with very little difficulty.

After picking up these artifacts and resources, turn back to the west and ride toward the shore at (10). The colossi still stand watch over the beach, but do not seem to care if you claim the arena and windmill directly behind them. There is another solid artifact pick-up down here, the Pendant of Winter's Grip, but the real prize on this peninsula is the bone dragons. If you have been dutifully recruiting them, you should already have the required number of monsters even before having to deal with the objective.

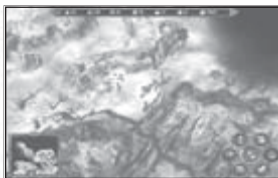
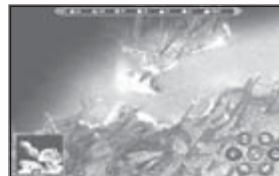


As soon as you finish canvassing the area to the south of Ziyad, it is time to move in for the capture. The city garrison is quite weak:

15 plague zombies and 20 skeletons. Your catapult can easily break through the city walls, but before that even happens, your ranged fighters will completely lay the defending creatures to waste. Once you raid the city, you receive the Staff of the Netherworld.

This unlocks an optional objective. You can use the staff to curse the Academy cities you sack, but at the cost of 10,000 gold per city. The benefit? You can immediately start building up these new Necropolis towns so you can earn income and recruit troops without having to sail all the way back to Lorekeep.

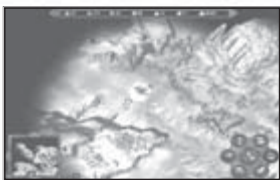
Sacking Ziyad signals the arrival of the elves by ship. Markal is too busy ruining cities to attend to them, leaving it up to Isabel.



After converting Ziyad, start moving toward Bahiyaa (16). The road is long and full of resources. There are detours you can make en route to Bahiyaa, such as moving to (15) and picking up the Dragon Scale Armor artifact, as well as touching the redwood observatory to push back the fog of war.



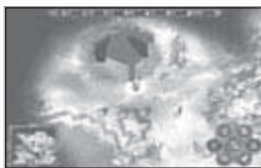
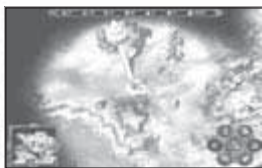
There is another redwood observatory at (14), which reveals the lands around Bahiyaa, as well as the Elemental



Waistband artifact, which is guarded by some rather fierce green dragons. Bahiyaa is easy to sack since there is no garrison stationed there, nor is an Academy hero anywhere within range. You can choose to keep the town as is or curse it. The town can serve as another recruitment center. Once you sack Bahiyaa, Markal comes up with the brilliant scheme of enlisting the help of no fewer than 1,000 skeletons to help him finish off Cyrus. This is a tall order made easier by converting all Academy towns into Necropolis cities and installing graveyards.



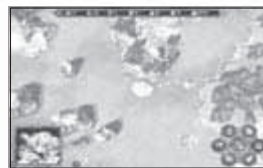
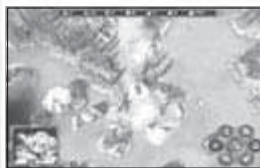
All necromancers have the talent to resurrect fallen enemy stacks as skeletons. You can earn additional skeletons by picking fights with monsters in the wild.



Before and After: The results of cursing a town with the Staff of the Netherworld.

Unfinished Business

While Markal is consumed by recruiting skeletons, Isabel must tend to the pesky elves. The Sylvan ship will sail down the river that divides her from Markal, moving slowly enough for Isabel to make a beeline back to (6) and return to her ship. Make sure to do some recruiting at (13) before boarding the ship because the elves are no pushovers.



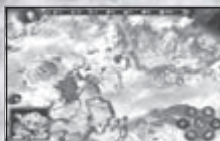
You can head off the elves by parking your ship near (22). Stationing your ship here chokes off the elves and will keep them from reaching Bayworth. If you miss the elves here, reposition your ship just off the coast of Bayworth and be sure to touch the buoy for the extra luck. When the Sylvan ship crashes into yours, the battle begins.

Sylvan Army:

- ◆ 15 Silver Unicorns
- ◆ 100 Master Hunters
- ◆ 200 War Dancers
- ◆ 50 Druid Elders
- ◆ 1 Ballista

Cyrus Cornered

There is only one Academy city left for Markal to terrorize: Al Safir (23). However, before he can reach the city, Markal must fight through three Academy garrisons, each one fortified with a stronger army than the last. After finishing off each garrison, you may need to retreat to a Necropolis and recruit additional forces. If Lorekeep is the most advanced Necropolis you have, you may actually need to sail all the way home and restock your army more than once.



Garrison Army (17):

- ◆ 12 Mages
- ◆ 50 Stone Gargoyles
- ◆ 40 Iron Golems
- ◆ 100 Gremlins



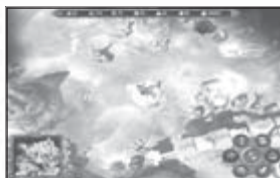
Garrison Army (18):

- ◆ 20 Arch Mages
- ◆ 60 Obsidian Gargoyles
- ◆ 40 Steel Golems
- ◆ 100 Master Gremlins



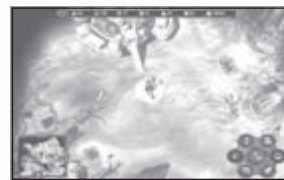
Garrison Army (19):

- ◆ 100 Gremlins
- ◆ 14 Arch Mages
- ◆ 8 Colossi
- ◆ 20 Rakshasa Ranis
- ◆ 15 Djinns



After fighting your way through the three garrisons, it is time to finally confront Cyrus the archmage at Al Safir. Unfortunately, the cowardly snake denies you your victory by retreating into a monolith next to the city. The gateway leads to a magic netherworld full of monsters. Cyrus hopes that hiding in the realm will deter you from getting the final artifact, but he is mistaken.

After Cyrus flees, you can lay waste to Al Safir to finish off the cursed city objective. Al Safir is guarded by a mighty garrison force, too. Again, you may need to steel yourself with more recruits before taking the challenge.



Al Safir Garrison:

- ◆ 150 Gremlins
- ◆ 38 Iron Golems
- ◆ 16 Rakshasa Ranis
- ◆ 6 Titans
- ◆ 32 Archmages



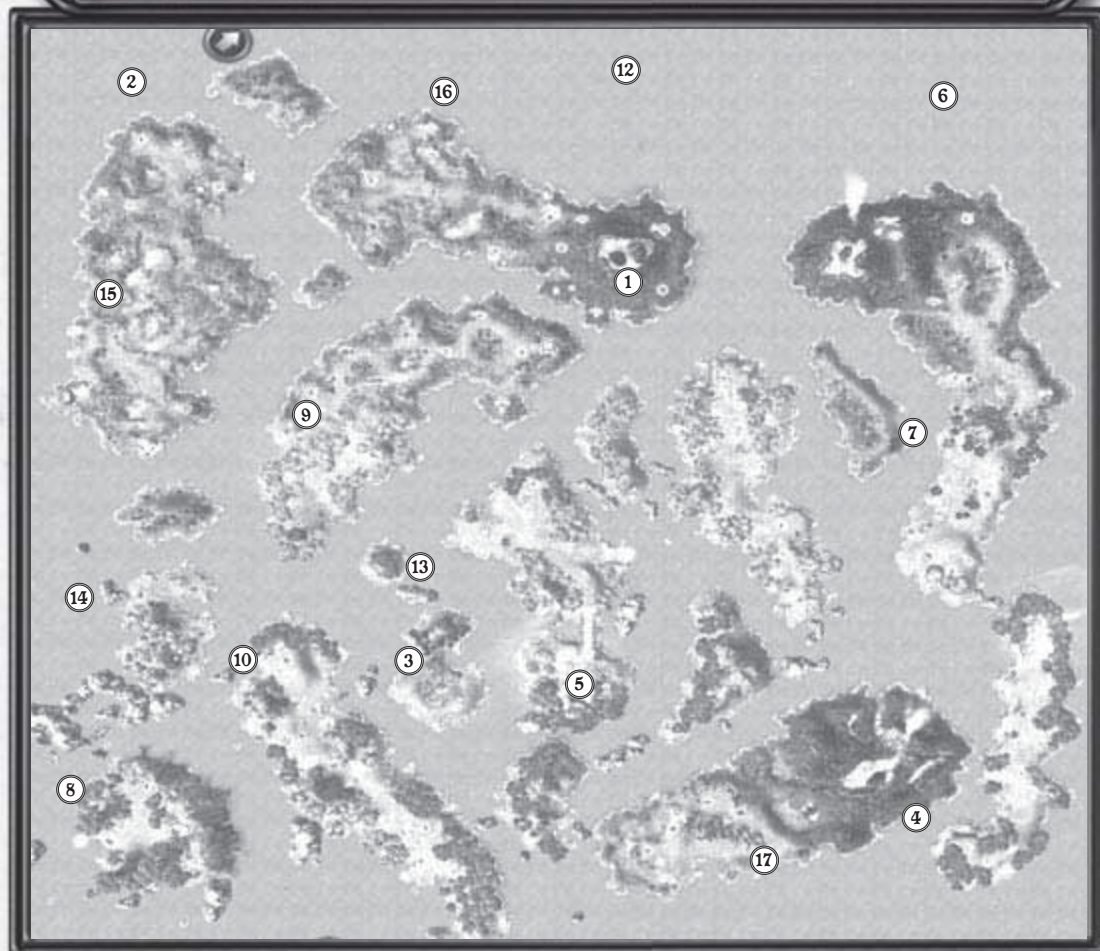
After capturing the city, you need to make a decision about whether or not to curse it. If you turn it into a Necropolis, you satisfy a secondary objective. However, if you keep it as an Academy city, you will be shocked by how advanced the city is. You can recruit titans, rakshasa ranis, archmages—all sorts of powerful creatures. If you need to build up your skeleton force or fight your way back to some additional bone dragons, these beasts may be of enormous help.



Once you have satisfied all of the objectives, you must finish the mission by diving into the monolith and giving chase to Cyrus. The archmage has the last artifact you need to complete your sinister plan, and you will not be denied.

Mission 4: The Pursuit

Heroes of Might and Magic V
Walkthrough - Campaign 2 - Mission 4: The Pursuit



map legend

- | | | | | |
|--|--|--|--|--|
| <p> G = Gold
 W = Wood
 T = Treasure Chest
 O = Ore
 M = Mercury
 C = Crystal
 S = Sulfur
 G = Gems </p> | <p> 1 = Monolith One-Way Exit, Hut of the Magi
 2 = Red Keymaster Tent, Steel Golem, Monolith Two-Way (leads to 3)
 3 = Monolith One-Way Exit, Hell Chargers, Green Border Guard
 4 = Green Keymaster Tent, Archliches, Monolith One-Way (leads to 5) </p> | <p> 5 = Monolith One-Way Exit
 6 = Red Border Guard, Master Gremlin, Magic Well, Archmage, Hut of the Magi, Blue Keymaster Tent, Monolith One-Way (leads to 7)
 7 = Monolith One-Way Exit, Succubus Mistresses, Fountain of Fortune
 8 = Monolith One-Way (leads to 9), Skeleton Archers, Yellow Keymaster Tent </p> | <p> 9 = Monolith One-Way Exit, Hell Chargers, Spectres
 10 = Dragon Eye Ring, Colossi, Crystal of Revelation, Monolith Two-Way (leads to 11)
 11 = Cyrus
 12 = Minotaur King, Necklace of Victory
 13 = Succubi, Ruined Tower, Ruined Tower </p> | <p> 14 = Shadow Dragons, Necropolis Military Posts
 15 = Magic Well, Earth Elemental, Graveyards, Yellow Board Guard
 16 = Archers, Boots of the Open Road, Star Axis
 17 = Arch Devil, Shrine of Magic Gesture, Pendant of Mastery, Necropolis Military Post </p> |
|--|--|--|--|--|

Magical Underworld

Cyrus has slipped into an alternate magic realm in an attempt to hold on to the ring. However, this strategy may turn out to be his fatal mistake, as Markal commands an army of skeletons and bone dragons that can smash anything in its way. Markal must use a system of magical gates to warp through the realm and eventually catch up with Cyrus.

Markal has vowed to take the ring by any means necessary, even if that means cutting off the finger that wears it. Actually, that's what Markal was hoping to do anyway.

Starting Army:	Starting Bonus (pick one):
♦ 20 Bone Dragons	♦ 20 Spectres
♦ 900 Skeletons	♦ 4 Liches
♦ 100 Skeleton Archers	♦ Haste Spell
♦ 1 Catapult	
Starting Resources:	
♦ None	
♦ 1 Gold	

Mission Objectives

- ♦ Find and Defeat Cyrus: Find Archmage Cyrus in the magical realm by mastering the monoliths and defeat him to get the magical ring.
- ♦ Markal Must Survive: Markal cannot fall during battle, lest the mission end in failure.

Mission Strategy

You must pursue Cyrus through the magical realm, a system of underworld caves that are connected by a series of monoliths. These gates are typically one-way routes and, once you enter, it takes some time to backtrack if you decide to fully explore the areas around each gate later in the mission. There are several keymaster tents, too, which offer up passes to border guards. Some gates can only be accessed by passing through a border guard, which adds another wrinkle to the chase.

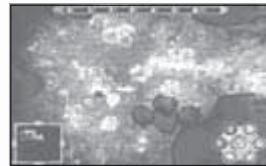
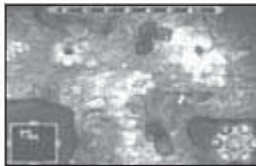
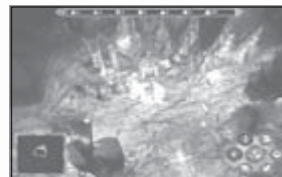
There aren't many enemies in the caves, but the stacks you do encounter are large. It isn't unheard of to battle gremlins and whatnot in the hundreds, rather than the dozens. Fortunately, you have a great many skeletons to start with, and as you play through the mission, your count of skeletons and skeleton archers grows.

Through the Looking Glass

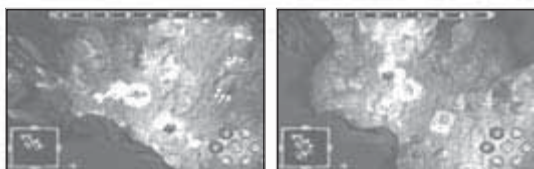
You begin the mission at ①. Follow the gates in a specific order to reach Cyrus, who is hiding at ⑪. For quick reference, the gates work like this:

- ② to ③
- ④ to ⑤
- ⑥ to ⑦
- ⑧ to ⑨
- ⑩ to ⑪

You begin the mission at ①, near the center of the realm. There is a Hut of the Magi there you can use to peel back the fog in several locations in the rest of the caves, giving you an early look at how the system works.



Ride to the north of ①, en route to ②. There are several extra areas in the realm you can and should visit, such as ⑩, where you can find the Boots of the Open Road artifact. From ⑩ head down the cave to the west until you reach the red keymaster tent. There are some liches here that will join your army, too. After getting the red pass, go just through the monolith to warp to ③.



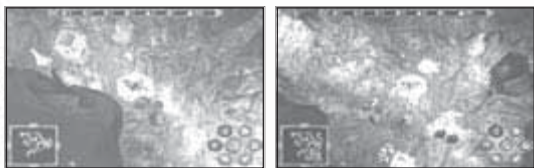
When you arrive at (3), you are stopped from heading south by the green border guard. (The pass is at (4).) Since you cannot continue on to the monolith at (8), you must turn north and ride toward (6).



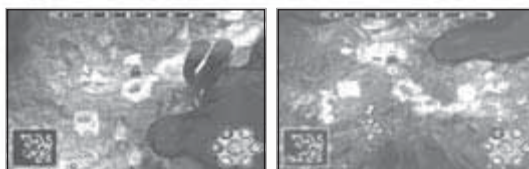
Ride north, but break as if you were going to (12). There is a war machine factory along the way. Stop here and buy the ballista, ammo cart, and first aid tent. All these support machines will help you in future battles.



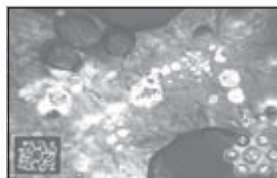
There are two forgotten mounds to the west of (7) where you can pick up some new recruits.



The red pass will let you through the red border guard on the way to (6). You can step through the monolith at (6) to be transported to the monolith at (7). From (7) ride southeast to reach the green keymaster tent, which will now let you through the border guard that blocked your way to (8).



Give the green pass to the green border guard and then ride on to (8). Before stepping through the monolith, you can pick up some new skeleton archers, as well as get the yellow pass from the yellow keymaster tent.



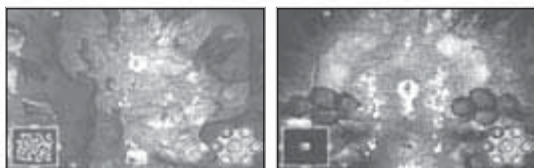
Step through the monolith at (8) and warp to (9). There are some nearby spectres you can recruit if the army is starting to look a little thin. From (9), you need only ride south to reach the monolith that warps you to Cyrus.



On the path to (10), stop at (15) to pick up a bunch of extra skeletons at the three graveyard sites. Use the yellow pass at the yellow border guard just south of (15). There are two Necropolis military posts at (14) where you can recruit additional troops after finishing off the garrison at each post. Finally, step through the monolith.

Defeat Cyrus

When you finally reach Cyrus at the dead center of the map, you shouldn't be shocked to see him flee one last time. He slips into the subterranean gate just north of the monolith. Before following him though, use the magic well to restore your spell abilities.



Now that you finally have Cyrus cornered with nowhere else to run, you can challenge him for the ring. Cyrus is a very capable commander, though, and he wields an impressive army of djinn sultans, archmages, and titans. It will take a lot of your army to finish him off, but if you have plentiful skeleton archers and several bone dragons left, you should be able to whittle his forces down to nothing. Remember, you need only survive the battle with a lone skeleton archer to be considered the victor.

Cyrus's Army:

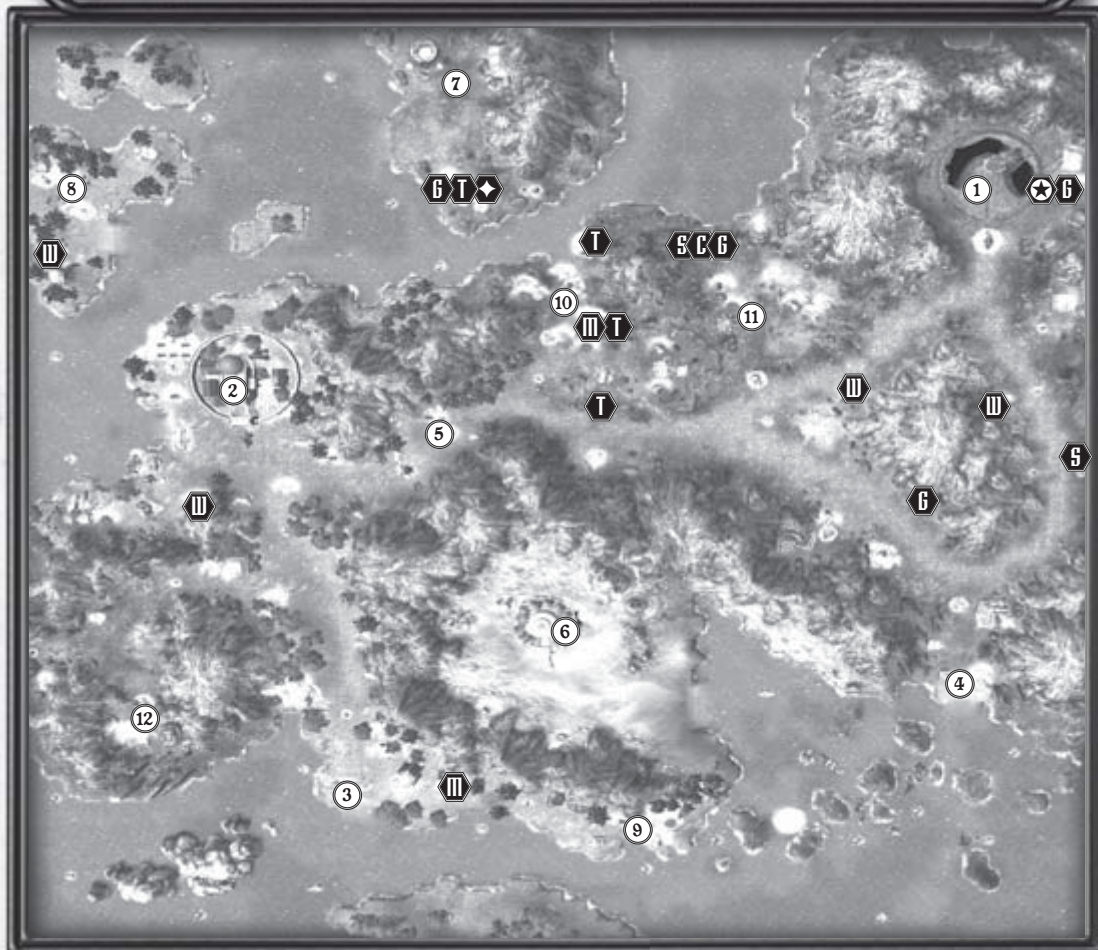
- ◆ 15 Rakshasa Ranis
- ◆ 15 Archmages
- ◆ 100 Obsidian Gargoyles
- ◆ 10 Titans
- ◆ 20 Djinn Sultans
- ◆ 200 Master Gremlins
- ◆ 1 First Aid Tent

After Cyrus falls, Markal completes the magical artifact he needs to resurrect Nicolai from the dead. However, the queen's broken heart is about to receive another blow from one of her trusted allies, and it serves only to complicate your plans.



Mission 5: The Traitor

Heroes of Might and Magic V
Walkthrough – Campaign 2 – Mission Five: The Traitor



map Legend

- | | | | |
|---|---|---|---|
| <ul style="list-style-type: none"> ⬢ = Gold ⬢ = Wood ⬢ = Treasure Chest ⬢ = Ore ⬢ = Mercury ⬢ = Crystal ⬢ = Sulfur ⬢ = Gems | <ul style="list-style-type: none"> ① = Lorekeep (Necropolis town), Monolith One-Way, Zombies, Forgotten Mound ② = Newpost (Haven town), Shipyards, Rakshasa Ranis, Water Wheel, Treant Guardians, Sawmill ③ = Archers, Rally Flag, Shipyard, Mermaids, Cavaliers, Archer Tower, Four-Leaf Clover | <ul style="list-style-type: none"> ④ = Titan, Hill Fort, Star Axis, Learning Stone, Cuirass of the Dwarven Kings ⑤ = Rakshasa Ranis, Magic Well, Wraiths ⑥ = Oasis, Hikm (Academy town) ⑦ = Arena, Black Dragon, Mercenary Camp, Crystal of Revelation, Matriarch, Dragon Wing Mantle | <ul style="list-style-type: none"> ⑧ = Sawmill, Witch, Rakshasa Ranis, Djinn Sultan, Gem Mine, Crystal of Revelation ⑨ = Learning Stone, Necklace of the Lion ⑩ = Black Market, Alchemist's Lab, Djinn, Griffins, Crystal Cavern ⑪ = Hut of the Magi ⑫ = Sulfur Dune |
|---|---|---|---|

The Traitor

Markal's scheme is almost complete—all that stands in his way is Sir Godric, Isabel's once-loyal charge who can no longer stand to see her nobility twisted by the whims of the macabre necromancer. Since she will not save herself, Godric takes Markal's amulet and locks himself in the city of Hikm. Markal must find the proper lure to get Godric to open the gates, but what is left for the crafty necromancer to take?

Markal's Starting Army:	Starting Resources:
◆ 4 Ghosts	◆ 12 Wood
◆ 30 Skeleton Archers	◆ 10 Ore
Isabel's Starting Army:	◆ 1 Mercury
◆ 1 Angel	◆ 1 Crystal
◆ 12 Footmen	◆ 1 Sulfur
◆ 25 Archers	◆ 1 Gem
◆ 2 Paladins	◆ 20,000 Gold
◆ 12 Griffins	Starting Bonus (pick one):
◆ 6 Priests	◆ 3 Liches
	◆ 1 Bone Dragon

Mission Objectives

- ◆ Obtain Amulet of Necromancy: Force Godric to give up the Amulet of Necromancy from his fortified position at Hikm.
- ◆ Capture Godric's Daughter: Markal must kidnap Godric's daughter from Newpost and use her as bait to lure Godric outside of Hikm.
- ◆ Markal and Isabel Must Survive: Neither Markal nor Isabel can fall during battle, lest the mission end in failure.

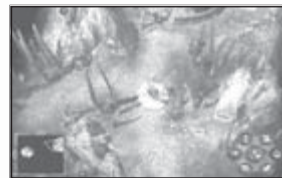
Mission Strategy

Markal's scheme is so close to fruition—it's a pity the old man had to sever his ties with Isabel while he still had the Amulet of Necromancy in his possession. This mission is another one where you must use two heroes together, but in different areas of the map, to get a single task done.

Isabel's army is much greater than Markal's at the start of the mission, so the onus is on her to do some of the heavy lifting at the beginning. However, Isabel's tragic fall from grace causes her soldiers to lose faith in her. Eventually, they start defecting to Godric's army until she is practically defenseless. Fortunately, by this time Markal should have a pretty good-sized army and can pick up the slack for the final push on Godric.

Reach Markal

At the beginning of the mission, Markal's army is very small. However, you have quite an ample purse, so he can do a little recruiting around Lorekeep—but don't spend all of the money right away, as Isabel will need some of it for her own purposes, such as the need for a ship.



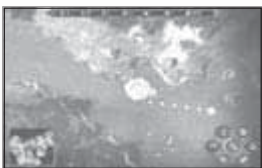
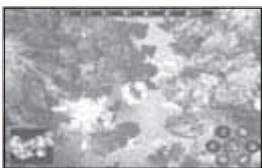
Isabel must use the shipyard at ③ to build a vessel. (The ship costs 1,000 gold and 10 wood.) There are other resources and moneys

around the town that you need to seize, because this mission can get very costly. A sawmill behind a pack of treant guardians will provide enough wood to keep building city improvements.

Isabel cannot dawdle while making improvements and securing resources, because within a few turns, her army loses its appreciation of her and begins a slow desertion. Every few turns, a few more troops in Isabel's army abandon her.



While Isabel is hemorrhaging troops, there are few improvements in Newpost to help her restore depleted stocks. Lorekeep, however, continues to be a bustling Necropolis, which Markal can make even bigger by securing some of the resources to the east of the city at ⑩.



Before her army all but leaves her, send Isabel to the shipyard at ③ to build a vessel and set sail for the shores at ④. Because Markal does not have a boat, he needs Isabel's vessel to sail back to Newpost himself and kidnap Godric's daughter.

While Isabel is sailing to the west, clear a landing zone for her. There are some titans north of ④ that prevent Markal from



reaching the shore and Isabel from reaching Lorekeep and recruiting some troops for her empty army. After Markal has managed to dispatch the titans, he can recruit not only back at town, but also can upgrade his creatures at the hill fort. It's a pricey operation, but he needs the advanced troops to finish this mission.



Land Isabel's ship at ⑥. Once Markal has a good-sized army, he can board the ship and sail back to Newpost. But don't send Markal into town just yet. There are some powerful wraiths at ⑤ he should recruit before stealing Godric's daughter, because the old man is ready to dispatch some of the strongest creatures in all of Ashan to rescue her.



Only Markal can get the wraiths to join his army. If Isabel approaches the spectral bell chargers, they attack her—and probably kill her.

Kidnap Godric's Daughter

After recruiting the wraiths, Markal can ride back to Newpost. The moment you send him into town, he kidnaps Godric's daughter. This riles Godric, but the girl's father dares not step foot outside Hikm, because he knows Markal will do far more unspeakable evil than murder his daughter if he gets his bony fingers on the amulet.



Godric sends a small army of archangels to intercept Markal as he takes the girl back to Lorekeep. These Haven creatures are extremely powerful and also are able to resurrect each other. To avoid a long, protracted battle, you must eliminate them one stack at a time. After the battle, Markal earns another trophy: Angel Wings. This artifact allows him to fly over normally impassible terrain, such as mountains. With these wings, you can fly directly to Hikm and challenge Godric directly.



Challenge Godric



Before flying to Hikm, return to Lorekeep and recruit every single troop available. If you need to wait a few weeks to stock up on creatures, do so. Godric's army is the most powerful you have yet encountered. There are resources at ⑧ that can help you finish off some town improvements and recruit even more powerful monsters.



Once you have as many troops as you can afford and you think you have enough of an army to eliminate Godric, use the Angel Wings to fly to Hikm and engage Godric in battle. Godric's army is ferocious, and is standing behind city walls, which must be broken through if you want to use your army to its fullest strength.

The mages and archmages will cast defensive spells on the other stacks in Godric's army while occasionally throwing powerful spells over the wall at you. Godric also has a few powerful spells himself. It is often better to use magic when it is Markal's turn rather than to just get a couple of small kills.

Leave the major stack attacks to your troops, especially the large army of skeleton archers you've amassed. Never underestimate the usefulness of these troops. If you only have 100 to 200 of them, they aren't a great help—but if you take the time to get 300 to 400, you can really rout an enemy army.

Godric's Army:

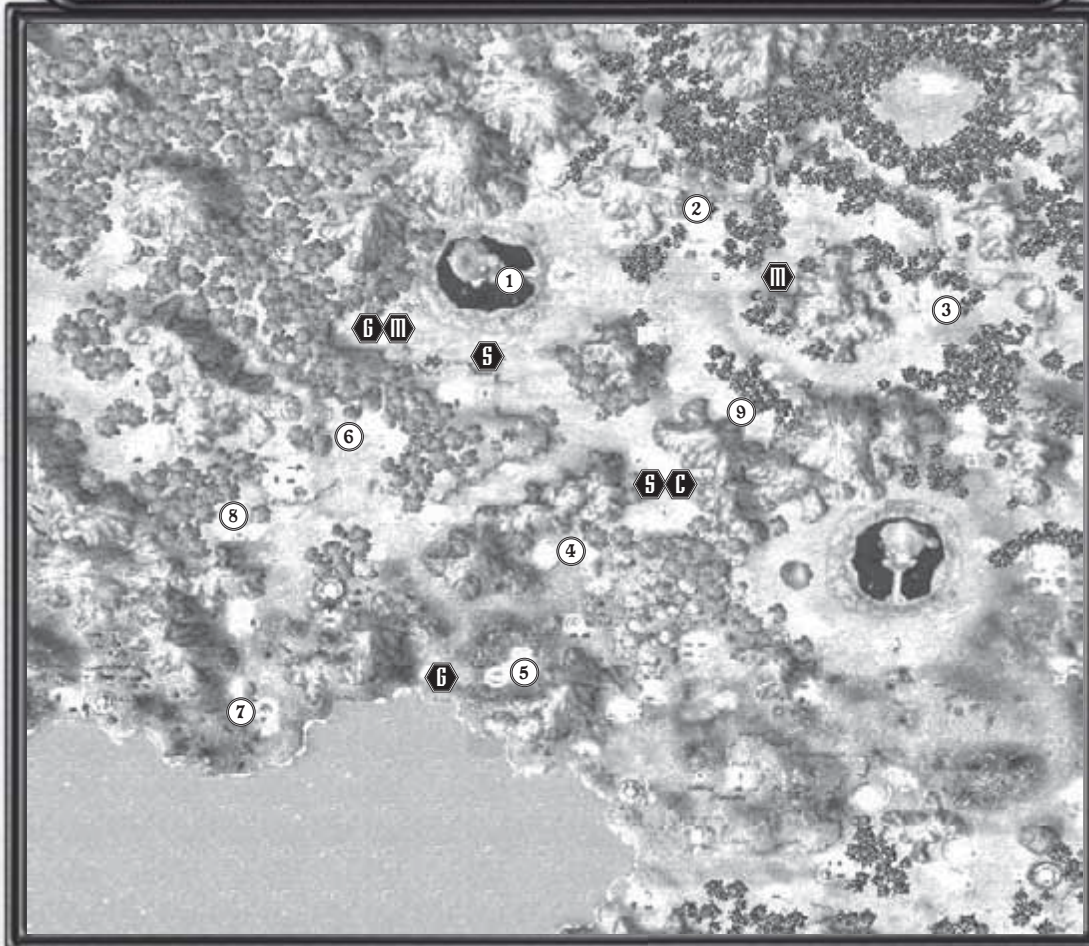
- ◆ 160 Gremlins
- ◆ 15 Mages
- ◆ 27 Steel Golems
- ◆ 24 Djinn
- ◆ 12 Rakshasa Ranis
- ◆ 5 Titans
- ◆ 28 Archmages
- ◆ 1 First Aid Tent

Godric surrenders the amulet, but Isabel—in a rare moment of compassion—spares his life, despite Markal's warning that such a decision will likely be regretted. Markal knows first hand what a powerful motivator revenge is, and he fears that Godric will one day find the means to exact it from both him and Isabel.



Mission 1: The Tournament

Heroes of Might and Magic V
Walkthrough - Campaign 4 - Mission 1: The Tournament



map legend

- ⬢ = Gold
- ⬢ = Mercury
- ⬢ = Crystal
- ⬢ = Sulfur

- ① = Virbeth (Dungeon town)
- ② = Ore Pit
- ③ = Sawmill
- ④ = Sulfur Dune
- ⑤ = Shield of Crystal Ice
- ⑥ = Gem Mine
- ⑦ = Blood Arena

- ⑧ = Crystal Cavern
- ⑨ = Gold Mine

Bloody Ascension

Clan Shadowbrand is having a crisis of leadership. With the throne vacant, a power vacuum threatens to splinter the dark elves of the Dungeon faction. A mysterious sorcerer named Raelag arrives in Shadowbrand territory to claim the throne, but he must first engage seven other candidates in a tournament of champions. The victor will take the Rod, the true symbol of Shadowbrand authority, and become the mighty chief.

Starting Army:	Starting Bonus (pick one):
◆ 15 Assassins	◆ 6 Assassins
Starting Resources:	◆ Marketplace Town Improvement
◆ 30 Wood	◆ 10 Ore
◆ 30 Ore	
◆ 15 Mercury	
◆ 15 Crystal	
◆ 15 Sulfur	
◆ 15 Gem	
◆ 30,000 Gold	

Mission Objectives

- ◆ Prepare for the Tournament: Recruit a sizable personal army to represent you in an intraclan battle for leadership.
- ◆ Raelag Must Survive: Raelag cannot fall during battle, lest the mission end in failure.

Mission Strategy

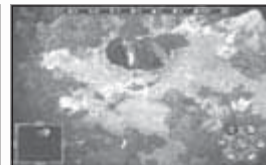
This is a two-part mission. The first half of the mission gives you a month to prepare for an upcoming series of battles that will decide who will lead the Clan Shadowbrand. You begin with a very small army and an undeveloped home city, Virbeth. However, you do have a healthy starting supply of resources to start a variety of construction projects. The land around your town is rich with resources, too, as well as resource-generating buildings, like a sulfur dune and gold mine.

Each turn you must not only strike out and lay claim to the resource generators, but must also start one town improvement back at Virbeth. Each week you can recruit new troops from troop-generating buildings, so try to build troop improvements as soon as possible. Improving your civic center will also grant you additional funds.

Once the month is complete, you will be transported to an underground cave with seven other hopefuls. There is a magic well in the center of the arena to recharge mana. Once the tournament begins, you can challenge other contestants. Sometimes they will attack you, sometimes they will engage each other. The more they challenge each other, naturally, the better off you are.

Prepare for Battle

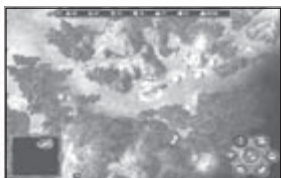
The area surrounding your town is rich with resources. Most resource-generating buildings, such as the ore pit directly to the north, are guarded by enemy creatures, but none are strong enough to put a real dent in an advanced army. However, your starting 15 assassins won't be of much help, so make a troop building in town a top priority. You need a proper fighting force to claim the resource generators.



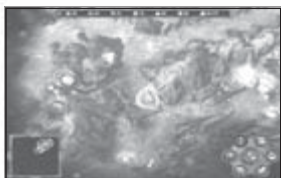
At first, be sure to scoop up the resource piles, like gold and ore, just sitting out in the wild. There are other useful map features you should access, like learning stones and rally flags. These extra boosters will help you springboard your Level 1 hero to a capable fighter before having to start in on the actual tournament.

tip

Running all the way back to town from places like the gem mine can take a couple of turns—you can shorten the trip with the helpful monolith two-ways situated next to your town and the halfway point on the map.



There are natural resources—like mercury—sitting outside their respective generators, but they are usually within the attack radius of an enemy creature.



After securing some resources and getting your town under way, complete with troop recruitment centers, strike out to the south

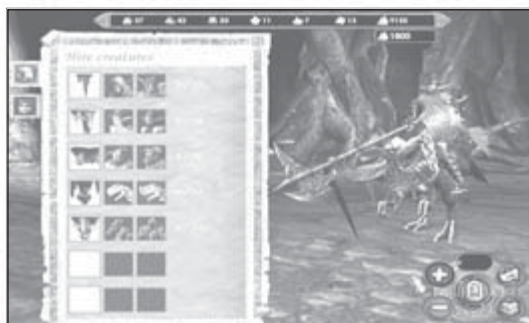
of Virbeth and pick up the only available artifact on this map: Shield of Crystal Ice. This helpful tool serves you well in the upcoming tournament. Do not attempt to capture this too early, however, as it is protected by monsters. Wait until the second or third week, after you have built up your town and recruited some creatures.

note

Even though an on-screen alert will tell you each time a week has passed, keep track of each day via the hourglass. Do not waste a day without doing something.

tip

Don't ignore your magic guild. Every time you upgrade that facility, you can learn a new ring of spells. Any combat spells you can amass before the tournament will increase your odds of success.

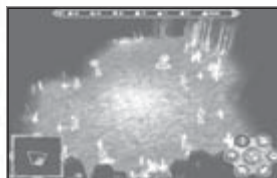


Before going into the tournament, spend every piece of gold you have to recruit troops. Nothing is carried over into the next mission, so buy every available monster. The bigger your force, the better your chances of steamrolling the competition. Hydras, ravagers, minotaur kings—all of these brutes will help you fight off opponents with similar troops in their forces. Fortunately, none of your opponents have any dragons, so you will be fine without them.

As soon as it is time to start the tournament, you are warped to a monolith one-way north of your town. Step into the monolith to start the tournament.

Round Robin

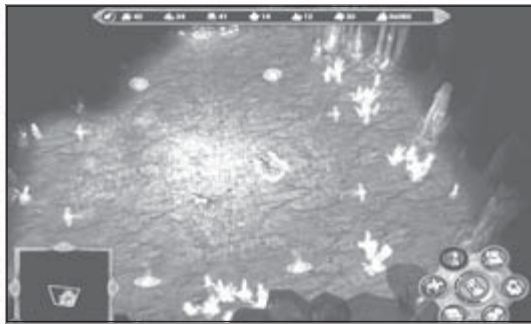
The tournament takes place in an underground cave, completely separate from the upper world. There is no way to access your town from down here, so you're stuck with whatever you entered the tournament with. After you warp into the cave, the seven other contestants also appear in front of monolith one-way exits.



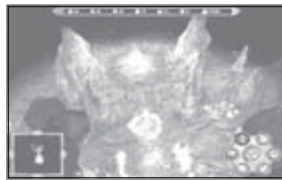
Fortunately, you have the first move. From your starting position, you can strike out at least two opponents during your first turn,

but depending on whether or not you upgraded your movement skills, you may not be able to sneak in a trip to the magic well. The full roster for each opponent is listed in this chapter, so you can decide which two you want to attack first.

Avoid Eruina, the strongest competitor of all and the toughest challenger on the board. The competitors challenge each other as well as you, so wait and see if another opponent whittles down Eruina's army for you.



Eventually, the contest comes down to two challengers—hopefully, you're one of them. Be sure to stop at the magic well before making your final play.



Once the tournament is over, the dragons blocking the tunnel to the north step aside. Ride down the tunnel to pick up the Rod, which signifies you are the new chief of Clan Shadowbrand.



Sorgal's Army:

- ◆ 3 Blood Witches
- ◆ 2 Minotaur Kings
- ◆ 4 Hydras
- ◆ 1 Earth Elemental
- ◆ 1 Witch
- ◆ 1 Assassin

Eruina's Army:

- ◆ 10 Ravagers
- ◆ 5 Chaos Hydras
- ◆ 15 Riders
- ◆ 26 Blood Witches
- ◆ 18 Minotaurs
- ◆ 5 Hydras
- ◆ 55 Assassins
- ◆ Ballista
- ◆ First Aid Tent
- ◆ Ammo Cart

Sinitar's Army:

- ◆ 1 Minotaur
- ◆ 4 Blood Witches
- ◆ 3 Minotaur Kings
- ◆ 14 Assassins

Kythra's Army:

- ◆ 3 Minotaur Kings
- ◆ 3 Hydras
- ◆ 4 Blood Witches
- ◆ 2 Assassins

Vayshan's Army:

- ◆ 20 Ravagers
- ◆ 1 Matriarch
- ◆ 20 Blood Witches
- ◆ 28 Minotaurs
- ◆ 45 Witches

Yrbeth's Army:

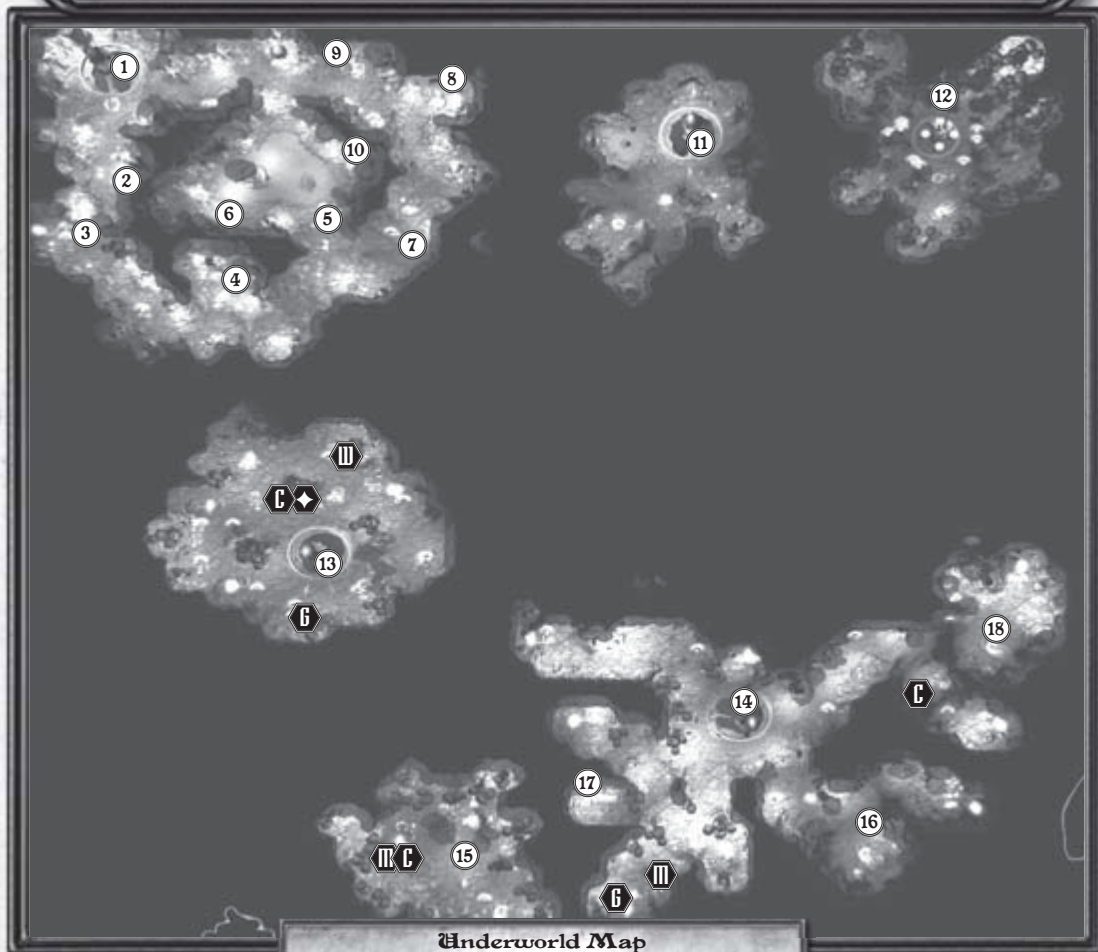
- ◆ 9 Minotaur Kings
- ◆ 2 Matrons
- ◆ 1 Hydra
- ◆ 36 Witches
- ◆ 1 Rider
- ◆ 8 Assassins

Yrwanna's Army:

- ◆ 3 Matrons
- ◆ 2 Minotaurs
- ◆ 10 Ravagers
- ◆ 1 Hydra
- ◆ 11 Scouts
- ◆ 5 Assassins

Mission 2: The Clans

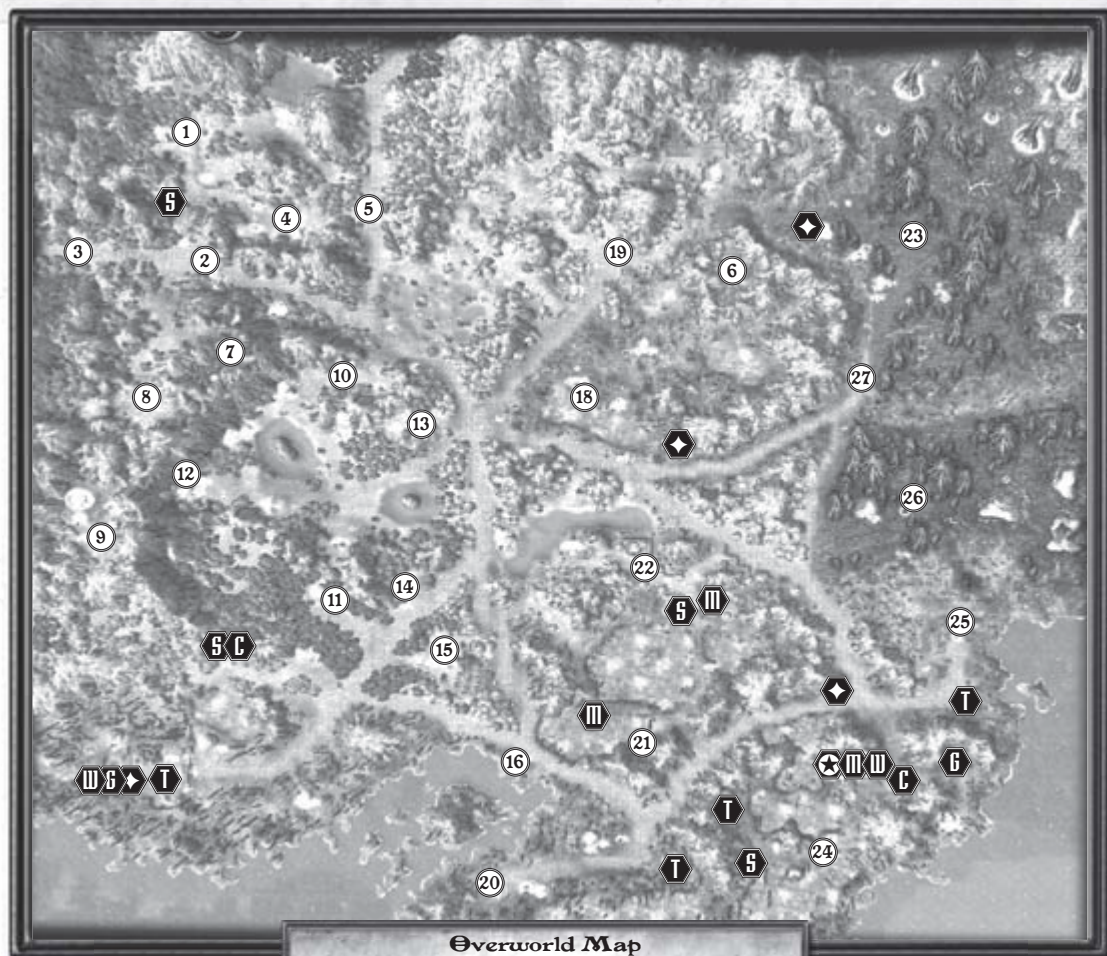
Heroes of Might and Magic V
Walkthrough – Campaign 4 – Mission 2: The Clans



Underworld Map

map Legend

- | | | | |
|--|--|--|---|
| <ul style="list-style-type: none"> ⬢ = Gold ⬢ = Wood ⬢ = Mercury ⬢ = Crystal ⬢ = Gems | <ul style="list-style-type: none"> ① = Virbeth (Dungeon town) ② = Sawmill ③ = Ore Pit ④ = Alchemist's Lab ⑤ = Seer Hut ⑥ = Subterranean Gate (to ① on
overworld map) ⑦ = Blood Stone ⑧ = Sulfur Dune | <ul style="list-style-type: none"> ⑨ = Battle Academy, Shrine of
Magic Gesture ⑩ = Tan Keymaster Tent ⑪ = Tonodir (Dungeon town),
Subterranean Gate (to ⑫ on
overworld map) ⑬ = Dragon Utopia, Subterranean
Gate (to ⑭ on overworld map) ⑭ = Torost (Dungeon town) ⑮ = Firingil (Dungeon town) | <ul style="list-style-type: none"> ⑯ = Subterranean Gate (to ⑰ on
overworld map), Obelisk ⑱ = Subterranean Gate (to ⑲ on
overworld map) ⑳ = Dragonscale Shield, Chaos Hydra ㉑ = Magi Vault, Ore Pit, Gem Mine |
|--|--|--|---|



Overworld Map

map legend

- | | | | | |
|---------------------------|--|---|--|--|
| G = Gold | 1 = Subterranean Entrance, Gold Mine, Gem Mine, Monolith Two-Way | 8 = Tan Border Guard, Monolith Two-Way (to 9), Cape of the Lion's Mane | 13 = Obelisk, Sanctuary | 20 = Four-Leaf Clover |
| W = Wood | 2 = Redwood Observatory, Garrison | 9 = Monolith Two-Way (from 8), Elemental Conflux | 15 = Black Market | 21 = Shrine of Magic Gesture, Witch Hut, Arena |
| T = Treasure Chest | 3 = Sawmill | 10 = Windmill, Gold Mine, Ore Pit, Water Wheel | 16 = Garrison, Haven Military Post, Prison, Obelisk, War Machine Factory | 22 = Subterranean Gate (to 12 on underworld map) |
| O = Ore | 4 = Mystical garden, Necklace of the Bloody Claw, Crystal Cavern | 11 = Gem Mine, Crystal Cavern | 17 = Bag of Endless Gold | 23 = Subterranean Gate (to 16 on underworld map), Abandoned Mine |
| M = Mercury | 5 = Redwood Observatory, Garrison | 12 = Crypt, Ring of the Broken Spirits, Archangels, Stables | 18 = Subterranean Entrance (to 11 on underworld map), Sawmill | 24 = Subterranean Gate (to 18 on underworld map) |
| C = Crystal | 6 = Monolith Two-Way (from 1), Redwood Observatory, Obelisk | 13 = Subterranean Gate (to 15 in underworld map) | 19 = Sulfur Mine, Pit lords, Necklace of Bravery, Subterranean Gate (to 15 on underworld map), Sawmill | 25 = Obelisk |
| S = Sulfur | 7 = Pit lords, Obelisk, Boots of Magical Defense | | | 26 = Tear of Asha |
| D = Gems | | | | |

Unite the Clans

Raelag may have become chief of Clan Shadowbrand, but he has not yet earned the respect of the other Dungeon clans. To unite the clans, he must also conquer both the Nightshard and Soulscar clans, which resist his rule. Only if the clans are under one leader can they hope to survive the Inferno armies that will soon threaten the Dungeon dark elves.

Starting Army:	Starting Bonus (pick one):
◆ 12 Blood Witches	◆ 2,000 Gold
◆ 20 Assassins	◆ 15 Wood
◆ 1 Minotaur King	◆ 10 Minotaur Kings
◆ 5 Ravagers	
◆ Catapult	
Starting Resources:	
◆ 30 Wood	
◆ 30 Ore	
◆ 15 Mercury	
◆ 15 Crystal	
◆ 15 Sulfur	
◆ 15 Gem	
◆ 30,000 Gold	

Mission Objectives

- ◆ Visit the Oracle: Seek out the seer hut, where Raelag will discover what he must accomplish to unite the Dungeon faction against its enemies.
- ◆ Install Tear of Asha in Virbeth: The city that possesses the Tear of Asha will be considered the most prosperous. Excavate the relic and place it in Virbeth.
- ◆ Capture the Cities of Clan Nightshard: Raelag must conquer and hold all of the Nightbrand cities.
- ◆ Stop Enemy Messengers: Nightbrand sends out a messenger to alert nearby clans of the attack on Nightshard. Stop the messenger, if possible.

- ◆ Destroy Soulscar Army: Clan Soulscar sends a mighty army to disrupt Raelag's conquest of Nightshard. Defeat this army.
- ◆ Raelag and Shadya Must Survive: Raelag and Shadya cannot fall during battle, lest the mission end in failure.

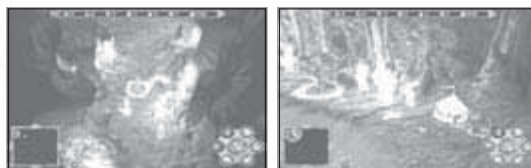
Mission Strategy

To unite the Dungeon clans, you must exercise complete authority over the competing towns in this mission. There are three Dungeon towns in the underworld—Tonodir, Torost, and Firingil—that must be conquered and claimed in the name of Shadowbrand. Simply overrunning these towns will not be enough to assert your dominance. You must achieve a spiritual victory, too, by seeking out the great relic, Tear of Asha, which is buried somewhere on the overworld map. To find it, you must seek out a series of obelisks to reveal its true location on your puzzle map.

Completing these two tasks is made difficult by a series of complications. Enemy heroes are swarming all over each map. As long as the competing cities remain in enemy hands, heroes will pour out of them to make trouble. Even worse, some of these heroes can call for reinforcements from a neighboring clan, Soulscar.

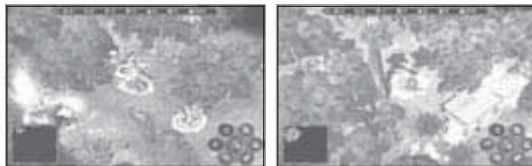
See the Seer/Tear of Asha

The first thing you are required to do is visit the seer hut to the south of Virbeth, your home town. The oracle at the seer hut unlocks the Tear of Asha mission objective, which dominates the rest of the mission. To uncover this artifact, you must visit a series of obelisks.

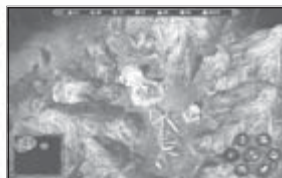


The seer hut (5) is located at the shore of the underground lake. However, the path to the hut takes you on a tour of the immediate vicinity, which reveals ample resources and resource-generating buildings to help you develop Virbeth and recruit a substantial army.

The seer hut may point the way to the surface, via the subterranean gate, but before taking to the overworld map, secure all of the resources and start building up your forces. Also, be sure to visit the tan keymaster tent at (10), as you will need a border pass later in the mission.



The surface above Virbeth is sectioned off from the rest of the map by two garrisons, ((2) and (5)), both under the control of the Nightshard tribe. You do not need to breach the garrisons just yet, as there are two obelisks within reach of your protected corner of the map. Use the redwood observatory to push back the fog on the map so you can spot enemy heroes on the prowl near your area, though, because as soon as you pass through one of the garrisons, enemies will start seeking you out.

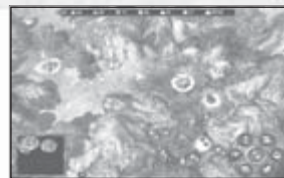


Use the monolith two-way at (1) to warp to (6), a contained area on the eastern side of the map. You can access a redwood observatory here to see more of the map, as well as access your first obelisk. The obelisk immediately takes away one of the obscuring pieces of the puzzle map.



The puzzle map

Head south to the obelisk at (7). There are some pit lords guarding the obelisk, and they will not be easy to defeat. However, at this point of the mission, you are not under attack from other clan heroes, so you have time to fight the pit lords and recruit some additional troops to replenish any depleted ranks. The obelisk pulls back a little more of the puzzle map.



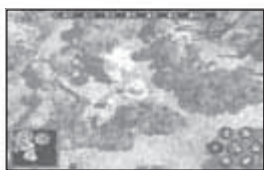
If you have the tan pass, head farther south to (8), where you can warp to (9) via a monolith. Recruit fire elementals from the elemental conflux in the small side area.

Take Cities/Fight Soulscar

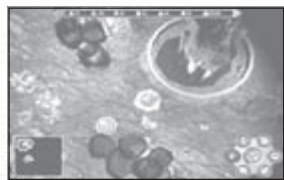
As soon as you have accessed a few obelisks and built up Virbeth enough to recruit some good troops, you can break through the garrisons and start seeking out the other Dungeon cities.



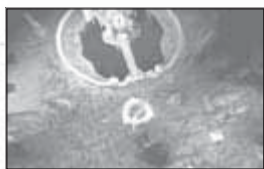
The garrison at (2) is protected by 30 scouts and 20 minotaurs. Once you push through the garrison, you gain some unwanted attention from the Nightshard clan heroes, which will now be tempted to push through the garrison and launch attacks on Virbeth. Fortunately, your heroics have attracted Shadya, a fellow Dungeon hero who believes in your plan to unite the clans to ward off the Inferno empire. You now have two heroes under your control.



While taking on the additional Nightshard cities, continue to investigate obelisks whenever it is convenient. Each one you touch reveals more and more of the puzzle map.

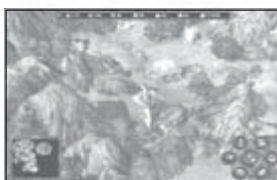
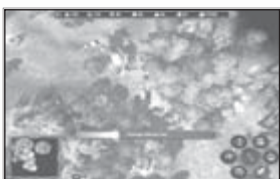


As soon as either Raelag or Shadya is equipped with a solid army, it's time to take on the rival cities. You never know if a garrison will be waiting for you at the city before you take it, so right-click on each one before committing to a fight. Sometimes heroes will drop off impressive forces to keep the city safe, other times they will drain the garrison completely for their own personal army and take to the overworld map.



Most enemy cities are also flanked by resource generators. Capture those so you can start building up the other cities as troop recruitment centers. Build taverns, too, so you can recruit additional heroes to guard these cities after you take them. You need to hold on to these cities to satisfy the mission objective, and the Nightshard heroes make several attempts to retake them if given the opportunity.

At the first city you do manage to capture, though, the Nightshard clan squeals for help from the neighboring Soulscar tribe. It is incredibly difficult to stop the outgoing messenger, who has fantastic movement speed. The messenger makes a break for the top of the overworld map, passing into unseen territory to the north of (5).



When the Soulscar army arrives, look for it to make a beeline for Virbeth. Unless you have a massive garrison at your home city, try to stop it on the overworld map. If not stopped, the Soulscar army is likely to make attempts on your resources. To avoid the extra legwork of reclaiming sawmills and whatnot, make the effort to intercept Soulscar.

Soulscar Army:

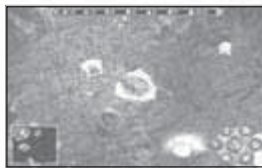
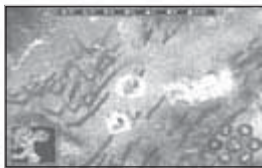
- ◆ 7 Black Dragons
- ◆ 29 Matriarchs
- ◆ 46 Ravagers
- ◆ 143 Assassins

Complete Tear of Asha

As you wind down the city objective, which will help decrease the number of enemy heroes wandering the map, you can realign your efforts toward completing the Tear of Asha.



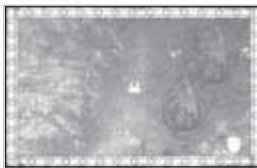
Continue your obelisk hunt at (17) by pushing through the garrison that blocks the only road in. The garrison is guarded by 30 priests, 65 footmen, and 45 archers. It's not a pushover force, but if you have been actively recruiting each week—and at each city—you should have the forces to overcome the garrison. There is a prison near the obelisk where you can fight to free an extra hero, but the real prize (other than the obelisk) is the war machine factory. Buy a ballista from this factory to make all future battles much, much easier.



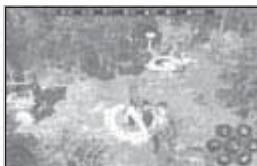
The subterranean gate at ②⑩ on the overworld map leads down to another obelisk in a small side area in the underworld. Next to the obelisk, you will also find the armor of the forgotten hero.



The last remaining obelisk, at ②⑥ on the overworld map, is also very close to the buried Tear of Asha.



The final obelisk reveals the location of the Tear of Asha, which is buried at ②⑦. Go dig it up immediately.

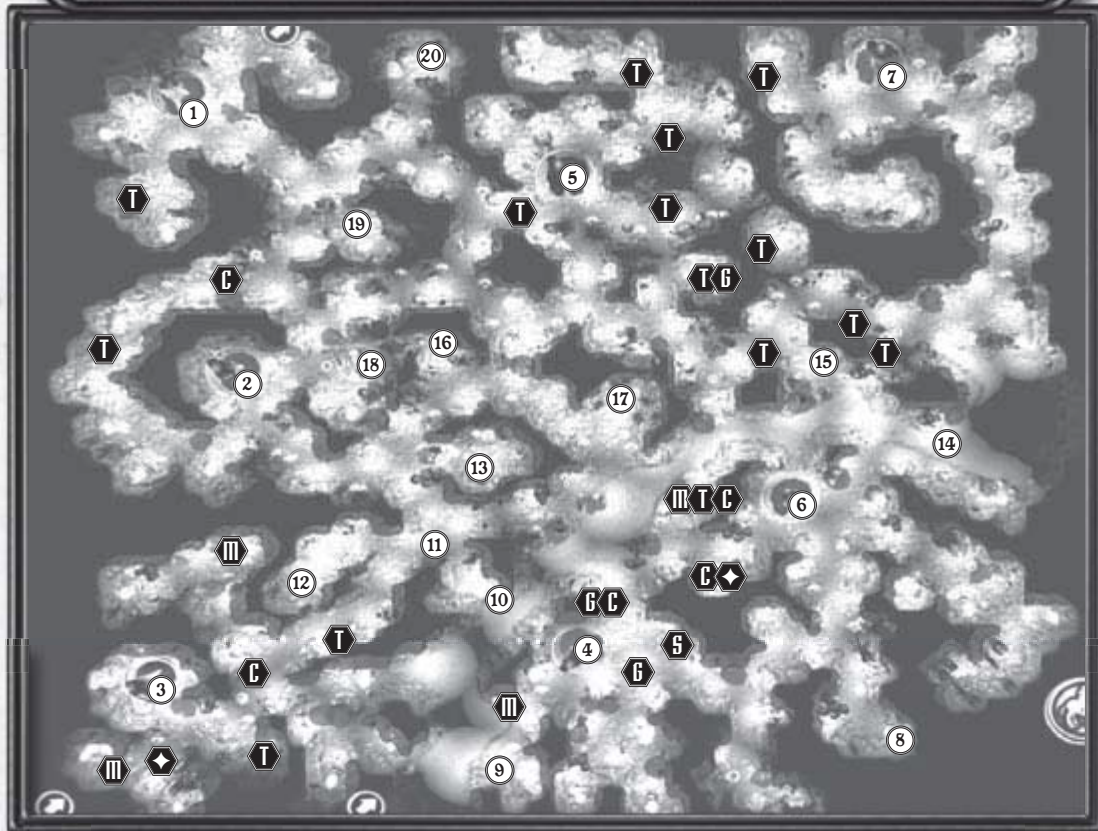


As soon as you have recovered the Tear of Asha, send that hero back to Virbeth—the only city that can host the relic. The hero who actually found the Tear of Asha must physically return to Virbeth to set up the wonder and end the mission.



Mission 3: The Demons

Heroes of Might and Magic V
Walkthrough - Campaign 4 - Mission 3: The Demons



map legend

- G** = Gold
- T** = Treasure Chest
- M** = Mercury
- C** = Crystal
- S** = Sulfur

- 1** = Efgul (Dungeon town), Sulfur Dune, Gold Mine
- 2** = Himannun (Dungeon town), Windmill, Crystal Cavern, Sulfur Dune, Alchemist's Lab, Ore Pit
- 3** = Balvalak (Dungeon town), Sulfur Dune, Gem Mine, Crystal Cavern, Ore Pit, Sawmill
- 4** = Salgürsal (Dungeon town), Sulfur Dune, Gem Mine, Crystal Cavern, Ore Pit, Sawmill, Gold Mine

- 5** = Seishnec (Dungeon town), Alchemist's Lab, Gem Mine
- 6** = Thralsin (Dungeon town), Windmill, War Machine Factory, Ore Pit, Sulfur Dune, Sawmill
- 7** = Shansyl (Dungeon town), Abandoned Mine, Crystal Cavern, Sawmill, Ore Pit
- 8** = Subterranean Gate to Surface

- 9** = Monolith Two-Way (to **10**)
- 10** = Monolith Two-Way (to **9**)
- 11** = War Machine Factory
- 12** = Monolith Two-Way (to Surface)
- 13** = Monolith Two-Way (to Surface)
- 14** = Monolith Two-Way (to **15**)
- 15** = Monolith Two-Way (to **14**)
- 16** = Monolith Two-Way (to Surface)
- 17** = Monolith Two-Way (to Surface)

- 18** = Dragon Utopia
- 19** = Monolith Two-Way (to **18**)
- 20** = Monolith Two-Way (to **19**)

Soulscar

Clan Soulscar resists Raelag's attempts to unite the clans, which Raelag suspects is because of the tribe's past affiliation with Inferno. To complete Raelag's goal of bringing all clans together, he and Shadya must strike deep into Soulscar territory and conquer all of the clan's cities.

Raelag's Starting Army:	Starting Resources:
◆ 20 Scouts	◆ 30 Wood
◆ 7 Minotaurs	◆ 30 Ore
◆ 12 Witches	◆ 15 Mercury
◆ Catapult	◆ 15 Crystal
Shadya's Starting Army:	◆ 15 Sulfur
◆ 16 Witches	◆ 15 Gem
◆ 22 Scouts	◆ 30,000 Gold
◆ 10 Minotaurs	Starting Bonus (pick one):
◆ First Aid Tent	◆ 14 Assassins
◆ Catapult	◆ 4 Riders
	◆ 1 Matron

Mission Objectives

- ◆ **Capture Soulscar Cities:** Conquer the seven Soulscar cities to drain the clan of power and reduce the number of heroes the group can produce.
- ◆ **Stop Inferno Attack:** Inferno demons come to the aid of the Soulscar clan, which was once in league with the evil ones. Repel the demons to weaken Soulscar.
- ◆ **Raelag and Shadya Must Survive:** Neither Raelag or Shadya can fall during battle, lest the mission end in failure.

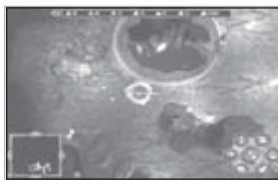
Mission Strategy

After the fall of the Nightbrand clan, you must bring the Soulscar clan in line. For political reasons, these rebellious dark elves refuse to join in a united front against the demons of Inferno. The simple goal of this mission is to capture all Soulscar cities, but the task is complicated by the number of cities—six—that must be captured. And they are not easy to reach; getting to several of them requires the use of monolith gates, sometimes leaving your heroes far from conquered cities where troop reinforcements can be hired.

You must claim each city and turn it into your own troop and resource powerhouse. Most of the Soulscar cities are flanked by resource-generating buildings, like sulfur dunes and alchemist's labs. Use these resources to build up each city. A few of the subterranean gates and monoliths also connect to the surface, where you will find plentiful resources and treasure if you are willing to take the time to explore—and fight a few monsters.

Capture the Cities

Unfortunately, you are completely in enemy territory at the start of this mission with no home city to call your own. You must first strike out and capture one of the Soulscar cities so you can start recruitment.



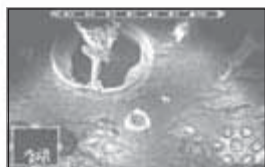
Salgûnsal (4) is a likely first candidate because it is close to your starting point and it often has a small garrison. However, in this mission,

you never know what kind of resistance you will find at the cities because the enemy heroes will sometimes draw from garrisons for their personal armies.

It's entirely possible to conquer one city with absolutely no resistance, then find a build-up of minotaurs and assassins at the next one. Right-click on each city before attacking to see if the heroes have affected the garrison in any way.



Only Salgûnsal and Thralsin (6) are accessible by a direct route. The rest of the Soulscar cities must be reached by using the monolith two-ways. Use the map to see which monoliths are connected to cities and which send you to the surface.



Leave garrisons at the cities you capture because enemy heroes will stream out of uncaptured cities in an attempt to reclaim them. If the city has a tavern already, hire a hero as an initial defense, then use the resources around the city to help build defenses (such as forts) and troop recruitment buildings, like blood arenas.



You do not have to seize all of the Soulscar cities in a mad dash, and it will take time to rebuild the cities so they can generate reinforcements. But don't dawdle excessively. The longer you wait to move on to the next unclaimed city, the more heroes the Soulscar may produce.



After a couple of weeks of city sieges, the Inferno armies will rush to the area to help out the beleaguered Soulscar heroes. The Inferno warlords can slip into the underworld via the subterranean gate at (8), putting them within striking distance of Salgûnsal and Thralsin. Be sure to keep a hero—Raelag, Shadya, or a hired hand—near these cities to respond to a demon attack. The Demon Lord Deleb is a tough customer, but mercifully he does not attack cities right away. Deleb is likely to start stomping resource generators before laying siege to a city. His forces are ultra-strong and pose a formidable challenge.

Demon Lord Deleb's Army:

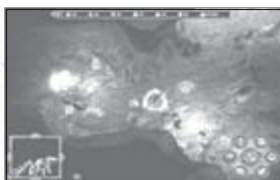
- ◆ 2 Arch Devils
- ◆ 3 Nightmares
- ◆ 9 Succubus Mistresses
- ◆ 15 Cerberi
- ◆ 30 Horned Demons
- ◆ 36 Imps
- ◆ 12 Pit Lords
- ◆ Ballista
- ◆ Ammo Cart



Be sure to save before fighting Demon Lord Deleb. Unless you have spread out your recruiting, only Raelag or Shadya will have the required troops to dispatch this demon lord.

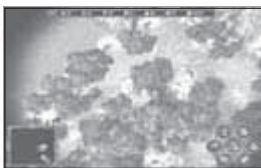


You can use hired heroes from the taverns to weaken Deleb's forces before taking him on with Raelag or Shadya.



Much depends on controlling resources and recruiting troops, so be sure to hire extra heroes to scour every corner of the caves

around each city and lay claim to treasure and materials. Most of the resources are not as well guarded as the cities, so hired heroes with small forces should be up to the task.

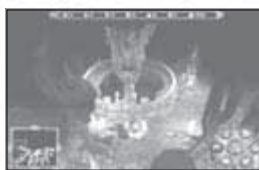


Make repeat trips to the overworld via the monolith two-ways pointed out on the map. The islands on the surface are full of resource stacks and a few resource generators. (You may also encounter an artifact or two.) The money and goods you find will go a long way toward financing your expansion projects in captured cities.

At first, enemy heroes will not bother with these overworld depots, making them safe places to hide if you are in trouble. A couple of months into the mission, however, enemy heroes start to go on resource binges and will suck up anything they can find just to make sure you don't get your hands on it.



Visit the war machine factory and make sure each hero (hired or otherwise) has a ballista and first aid tent.



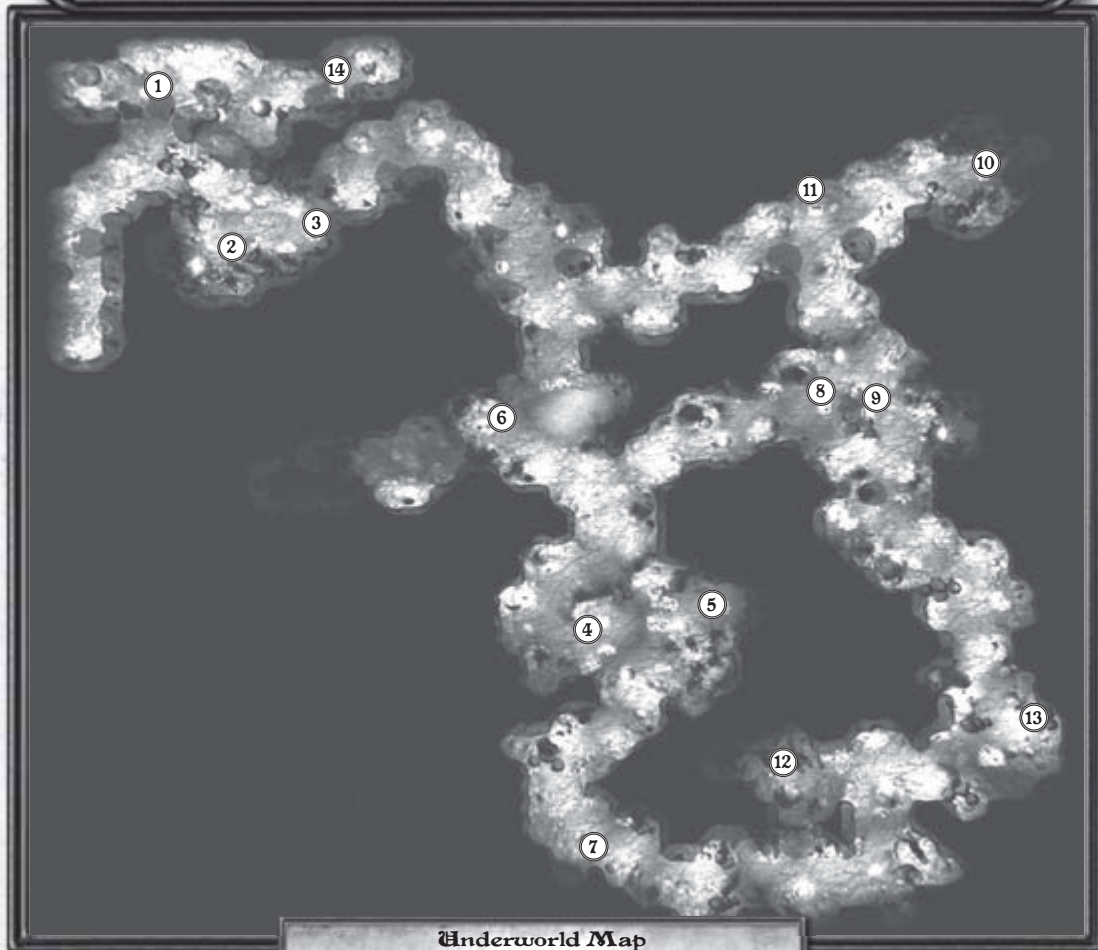
The more cities you command, the fewer enemy heroes you must contend with—save for the Demon Lord Deleb, who does not come from any of the Dungeon metro centers. The best way to take the cities on the top half of the map is to split up and hire some extra heroes to patrol the tunnels and keep enemy heroes in check. Monitor the progress and whereabouts of the enemy heroes—sometimes you can spot them taking troops away from a city garrison. If you see them depleting reserves for their own purposes, swoop in and take the city.

The mission ends successfully as soon as you take the last city, no matter how many enemy heroes are still roaming the caverns that connect the cities. If you can hold out long enough and avoid detection, you can steal the last few cities without too much competition.



Mission 4: The Key

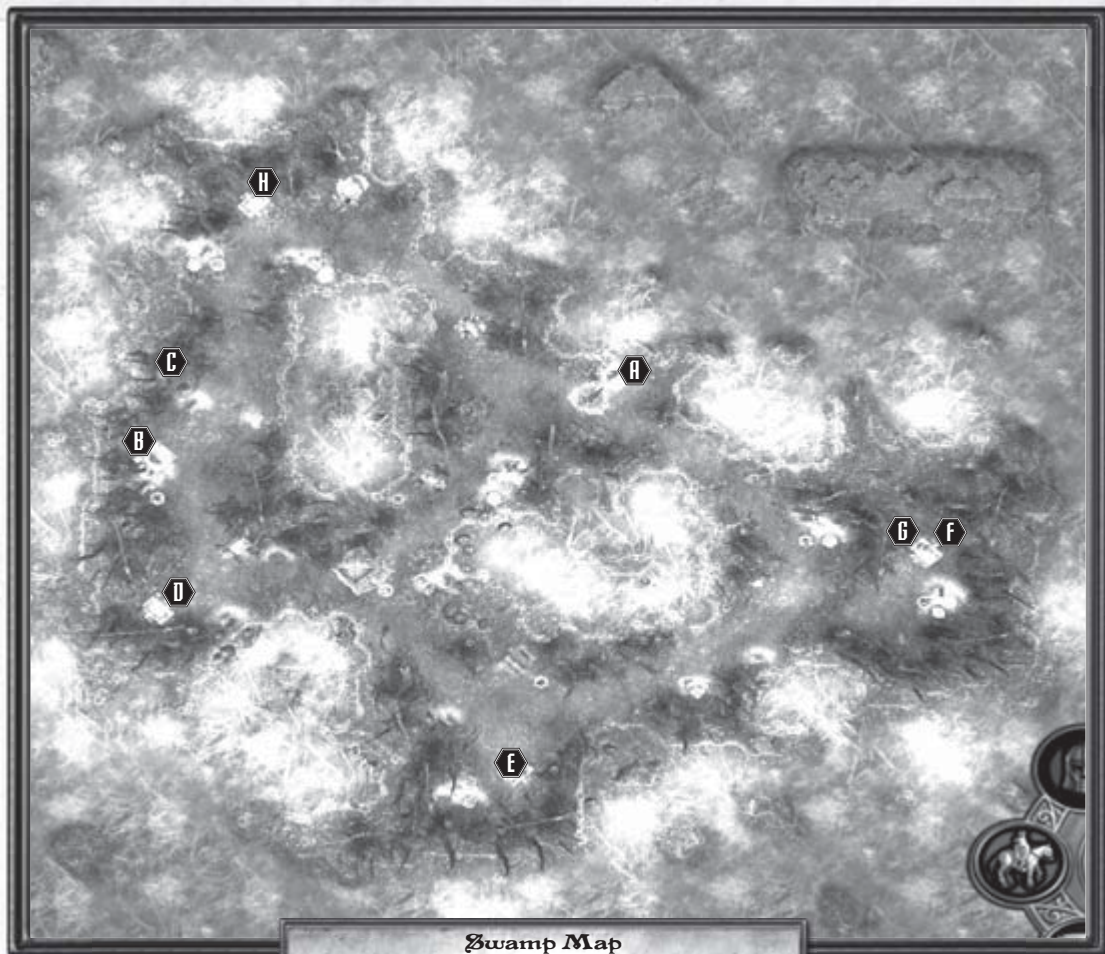
Heroes of Might and Magic V
Walkthrough - Campaign 4 - Mission 4: The Key



Underworld Map

map Legend

- | | |
|------------------------------|--|
| ① = Red Keymaster Tent | ⑨ = Monolith Two-Way (to ④) |
| ② = Dungeon Military Post | ⑩ = Monolith Two-Way (to ⑤), Hydras |
| ③ = Monolith Two-Way (to ⑫) | ⑪ = Monolith Two-Way (to ⑪) |
| ④ = Monolith Two-Way (to ⑤) | ⑫ = Monolith Two-Way (to ③), Black Dragons |
| ⑤ = Monolith Two-Way (to ⑤) | ⑬ = Monolith Two-Way (to ⑬) |
| ⑥ = Subterranean Gate (to ⑥) | ⑭ = Red Border Guard |
| ⑦ = Subterranean Gate (to ⑦) | |
| ⑧ = Monolith Two-Way (to ⑧) | |



Swamp Map

map legend

- A = Subterranean Gate (to 7)
- B = Subterranean Gate (to 6)
- C = Monolith Two-Way (to 10)
- D = Monolith Two-Way (to 5)
- E = Monolith Two-Way (to 4)
- F = Monolith Two-Way (to 8)
- G = Monolith Two-Way (to 4)
- H = Monolith Two-Way (to 11)

Race Among the Ruins

Raelag is determined to interfere with the demon sovereign's plans for Isabel—completely unaware that the Necromancer Markal already has the Haven queen under his spell. But to reach Isabel, Raelag must exit the underworld through a maze of monolith gates. Complicating matters, an Inferno demon lord is stalking the maze in an effort to keep Raelag from realizing his destiny.

Starting Army: **Starting Bonus (pick one):**

- | | |
|--------------------|---------------------|
| ◆ 12 Blood Witches | ◆ 2,000 Gold |
| ◆ 20 Assassins | ◆ 15 Wood |
| ◆ 1 Minotaur King | ◆ 10 Minotaur Kings |

Starting Resources:

- ◆ Catapult
- ◆ 30 Wood
- ◆ 30 Ore
- ◆ 15 Mercury
- ◆ 15 Crystal
- ◆ 15 Sulfur
- ◆ 15 Gem
- ◆ 30,000 Gold

Mission Objectives

- ◆ **Exit Maze Within Two Months:** Raelag must find the way out of the maze within two months' worth of turns.
- ◆ **Defeat Guarg:** The Demon Lord Guarg has stolen the border pass that unlocks the maze exit. Raelag must confront Guarg and defeat his army to take it back.
- ◆ **Raelag and Shadya Must Survive:** Neither Raelag or Shadya can fall during battle, lest the mission end in failure.

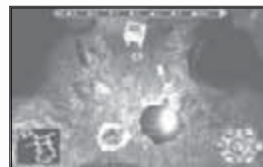
Mission Strategy

Chasing down the demon lord requires the use of every monolith two-way in the labyrinth. Some will appear to lead you in circles, but there is no real dead end in this labyrinth; every gate takes you closer to your goal, even if it doesn't seem that way at first. Use the maps to plot which monolith gates are connected, so you can eventually zero in on Guarg.

This is not a terribly complex mission, but it is made difficult by imposing a time limit and saddling you with a weak starting army. Use your time in the maze not only to seek Guarg, but also to encounter allied creatures willing to join your army.

Escape the Maze

The subterranean gate that leads to the surface is behind a border guard at (14). Fortunately, the keymaster tent linked to the border guard is at (1). Should be a quick escape, yes?



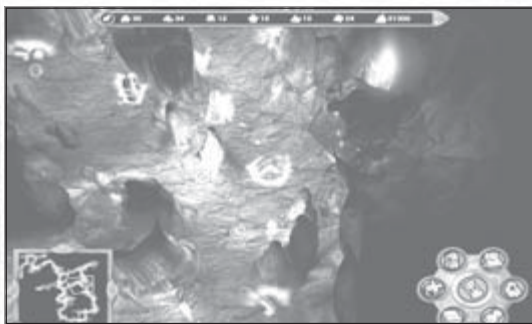
Curses! Demon Lord Guarg has already visited the keymaster tent and has stolen the border pass. To escape the maze, you must now scour every inch of it for signs of the demon lord and take the pass from his cold, dead fingers.



To defeat the demon lord, enter the maze proper via the monolith at (3), which warps you all the way to (12). Now use the monolith gates to eventually corner Guarg in the swampy area of the map and take the border pass.



The monolith gates take you between two areas: the cave labyrinth and a swampy overworld. Guarg is hiding on the swampy overworld map, but to corner him, you must use all the gates. You could make a direct line for him in the swamp, but his army is far too strong for you right now. You need to recruit additional troops. Without a home city to use as a recruitment center, you must seek out allied monsters in the wild. The black dragons at (12) will join your army, as will the hydras near (10).

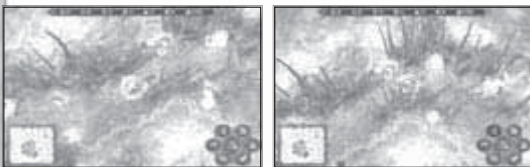


Use the monoliths to bounce all over the map, collecting troops and treasure. Keep an eye on the lock, because you only have two months (approximately 60 turns) to escape the maze. If you get lost or start blindly running through the monoliths, you can waste valuable turns.



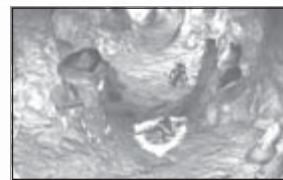
Defeat Guarg

Once you finally have a strong army (make sure you recruit those black dragons!), you can take on Guarg. Warp to the swamp and rush him in the corner by (H).



The cowardly Guarg jumps into one of the warp gates when you try to attack. You must now chase him through the tunnels. Fortunately, Guarg has a tendency to get lost and bounce around the monoliths. Use both heroes—Raelag and Shadya—to corner Guarg and challenge him. Make sure that you stack one of the heroes with the majority of the recruited troops, because if Guarg catches an unprepared hero, you will lose the mission. There is no retreat from a fight with Guarg.

Guarg makes a stand inside the caves. Be sure you have enough troops to take on his enormous army.



Demon Lord Guarg's Army:

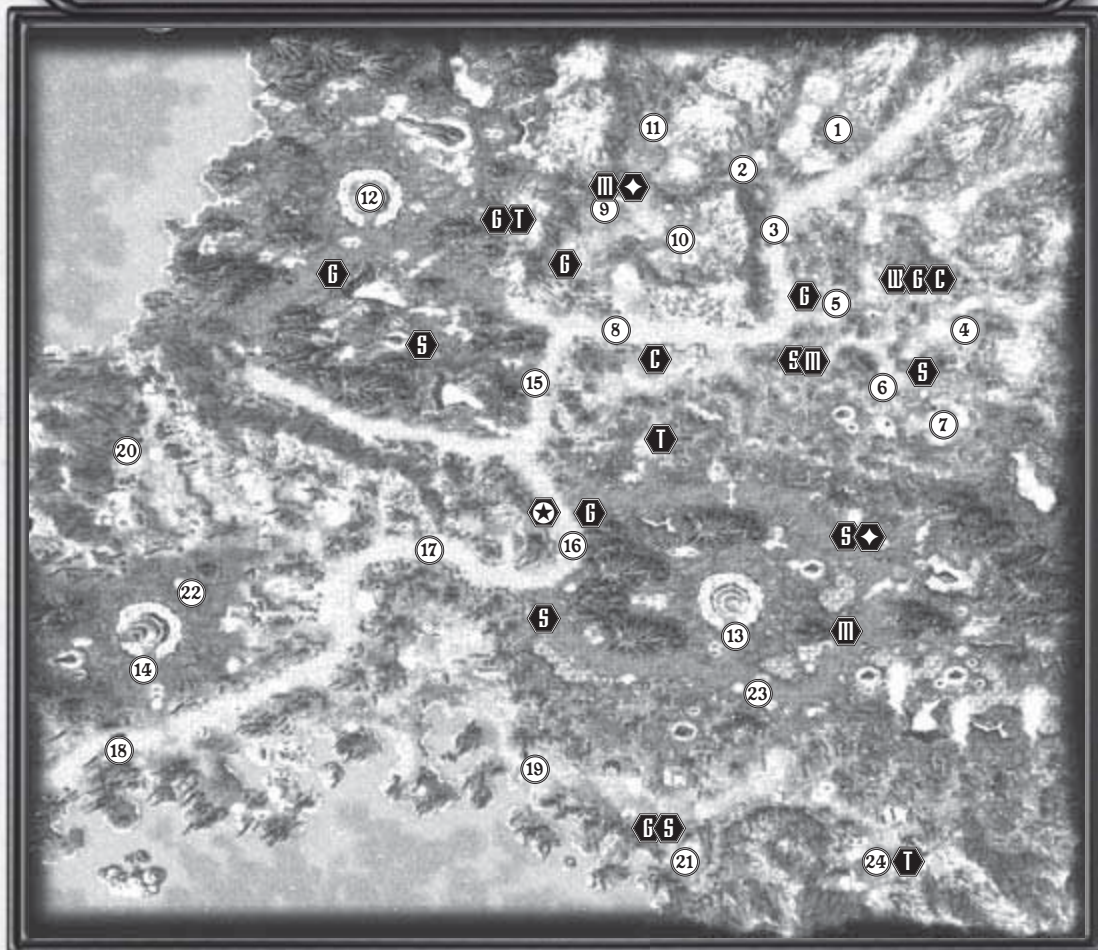
- ◆ 143 Horned Demons
- ◆ 83 Imps
- ◆ 4 Arch Devils
- ◆ 6 Pit Lords
- ◆ 72 Horned Overseers
- ◆ 16 Succubus Mistresses



Defeating Guarg gives you the required border pass to exit the maze. Use the monolith gate at (12) to warp up to (3). Give the pass to the border guard and he will let you through the subterranean gate just beyond, ending the mission.

Mission 5: The Road

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Walkthrough - Campaign 4 - Mission 5: The Road



map Legend

- G = Gold
- W = Wood
- T = Treasure Chest
- O = Ore
- M = Mercury
- C = Crystal
- S = Sulfur
- G = Gems

- 1 = Hut of the Magi
- 2 = Nightmares, Boots of the Swift Journey, Shrine of Magic Incantation
- 3 = Garrison
- 4 = Blue Keymaster Tent
- 5 = Trident of the Titans, Shrine of Magic Gesture
- 6 = Red Border Guard
- 7 = Subterranean Gate
- 8 = Garrison, Haven Military Post
- 9 = War Machine Factory

- 10 = Blue Border Guard, Subterranean Gate
- 11 = Red Keymaster Tent
- 12 = Ur-Sphaal (Inferno city)
- 13 = Az Hakol (Inferno city)
- 14 = Undefined (Inferno city)
- 15 = Garrison
- 16 = Garrison
- 17 = Garrison, 400 Fire Elementals, 350 Succubi, 800 Cerberi, 50 Pit Lords, 35 Arch Devils

- 18 = Garrison, 200 Hell Hounds, 35 Succubus Mistresses, 600 Imps, 3 Arch Devils
- 19 = Garrison
- 20 = Subterranean Gate, Hill Fort
- 21 = Subterranean Gate
- 22 = Boots of Magical Defense
- 23 = Necklace of the Lion, Breastplate of Eldritch Might
- 24 = Hydra, Sack of Endless Gold

Path of Least Resistance

Raelag has finally escaped the underworld—and just in time to save Queen Isabel from an ambush by Demon Lord Veyer. All that stands between Raelag and Isabel is a long road, guarded by a series of fortified garrisons. Raelag and Shadya must somehow find a way around the garrisons in time to rescue Isabel.

Raelag's Starting Army:

- ◆ 15 Black Dragons
- ◆ 350 Scouts
- ◆ 35 Matriarchs
- ◆ 40 Chaos Hydras
- ◆ 65 Minotaur Kings
- ◆ Catapult

Starting Resources:

- ◆ 1,000 Gold
- Starting Bonus (pick one):
- ◆ Boots of the Open Road
- ◆ 35 Riders
- ◆ Golden Horseshoe

Shadya's Starting Army:

- ◆ 1 Deep Dragon
- ◆ 10 Riders
- ◆ First Aid Tent

Mission Objectives

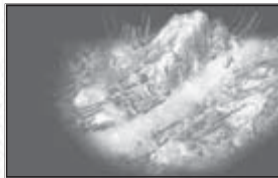
- ◆ Cross Borders of Empire: Raelag and Shadya must cross into the Inferno empire by passing through a heavily guarded tract of land.
- ◆ Destroy Demon Lord Veyer's Army: Raelag must confront and defeat Demon Lord Veyer at the end of the long road running through Inferno territory.
- ◆ Raelag and Shadya Must Survive: Neither Raelag or Shadya can fall during battle, lest the mission end in failure.

Mission Strategy

Raelag begins this mission with an impressive fighting force, unlike poor Shadya, who is in a completely supportive role. You will need this substantial army, though, to penetrate the demon-controlled territory. The goal is to reach the far end of the central road at ⑮. However, a series of garrisons along the road are loaded with top-notch armies, full of powerful creatures that will eventually overwhelm and consume you. You must find another way around.

Circumvent Main Road

Both Raelag and Shadya begin the mission in the northeast corner of the map, clear of danger. There are six garrisons between them and the end of the mission, and you really have only a fair chance at fighting your way through just one of them: ③. Your best chance for survival is to seek an alternate route, which runs underground and bypasses the majority of the garrisons.



First, use the Hut of the Magi at ① to push back the fog and reveal more of the map. The advance intelligence will help you scout out

enemy locations, as you will soon start seeing enemy heroes patrolling the main road.



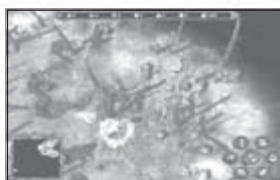
After accessing the Hut of the Magi, you must fight the first garrison to access the underground route.

The garrison is heavily guarded by imps and cerberi. They may be legion, but you have the firepower to take care of this garrison without losing too many troops.

Garrison at ③:

- ◆ 500 Imps
- ◆ 98 Cerberi
- ◆ 3 Arch Devils

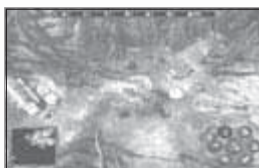
After finishing off the garrison, pass through and turn to the south. Visit a blue keymaster tent at (4) to pick up a border pass.



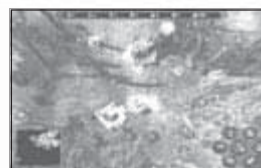
There are additional points of interest further south, but they are hidden behind a red border guard (6). You cannot access this area yet, so head back north to the main road and approach the garrison at (8)—but do not engage the enemies guarding it. They are far too strong, even for your still-impressive army.

Garrison at (8):

- ◆ 300 Cerberi
- ◆ 55 Succubus Mistresses
- ◆ 450 Horned Demons
- ◆ 25 Pit Lords
- ◆ 15 Arch Devils

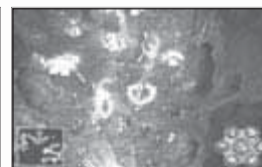


Slip into a narrow opening between the garrison at (8) and the Haven military post, which leads up to (9) and (10). First, head for the red keymaster tent and pick up the border pass that will let you through the border guard back at (6).



Stop by the war machine factory and then use the blue pass to get past the blue border guard. You now have access to the subterranean gate, which leads down into the underworld. You can use the underworld passage to bypass the majority of the garrisons and launch your attacks on the Inferno cities.

There are two underworld routes. Since you now have the red pass, you can get by the red border guard and enter the underworld at (7). The underworld route at (7) is greenish, while the route at (10) is red. Each route is full of trouble, including some encounters with demon lord underlings that serve Veyer. In each route, you must head to the west to find the exit. The red route breaks back through the crust at (20), while the green route leads you up to (21).



The main difference between the two routes is that the red route is a little harder to pass through because you encounter more monsters. However, when you resurface at (20), there are no additional garrisons to defeat before reaching (18). If you take the green route, you still have the break through the garrison at (19) to reach the end point.



Upon reaching the surface at (20), use the redwood observatory to push back the fog around the nearby Inferno metropolis, (14).



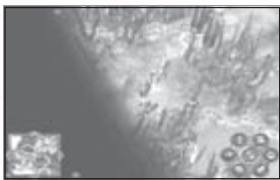
The Inferno cities look like easy towns to conquer and use to replenish depleted troops, but you are in for a surprise when you attempt to lay siege to the city. The demon lords sabotage the town rather than let it fall into your hands, denying you the benefits of a staging area to recruit new troops and hire heroes. Still, there is a definite benefit to making a move and seizing the Inferno cities—enemy heroes no longer pour out of them.

As soon as you have cleared the way to (18), put Shadya in motion. You cannot satisfy the mission objective without both heroes at the end point, so move Shadya through the underground passage you cleared out and make her join Raelag at (18) to challenge the evil Demon Lord Veyer and save Isabel's life. However, the last garrison ((18)) is not going to be easy to defeat.

Garrison at (18):

- ◆ 200 Hell Hounds
- ◆ 35 Succubus Mistresses
- ◆ 600 Imps
- ◆ 3 Arch Devils

Attack Demon Lord Veyer



As soon as Raelag and Shadya have passed through (18), the Demon Lord Veyer shows up in an attempt to ambush Queen Isabel as she passes through Inferno lands under the guidance of the wicked Necromancer Markal. You must save her from Veyer before he can attack. Veyer's personal army is monstrous, full of powerful demons and diabolical beasts. It may take all of your troops to defeat the demon lord, so before attacking him, transfer all troops from Shadya to Raelag.

Demon Lord Veyer's Army:

- ◆ 25 Nightmares
- ◆ 64 Cerberi
- ◆ 360 Imps
- ◆ 20 Fire Elementals
- ◆ 8 Arch Devils
- ◆ 1 Ballista
- ◆ 1 First Aid Tent

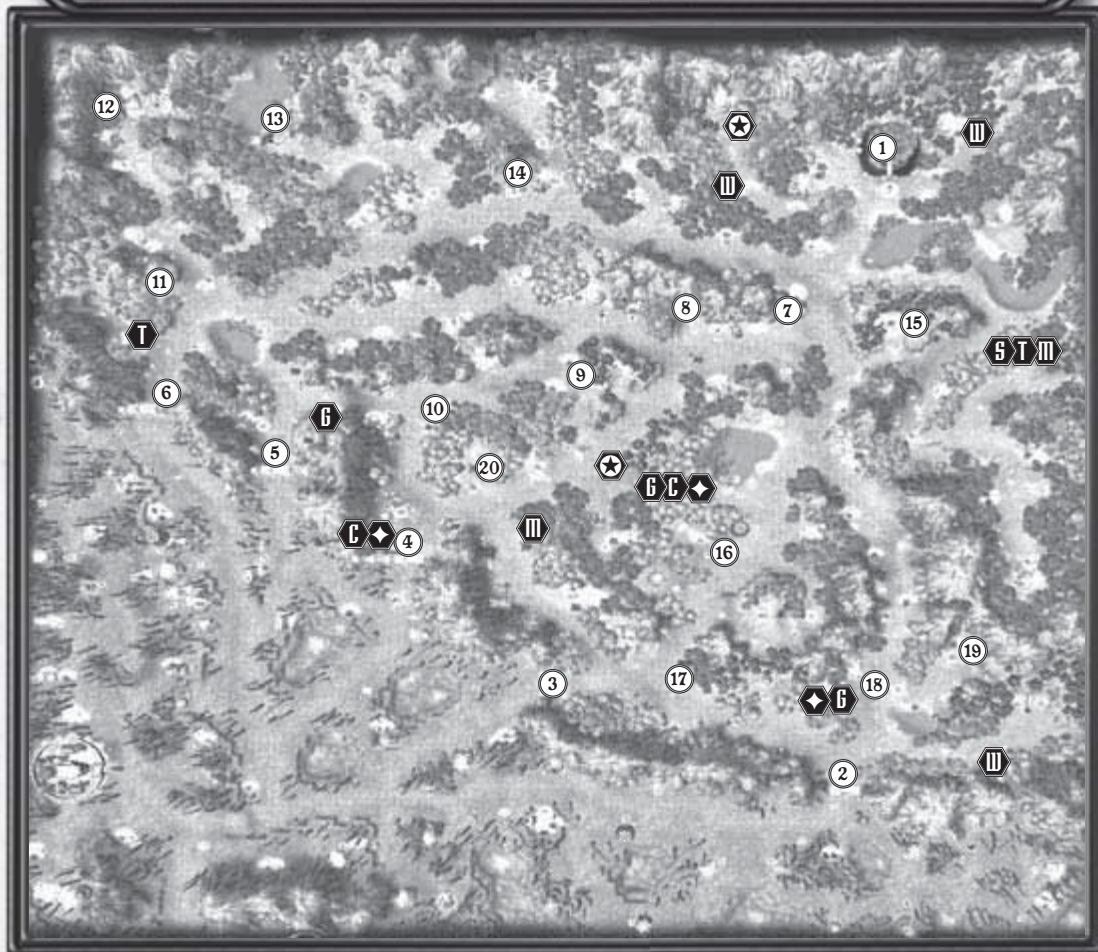
Once Raelag defeats Veyer, he explains to Queen Isabel how her life is in more danger than just that of random attacks by nefarious demon lords—there is a far more sinister plan afoot. Unfortunately, Isabel herself is wrapped up in one. She brushes aside Raelag's warnings as the silver-tongued Markal reminds the queen of her quest to resurrect her love and restore the king of the empty Haven throne before the empire tears itself apart.

Spoiler Alert!

Tragically, only when Isabel is victorious in her task does she realize what a demented plot she has been a willing part of. Markal has helped her into resurrecting Nicolai, but the devious necromancer neglected to inform the queen that her husband would be resurrected not as human flesh, but as a vampire. Isabel is horrified by what she has done, but it is too late. Markal's schemes to bring an undead king to life have succeeded, bridging the worlds of the dead and the living. Are there any heroes in Ashan capable of reversing Markal's immoral scheme?

Mission 1: The Frontier

Heroes of Might and Magic V
Walkthrough – Campaign 5 – Mission 1: The Frontier



map Legend

- | | | | |
|--------------------|--|---|--|
| ⬢ = Gold | ① = Damlad (Sylvan town), Hut of the Magi, Sawmill, Ore Pit, Hunters Cabin | ⑤ = Ore Pit, Witch Hut, Battledance Terrace | ⑭ = Gold Mine, Den of Thieves, Four-Leaf Clover |
| ⬢ = Wood | ② = Garrison | ⑥ = Boots of the Swift Journey | ⑮ = Necklace of the Lion |
| ⬢ = Treasure Chest | ③ = Garrison | ⑦ = Witch Hut, Breastplate of Petrified Wood | ⑯ = Gem Mine, Blue Keymaster Tent, Battledance Terrace, Ring of Lightning Protection, Marletto Tower |
| ⬢ = Ore | ④ = Garrison | ⑧ = Gem Mine, Windmill, Temple | ⑰ = Tavern, Redwood Observatory |
| ⬢ = Mercury | ⑤ = Garrison | ⑨ = Alchemist's Lab, Dragon Teeth Necklace, Elemental Stockpile | ⑱ = Stables |
| ⬢ = Crystal | ⑥ = Garrison | ⑩ = Shield of Crystal Ice | ⑲ = Unicorn Horn Bow |
| ⬢ = Sulfur | ⑦ = Windmill, Witch Hut, Gem Mine, Arena | | ⑳ = Blue Border Guard, Cartographer |
| ⬢ = Gems | | | |

Standing Firm

After Haven lands are decimated by demons and the undead, survivors from the Griffin Empire seek sanctuary in Sylvan lands. The elves consider the offer, but fear retribution from Haven's enemies. The Sylvan hero Findan believes the elves should not turn their backs on past allies. The agreement puts the elves in danger, and Findan must help hold the border as long as possible before his foes break through.

Starting Army:

- ◆ 5 Blade Jugglers
- ◆ 4 Wood Elves
- ◆ 23 Pixies
- ◆ 1 Ammo Cart

Starting Resources:

- ◆ 30 Wood
- ◆ 30 Ore
- ◆ 15 Mercury
- ◆ 15 Crystal
- ◆ 15 Sulfur
- ◆ 15 Gem
- ◆ 30,000 Gold

Starting Bonus (pick one):

Mission Objectives

- ◆ **Hold the Border:** Maintain the integrity of the five Sylvan garrisons at the borders of the Sylvan and Haven empires.
- ◆ **Do Not Cross Empire Border:** At no point during the mission can Findan or any Sylvan-hired hero cross into enemy-controlled territory.
- ◆ **Findan Must Survive:** Findan cannot fall during battle, lest the mission end in failure.

Mission Strategy

This mission is straightforward—you must prevent enemies of the Sylvan and Haven factions from breaking through a string of five garrisons along the border. At the beginning of the mission, however, you have no way to tell what is happening on the border's other side, so you must use Eyes of the Magi and a quick ride along the border road to get a peek at enemy activity.

Your garrisons are supplied with a healthy amount of troops, but you need to keep resupplying them—or provide direct backup if any are attacked by an enemy hero. Many enemy heroes will attempt to breach the border, so watch them. If they attack a garrison, restock it before they attack it a second time.

Hold the Borders

At the mission's beginning, seek out and access the Hut of the Magi next to your home city. This pushes back your field of vision and gives you a solid take on some of the enemy movements beyond the border.



Thanks to your control of the five garrisons along the border, you can see a little bit of the contested zone. You will not spot any enemy

heroes moving around for several turns, however, as it takes time for the opposition to select its first target. During this preparation time, cultivate your defense forces and build up an army you can use both for protection and to supply reinforcements to weakened garrisons along the front.

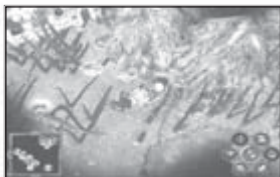


Thanks to the tight border, you have the run of the map's northern half. Use the first week of turns to capture resource generators and improve your city. Your healthy starting supply of resources helps with initial building efforts, but you soon exhaust those and need a steady stream of materials. There are gem mines, ore pits, and windmills in the immediate area around Damlad (①), so strike out and claim them.

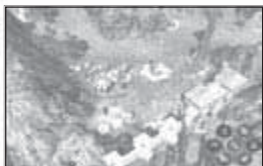
You cannot afford to pass up a turn without making an upgrade to Damlad. The civic center upgrade increases your monetary intake, but with troop reinforcements so important for this mission, build the facilities for recruitment.

tip

Use the tavern to hire an extra hero to escort reinforcements to the front lines so you can keep Findan along the border route for the majority of the attacks.



When an enemy hero rides into view, expect the first attack within a week.



Position Findan near the garrisons where you can see enemy activity. Your garrisons have enough troops to hold off many attacks, but if you see an enemy making menacing lunges toward a specific garrison, offer some of Findan's troops to make sure the enemy doesn't poke a hole in your borders. To succeed, you have to keep them out of your half of the map without stepping into theirs.

You have to defend the borders against six or seven enemy heroes. They randomly select a garrison to attack and may never bother one or two of the other garrisons. They may choose to zero in on one garrison, hoping to hammer you into submission. Or they choose to attack all five. Fortunately, they never attack two garrisons in the same turn, giving you a chance to ride hard and supply reinforcements.

Glimpse into enemy territory by visiting the cartographer on the opposite side of the blue border guard (20). You need to fetch the blue border pass from the keymaster tent at (16), but the cartographer's mapmaking skills will push back the fog that obscures enemy territory. This job occupies at least two turns, though, so make sure all of your garrisons are in good shape before seeking the help of the old cartographer.

tip

Upgrade your hero's Logistics ability to cover more ground each turn.

note

You may be tempted to take troops from one garrison and station them at another for added defenses. This is risky, because you cannot predict which garrisons will be targeted.

tip

Use the hill fort to upgrade your troops before delivering reinforcements to the front lines. The upgrades may get costly, but you cannot afford to let the border be broken.



tip

The Boots of the Swift Journey (9) aid your movement. Capture this artifact to increase your land speed so you can deliver fresh troops more quickly.



Garrison army at ②:

- ◆ 22 Blade Dancers
- ◆ 7 Hunters
- ◆ 8 War Dancers
- ◆ 10 Ancient Treants
- ◆ 10 Unicorns

Garrison Army at ③:

- ◆ 30 Blade Dancers
- ◆ 12 Master Hunters
- ◆ 4 Druid Elders
- ◆ 10 Ancient Treants
- ◆ 10 Unicorns

Garrison Army at ④:

- ◆ 12 War Dancers
- ◆ 10 Master Hunters
- ◆ 3 Druids
- ◆ 23 Sprites
- ◆ 10 Unicorns
- ◆ 10 Treant Guardians

Garrison Army at ⑤:

- ◆ 15 Blade Dancer
- ◆ 10 Master Hunters
- ◆ 4 Druid Elders
- ◆ 10 Ancient Treants
- ◆ 10 Unicorns

Garrison Army at ⑥:

- ◆ 16 Blade Dancers
- ◆ 11 Hunters
- ◆ 24 Sprites
- ◆ 10 Unicorns
- ◆ 10 Ancient Treants

Defeat Biara

After you hold off the enemy heroes and maintain the integrity of your garrisons, you encounter the wicked Biara—the succubus for the one-time Demon Lord Agrael. Biara's army is superior to the enemy heroes who have ridden hard against your garrisons, but it must be defeated.



Biara will attempt to storm into Sylvan territory, so head her off. The succubus commands a mighty army; if need be, take reinforcements

from a nearby garrison before challenging Biara. Her pack of arch devils will cause you the most trouble, so train your sights on those first, then concentrate on the succubus mistresses, which can use ranged attacks.

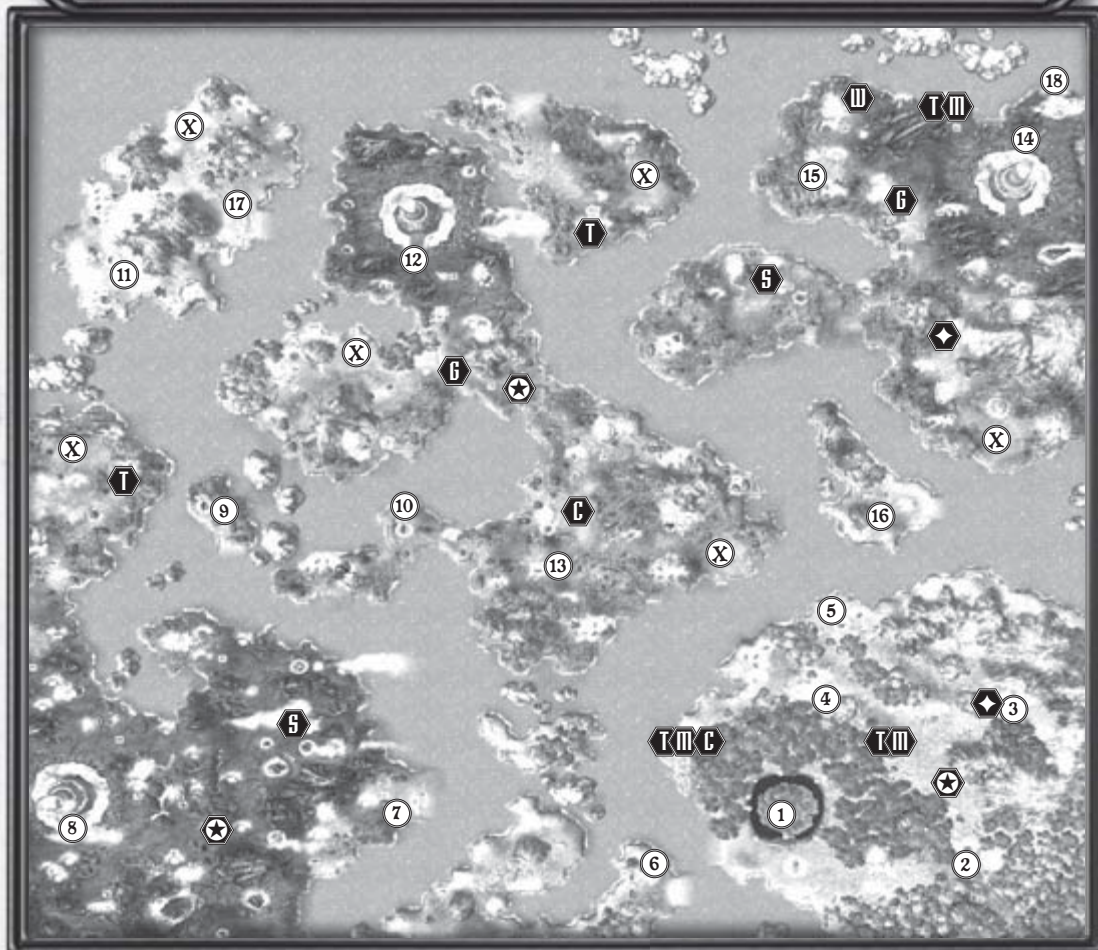
Biara's Army:

- ◆ 8 Arch Devils
- ◆ 16 Pit Lords
- ◆ 26 Nightmares
- ◆ 51 Succubus Mistresses
- ◆ 72 Cerberi
- ◆ 176 Horned Overseers
- ◆ 149 Familiars
- ◆ 1 Ballista
- ◆ 1 First Aid tent

The fall of Biara's army signals that the time for peace is at an end for the Sylvan faction. If his people are to survive, Findan must seek out the means of defending the Elven Kingdom from both the demons and the undead. The Sylvan chief tells Findan a sorrowful story of how hesitation once cost the elves dearly, and how it now falls to Findan to correct an old mistake.

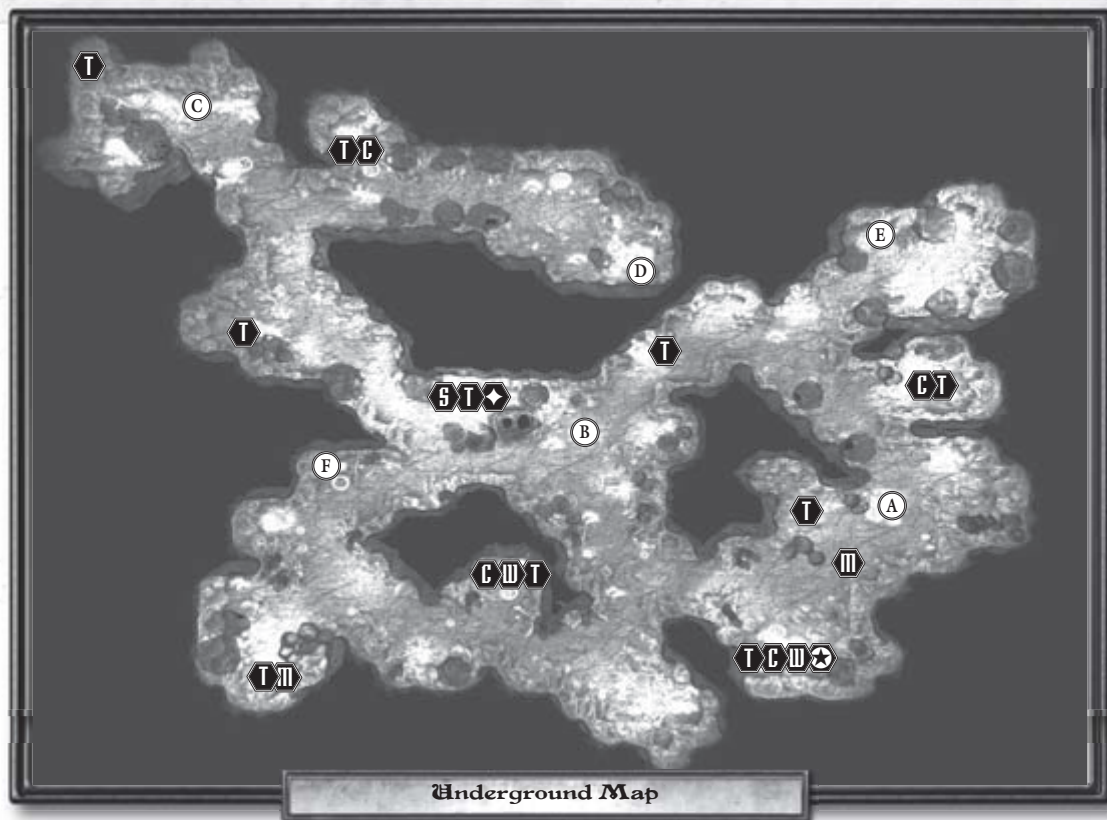
Mission 2: The Dragons

Heroes of Might and Magic V
Walkthrough – Campaign 5 – Mission 2: The Dragons



map legend

- | | | | |
|---------------------------|---|--|--|
| G = Gold | 1 = Mensyl (Sylvan town) | 9 = Obelisk | 15 = Monolith Two-Way, Sawmill, |
| M = Wood | 2 = Ore Pit, Sawmill | 10 = Obelisk | Gold Mine |
| T = Treasure Chest | 3 = Gem Mine, Crystal Cavern,
Alchemist's Lab | 11 = Subterranean Gate, Moonblade,
Evercold Icicle | 16 = Obelisk |
| O = Ore | 4 = Gold Mine | 12 = Devur (Inferno town), Monolith
Two-Way | 17 = Shipyard |
| M = Mercury | 5 = Subterranean Gate (to A),
Ancient Treants | 13 = Subterranean Gate, Alchemist's
Lab, Crystal Cavern, Ore Pit | 18 = Crown of the Magi |
| C = Crystal | 6 = Obelisk | 14 = Ur-Bedan (Inferno town) | X = Green Dragons |
| S = Sulfur | 7 = Shipyards, Obelisk, Gem Mine | | |
| D = Gems | 8 = Ur-Ischin (Inferno town) | | |



Old Flames

Findan has been tasked with seeking help from old allies of the Sylvan faction: green dragons. The majestic creatures were once sacred friends of the elves, but the Sylvan chief's cowardice caused the green dragons to turn their backs on the elves. Now Findan must prove to the green dragons that they can trust the elves again by freeing those captured by the demons.



Mission Objectives

- ◆ Assemble 20 Green Dragons: Demon forces besiege the Fiery Shores, home of the green dragons. Free the dragons, and they will join you.
- ◆ Control Inferno Cities: Lay siege to all three Inferno towns to halt the stream of demon lords that is a scourge on the map.
- ◆ Findan Must Survive: Findan cannot fall during battle, lest the mission end in failure.

Mission Strategy

The green dragons who have not fallen victim to the demons have gone into hiding. You must bring them out to complete this mission. To initiate contact with the green dragons, sack an Inferno city. Controlling an Inferno metropolis frees the green dragon held prisoner there. The green dragon alerts you of others, which leads you to sack the remaining two Inferno cities.

After you take care of the Inferno cities, sail the seas and dive beneath the surface to access six obelisks. Unlike previous missions with obelisks, these do not reveal the Tear of Asha's location. Instead, each obelisk causes a group of green dragons to come out of hiding elsewhere on the map. After all of the green dragons are in the open, use your ship and the tunnels to get to them and plead for their services.

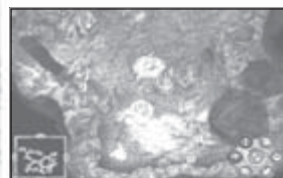
While you hunt down the green dragons, the demon lords keep busy by launching ships or clawing through the tunnels in an effort to lay siege to your home city, Mensyl. You have fortifications in place at the city, but use each turn to further build up defenses in case a demon lord lands on your shores and attacks the city while you are away.

Inferno Attacks

Your city is in decent shape at the onset of the mission, but you should still seek to upgrade. Adding unicorn glens and other means of troop recruitment is essential not only for beefing up the garrison at the city, but also for creating a great army to take abroad.



Each turn, strike out and claim resource generators, like the ore pit and sawmill (②), and add a new improvement to the township. You have a beach next to your town, but without an immediately adjacent water tile, there is no use in trying to build a shipyard in Mensyl. (You will have to find a ship at ⑩.) Instead, apply all resources toward town improvements. Upgrade your civic center, as that is the best way to keep a steady supply of gold pouring into your pockets.

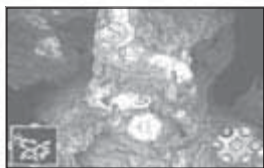


Use the subterranean gate at ⑤ to dip beneath the crust and explore the tunnel system. Without a ship, you must use the tunnels

to cross beneath the oceans and visit the islands to the north of your town. The underworld tunnels are connected, allowing you to pop up wherever you see a subterranean gate on the overworld map.

The underworld is full of treasure and resources, which you should seek out and secure. There are also a fair number of monsters in the tunnel system, but few block your passage. Don't pick any fights that might cost you many troops, as you need your strength to sack the first Inferno city and get started on the diplomatic mission to curry favor with the green dragons.





Use the subterranean gate at ⑪ to emerge from the underworld at ⑪, the northwestern island. The island has treasure and resources, but the real attraction is the shipyard on its eastern shores. You should have the 1,000 gold and 10 wood needed to buy a new galleon, so procure your means of transportation and hit the high seas.



As you sail the seas toward the first Inferno city you need to sack, Ur-Ischin (⑧), you will start spying obelisks, such as the one at ⑨,

on the small island. These obelisks are the key to flushing out the great green dragons you need to finish the mission, but without the advice of the green dragons liberated from the Inferno cities, the obelisks are just distractions. Skip them for now; you will be back soon enough. And because tough-as-nails monsters, like rakshasa ranis, protect most obelisks, you'll be grateful for having the extra troops and experience later.

While you head out to find the green dragons, the demon lords who originate from the Inferno cities may attempt to attack Mensyl in your absence. Build up city defenses and leave behind a garrison to repel encroachers. Losing the city makes it difficult to complete the mission, and you must return to Mensyl during the mission to recruit new monsters.



When you reach the Inferno cities by sea or by the tunnel system, lay siege to rescue the green dragons inside. The green dragons will be pleased by your efforts. When you take all of the cities from Inferno control, you can set about finding the rest of the 20 needed to satisfy the mission objective.

The Inferno cities may have garrisons stationed at them, or they may be barren, depending on the actions of the demon lords. Some may pack up all available troops and travel toward Mensyl for an attack. When you take an Inferno city, include it in your daily improvement cycle. You can hire tough troops at your captured townships, which will be helpful in sacking other cities as well as fighting the monsters who guard the obelisks.

Obelisks

After all three Inferno cities fall, seek out the obelisks that reveal the hidden locations of the mighty green dragons. There are six obelisks total—four on the overworld map and two in the underworld.



Every time you visit one of the obelisks, a green dragon pack appears on the overworld map. To get the full 20, you must access all six obelisks and rescue the resulting green dragons. When a green dragon appears on the overworld map (none will appear in the underworld), you do not have to worry about them disappearing again. They will wait for as long as it takes you to reach them.

note

You cannot collect many of the green dragons by ship. Sometimes you need to use the tunnels to get to them.

note

Every time you access an obelisk, the camera automatically shifts to the site of the green dragons, so you don't have to guess where to find them. Alternatively, you can also use the included map.

If you capture all of the Inferno cities, no new demon lords appear on the map. Hunt down the remaining demon lords for the extra



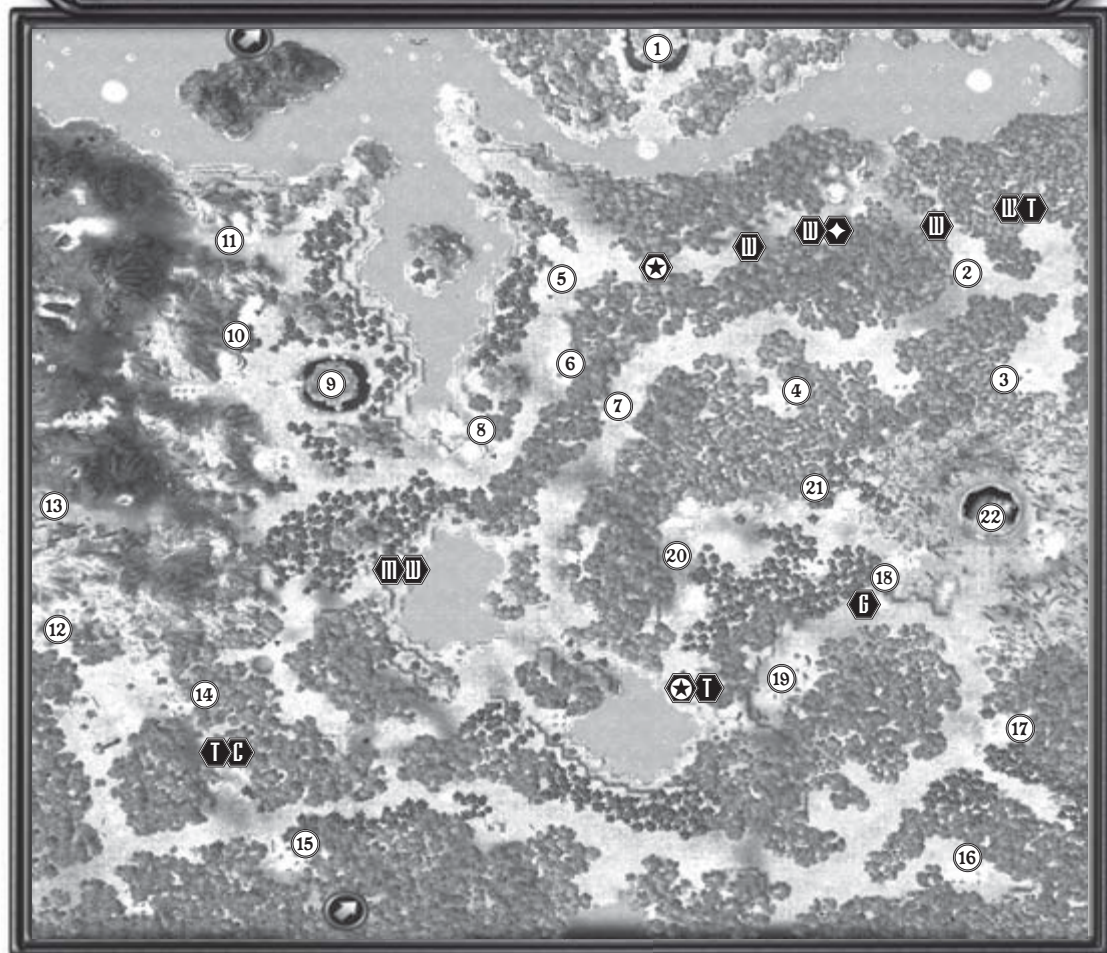
experience points, but be careful about using any of the green dragons you have rescued when engaged in battle. Even though the dragons are strong, you cannot afford to lose any of them.



You do not need to fight the green dragons to make them join your forces. They willingly accept your offer. Each grouping of green dragons has at least three members, and you must pick up every green dragon on the map to finish the objective and complete the mission. The 20 green dragons you save carry over into the next mission and are of enormous help against your enemies.



Mission 3: The Capital



map legend

- | | | | |
|---|---|--|--|
| <ul style="list-style-type: none"> G = Gold W = Wood T = Treasure Chest O = Ore M = Mercury C = Crystal S = Sulfur G = Gems | <ul style="list-style-type: none"> 1 = Syris Thalla (Sylvan town), Hut of the Magi, Fountain of Youth 2 = Garrison 3 = Green Dragons, Ring of Might 4 = Elemental Waistband, Resources 5 = Alchemist's Lab 6 = Gold Mine 7 = Garrison 8 = Sulfur Dune, Shipyard | <ul style="list-style-type: none"> 9 = Erewel, (Sylvan town) 10 = Ore Pit, Crystal Cavern 11 = Gem Mine, Crystal Cavern, Redwood Observatory 12 = Ring of Caution 13 = Trident of the Titans 14 = Prison 15 = Sword of Might 16 = Sack of Endless Gold 17 = Crystal Cavern | <ul style="list-style-type: none"> 18 = Gem Mine, Alchemist's Lab 19 = Subterranean Gate 20 = Gem Mine, Ore Pit 21 = Sulfur Dune 22 = Nadin-zakir (Necropolis town), Sawmill |
|---|---|--|--|

Rescue Mission

Findan has curried favor with the green dragons and realigned old alliances. Now he must return to the Sylvan borders and protect the capitol city of Syris Thalla from incoming necromancers, bent on destruction. First, Findan must seek and rescue two imprisoned Sylvan heroes. Second, he must commission a giant army to leave at the capitol while he forges ahead to find the mystical druid Tieru.

Starting Army: Starting Resources:

- | | |
|-----------------------|---------------|
| ◆ 101 Sprites | ◆ 30 Wood |
| ◆ 67 War Dancers | ◆ 30 Ore |
| ◆ 54 Grand Elves | ◆ 15 Mercury |
| ◆ 20 Green Dragons | ◆ 15 Crystal |
| ◆ 32 Druid Elders | ◆ 15 Sulfur |
| ◆ 27 War Unicorns | ◆ 15 Gems |
| ◆ 23 Treant Guardians | ◆ 30,000 Gold |
| ◆ 1 Catapult | |
| ◆ 1 Ammo Cart | |

Mission Objectives

- ◆ Recapture Syris Thalla: Run the Necropolis blockade and take back the Sylvan capitol city, currently controlled by Nicolai's undead army.
- ◆ Hold Syris Thalla Against Enemy Attacks: Syris Thalla is free, but not out of danger. Necropolis reinforcements are en route to the Sylvan capital. Findan must defend it.
- ◆ Prepare Syris Thalla Garrison: While Findan leads the charge to free warriors and find Tieru, a strong garrison must defend the capitol. Recruit 50 druid elders, 30 silver unicorns, and 10 dragons.
- ◆ Rescue Talanar and Dirael: Rescue two captured Sylvan heroes so they can hold off the Necropolis attacks on Sylvan territory while Findan seeks Tieru.
- ◆ Findan Must Survive: Findan cannot fall during battle, lest the mission end in failure.

Mission Strategy

A great challenge faces the Sylvan faction, and it is up to you to prepare the Elven Kingdom for war. Thankfully, you have 20 green dragons to help you construct a civil defense for the elves, but this mission is about shoring up additional support. You must first take back the city of Syris Thalla, the capitol city, from the necromancers. After you secure the city, you must build up its garrison, as additional enemy heroes will lay siege to the city through the rest of the missions.

To complete the mission, you must also rescue two imprisoned Sylvan heroes, Nadaur and Diraya. They are locked up in secret locations. One is near the city of Erewel to the west and the other is in the small tunnel system underground. After you free these heroes, set about the final task of the mission, which is to build a massive garrison and install it at Syris Thalla so the city can repel encroachers while you are away.

First Assault

At the onset of the mission, you arrive at the port outside the capitol city via boat. Two enemy necromancers are en route to the city; use your army to hold them off.



The enemy heroes—Raven and Deidre—each wield a vicious army, full of nightmarish troops like archliches and plague zombies. Fortunately, you have enough troops in your starting forces to save the city and repel the two villains. Watch for creatures like wraiths and archliches, the strongest monsters in the enemy armies. You must target and destroy these death-dealers, lest they carve up your forces with their scythes.

Holding off these two enemies makes an enormous dent in your army. It takes a long time to rebuild it to the strength of your starting army, but you have the time and resources to do so. The final objective of the mission requires that you train up a suitable army to leave as a garrison at Syris Thalla anyway, so develop the capitol city right away to pursue not only that goal, but also to rebuild your personal army for the journey ahead.

Raven's Army:

- ◆ 18 Shadow Dragons
- ◆ 17 Wraiths
- ◆ 27 Archliches
- ◆ 32 Vampire Lords
- ◆ 81 Plague Zombies
- ◆ 137 Skeletons
- ◆ 1 Catapult

Deidre's Army:

- ◆ 5 Liches
- ◆ 7 Vampires
- ◆ 12 Ghosts
- ◆ 16 Plague Zombies
- ◆ 17 Archliches
- ◆ 146 Skeletons
- ◆ 100 Skeleton Archers
- ◆ 1 Catapult



Reclaim and Recruit

You have solid starting resources, but those take you only so far. Strike out and claim the cities and resource generators across the river that divides Syris Thalla from the large southern land mass. There are mines and other resource producers along the trails that run deep through the forest, offering the building materials needed to continue recruiting a large army.



Two garrisons are stationed on the main road to Erewel (9) and the underground tunnel entrance (19).

These garrisons are stocked with Necropolis forces, but none as heavy-duty as the two necromancers who attacked the capitol city at the outset. It will take time to break through these garrisons; you need time not only to rebuild your army after the initial attacks, but also to restock your troops after pushing through the first garrison (2). After you break through (7), you will need to fall back to Syris Thalla to replenish your army.

Garrison Army at 2:

- ◆ 200 Skeleton Archers
- ◆ 10 Spectral Dragons
- ◆ 20 Wraiths
- ◆ 30 Archliches
- ◆ 50 Vampire Lords
- ◆ 150 Plague Zombies

Garrison Army at 7:

- ◆ 250 Skeleton Archers
- ◆ 120 Spectres
- ◆ 12 Spectral Dragons
- ◆ 25 Wraiths
- ◆ 40 Archliches
- ◆ 60 Vampire Lords
- ◆ 180 Plague Zombies

There is a catch to balancing the distribution of hired recruits. You need to supply Findan's roving army with top creatures so you can pursue the rest of the mission objectives, but there is also the matter of additional incoming necromancers, who will attack Syris Thalla during the mission's remainder.

Each turn, build recruiting facilities in town to guarantee troop levels. The enemy heroes who make attempts on the capitol while you are away are not as strong as Raven and Deidre, so you do not require a garrison as strong as your starting army. None of the incoming necromancers are pushovers, though, so leave some hunters and unicorns to ward off trouble. Building up city defenses goes a long way to protecting the city from attackers.



The road to Erewel is patrolled by a couple of enemy heroes, but nothing that you cannot handle if you've built up your army. Claim the

resources along the road, such as the alchemist's lab (5) and gold mine (6), to keep production on schedule at the capitol city. Enemy heroes will try to take the resource generators, so you cannot just claim them and forget about them.



The area around Erewel is loaded with resources you need to claim, such as an ore pit and a gem mine. Claim the town of Erewel to prevent any more enemy heroes from coming out of it, then leave a tiny garrison to hold off any encroachers who pour out of the Necropolis metropolis at (22). Taking Erewel is important for satisfying the recruitment objective, as you will now have two cities turning out the required troops. The faster you build the required garrison, the less time you have to spend fending off attacks from enemy heroes.



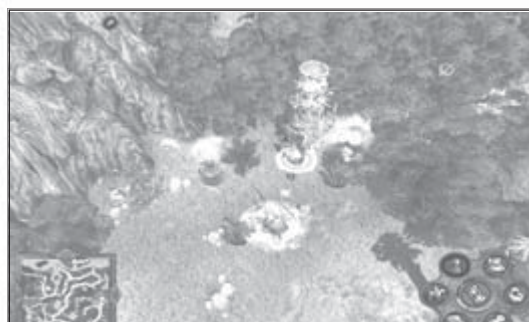
Claim resources along the main road when you see them.

Enemy heroes understand how precious the scarce wild resources are on this map and will scoop them up if you leave them alone for too long.



Rescue Heroes

After you clear a path to Erewel and claim the city for the elves, work on freeing those imprisoned heroes. The closest hero is at a prison to Erewel's south, tucked into a glade.



The prison is at (14). If you can beat down the guards outside, you will receive the hero. Each time you free a hero, you can control that hero on the overworld map to help you recruit monsters from the towns and escort them to Syris Thalla.

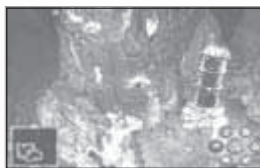
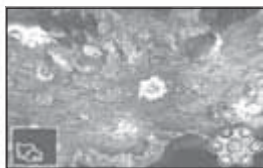


The second hero is underground. To access the subterranean gate (19) that leads into the underworld, you must travel dangerously

close to the Necropolis city of Nadin-zakir. Depending on the activity of enemy heroes in the area, there may be a garrison at the city. If not, lay siege to the city so you can keep any more enemy heroes from escaping through the front gates. You will also find more resources (20) around the cursed city.



After taking the resources and claiming the Necropolis town, head for the subterranean gate. You may encounter an enemy hero along the road, but in most cases, you will see the enemy heroes fleeing to the underworld to give you trouble while you seek out the second prison site.



The underground tunnel system is simple to navigate—there is only one way into the tunnels and they are set up like a figure eight. Resources are also plentiful underground; this is a good place to pick up resources like mercury and sulfur to finish town improvements on the surface (especially if you have turned Erewel into a troop-producing city). The prison is located along the northern tunnel shaft. Break the hero out of prison, then head to the surface together.



Recruitment Drive

The final objective for this mission requires you to recruit 50 druid elders, 30 silver unicorns, and 10 dragons. If you have been recruiting along the way and playing things safe, you may still have a few green dragons left from your initial 20, which goes a long way to meeting this objective. If you captured Erewel, you can use that city to help recruit silver unicorns and druid elders.



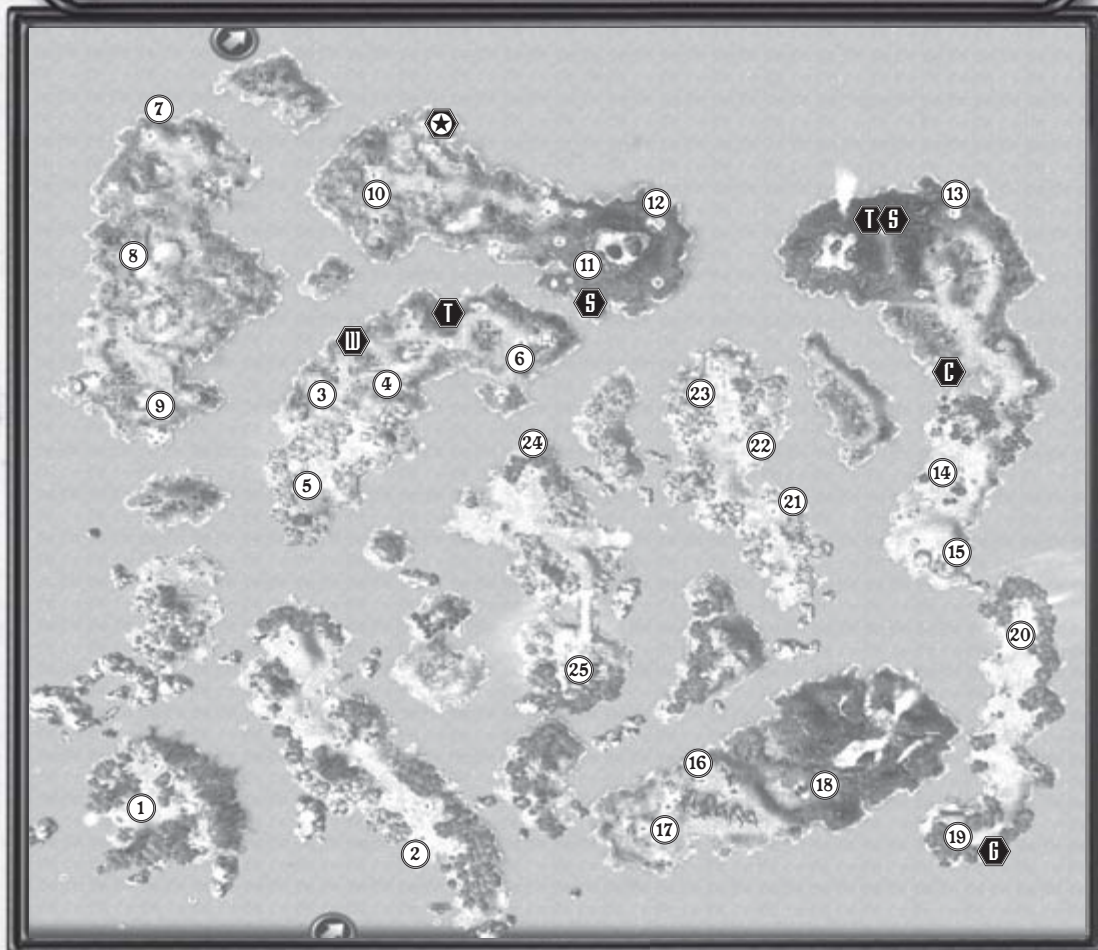
To satisfy the objective, you must not only recruit these troops, but also take them to Syris Thalla.

(This may require you

to use the shipyard at ⑧.) When the required garrison is gathered in one place, victory is yours. Now that the capitol city is left in good hands, you must leave the safety of Sylvan borders one last time to seek out the advice of the great druid Tieru. Only with his help can the Sylvan faction turn back the necromancers and seal the demons in the Inferno underworld.

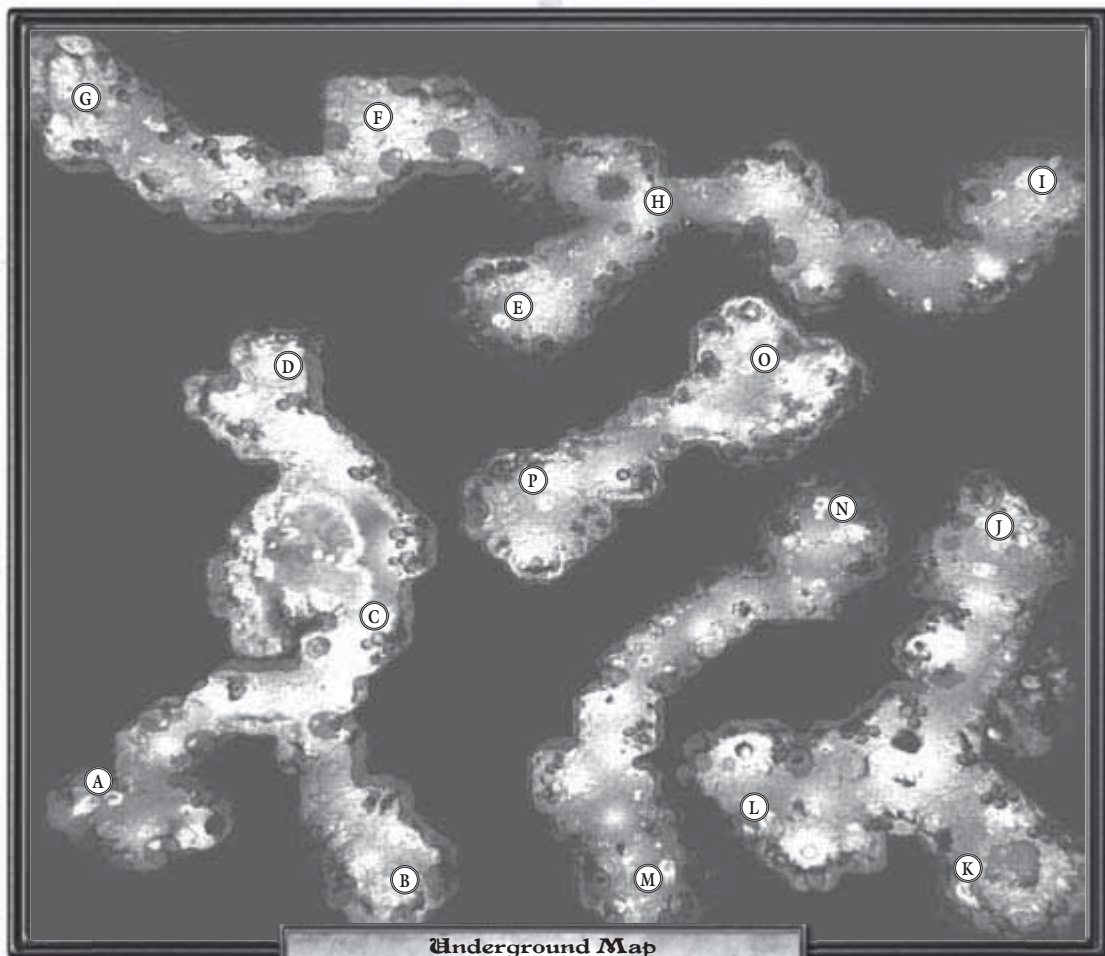
Mission 4: The Archipelago

Heroes of Might and Magic V
Walkthrough – Campaign 5 – Mission 4: The Archipelago



map legend

- | | | | | |
|--|--|---|---|---|
| <ul style="list-style-type: none"> G = Gold W = Wood T = Treasure Chest ★ = Ore C = Crystal S = Sulfur | <ul style="list-style-type: none"> 1 = Fountain of Youth, Subterranean Gate (to A) 2 = Campfire, Crystal of Revelation, Hunters, Subterranean Gate (to B), Stables 3 = Subterranean Gate (to D), Learning Stone, Master Hunters 4 = Rally Flag, War Machine Factory, Trading Post 5 = War Dancers, Hunters Cabins, Druid Elders | <ul style="list-style-type: none"> 6 = Subterranean Gate (to E), Hill Fort 7 = Subterranean Gate (to G), Stables, Idol of Fortune, Mercenary Camp, Rally Flag 8 = Unicorn Horn Bow, Black Dragon 9 = Marletto Tower, Arena, Learning Stone 10 = Subterranean Gate (to F), Marletto Tower, Rally Flag, Bone Dragons, Mercenary Camp | <ul style="list-style-type: none"> 11 = Liches, Witch Hut, Campfire 12 = Arch Devils, Necklace of Victory 13 = Subterranean Gate (to I) 14 = Pit Fiends, Ancient Treants 15 = Unicorns, Subterranean Gate (to J), Magic Well, Shrine of Magic Gesture 16 = Subterranean Gate (to L) 17 = Subterranean Gate (to M) 18 = Spectral Dragons, Ring of Vitality | <ul style="list-style-type: none"> 19 = Subterranean Gate (to K), Earth Elementals, Stables 20 = Sylvan Military Post, Titans 21 = Subterranean Gate (to N), Trading Post, Mercenary Camp 22 = Druid Elders, Pixies, Sprites 23 = Subterranean Gate (to O), Hill Fort, Redwood Observatory, Campfire 24 = Subterranean Gate (to P), Silver Unicorns 25 = Tiersu |
|--|--|---|---|---|



Underground Map

map legend

- | | | | |
|---|---|--|---|
| Ⓐ = Subterranean Gate (to ①) | Ⓔ = Subterranean Gate (to ⑩), Star Axis | Ⓜ = Subterranean Gate (to ⑮), Blood Stone | Ⓝ = Subterranean Gate (to ⑳), Succubus Mistresses, Arena, Nightmares, Fire Elementals |
| Ⓑ = Subterranean Gate (to ②) | Ⓝ = Succubus Mistresses, Vampires, Subterranean Gate (to ⑥) | Ⓚ = Subterranean Gate (to ⑰), War Dancers | Ⓞ = Subterranean Gate (to ㉓), Unicorns |
| Ⓒ = Pendant of Winter's Grip, Water Elementals, Pixies, Shrine of Magic Gesture | Ⓛ = 2 Learning Stones, Rakshasa Ranis | Ⓛ = Subterranean Gate, Battle Academy, Arena, Pit Fiends | Ⓟ = Devils, Subterranean Gate (to ㉓) |
| Ⓓ = Subterranean Gate (to ③) | Ⓢ = Subterranean Gate (to ⑬), Earth Elementals | Ⓜ = Subterranean Gate (to ⑰), Learning Stone | |
| Ⓔ = Subterranean Gate (to ⑥), Liches, Druid Elders, Rally Flag | | | |

The Druid

Starting Army:

- ◆ 20 Hunters
- ◆ 35 Blade Dancers
- ◆ Ammo Cart
- ◆ Catapult

Starting Resources:

- ◆ None

Starting Bonus (pick one):

- ◆ None

Mission Objectives

- ◆ Find Tieru: Explore the archipelago to discover the hiding place of the great druid Tieru.
- ◆ Collect Ancient Artifacts: There are hidden treasures at the archipelago—seek them out.
- ◆ Save Tieru: Tieru is attacked by a demon army upon your arrival—save the great druid!
- ◆ Determine the Cause of the Demon Attack: Pursue Tieru's attackers and resolve their sinister plot.
- ◆ Findan Must Survive: Findan cannot fall during battle, lest the mission end in failure.

Mission Strategy

While the islands look similar to when you visited as Agrael several missions ago, the monsters in the wild are now tougher. Fortunately, the dangerous fog that kept you from sailing anywhere on the map has dispersed and now you are free to hit the high seas in any direction you like. However, you can only access many of the islands in the archipelago via the underworld tunnels, so you spend a lot of the mission seeking out the subterranean gates and pushing closer to finding the path to Tieru, who is at the central island.

You are also charged with seeking out some ancient artifacts, which are on the map. This mission objective is secondary, so you do not have to finish it if you don't want to. However, artifacts like the Unicorn Horn Bow and the Ring of Vitality will make it easier to confront and defeat the demon lords who stand between you and the great druid at the mission's end.

Betting Sail



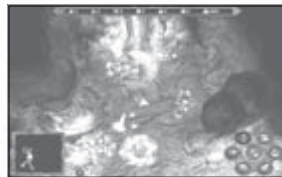
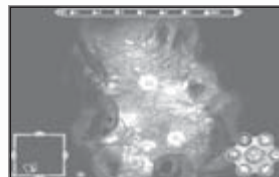
The islands are more connected by the underground tunnels than the sea, as you'll discover if you try to sail to the north of the first

island at ①. Rather than head out on the high seas, head inland and make your way to the subterranean gate that leads to ② on the underworld map.



However, you have the option of sailing to the east, to the next island in the archipelago at ②. This island has a subterranean gate that dips below the surface to ③. You can find a campfire, a crystal of revelation, and hunters for your army on this island. After you exhaust everything on the surface, use the subterranean gate and head into the underworld.

The caverns beneath the surface are not too crowded, but there are artifacts down here, such as the Evercold Icicle at ④.



After you reach ⑤, head up to the surface, which deposits you at ③. This is how the tunnel system works on this map—when

you surface, you either have a nearby subterranean gate that takes you down to another tunnel (such as the gate at ⑥), or you need to further explore the underground tunnel for subterranean gates to lead up to independent islands.

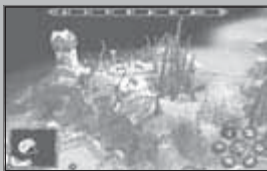
For example, the subterranean gate at ⑥ leads up to the island at ⑦. There is nothing on the island you need in order to finish the mission, but it is good to explore and gather up treasure and experience points. The quicker you level up, the quicker you gain important abilities to help you in combat or during land/sea travel.



When you surface at ③, explore the island. Stop at the war machine factory and purchase a ballista and first aid tent. These help with future battles, such as the one with the titans ahead who guard the subterranean gate ⑥ that leads down into the next tunnel system at ⑤.

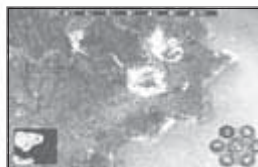


Use the hill fort on the island to upgrade the creatures in your army to higher-tier troops. Tough battles lie ahead, and you need the strength of better troops. Come to the hill fort whenever you get creatures you can upgrade.



Collecting Items

If you decide to pursue the ancient artifacts to satisfy the secondary objective of the mission, start with the Necklace of Victory, guarded by arch devils at ⑫.



You have to explore all of the subterranean gates in the northern tunnel to access the artifact sites. The challenges to get the artifacts are hard—such as those arch devils—but the rewards are worth the hassle. Going into battle with these artifacts gives you a solid advantage against your foes.

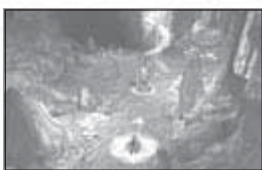
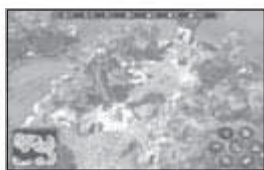


Finding the artifacts requires exploring most islands in the archipelago. Use the tunnel systems in conjunction with the marked maps to navigate to the artifacts. Sometimes the way to an artifact is blocked by tough monsters, such as ancient treants. However, as you explore the islands and fight your way to the artifacts, you also come across useful features, like magic shrines that teach you new spells.

At ⑮, look for the Ring of Vitality, which is guarded by spectral dragons. These winged serpents look like messengers of death, but if you can face them down, you satisfy the objective.

Finding Tieru

After you finish hunting down the artifacts, get back to the main thrust of the mission—finding Tieru. The great druid is in the center of the map at ⑳, but there is no shore for docking a boat. Use the underground tunnels to come up at the subterranean gate at ㉔ and engage the wily druid.



After pushing back the fog at the redwood observatory, use the subterranean gate at (23) to dip beneath the crust and enter the tunnel that leads to the gate at (24). Some nasty arch devils guard the subterranean gate, which is unfortunate, as you are about to engage in another battle on the other side of the stairs.



When you reach the surface, you discover that demon lords have beaten you to Tieru's lair. Biara and Nebiros have discovered the

druid and are getting ready to lead an assault on his hiding spot. You must go through Nebiros to get to Tieru, so charge the demon lord and fight his army. The five pit lords are the toughest creatures in his force, so target those first.

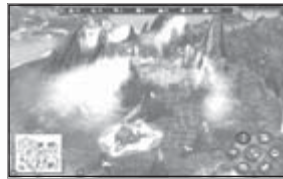
Demon Lord Nebiros's Army:

- ◆ 43 Imps
- ◆ 11 Nightmares
- ◆ 38 Horned Demons
- ◆ 5 Pit Lords



Sadly, even though you defeat Nebiros, you are too late to save Tieru from an attack by the wicked Biara. The succubus kills Tieru before you can save him. However, you can avenge the fallen druid's death—hijack Nebiros's ship (he's not using it anymore) and sail off to confront Biara on the island near (18).

Biara is waiting for you on the fiery island. Beach the ship on the shores, then charge the succubus before she flees. Her army is light and isn't difficult for your forces.



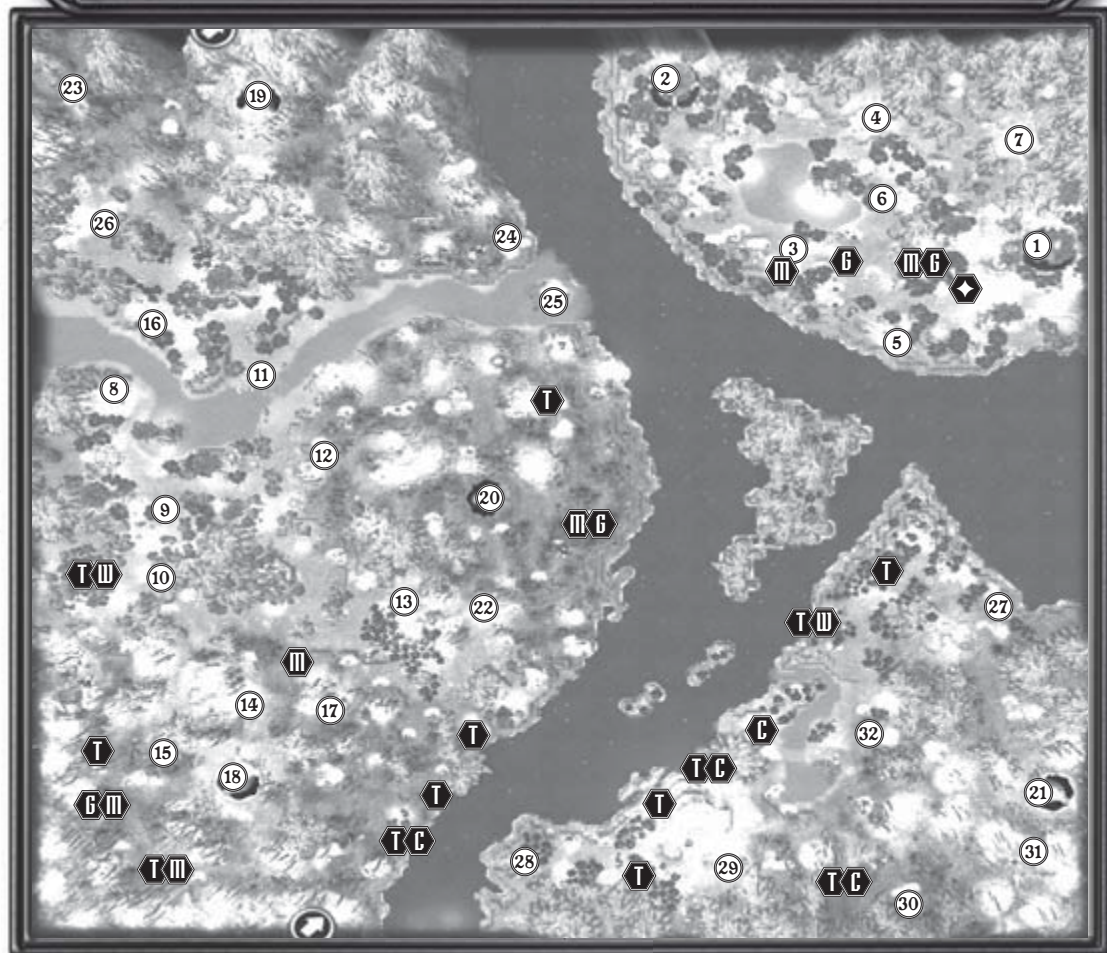
Succubus Biara's Army:

- ◆ 32 Succubus Mistresses

You cannot kill Biara outright—she makes a bargain for her life that you honor in hopes of getting something precious from Tieru. After the succubus vanishes, set out to stop the advancing vampire Nicolai, who has cast the Sylvan territories in endless darkness so he can extend his reign of destruction.



Mission 5: The Vampire



map legend

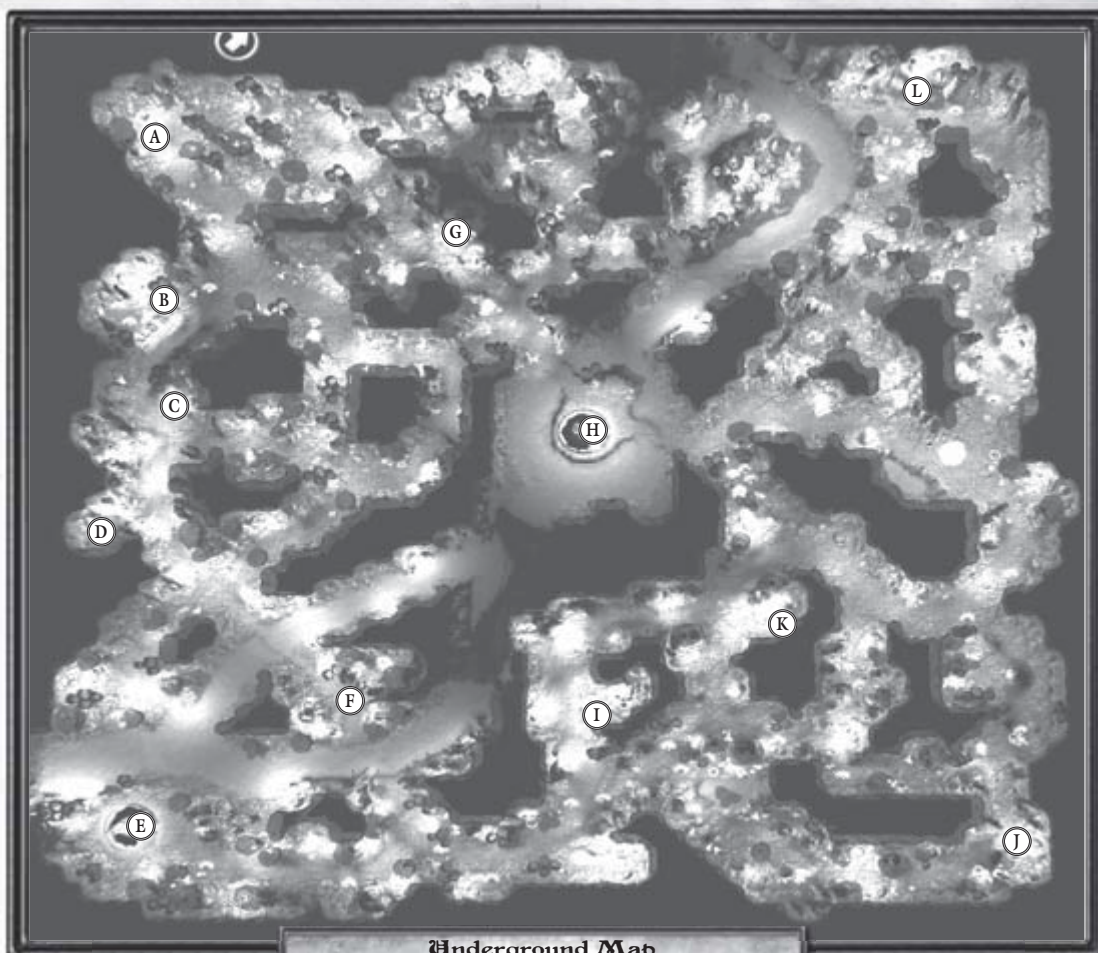
- G** - Gold
- W** - Wood
- T** - Treasure Chest
- M** - Mercury
- C** - Crystal
- ◆** - Gems
- 1** - Nargorad (Sylvan town), Garrison, Gem Mine

- 2** - Rael (Sylvan town), Ore Pit, Sawmill, Crystal Cavern, Sulfur Dune
- 3** - Sawmill, Windmill, Witch Hut, Gold Mine
- 4** - Obelisk, Campfire
- 5** - Boots of Magical Defense
- 6** - Griffins, Ring of Vitality
- 7** - Monolith Two-Way (to **6**)
- 8** - Monolith Two-Way (to **9**), Liches

- 9** - Star Axis, Magic Well, Campfire, Idol of Fortune
- 10** - Ore Pit, Alchemist's Lab
- 11** - Water Wheel
- 12** - Ring of Lightning Protection, Shrine of Magic Gesture
- 13** - Gem Mine, Obelisk
- 14** - Ring of Vitality, Angels
- 15** - Monolith Two-Way (to **A**)
- 16** - Sulfur Dune, Obelisk
- 17** - Gold Mine
- 18** - Abil-tur (Necropolis town), Gem Mine, Sulfur Dune, Sword of Might

- 19** - Nabushuma (Necropolis town), Monolith Two-Way (to **26**), Crystal Cavern, Sawmill
- 20** - Enba-shikun (Necropolis town), Gold Mine, Gem Mine, Mercenary Camp
- 21** - Apil-Sin (Necropolis town), Bag of Endless Gold, Ore Pit
- 22** - Monolith Two-Way (to **L**), Sulfur Dune, Jinxing Band, Black Market, Pendant of Mastery
- 23** - Pit Lords, Golden Horseshoe
- 24** - Gem Mine, War Machine Factory, Star Axis, Necropolis Military Post, Dragon-Bone Greaves, Shadow Dragons

- 25** - Shadow Witch, Dragon Scale Shield
- 26** - Nightmarish Ring, Goldmine
- 27** - Redwood Observatory
- 28** - Spectral Dragons, Ring of Speed, Campfire
- 29** - Monolith Two-Way (to **C**), Pendant of Winter's Grip, Seer Hut
- 30** - Gold Mine
- 31** - Wights, Ring of Vitality
- 32** - Obelisk, Gem Mine
- 33** - Tear of Asha



Underground Map

map legend

- (A) = Monolith Two-Way (to 15)
- (B) = Shield of the Dwarven Kings, Garrison
- (C) = Monolith Two-Way (to 29)
- (D) = Unicorn Horn Bow, Cerberi
- (E) = Shagarakti (Necropolis town), Spectral Dragons, Sawmill
- (F) = War Machine Factory, Crystal Cavern, Gem Mine
- (G) = Helm of the Dwarven Kings, Garrison
- (H) = Nabu-shuma (Necropolis town)
- (I) = Cuirass of the Dwarven Kings, Garrison
- (J) = Monolith Two-Way (to 19)
- (K) = Greaves of the Dwarven Kings, Garrison
- (L) = Monolith Two-Way (to 22)

Nicolai's Revenge

Isabel's sin stains the Sylvan lands as the vampire Nicolai launches his attack on the living. The vampire's reign is extended by a magic that casts the land in eternal darkness. Findan must find a way to shine a light on the vampire and weaken his grip on the land. If he is unable to collect a mystical series of ancient artifacts that holds the key to the light, nothing can stop Nicolai's rampage.

Dirael's Starting Army	Starting Resources
♦ 19 Pixies	♦ 30 Wood
♦ Catapult	♦ 30 Ore
Findan's Starting Army	♦ 15 Mercury
♦ 10 Grand Elves	♦ 15 Crystal
♦ 20 War Dancers	♦ 15 Sulfur
♦ Ballista	♦ 15 Gem
♦ First Aid Tent	♦ 30,000 Gold
♦ Ammo Cart	Starting Bonus (Pick One)
♦ Catapult	♦ None
Talanar's Starting Army	
♦ 22 Sprites	
♦ Ballista	
♦ Catapult	

Mission Objectives

- ♦ Destroy Vampire Nicolai: Nicolai commands a massive army of the undead. You must find a way to stop the wicked vampire king, as he cannot be defeated as long as night covers the land.
- ♦ Find Ancient Dwarven Artifacts: Locate the four ancient artifacts of the dwarven kings in the underworld. They are the Shield of the Dwarven Kings, Cuirass of the Dwarven Kings, Greaves of the Dwarven Kings, and Helm of the Dwarven Kings.
- ♦ Findan Must Survive: Findan cannot fall during battle, lest the mission end in failure.

Mission Strategy

The majority of this mission is spent developing cities into recruitment centers you can visit repeatedly over the course of the lengthy campaign. Nicolai, the terrible vampire, is rampaging across the map, aided in his destructive spree by a seemingly endless stream of enemy heroes that pour out of the Necropolis cities on the overworld map. There are at least seven or eight major battles during the course of the mission, so collect resources and claim resource-generating buildings on the map so you can build up your starting cities to the point that they can offer dragon recruits. You're going to need them.

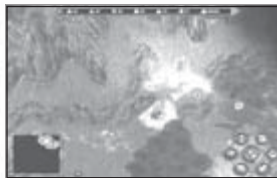
The land is covered by darkness that keeps Nicolai alive no matter how many times you defeat him (and, really, you shouldn't even try to combat him until you have an army massive enough to rival his). You must find a secret weapon to dispel the blackness. The oracle at the seer hut will gladly give you phoenixes to light your darkest hour—but only in exchange for four artifacts found in the deep underworld. These artifacts are relics of fallen dwarven kings, and each is protected by a garrison full of nasty creatures.

Building Armies

Because there is so much fighting in this mission, you need to immediately start the mission by upgrading your cities for troop recruitment. You lose a lot of creatures in the battles ahead, and you need a constant supply of recruits to refill the rapidly emptied ranks of your personal armies.



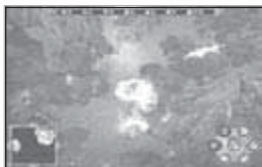
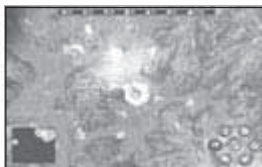
You begin the mission with three heroes. This allows you to cover more ground faster and lay claim to all of the resource generators on the land mass surrounding the two Sylvan cities. When you have a steady stream of resources coming in, you can keep upgrading towns and build out fantastic armies. Don't neglect civic centers or magic guilds, either, as these facilities will also be extremely helpful in getting the tools needed to eventually overthrow Nicolai at the end of the mission.



There are several obelisks in this mission, including the one located at ④. The obelisks reveal the true location of the Tear of Asha. Uncovering the Tear of Asha is not required to finish the mission, but installing it at one of your two home cities will turn the place into a great troop producer. When you have to deal with an enemy as tough as Nicolai, it's worth it to seek out all the obelisks and dig up the Tear of Asha.



The Puzzle Map

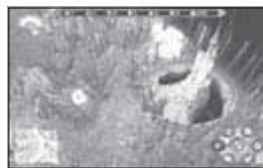
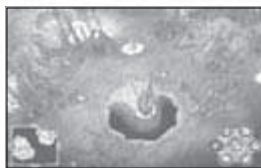


You lack a shipyard to build a vessel to cross the river that divides the Sylvan cities from the rest of the map, so you must use the monolith at (7). This warps you all the way to the western border of the map at (8). Once on the large land mass, you can start claiming more resources, but now you are close to the Necropolis cities, which are full of enemy heroes in addition to being the initial stomping grounds for Nicolai.

You can try to hold these resource generators for as long as possible, but the enemy heroes make it a point to take them away from you whenever possible. The best way to hold on to them is to take control of the Necropolis cities. That can be extremely hard to do this early in the mission, however, unless you spend dozens of turns before coming across the water, just recruiting troops.



More obelisks on the opposite side of the river eventually reveal the location of the Tear of Asha. The enemy heroes will not try to access the obelisks and dig it up for themselves, so you can take your time with this task. Make it a priority if you can, though—the benefits of erecting the Tear of Asha in one of your cities is just too much to resist.



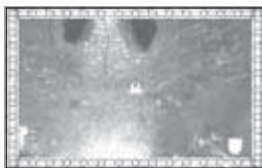
The Necropolis cities on the other land masses often host enemy heroes, but sometimes you can luck out and capture a town complete, without defenses. If you manage to pull this off, stay put and start building up the city along with your Sylvan towns. Recruiting Necropolis creatures may seem distasteful for a Sylvan hero, but if you can build these up to the point where you can recruit archliches and wraiths, you will benefit from having them in your army. These creatures are frighteningly lethal and do a great job cleaning up after the first volley of arrows from your hunters.

To access some of the other Necropolis cities, you must use the monolith gates to reach the underworld map, and then warp back up to the surface, such as using the gate at (C) to access (29).

You can try to take any of the enemy heroes on the overworld map, but avoid Nicolai at all costs. The vampire commands an army unlike any you have fought so far; you need to save your strength for the final battle.



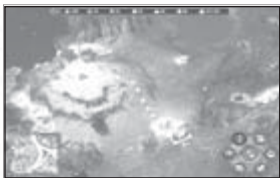
Only Findan must survive to complete the mission. If either of your other heroes fall, you can keep playing—and hire a new recruit at a tavern.



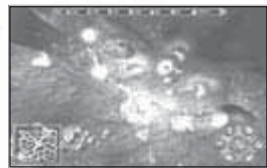
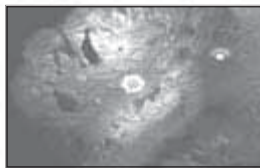
After hunting down all of the obelisks, you can see the location of the Tear of Asha on the puzzle map. It is buried outside the front gate of the northern Necropolis town, Nabu-shuma (19). Head up to the area, dig up the Tear of Asha, and then escort it back to your cities. Install the great artifact to receive the wonder and all of its benefits. Now, keep recruiting and get ready to go on a very intense scavenger hunt in the underworld.

Artifact Hunt

With the world cast in darkness, you need to find a source of light to illuminate Isabel's sin and banish poor, conflicted Nicolai back to the realm of death. The answer you seek is at the seer hut near 19.



Only Findan can enter the seer hut, so don't waste time sending other heroes. The oracle at the seer hut tells you that if you can collect and bring back four mythical dwarven king artifacts from the underworld, she will give you five phoenixes to help you defeat Nicolai. Since the vampire has an enormous army, do not hesitate to accept the task.



Use the underworld map to visit the four sites of the dwarven king artifacts. Each artifact is hidden behind a garrison stocked with legions of Necropolis monsters like vampire lords and wraiths. Collecting the four artifacts is not an easy task. It takes great patience to lay siege to one garrison, grab the artifact, and then head back up to the overworld map to gather up fresh recruits to refill depleted ranks.

Two Necropolis cities in the underworld complicate matters by sending a stream of necromancers into the tunnels to interrupt your efforts. Laying siege to the cities would stop the production of enemy heroes, but if a city has a strong garrison, you could lose the troops you need to defeat one of the artifact garrisons.



Once you have collected all four of the dwarven king artifacts, hand them off to Findan. Only Findan can return to the seer hut with the prizes and receive the phoenixes. When you have them, seek out Nicolai.



Garrison at the Shield of the Dwarven Kings:

- ◆ 200 Skeleton Archers
- ◆ 10 Bone Dragons
- ◆ 20 Wraiths
- ◆ 30 Archliches
- ◆ 50 Vampire Lords
- ◆ 90 Spectres
- ◆ 150 Plague Zombies

Garrison at the Helm of the Dwarven Kings:

- ◆ 200 Skeleton Archers
- ◆ 10 Spectral Dragons
- ◆ 20 Wraiths
- ◆ 30 Archliches
- ◆ 50 Vampire Lords
- ◆ 90 Spectres
- ◆ 150 Plague Zombies

Garrison at the Cuirass of the Dwarven Kings:

- ◆ 10 Spectral Dragons
- ◆ 20 Wraiths
- ◆ 30 Archliches
- ◆ 50 Vampire Lords
- ◆ 90 Spectres
- ◆ 150 Plague Zombies
- ◆ 200 Skeleton Archers

Garrison at the Greaves of the Dwarven Kings:

- ◆ 10 Spectral Dragons
- ◆ 20 Wraiths
- ◆ 30 Archliches
- ◆ 50 Vampire Lords
- ◆ 90 Spectres
- ◆ 150 Plague Zombies
- ◆ 200 Skeleton Archers

Defeat Nicolai

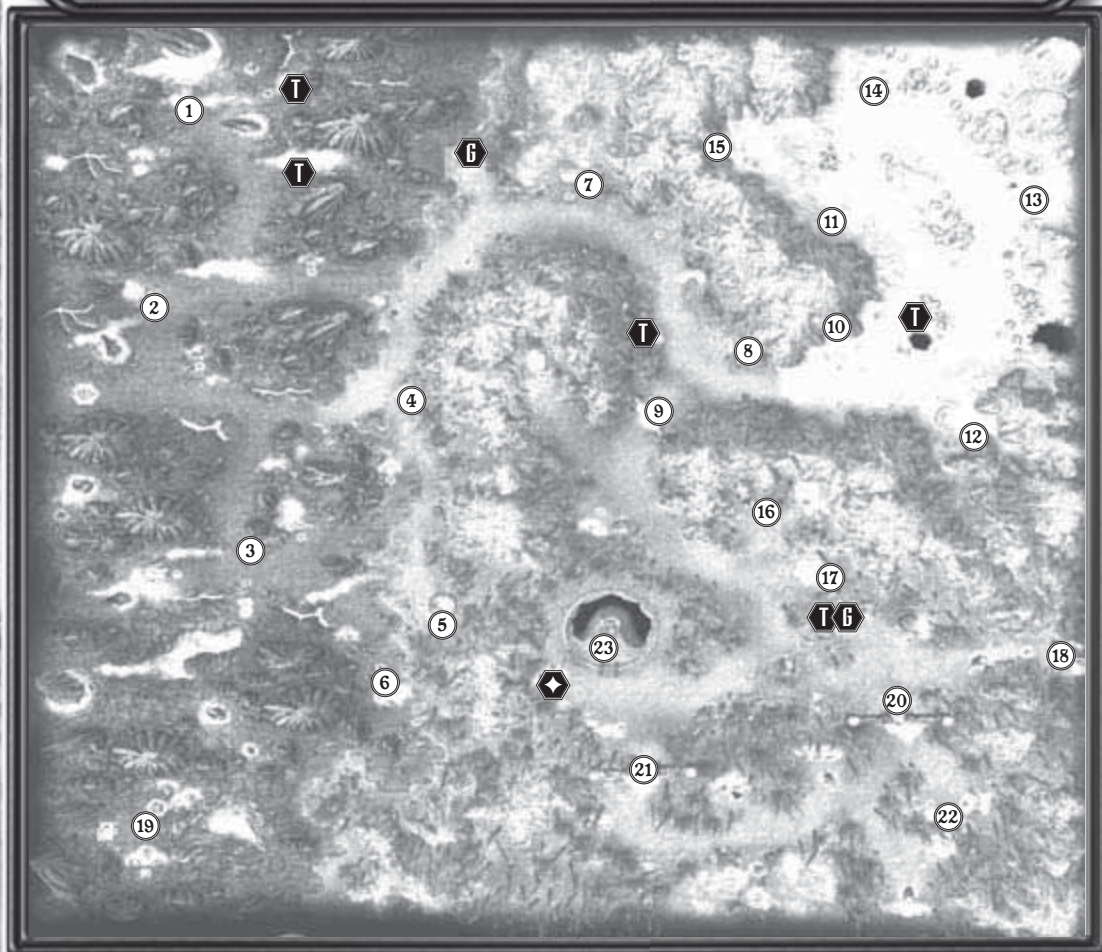
Thanks to the oracle, you now have the means of destroying Nicolai. Use the overworld map to locate the vampire and then launch a full-scale attack. Gather up your heroes and transfer all available creatures to Findan to give him the largest possible army to repel Nicolai's forces.

Nicolai's Army:

- ◆ 190 Skeleton Archers
- ◆ 42 Walking Dead
- ◆ 49 Ghosts
- ◆ 6 Bone Dragons
- ◆ 4 Shadow Dragons
- ◆ 1,439 Skeletons
- ◆ 20 Demiliches

With the sun setting on Nicolai's reign of terror and the Sylvan lands now under the leadership of the brave Findan, the theater of war switches to the Silver Cities. The Academy faction must find a hero from their own ranks who can not only finish off the threat posed by Markal's madness, but also defeat the Inferno demons that wish to turn Ashan into a living hell.

Mission 1: The Restoration



map legend

- G** = Gold
- W** = Wood
- T** = Treasure Chest
- O** = Ore
- M** = Mercury
- C** = Crystal
- S** = Sulfur
- G** = Gems

- 1** = Evercold Icicle, Cerberi, Horned Demons, Horned Overseers, Succubi
- 2** = Demon Gate
- 3** = Ore Pit, Alchemist's Lab, Star Axis, Turban of Enlightenment
- 4** = Graveyard, Shrine of Magic Incantation
- 5** = Arena
- 6** = Succubi, Trident of the Titans
- 7** = Ghosts, Star Axis
- 8** = Black Market, Skeletons, Plague Zombies

- 9** = Garrison
- 10** = Stone Parapet
- 11** = Gremlins, Workshop
- 12** = Sulfur Dune, Fire Elemental
- 13** = Vampire Lords, Sword of Might
- 14** = Minotaur Kings, Magic Well
- 15** = Oasis, Phoenix, Dragon Bone Greaves, Learning Stone
- 16** = Shrine of Magic Thought
- 17** = Sawmill

- 18** = Helm of Chaos, Monolith Two-Way (to **19**)
- 19** = Monolith Two-Way (to **18**), Nightmares, Pit Lords, Learning Stone, Crown of Sar-Isus
- 20** = Garrison
- 21** = Garrison
- 22** = Windstrider Boots
- 23** = Kadeshman (Necropolis town)

Enter Zehir

After the death of his father, Archmage Cyrus, at the hands of the Necromancer Markal, Zehir has vowed revenge against all of the practitioners of death magic. Zehir still has much to learn before he wields the same mystical powers as his father, though, so the young mage must set out on a journey of learning and self-discovery before unleashing his wrath on Markal's forces.

Starting Army:	Starting Resources:
◆ 48 Master Gremlins	◆ 30 Wood
◆ 24 Stone Gargoyles	◆ 30 Ore
◆ 12 Steel Golems	◆ 15 Mercury
◆ First Aid Tent	◆ 15 Crystal
◆ Catapult	◆ 15 Sulfur
	◆ 15 Gem
	◆ 30,000 Gold

Mission Objectives

- ◆ Recapture Kodashman: The proud city has been seized by Markal and turned into a Necropolis city. Zehir must take the city back from Markal's bony clutches.
- ◆ Achieve Level 10: Zehir must prove himself to be the greatest of the mages. Achieve Level 10 through battle to meet this goal.
- ◆ Zehir Must Survive: Zehir cannot fall during battle, lest the mission end in failure.



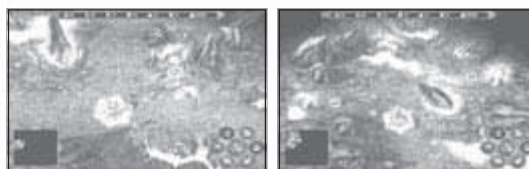
Mission Strategy

This mission is divided into two parts. First you have to take your low-level hero to Level 10, which is accomplished by defeating a series of monsters on the map. You cannot afford to pass up many fights if you want to hit the required level mark, so seek out all the monsters on the overworld map and challenge them. Also, when you discover a treasure chest, take the experience points instead of the gold.

Once you are well on your way to Level 10, start making a move on the Necropolis town of Kodashman, which is located to the south of the eastern deserts. Occasionally, you may spot an enemy hero coming out of the town to wreak havoc; try to avoid him if possible. Your recruitment options on the map are pretty limited, and you can ill afford to lose a solid chunk of your army in one battle unless you absolutely have to engage a hero to earn experience points.

Picking Fights

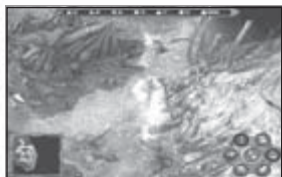
When you begin the mission, immediately start looking for trouble. There are imps and horned demons in the vicinity of the western starting point, and many of them are guarding treasure chests. Crack open the chests and take the experience points to start leveling up and earning new abilities.



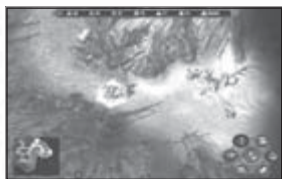
Move to the north to enter a grotto full of monsters and treasure, including horned overseers and succubi. On the way, be sure to stop in at the demon gate (②) to enlist some Inferno troops to round out your small starting army. You will need to recruit demons and undead during this mission to satisfy all of the mission objectives.



There are more monsters to the east, near the alchemist's lab (③) and star axis. Be sure to fight for the Turban of Enlightenment, so you can maximize your mental potential. There are some additional Inferno creatures farther east, such as the familiars holding court near the sulfur dune. The path next to the sulfur dune leads out of the Inferno-controlled part of the map and empties into a crossroads between the desert and the necromancer-dominated Griffin Empire's lands.



Recruit skeletons at the graveyard (④) before heading toward the desert.



At the stone parapet (⑩) at the desert entrance, recruit some stone gargoyles, which will be of enormous help in clearing out the desert to the northeast. You need to keep challenging monsters in the wild to generate enough experience points to achieve Level 10 before making a move on the Necropolis city.

A workshop (⑪) in the desert offers gremlin recruits. Stop in—and fight the guards out front—to keep padding your army with fresh troops. The minotaur kings and vampire lords in the desert are tough fights, but you absolutely need to challenge them and keep picking up experience points. The learning stone at (⑮) is good for a free 1,000 experience points, which is often enough to tip you into a new level bracket.



Save your game often. In the event you fall during a tough battle against powerful foes, such as the vampire lords, you can restart and rethink your moves. Maybe wait another week to do some additional recruiting at the stone parapet and workshop?

Retake Kadashman

Once you are close to Level 10, you can start easing toward Kadashman. A garrison (⑨) blocks your path, and defeating the troops holed up there earns you a lot of experience. You do not need to leave any of your forces at the garrison—chances are only one enemy hero is patrolling the area around the city, and there is nothing in the rest of the map that you need to protect. Besides, you need every single troop you can find for your personal army.



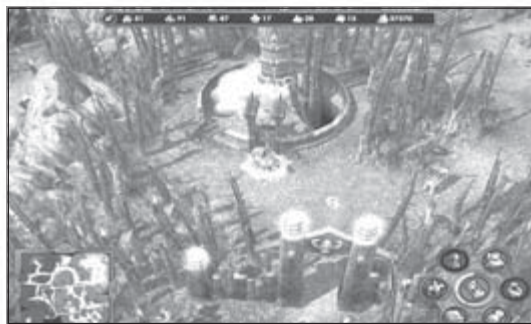
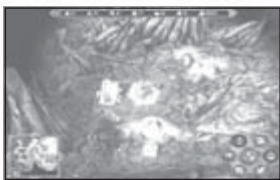
Garrison Army:

- ◆ 11 Ghosts
- ◆ 19 Plague Zombies
- ◆ 29 Skeleton Archers



Watch out for enemy heroes. Roll your mouse over them to check out their armies. If they look large, avoid them, unless you have a lot of troops and are still short of Level 10.

The monolith at (18) warps you to the southwestern corner of the map at (19). There are nightmares and pit lords here, which should give you enough experience to finally cross the Level 10 barrier. If you are still behind, the learning stone offers an extra 1,000 experience. Hopefully, this will put you over the top. The Crown of Sar-Issus is also tucked into the monolith-accessible corner, so pick up the artifact for its benefits against enemy heroes and any garrison left behind at Kadashman.

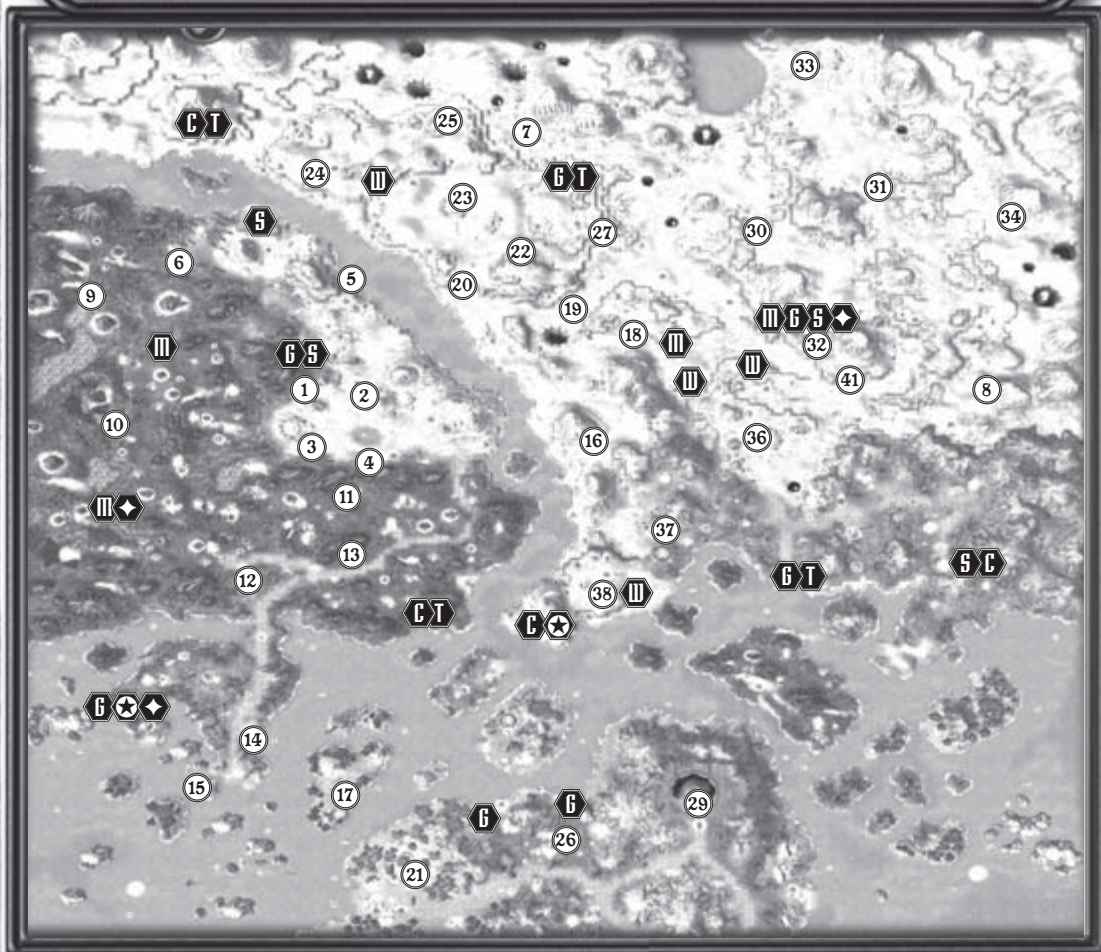


Once you have hit Level 10 and replenished your army at troop recruitment buildings on the map, lay siege to the city ((23)). The city may have a small garrison protecting it, it may have an enemy hero posted at the gate, or it may be deserted if the enemy hero selfishly took all of the recruits for himself while patrolling for you. Once you capture the city, the mission ends in success.

Zehir has started his journey of discovery and struck back against the Necropolis, but he can expect much greater resistance in the following missions. Monsters in the wilds will be more plentiful, and enemy heroes will not patrol the roads so nonchalantly.



Mission 2: The Onslaught



Reclaim the Silver Cities!

Zehir has proved himself an agile warrior, but now he must master the magic of the Academy to defeat the necromancers. Zehir must reclaim the great city of Al Safir, and then take his campaign to other necromancer-controlled cities in the region. Only by laying siege to all of the Necropolis metropolises in the area can Zehir begin weakening Markal's grip on the Haven empire.

Starting Army:

- ◆ 10 Djinn
- ◆ 20 Steel Golems

Starting Resources:

- ◆ 30 Wood
- ◆ 30 Ore
- ◆ 15 Mercury
- ◆ 15 Crystal
- ◆ 15 Sulfur
- ◆ 15 Gem
- ◆ 30,000 Gold

map legend

- | | | | |
|---|---|--|---|
| ⑥ = Gold | ⑦ = Monolith Two-Way (to ⑥ and ⑧) | ⑳ = Newpost (Haven town), Shipyard, Sawmill | ㉔ = Monolith One-Way Entrance (to ㉕), Green Dragons, Sandro's Cloak |
| Ⅲ = Wood | ⑧ = Monolith Two-Way (to ⑥ and ⑦) | ㉑ = Ancient Treants, Dragon Scale Armor | ㉕ = Monolith One-Way Exit (from ㉔) |
| ① = Treasure Chest | ⑨ = Ore Pit | ㉒ = Davves (Necropolis town), Redwood Observatory, Sawmill | ㉖ = Lalum (Necropolis town) |
| ☆ = Ore | ⑩ = Gold Mine, Devils | ㉓ = Gem Mine | ㉗ = Arena, Magic Scroll of Meteor Shower |
| Ⅲ = Mercury | ⑪ = Gem Mine | ㉔ = Gem Mine | ㉘ = Bone Dragons, Four-Leaf Clover |
| ⑥ = Crystal | ⑫ = Ore Pit, Redwood Observatory | ㉕ = Phoenix Feather Cape, Green Dragons | ㉙ = Archangels, Armor of the Forgotten Hero |
| ⑤ = Sulfur | ⑬ = Alchemist's Lab | ㉖ = Alchemist's Lab | ㉚ = Moonblade, Bone Dragons |
| ★ = Gems | ⑭ = Spectral Dragons, Shipyard | ㉗ = Sandals of the Blessed, Archmages | ㉛ = Pit Lords, Elemental Waistband, Dragon Teeth Necklace |
| ① = Sihaam (Academy town) | ⑮ = Ring of Lightning Protection, Wraiths | ㉘ = Sawmill, Boots of the Open Road, Arch Devils | |
| ② = Ore Pit, Gem Mine | ⑯ = Monolith Two-Way | ㉙ = Lorekeep (Necropolis town) | |
| ③ = Sawmill | ⑰ = Sulfur Dune | ㉚ = Sawmill, Garrison | |
| ④ = Titan's Trident | ⑱ = Sword of Might, Angels | ㉛ = Garrison | |
| ⑤ = Boots of Magical Defense, Water Wheel | ⑲ = Redwood Observatory, Ore Pit | ㉜ = Dragon Eye Ring, Titans | |
| ⑥ = Garrison, Monolith Two-Way (to ⑦ and ⑧) | ⑳ = Shipyard | ㉝ = Al Safir (Academy town), Ore Pit | |

Mission Objectives

- ◆ Recapture All Silver Cities: All three prime Silver Cities were captured by Markal's forces. Zehir must liberate these three cities to restore glory to the Academy.
- ◆ Build Magic Guild 5: Build the Magic Guild 5 in Al Safir so you can learn the magic needed to destroy Markal.
- ◆ Capture Lorekeep: Once Zehir has reclaimed the Silver Cities, it is time to take Lorekeep.
- ◆ Zehir Must Survive: Zehir cannot fall during battle, lest the mission end in failure.

Mission Strategy

Zehir has a massive campaign ahead of him. He must liberate a series of Silver Cities from necromancer control, which will take some time, considering he has no additional help at the start of the mission. Consider hiring another hero soon to spread out the work, but make sure that Zehir does the real heavy lifting so that he benefits from getting experience points, leveling up, and learning abilities.

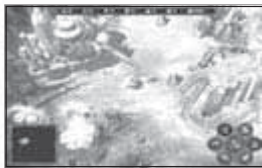
The first goal is to free Al Safir from the necromancers, as it is the center of magic learning in the Academy empire. Once you free that city from tyrannical rule, you can set about building the Magic Guild 5 so you have access to top-level spells—you're going to need them.

Building projects like this takes a lot of resources (not only do you have a required set of buildings to construct, but you must also build upgrades to generate new recruits), so you must actively seek out resources on the overworld map. And with enemy heroes roaming the world, you must sometimes use hired help to maintain your control on resource generators.

Once Al Safir is yours and its magical secrets are unlocked, you can concentrate on taking back the remaining Silver Cities: Lalum and Davves. Reclaiming these for the mages gives you access to new recruits in liberated enemy territory, which are of great help when it comes time to lay siege to the necromancer capital, Lorekeep.

Head for Al Safir

You begin the mission at the gates of Sihaam, a modestly upgraded Academy city. There are several resource generators and resource piles around the city site, so make it a priority to first scoop up those raw materials and start building out your city.



There is no time limit on this mission, so take your time with city development. Upgrade your civic center to ensure a steady stream of income, but make sure you build out troop recruitment centers, starting with such lowly things as the stone parapet. Stone gargoyles may be your weakest troops, but if you start recruiting them right away, you can have a vast army of them by the time you start marching into intense battles against enemy heroes or fortified garrisons.

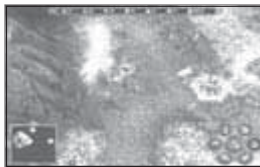
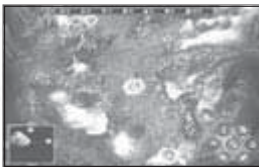


The only catch with taking your time is that enemy heroes do not simply wait for you to come to them. Just a few turns into the mission, you will start hearing the whooshing noise of a nearby monolith two-way (6). This warp site links your corner of the map with the necromancer-controlled eastern land mass, and the Necropolis cities will start churning out heroes to interfere with your operations.

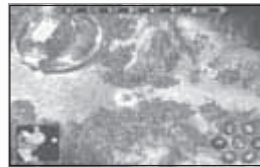
At first, you only have enough forces to clear out the monsters around your city, but if you immediately start building recruitment facilities in Sihaam, you can have some good backup troops to fend off incoming heroes.

There is a way to halt that attack from the monolith two-way: Fortify the garrison in front of the monolith with your own troops. You may be hesitant to sacrifice some of your personal army for a garrison, but consider the benefits. While you continue recruiting to refill your ranks, those troops prevent enemy heroes from entering your part of the map and sucking up resources you need later in the mission.

And a heavily fortified garrison can act as a wonderful deterrent. Enemy heroes may be aggressive, but they aren't crazy. If they pop through the monolith and see a garrison way too strong from their army, they will retreat.



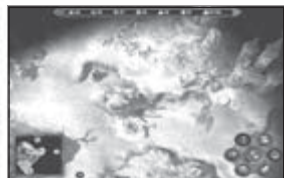
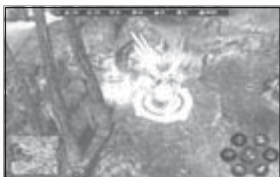
Many of the resources you later need to build out the magic guilds can be found in the Inferno-controlled territories to the east of Sihaam. The downside? The area is crawling with demons and other diabolical creatures. It will take time to recruit the troops you need to clear out the demons and take the resources (such as gem mines) to the east, and since you have already sacrificed some troops at the garrison, this can be a lengthy process.



If you send a hero (either Zehir or a hired hand) to the south of the Inferno territory, you will find a ship. There are some open seas to the south, which lead to a small necromancer enclave. There is a Haven town, Bayworth, and Lorekeep. Lorekeep is the final objective in this mission, so making an attempt on it right now is highly questionable. The Haven town generates a lot of enemy heroes, which makes taking Lorekeep this early a tough battle.

Near the shore of Bayworth is a ship, which enemy heroes will eventually take to the mainland. If you dock your ship next to Bayworth, you risk giving the enemy heroes two ways of getting back to the mainland—which would be a disaster. So if you do manage to take the ship, just sail to (17) to capture the sulfur dune or sail to the east and pick up the artifact along the shoreline.

There are a great many artifacts on this map, such as the Armor of the Forgotten Hero (39). However, almost every artifact is guarded by a high-level monster, like an archangel.



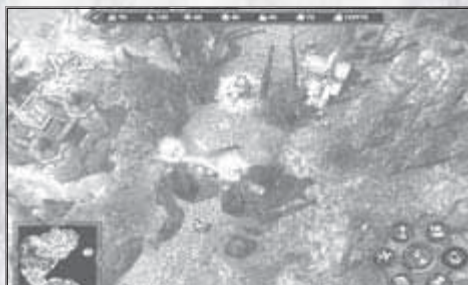
Use the monolith two-ways to cross over to the eastern land mass and start your march on Al Safir. Keep collecting resources on the way to the magical capital. As tempting as it is to start making moves on the other Necropolis cities on this side of the map, concentrate solely on marching to Al Safir. Once you break through the garrisons that guard the city, you can restock troops and then turn your attention to retaking the other Silver Cities.



Use the redwood observatory to reveal the lands on the way to the first garrison (30), which is just to the south of Al Safir. The nearby oasis offers respite for your troops before you begin your assault.

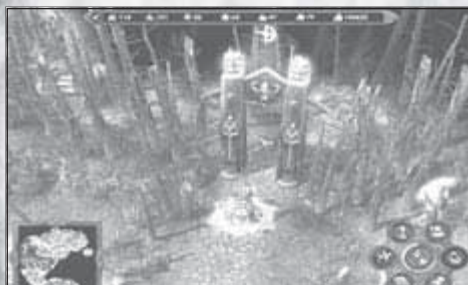
Garrison (2) Army:

- ◆ 15 Ghosts
- ◆ 20 Plague Zombies
- ◆ 50 Skeleton Archers



Garrison (31) Army:

- ◆ 15 Ghosts
- ◆ 20 Plague Zombies
- ◆ 50 Skeleton Archers





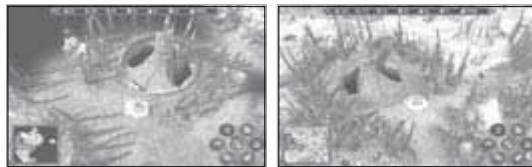
The great city of Al Safir is now before you. Capture the city in the name of the Academy and start your construction efforts. If you have been collecting resources diligently for the duration of the mission up until now, you shouldn't have any difficulty upgrading the magic guild. Be sure to send Zehir to Al Safir once the Magic Guild 5 is complete so he can pick up any new spells it unlocks—this is the way to satisfy the mission objective.

Al Safir is the most advanced city in the Academy empire, complete with a great number of troop recruitment buildings. Recruit as many troops as your budget allows, then set out on the mission to reclaim the remaining Academy cities from necromancer rule.

Al Safir Garrison:

- ◆ 30 Liches
- ◆ 20 Wights
- ◆ 40 Vampire Lords
- ◆ 50 Plague Zombies
- ◆ 70 Spectres
- ◆ 60 Skeleton Archers

Liberate the Silver Cities



The two cities are usually flanked by enemy heroes—the necromancers really turn up the heat once you take Al Safir, and start sending heroes into the world to block your efforts. Some of those enemy heroes command great armies that whittle away at your personal army, while others are more of a nuisance with small forces of a dozen skeletons or so.

Each time you claim a city, be sure to do some recruiting to replace any troops that fell during battle. You need the extra firepower when you manage to secure all Silver Cities and turn your attention to the final objective of the mission: Capturing Lorekeep.

Capture Lorekeep

You can strike a huge blow to the Necropolis campaign by laying siege to and capturing Lorekeep, which is located on the southern part of the map. Use the monoliths to warp back to Sihaam, and then use the ship to the south (near 14) to chart a course for the coast off Lorekeep.



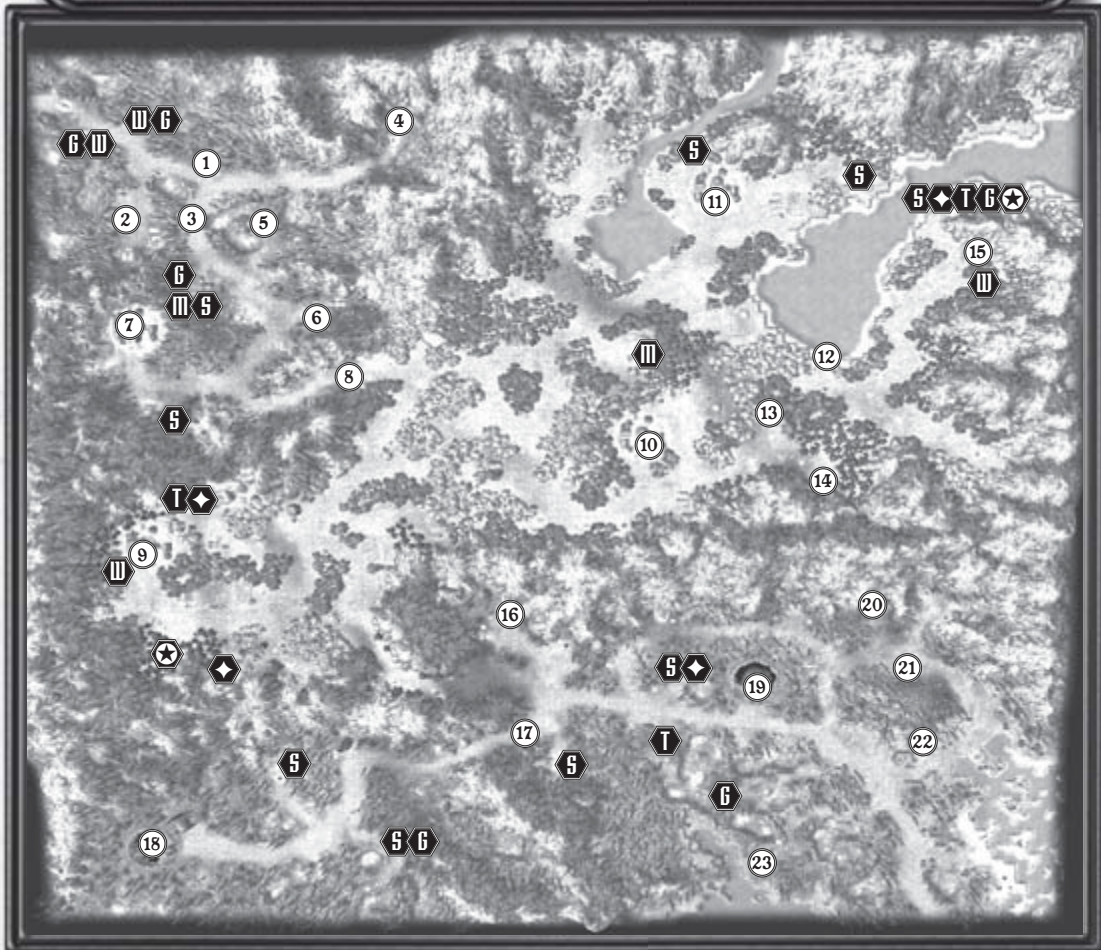
Do not land your ship at the shore near Bayworth—you will have to fight through a few enemy heroes to reach Lorekeep if you do.

Lorekeep may or may not have a garrison, depending on the activities of the enemy heroes stationed near the site. Sometimes they take troops from the garrison for their personal army and then set sail toward the other land masses. Roll your mouse over Lorekeep to check out how many troops are stationed at the city and then plan your attack accordingly. This is your final battle of the mission, so don't hold back. Even if you defeat the Lorekeep garrison with only three gremlins left, you will still win the mission.



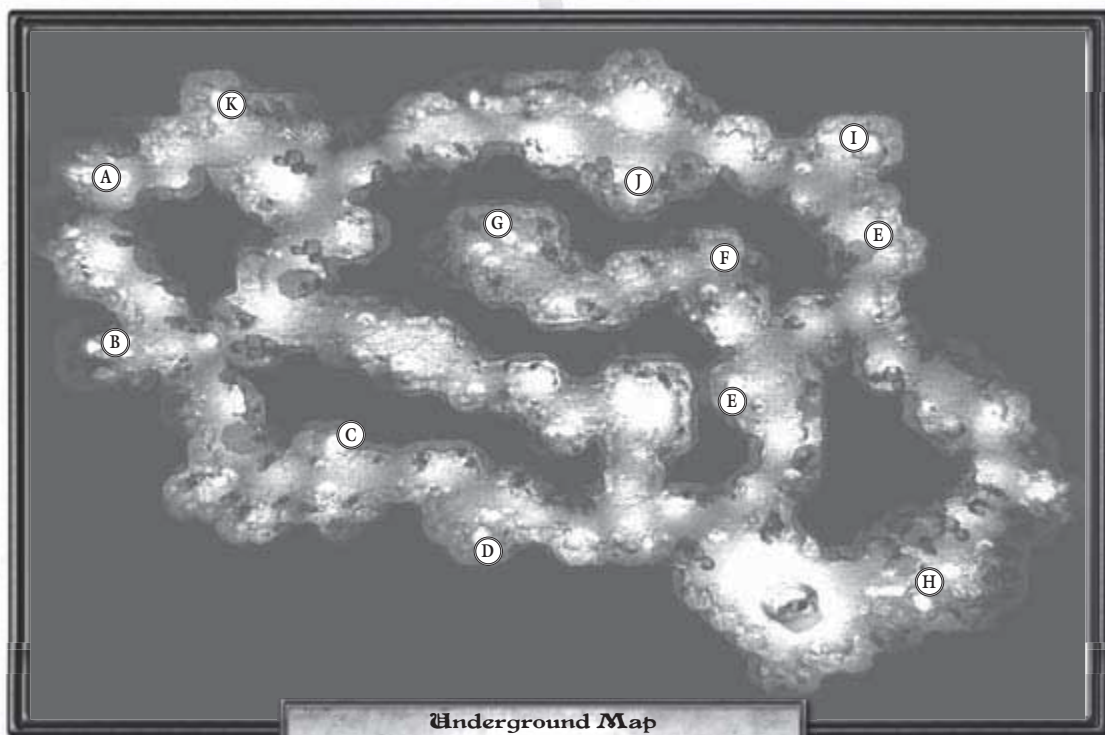
Mission 3: The Revolution

Heroes of Might and Magic V
Walkthrough – Campaign 5 – Mission 3: The Revolution



map Legend

- | | | | |
|---|---|---|--|
| <ul style="list-style-type: none"> ⬢ = Gold ⬢ = Wood ⬢ = Treasure Chest ⬢ = Ore ⬢ = Mercury ⬢ = Crystal ⬢ = Sulfur ⬢ = Gems | <ul style="list-style-type: none"> ① = Windmill ② = Peasant Huts, Campfire, Gremlins ③ = Garrison ④ = Subterranean Gate (to ①) ⑤ = Arena, Iron Golems ⑥ = Stables, Master Gremlins ⑦ = Trading Post, Abandoned Mine, Gryphon Hill (Haven town) ⑧ = Garrison | <ul style="list-style-type: none"> ⑨ = Millfield (Haven town), Sawmill, Sanctuary ⑩ = Vigil (Haven town), Peasant Huts ⑪ = Chillbury (Haven town), Peasant Huts, Water Wheel, Shipyard ⑫ = Gold Mine ⑬ = Sawmill ⑭ = Ore Pit ⑮ = Haven Military Post | <ul style="list-style-type: none"> ⑯ = Black Market, Learning Stone, Gold Mine ⑰ = Garrison ⑱ = Bel-zeri (Necropolis town), Necropolis Military Post ⑲ = Shagarakti (Necropolis town) ⑳ = Sulfur Dune ㉑ = Sawmill ㉒ = Ore Pit, Gem Mine ㉓ = Necropolis Military Post |
|---|---|---|--|



Underground Map

map legend

- | | |
|------------------------------|-------------------------------|
| Ⓐ = Subterranean Gate (to Ⓔ) | Ⓔ = Prison |
| Ⓑ = Haven Military Post | Ⓕ = Ore Pit, Rally Flag |
| Ⓒ = Sulfur Dune | Ⓖ = Ore Pit, Horned Overseers |
| Ⓓ = Sulfur Dune | Ⓗ = Sulfur Dune |
| Ⓔ = Ore Pit | Ⓚ = Sulfur Dune |
| Ⓕ = Wights, Star Axis | |

All for One

Zehir is closing in on Markal, but the necromancer is too powerful for him to take on alone. He must seek out the help of two other heroes, Godric and Findan, to mount a successful attack on Markal. After they dispose of Markal and free the Griffin Empire from his cursed intentions, they must rescue Isabel, who has come to the attention of the demon sovereign. Should the demon sovereign get his infernal hands on the young queen, any chance of saving Ashan is lost.

Zehir's Starting Army:	Starting Resources:
◆ 50 Gremlins	◆ 30 Wood
◆ 20 Obsidian Gargoyles	◆ 30 Ore
◆ Catapult	◆ 15 Mercury
Godric's Starting Army:	◆ 15 Crystal
◆ 25 Peasants	◆ 15 Sulfur
◆ 9 Archers	◆ 15 Gem
	◆ 30,000 Gold

Mission Objectives

- ◆ **Meet Findan:** Zehir must enter the Griffin Empire's lands and connect with the Sylvan hero, Findan.
- ◆ **Free Godric:** Since the Griffin troops will follow only a Haven hero into battle, Zehir must find the prison where Godric is held and free him.
- ◆ **Capture All Haven Cities:** Godric must request Zehir's help to restore order to the Haven cities under the control of the Necromancer Markal.
- ◆ **Destroy Markal's Relics:** The heroes must destroy three special relics that Markal uses to fuel his ambitions. Godric must destroy the Cursed Garrison, Findan must take the Tear of Asha, and Zehir must destroy the Black Crystal.
- ◆ **Zehir, Godric, and Findan Must Survive:** The heroes cannot fall during battle, lest the mission end in failure.

Mission Strategy

As the game enters its final push, all of the heroes must come together to gang up against the demon sovereign's plans, as well as Markal's crazed quest for revenge. The mission begins with Zehir only, and no Haven hero to properly command the troops. You must seek out Godric, who has been imprisoned beneath the surface.

Once Godric has been rescued, you have two heroes to order about. Use the heroes to take back all the Haven cities, then meet up with Findan, the mission's third playable hero. When you have connected with the Sylvan hero, you can stop mad Markal. The necromancer derives his power from three relics: the Black Crystal, the Cursed Garrison, and a stolen Tear of Asha. Set up these relics and you can draw out Markal for a final battle.

Free Godric

As the mission opens, Zehir stands alone against Markal's forces. The wizard must ride to find assistance, delving into enemy territory once more.



There are cities to capture in this mission, and each can be upgraded to recruit more troops. Continue collecting resources by any means possible, such as accessing the windmill at ①. A garrison to the south of the windmill is guarded by 20 squires and 30 marksmen, which are too much for your army just yet. You need your troops to dive into the underworld and rescue Godric first.

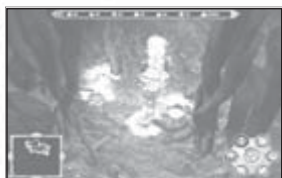


Additional troops and resources can be found at ②, a small clearing with a handful of peasant huts. Some monsters guard the area, but at this point the enemy stacks aren't too thick. You can survive without grievous injury, and refill your ranks at the peasant hut. Don't neglect the resources in the clearing.

After securing some additional forces, head for the subterranean gate at ④, which leads down into the underworld. Godric is being held at ⑥; ride either to the south or the east to access the cavern he is in.



The underworld has plentiful resources, but most are guarded against your efforts. You could take a few, but you need your troops for later conflicts so be choosy about what you lay siege to right now. You can return after you rescue Godric and start building a captured Haven town. You have enough starting resources to make a lot of good city improvements right away. Once you build some troop recruitment facilities in a captured town, return to the underworld and pick up resources guarded by monsters that would have torn up your previous army.

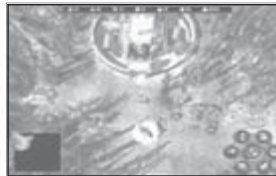


Fortunately, Godric's prison is unguarded when you arrive, and it is flanked by ore, sulfur, and crystal. Click on the prison to break out Godric, giving you an extra set of hands to help explore the countryside and capture the Haven towns currently under Markal's control.



Godric and Zehir

Capture Haven Cities



Back on the surface, start to ride for the Haven towns. To reach them all, you must fight your way through two garrisons, including the one at ③. Between the two heroes, you should now have ample forces to break through the garrison and ride on Gryphon Hill (⑦), the closest town to the subterranean gate back on the overworld map.

Depending on enemy activity, there may or may not be a garrison waiting for you at the Haven towns. With Godric free, you start spotting enemy heroes on the roads that connect the cities. If you're lucky, the enemy heroes get greedy and gut a garrison to augment their personal forces, leaving the towns powerless against your sieges.



Once you capture a Haven city, start using resources to build up the troop recruitment facilities. You need to generate some healthy armies to finish the mission.



After sacking Gryphon Hill, ride east to take the remaining two cities. Another garrison at ⑧ will give you some trouble. There are 10 griffins, 15 squires, and 20 marksmen stationed there. After clearing out the garrison, you may need to fall back to Gryphon Hill and recruit additional troops. Consider leaving troops behind at the garrison so enemy heroes cannot slip through and take back Gryphon Hill while you're away.

Continue the push to capture Haven towns. The next stop should be Millfield (9). By this time, you probably need



to retreat to the underworld to grab some resources and keep your aspirations on track. Building out cities starts getting expensive, in terms of both gold and resources, but you need to keep upgrading them to fill out your armies.



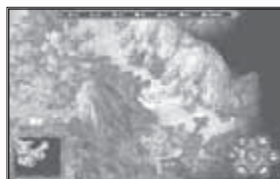
You will encounter enemy heroes riding between the towns. Some can be avoided, but dodging an enemy just increases the risks of an attack on one of your towns.



The last Haven town you need to take is Chillbury (11) to the north. The road isn't too long, but the chances of encountering enemy heroes

are high. Fortunately, Chillbury is already an advanced town, full of fresh recruits of the highest level. With a few quick improvements, you can start recruiting angels and archangels. Beware—such impressive troops come at great expense. Still, you will need the extra power to push through to Markal's side of the map (to the south), and lay waste to a series of relics that fuel his ambitions.

As soon as you've captured all four Haven towns and built out some good armies, head south to the necromancer's territory. As you near the border of his empire, you meet up with Findan. The Sylvan hero is more than happy to see you, as he needs your assistance in destroying Markal's three relics.



Destroy Markal's Relics

Findan outlines the three relics of power under Markal's control. The Black Crystal is a chilling stone that gives Markal unlimited mana, which explains why he's been able to use so much magic to bend the Haven empire to his will. The Cursed Garrison allows Markal access to almost unlimited troops, granting him the ability to assemble insane armies of undead. And finally, Markal has stolen a Tear of Asha and repurposed it for his own nefarious means. The Tear has brought him incredible prosperity, which he has used to further his terrible plot.

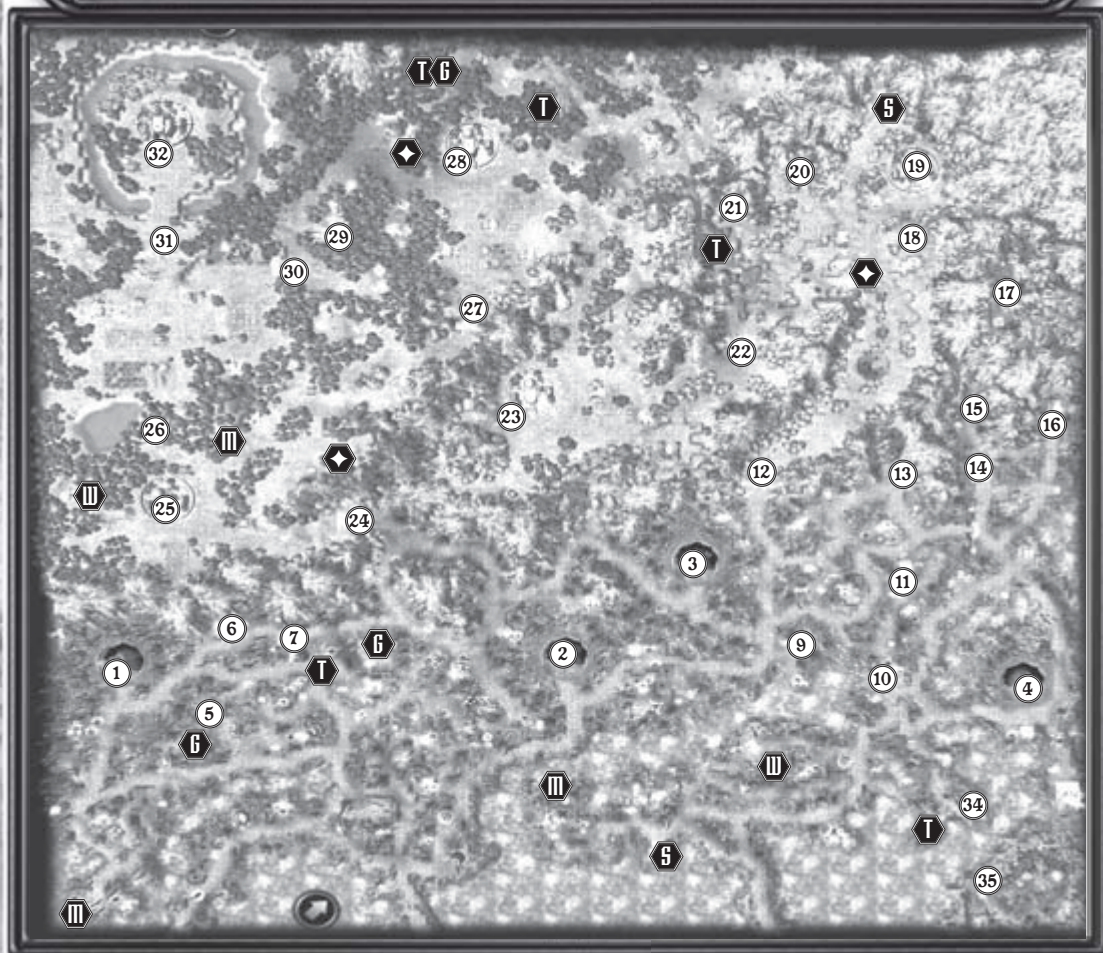
Findan assigns each hero the task of destroying a specific relic. Findan will take the Tear of Asha, which is in Shagarakti (19). Laying siege to the town frees the wondrous relic from Markal's twisted intentions.



Godric is assigned the Cursed Garrison (23), a horrific building that generates undead creatures. Zehir is assigned the Black Crystal, which sits outside the gates of Bel-zeri (18). Before sending the heroes to their assignments, build up their armies. Use the facilities at each captured Haven town (you have been upgrading, yes?) to generate new recruits. Even out the armies, because each task will require a sizable force. There is no need to match troops with heroes of the same faction. True, you needed Godric to rally the Haven troops earlier in the mission, but now all troops recruited from the Haven cities obey the commands of Zehir and Findan as well.

Once you push into the southern half of the map and take out these three relics, you can put a stop to Markal's power grab. Zehir, whose father died at the hands of the wily necromancer, has a particular interest in his downfall. But Zehir does not have the luxury of savoring victory right now. He must help the other heroes rescue Isabel, who will soon fall into the hands of the demon sovereign if she is not purged of a dreaded curse.

Mission 4: Isabel



map legend

- | | | | | |
|---|---|---|--|--|
| G = Gold | 2 = Ammisaduqa (Necropolis town) | 12 = Garrison | 19 = Merlon (Haven town), Sawmill, Sulfur Dune | 26 = Axe of the Mountain Lords |
| W = Wood | 3 = Apal-shipak (Necropolis town) | 13 = Crystal Cavern | 20 = Ore Pit | 27 = Garrison |
| T = Treasure Chest | 4 = Latro (Necropolis town), Sawmill | 14 = Crystal Cavern | 21 = Crystal Cavern | 28 = Dunhart (Haven town), Crystal Cavern |
| O = Ore | 5 = Gem Mine | 15 = Monolith Two-Way (to 18 and 17) | 22 = Garrison, Gem Mine | 29 = Sulfur Dune |
| M = Mercury | 6 = Ore Pit | 16 = Alchemist's Lab | 23 = Ashwick (Haven town), Peasant Hut | 30 = Garrison |
| C = Crystal | 7 = Garrison, Ruined Tower | 17 = Monolith Two-Way (to 15 and 18), Redwood Observatory, Red Keymaster Tent | 24 = Garrison | 31 = Garrison |
| S = Sulfur | 8 = Sulfur Dune, Crystal Cavern | 18 = Monolith One-Way (to 15 and 17), Sulfur Dune | 25 = Palespring (Haven town), Hill Fort, Windmill, Peasant Huts | 32 = Stormdale (Haven town) |
| D = Gems | 9 = Ore Pit, Refugee Camp | | | 33 = Monolith Two-Way |
| 1 = Amel-ishkun (Necropolis town), Sawmill | 10 = Sulfur Dune | | | 34 = Red Border Guard |
| | 11 = Gem Mine, Golem Forge, Ore Pit | | | |

The Queen

The heroes have destroyed Markal, but the necromancer was a mere nuisance compared to the threat of the demon sovereign. Isabel is part of an ancient prophecy, the final stages of which are unfolding. Findan believes he can perform a rite to purge the queen of the evil inside her, but he must get to her first. Zehir, Findan, and Godric set out across the poisoned lands of the Griffin Empire, hoping to find the queen before she is transported to the demon realm.

Zehir's Starting Army:

- ◆ 30 Gremlins
- ◆ 30 Obsidian Gargoyles
- ◆ 10 Iron Golems
- ◆ 15 Archmages
- ◆ 15 Djinns
- ◆ Ballista
- ◆ First Aid Tent
- ◆ Ammo Cart
- ◆ Catapult

Godric's Starting Army:

- ◆ 10 Angels
- ◆ 40 Archers
- ◆ 20 Clerics
- ◆ 30 Griffins
- ◆ Ballista
- ◆ First Aid Tent
- ◆ Catapult

Findan's Starting Army:

- ◆ 25 Druid Elders
- ◆ 20 Silver Unicorns
- ◆ 10 Ancient Treants
- ◆ 40 Sprites
- ◆ Ammo Cart
- ◆ Catapult

Raelag's Starting Army:

- ◆ 20 Deep Hydras
- ◆ 30 Assassins
- ◆ 30 Minotaur Guards
- ◆ 20 Grim Raiders
- ◆ Catapult

Shadya's Starting Army:

- ◆ 30 Assassins
- ◆ 40 Blood Furies
- ◆ 30 Minotaurs
- ◆ 25 Hydras
- ◆ First Aid Tent

Starting Resources:

- ◆ 30 Wood
- ◆ 30 Ore
- ◆ 15 Mercury
- ◆ 15 Crystal
- ◆ 15 Sulfur
- ◆ 15 Gem
- ◆ 30,000 Gold

Mission Objectives

- ◆ Capture Isabel and Perform Ritual: After the deaths of Nicolai and Markal, it is up to the three heroes to save Isabel from herself. The queen must be captured and cleansed.
- ◆ Confront Raelag: Raelag's Dungeon elves have returned. The trio of heroes must approach Raelag and discern his motives for returning to Isabel.
- ◆ Zehir, Findan, Godric, Raelag, and Shadya Must Survive: None of the heroes can fall during battle, lest the mission end in failure.

Mission Strategy

Loose ends are slowly tied up in this mission. You begin with Godric, Findan, and Zehir under your command, but soon the cast envelops Raelag and Shadya, who also have an interest in reaching Isabel before the demon sovereign can get her. Your task is to bring the five heroes together to defeat Isabel's army and save her from not only the demon sovereign and his curse, but also from herself. The effect of Nicolai's transformation and second death has been too much for the young queen and her psyche is cracking.

The three heroes must split up and ride through Haven lands en route to Stormdale, where Isabel cowers. If the heroes can break through enemy territory and a gauntlet of hearty garrisons, they can connect with Raelag and reach Isabel.

Exploration and Reclamation

Zehir, Godric, and Findan do not begin the mission in the same place; they are spread across the southern edge of the map. (From left to right: Godric, Findan, Zehir.) Each hero is close to at least one Necropolis town that needs to be captured and controlled. Each captured Necropolis city allows you to replenish spent forces.



As you push into Necropolis lands, seek out resources like the ore pit at (6). You can also do some troop recruitment at stand-alone buildings like the ruined tower (7). There are crystal caverns at (13) and (14), which help with high-level improvements once you capture your first Necropolis city.

Keep the three heroes apart. It may be tempting to let them explore together—it would, after all, be easy to trade troops if they were always in the same areas. But you need to capture the Necropolis towns and gather up resources, which is easier to do with the three heroes separate. Besides, each hero has a great starting army that can take on most of the initial fights.



As soon as you capture your first Necropolis city, start making upgrades. These cities are not terribly advanced; if you want to recruit more than skeletons and zombies, you need to spend gold and resources to build up the facilities.



If resources are scarce, concentrate upgrades on one of the cities. Pick a central city, like Ammi-saduqa (2), so it is easy for all three heroes to reach the town and do some weekly recruiting.



After taking your first Necropolis city, you spot Raelag and Shadya on the map. They are south of Stormdale, just outside the final garrison.

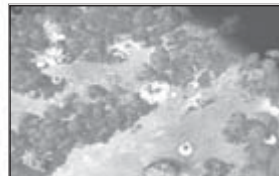
There is no time limit for this mission, so do some exploring. There is a lot to see on this map, and many resource generators (such as a sawmill near (4)) help the war efforts.



Monolith two-ways help your heroes get around the map, but you must visit the red Keymaster tent at (17) and unlock the red border guard at (34) before you can make the most of them.

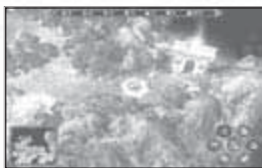
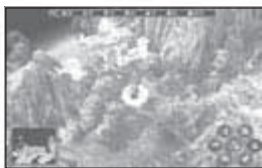
Meeting Raelag

After you have explored the majority of the map, turn your attention to reaching Raelag and Shadya, who are near Stormdale. To reach them, you must break through a few garrisons and contend with some enemy heroes who attempt to undo your progress thus far.



The Haven towns along the northern border are still under Isabel's sway (even though Markal is gone) and will send out heroes

not only to interrupt your travels, but to seek out the Necropolis townships of which you just took possession. It isn't required that you hold on to the Necropolis cities to complete the mission, but they are extremely helpful to have. If you need troop reinforcements, it's a good strategy to cut down enemy heroes before they can make a play for your hard-won real estate.



The first major garrison is at (24), but depending on enemy hero movements, there may not be any troops there for you to deal with. This also holds true for the garrison at (27), which leads you closer to Raelag and Shadya.



Ride north to Dunhart (28) and capture the Haven city to recruit some fairly high-level Haven troops before confronting Raelag and making an attempt on Isabel's army.



Two more garrisons lie between you and Isabel, but only the one at (31) has a guaranteed army stationed at it. Once you pass through (30), you meet up with Raelag and Shadya. The two Dungeon heroes have arrived to help Isabel, too, so the five of you agree to join forces and rout Isabel's army. Only after she has been disarmed can you save her.



Garrison at (31):

- ◆ 10 Paladins
- ◆ 25 Inquisitors
- ◆ 30 Imperial Griffins
- ◆ 100 Archers

Rescuing Isabel

Isabel is waiting for you at the gates of Stormdale. She is still mad from the effects of Markal's influence and the shock of seeing her beloved turned into a vampire at her own hands. She will fight you with all her might, since she doesn't know who to trust anymore.



Isabel's army is exceedingly tough. Even if you have done heavy recruiting to date, you will probably need to gather up the heroes and pool your troops into one super-army. Raelag and Shadya each have great armies; consider taking the hydras and grim raiders from their forces and combining them with the best troops from your existing forces.

Isabel's Army:

- ◆ 21 Griffins
- ◆ 30 Paladins
- ◆ 10 Angels
- ◆ 7 Archangels
- ◆ 21 Clerics
- ◆ 131 Conscripts
- ◆ 196 Marksmen

Once Isabel's army has been defeated, Findan can attempt the sacred rite on her. If he is successful, he purges the evil inside her that has attracted the attention of the demon sovereign.

Mission 5: The Sovereign

Final Battle

The journeys of the four heroes have taken many twists and turns. Godric started out as Isabel's counsel, only to watch her fall for the wiles of the Necromancer Markal. Findan set out to maintain the harmony of his kingdom, and now stands on the edge of an abyss in a faraway land. Zehir wanted only to banish the undead from the Academy lands, but now has come face to face with the truest form of evil.

But Raelag's journey is by far the strangest. He started life as a wretched demon, fell in love, and now finds himself seeking to alter the very essence of his being. The quartet stands at the door to the demon kingdom, ready to banish these infernal monsters back to their prison. Can the heroes hold out against wave after wave of demon attacks and strike down the demon sovereign?



Findan's Starting Army:

- ◆ 170 Sprites
- ◆ 92 War Dancers
- ◆ 45 Master Hunters
- ◆ 30 Druid Elders
- ◆ 32 Silver Unicorns
- ◆ 35 Ancient Treants
- ◆ 25 Emerald Dragons

Ammo Cart

Catapult

Godric's Starting Army:

- ◆ 200 Conscripts
- ◆ 90 Marksmen
- ◆ 43 Squires
- ◆ 30 Imperial Griffins
- ◆ 28 Inquisitors
- ◆ 36 Paladins
- ◆ 24 Archangels
- ◆ First Aid Tent
- ◆ Catapult

Raelag's Starting Army:

- ◆ 68 Scouts
- ◆ 36 Blood Furies
- ◆ 22 Minotaur Kings
- ◆ 18 Grim Raiders
- ◆ 39 Deep Hydras
- ◆ 37 Shadow Matriarchs
- ◆ 24 Black Dragons

First Aid Tent

Catapult

Zehir's Starting Army:

- ◆ 140 Master Gremlins
- ◆ 80 Obsidian Gargoyles
- ◆ 46 Steel Golems
- ◆ 30 Archmages
- ◆ 32 Djinn Sultans
- ◆ 27 Rakshasa Rajas
- ◆ 33 Titans
- ◆ Catapult

Starting Resources:

- ◆ None

Mission Objectives

- ◆ Save Isabel: Queen Isabel was captured by the demon sovereign. The heroes must rescue her from his infernal clutches.
- ◆ Capture Biara: Agrael's former succubus blocks the road to the demon sovereign's palace. Find and capture the succubus to clear a path to Isabel.

- ◆ **Confront Demon Sovereign:** The heroes must meet the demon sovereign in his palace and defeat him once and for all.
- ◆ **All Heroes Must Survive:** None of the heroes can fall during battle, lest the mission end in failure.

Mission Strategy

This is the final battle—you have tracked the demon sovereign to his infernal palace, beyond the demon gates that prevent the Inferno forces from completely ruining Ashan. The heroes must first coalesce in the center of the map around Biara's position. There is only one way for each hero to go, but between the heroes and Biara are a series of garrisons stocked with some of the nastiest demons you've ever encountered.

Once the heroes fight their way through the garrisons and meet up at the gates of Biara's stronghold, each hero must do battle with the succubus's army. Biara commands one army for each hero, and to get through to the demon sovereign, each hero must defeat Biara once.

After defeating Biara, the four heroes march ahead on the demon sovereign's palace for the final series of battles. Three of the heroes must confront the demon sovereign's garrisons that protect his palace behind thick walls. As soon as you breach the palace defenses, the demon sovereign attacks each hero directly, using a different army for each.

If you manage to defeat all of the infernal monsters, you can strike a fatal blow against the demon sovereign himself and hopefully save Ashan from a fiery fate.



There is no way to recruit new troops in this final mission. Whatever troops you start with are all you get for the rest of the battles.

Garrisons



The garrisons are the demon sovereign's first line of defense against the heroes. Play conservatively, attacking stacks that you know you can defeat in one or two attacks—you cannot afford to lose too many troops early in the mission, or it will be impossible to defeat the demon sovereign at the end of the mission.

Findan's Garrison:

- ◆ 6 Arch Devils
- ◆ 7 Pit Lords
- ◆ 15 Nightmares
- ◆ 30 Succubus Mistresses
- ◆ 34 Cerberi
- ◆ 80 Horned Overseers
- ◆ 100 Familiars

Godric's Garrison:

- ◆ 5 Arch Devils
- ◆ 9 Pit Lords
- ◆ 15 Nightmares
- ◆ 30 Succubus Mistresses
- ◆ 34 Cerberi
- ◆ 80 Horned Overseers
- ◆ 100 Familiars

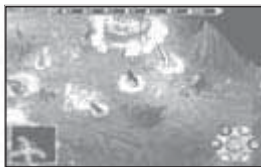
Raelag's Garrison:

- ◆ 5 Arch Devils
- ◆ 9 Pit Lords
- ◆ 15 Nightmares
- ◆ 30 Succubus Mistresses
- ◆ 34 Cerberi
- ◆ 80 Horned Overseers
- ◆ 100 Familiars

Zehir's Garrison:

- ◆ 3 Arch Devils
- ◆ 13 Pit Lords
- ◆ 15 Nightmares
- ◆ 30 Succubus Mistresses
- ◆ 34 Cerberi
- ◆ 80 Horned Overseers
- ◆ 100 Familiars

Biara



Biara controls the outer gates of the demon sovereign's palace. Each hero lays siege to the gates to pass through. Biara attacks without mercy, doing everything she can to defeat your troops with ranged attacks before opening the door in the walls. That's when your ground-based, melee-attack troops can finally do some serious damage to Biara's forces.

Biara's Army for Godric:

- ◆ 30 Horned Overseers
- ◆ 30 Cerberi
- ◆ 30 Hell Chargers
- ◆ 73 Familiars
- ◆ 40 Succubus Mistresses
- ◆ Ballista
- ◆ Ammo Cart
- ◆ First Aid Tent

Biara's Army for Findan:

- ◆ 50 Familiars
- ◆ 40 Succubus Mistresses
- ◆ 30 Arch Devils
- ◆ Ballista
- ◆ First Aid Tent
- ◆ Ammo Cart

Biara's Army for Zehir:

- ◆ 50 Familiars
- ◆ 40 Succubus Mistresses
- ◆ Ballista
- ◆ First Aid Tent
- ◆ Ammo Cart

Biara's Army for Raelag:

- ◆ 50 Familiars
- ◆ 30 Cerberi
- ◆ Ballista
- ◆ First Aid Tent
- ◆ Ammo Cart

Demon Sovereign Palace Defenses

The demon sovereign attacks three of your four heroes at the palace gates with heavy armies, fortified with elementals and succubus mistresses. The succubus mistresses have chained ranged attacks that can tear through your forces, so make them a priority target.

Demon Sovereign's Army for Godric:

- ◆ 100 Familiars
- ◆ 70 Succubus Mistresses
- ◆ 25 Hell Chargers
- ◆ 45 Fire Elementals
- ◆ Ballista
- ◆ First Aid Tent
- ◆ Ammo Cart

Demon Sovereign's Army for Findan:

- ◆ 125 Familiars
- ◆ 70 Succubus Mistresses
- ◆ 25 Hell Chargers
- ◆ 45 Water Elementals
- ◆ Ballista
- ◆ First Aid Tent
- ◆ Ammo cart

Demon Sovereign's Army for Raelag:

- ◆ 125 Familiars
- ◆ 70 Succubus Mistresses
- ◆ 25 Hell Chargers
- ◆ 45 Air Elementals
- ◆ Ballista
- ◆ First Aid Tent
- ◆ Ammo Cart

Demon Sovereign

Now you have finally fought your way to the demon sovereign—the diabolical villain can no longer hide behind his palace walls. These fights are tough, because you are down to few troops by this point. But if you can survive all four battles, you will win back Isabel and banish the demon sovereign to the infernal beyond.



Demon Sovereign's Army for Godric:

- ◆ 40 Nightmares
- ◆ 61 Familiars
- ◆ Ballista
- ◆ First Aid Tent
- ◆ Ammo Cart

Demon Sovereign's Army for Findan:

- ◆ 40 Succubus Mistresses
- ◆ 72 Familiars
- ◆ 50 Cerberi
- ◆ Ballista
- ◆ First Aid Tent
- ◆ Ammo Cart

**Demon Sovereign's Army
for Zehir:**

- ◆ 60 Nightmares
- ◆ 73 Familiars
- ◆ 20 Pit Lords
- ◆ 60 Cerberi
- ◆ Ballista
- ◆ First Aid Tent
- ◆ Ammo Cart

**Demon Sovereign's Army
for Raelag:**

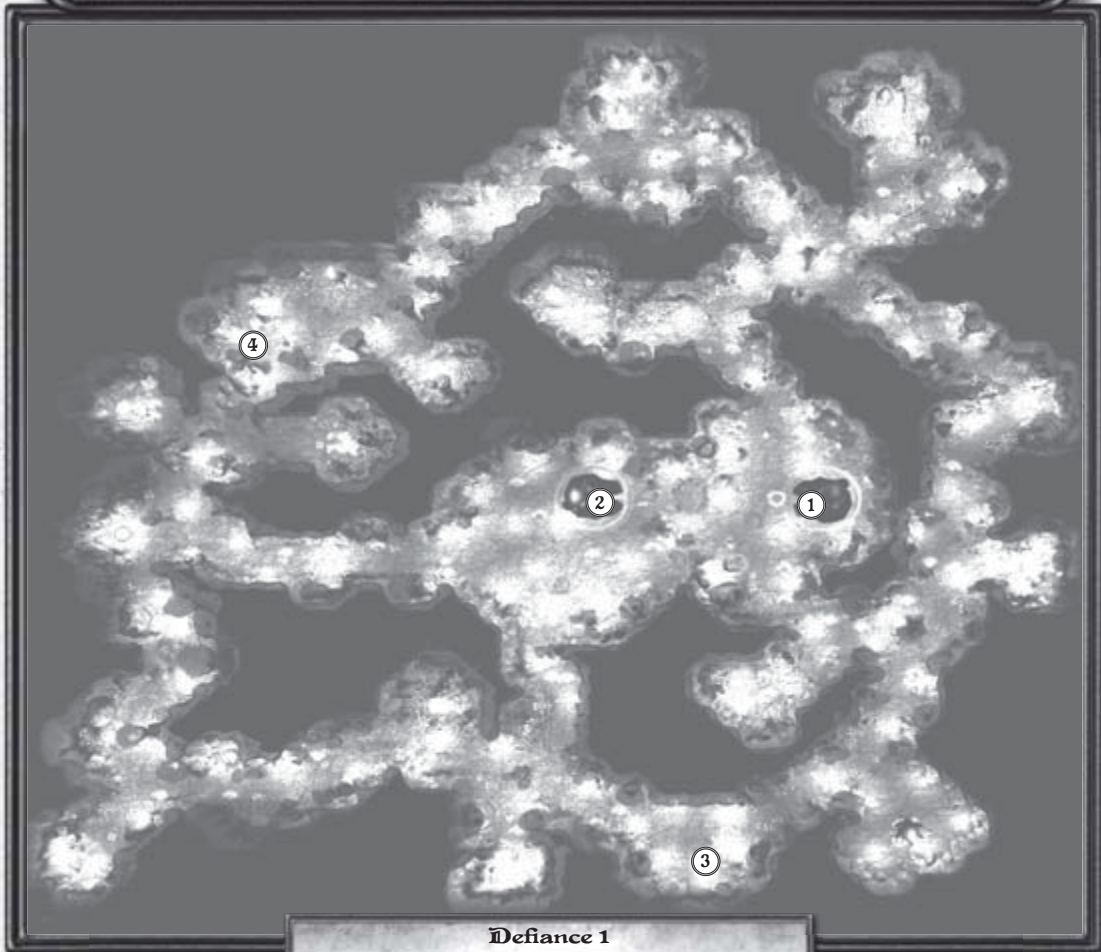
- ◆ 50 Cerberi
- ◆ 78 Familiars
- ◆ 2 Death Knights
- ◆ 40 Archliches
- ◆ 20 Earth Elementals
- ◆ Ballista
- ◆ First Aid Tent
- ◆ Ammo Cart

If you manage to fight through all the demon armadas, from the initial garrisons to the last of the demon sovereign's cerberi, you will finally rescue Queen Isabel. But at what price is victory? Will the world of Ashan ever be the same after the machinations of the necromancers and the demons?



Single Scenarios

Heroes of Might and Magic V Single Scenarios



Defiance 1

map legend

- ① = Halad (Dungeon capital)
- ② = Talosthra (Dungeon town)
- ③ = Subterranean Gate (to B)
- ④ = Subterranean Gate (to C)





Defiance 2

map legend

- (A) = Timberwood (Haven town)
- (B) = Subterranean Gate (to ③)
- (C) = Subterranean Gate (to ④)
- (D) = Garrison
- (E) = Garrison
- (F) = Lighthouse

Historic Conflicts

The history of Ashan is one of bloodshed. Now you have a chance to relive some of the most intense trials and tribulations that the planet has ever seen. These special single scenarios are stand-alone battles that are outside the timeline of events covered in the regular single-player campaign. Each is self-contained and stars a different hero. The levels you earn, the artifacts you collect, and the resources you gather do not carry over from one mission to the next.

The campaign missions in each scenario have the same general flow. You sack towns, build armies, and confront enemy heroes. In some instances, however, you are offered alternative methods for solving problems or meeting goals. For example, in the Ranger mission, you must seek out a Tear of Asha not by touching obelisks but by following a series of cryptic signposts.

Good luck, brave adventurer—you're history!

note

Three of the nine single-scenario missions—**Diplomat**, **Dragon**, and **Pariah**—are found exclusively in the special edition of *Heroes of Might and Magic V*.

568 Y&D: Defiance

Two years have passed since the War of the Tears of Fire. The dark elves, still reeling from the death of their leader, Tuidhana, are searching desperately for a new homeland. The elves of the Sylvan faction are determined to extinguish their brethren in revenge, so the dark elves must hold whatever ground they still cling to while repelling a mounting attack from an Irollan army.

Eruina's Starting Army:	Starting Resources:
◆ 12 Scouts	◆ 30 Wood
◆ 6 Blood Furies	◆ 30 Ore
◆ Ammo Cart	◆ 15 Mercury
◆ Catapult	◆ 15 Crystal
	◆ 15 Sulfur
	◆ 15 Gem
	◆ 30,000 Gold

Mission Objectives

- ◆ **The Capital Must Not Fall:** The capital city of Halad must not fall to the threat of rival Dungeon clans or the incoming Sylvan army.
- ◆ **Destroy the Irollan Elven Army:** The elves have commissioned a large army to snuff out Eruina's clan. Defeat these forces to ensure survival of the clan.

- ◆ **Seize All Towns of Farwind Island:** Lay siege to and capture the Haven city on Farwind Island above the Dungeon city of Halad.
- ◆ **Eruina Must Survive:** Eruina cannot fall during battle, lest the mission end in failure.

Mission Strategy

At the beginning of the mission, the Sylvan elves are a distant problem. The warring clans of dark elves are the immediate threat to your survival, and your rival Sinitar is leading his own phalanx of heroes out of the neighboring Dungeon metropolis of Talosthra (2) to stomp out Halad and take control of the rapidly splintering faction.



At the start of the mission, your army is hardly large enough to take down Sinitar. Immediately start using your resources to build up Halad,

installing new troop recruitment features on almost every turn. Unfortunately, while you are building up your forces, Sinitar is also raising an army—and hiring extra heroes to help him take down Halad and assimilate your clan into his.

His heroes, thankfully, are not terribly organized. They prey on Talosthra's garrison for their own armies and recruit new creatures every week without a central plan for disbursement. You may end up fighting three decent-sized armies instead of one massive one, and unless Sinitar's heroes strike out and start gathering up resources, they soon run out of materials to improve their city and recruit creatures.



While you deal with the dark elves below the crust, the Haven heroes above continue to build out their city on the island. The Haven heroes multiply over

the course of the mission, but they do not show much interest in meddling in your affairs. Since sacking Timberwood (A) is a secondary objective in this mission, you may be able to escape without tussling with the Haven squires. The resources surrounding their city are too plentiful to pass up, though. After you destroy your rival Dungeon heroes, you may need to strike out to the surface to replenish your supplies and keep recruiting in anticipation of the Irollan army.

*By the time you lay siege to Tal-
ostbra, the Dungeon metropolis
should be fairly advanced—
much to your benefit.*



If you decide to pursue the Haven faction and claim the Haven city, you must exit the underworld through one of the two subterranean gates. The catch is that each surface exit is behind a garrison and is protected by a strong group of creatures, such as titans. Pressing through the creatures and the garrison significantly weakens your army, which sends you back below the surface to recruit fresh troops.

Once you break through a garrison, you must take on the Haven heroes (there may be two or three by this point) and defeat them to claim Timberwood. You can recruit troops from the Haven city at this point, but remember that you will suffer a loss in Morale for commanding creatures not from your faction. With a sizable elf army en route to the island, it may be best to stick with Dungeon creatures for the time being and recruit from Timberwood only in an emergency.



You may want to leave your own troops at the garrisons leading to the underworld. That will slow down the elven army if you decide to let it pursue you to the gates of Halad.



While you may not want to recruit from Timberwood, be sure to build out its civic centers to keep the gold rolling into your coffers.



High-level creatures guard the lighthouse (F) on the northern end of the island, but they stand watch over a powerful artifact.

After you sack Timberwood—or linger on the surface for several turns—the Sylvan army starts its final approach on the island. The Syl-



van forces sail for the shoal in front of Timberwood. If you have a sizable army, wait for them and strike them down as soon as they step off the ship. If the elves arrive while you are below the surface, any work you did around Timberwood will be systematically undone.

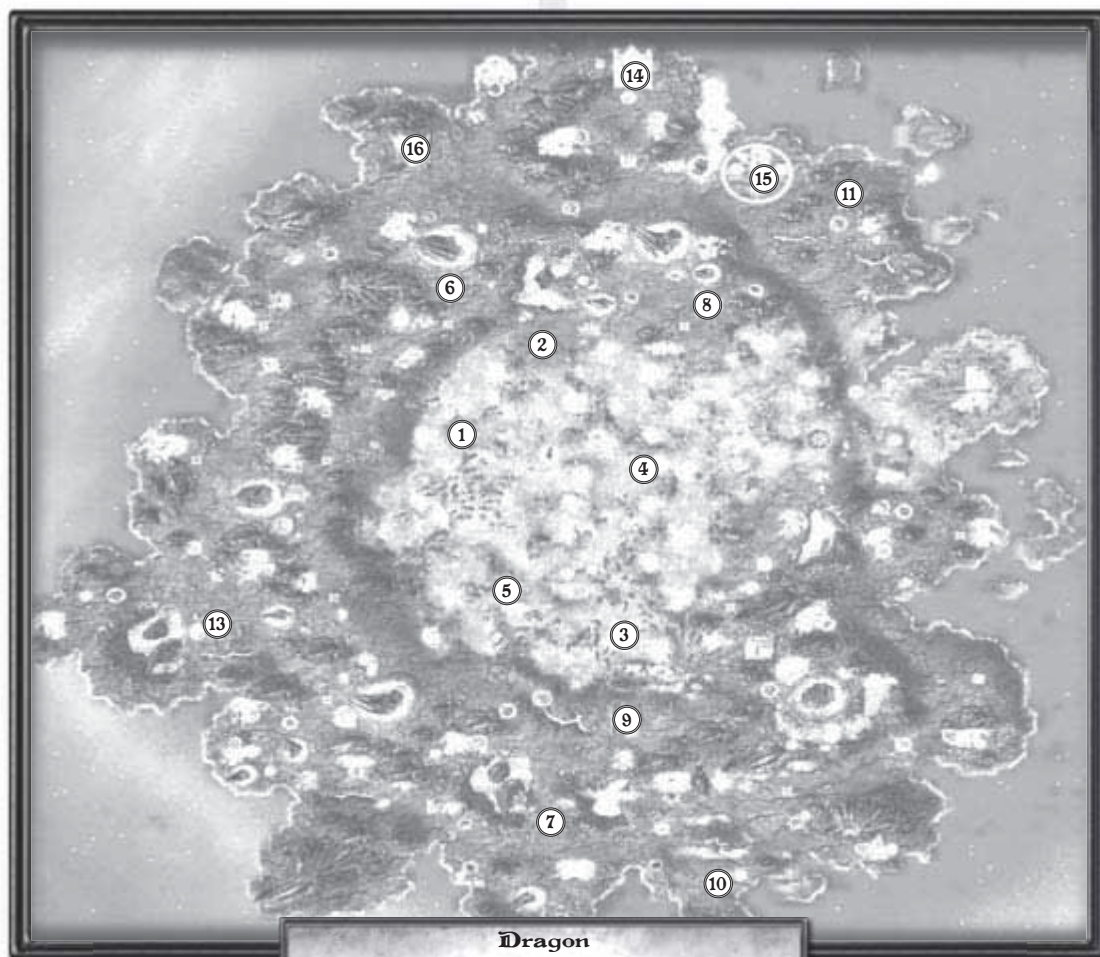
The Sylvan elves have stocked their army with an array of powerful creatures. You have to fight ancient treants, druid elders, and dragons to survive. You must counter these forces with high-level Dungeon creatures of your own, like brutal minotaur guards, grim raiders, and dragons. Spare no expense—this is the fight of your life.

Sylvan Army:

- ◆ 4 Ancient Treants
- ◆ 8 Druid Elders
- ◆ 26 Sprites
- ◆ 17 War Dancers
- ◆ 13 Master Hunters
- ◆ 6 Silver Unicorns
- ◆ 2 Green Dragons
- ◆ Ballista
- ◆ First Aid Tent
- ◆ Ammo Cart

717 Y&D: Dragon

Defend Ashan from the threat of the demon forces. A secret order needs to recruit new members into their order, but they will not accept just anybody. They require a hero with the mental acumen to solve tough problems on the battlefield, and they have devised a clever test at the Valley of Riddles to weed out any inferior applicants.



map legend

- | | |
|---------------------------------------|------------------------------|
| ① = Keymaster Tent | ⑨ = Necropolis Military Post |
| ② = Border Guard | ⑩ = Keymaster Tent |
| ③ = Hunters Cabins, Gremlin Workshops | ⑪ = Border Guard |
| ④ = Peasant Huts | ⑫ = Haven Military Post |
| ⑤ = Imp Crucible | ⑬ = Haven Military Post |
| ⑥ = Keymaster Tent | ⑭ = Academy Military Post |
| ⑦ = Border Guard | ⑮ = Dragon Utopia |
| ⑧ = Necropolis Military Post | ⑯ = Temple of the Fallen |

Vittorio's Starting Army:

♦ 1 Peasant

Starting Resources:

♦ 1,000 Gold

Mission Objectives

- ♦ Escape the Valley of Riddles: Solve three riddles to find your way off the island and into the secret order.
- ♦ Vittorio Must Survive: Vittorio cannot fall during battle, lest the mission end in failure.

Mission Strategy

Completing this mission requires both battle-readiness and math skills. The island is divided into three rings, each locked by a border guard. Each ring has a keymaster tent, but instead of handing off a colored border pass, the keymaster tent tells you a riddle that must be solved to the satisfaction of the border guard before you are allowed to pass into the next ring.



Each riddle is a story problem. Without divulging the actual required numbers, the keymaster tent spills forth a description of a very specific army that must be recruited. Certain creatures must outnumber others by specific percentages. Once recruited, the exact army described by the riddle must be brought to the border guard. You need to fight battles in this mission, however, and that costs you troops. You must recruit (and sometimes re-recruit) to get the proper head count before approaching the border guard. Some creatures can be recruited at their usual places of employment, while others must be recruited from military posts.

note

Each riddle is fully explained here, but the solutions appear separately at the end of the section so that players who wish to figure out the riddles on their own can avoid reading the solutions.

First Riddle

A well-balanced army is critical for victory. It is well known that peasants are not fond of imps, especially if the number of imps is twice the number of peasants. Hunters can't stand gremlins, and will fight only if there are five times more hunters than gremlins in the same army. Gremlins will fight well only if there are 10 times more imps than gremlins in the army—that shows a feat of courage when defended by the group of hunters two times less than the number of imps. Build an army that contains at least 20 peasants and also has all of the mentioned units in numbers that will assure that they fight well and hold no grudges against each other. Bring this army to the border guard and you may pass to the center ring.

tip

The riddle *says* that you must have at least 20 peasants—but you are not necessarily required to have that many.

Second Riddle

The Lord of the Necromancers, Hefes, in a moment of great urgency, had to gather a mighty army on short notice. He spent 4,000 gold to gather this army, recruiting vampires, liches, and zombies. You must build an army that is a precise copy of Hefes's army. For Hefes, recruiting one lich costs 100 gold, one vampire costs 70 gold, and one zombie costs a mere 40 gold. It was recorded that there were 25 percent more zombies than vampires and 25 percent more vampires than liches. Replicate this army and bring it to the border guard to pass to the outer ring.



Use the figure of 4,000 gold and work backward to discern the proper percentages.

Third Riddle

Create an army containing the smallest possible number of these high-level creatures: angels, devils, bone dragons, and colossi. Note that devils fight better if there are more bone dragons than colossi, and colossi are fiercer if there are fewer colossi than devils. Angels will fight only if there are more angels than devils and bone dragons put together. Bring this army to the border guard and you may exit the outer ring and use the boat to escape the island.



You want the smallest army possible with this group, so you will have only one of one of the creatures.

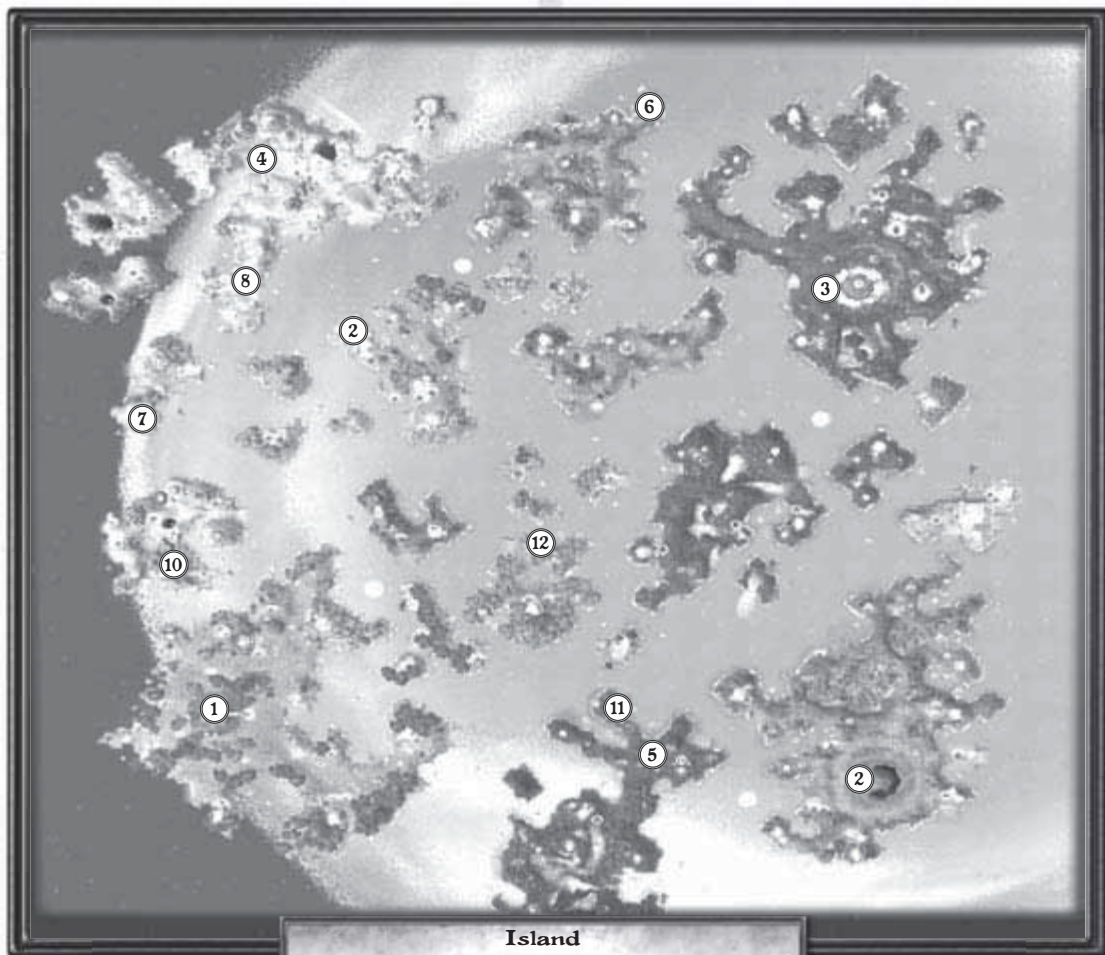
Solutions

- ◆ First Riddle: 10 peasants, 10 hunters, 20 imps, 2 gremlins
- ◆ Second Riddle: 25 zombies, 20 vampires, 16 liches
- ◆ Third Riddle: 1 colossus, 2 devils, 2 bone dragons, 5 angels

751 Y&D: Island of One's Own

The brutal civil war between the Academy and Necropolis factions has finally ended. The wizards have driven the necromancers from their homelands. The exiled macabre magicians seek out new territory to call home. Some have decided on the fertile Heresh peninsula, but that land is contested by several factions. Inferno, Sylvan, Necropolis, and Academy heroes are vying for control over limited land, a situation that threatens to make the seas surrounding the peninsula run red with blood.





Island

map legend

- | | |
|-----------------------------------|-------------|
| ① = Rael (Sylvan town) | ⑦ = Obelisk |
| ② = Ammi-saduqa (Necropolis town) | ⑧ = Obelisk |
| ③ = Hadiya (Academy town) | ⑨ = Obelisk |
| ④ = Ur-Ischin (Inferno town) | ⑩ = Obelisk |
| ⑤ = War Machine Factory | ⑪ = Obelisk |
| ⑥ = Obelisk | ⑫ = Obelisk |

Gilraen's Starting Army:	◆ 15 Mercury
◆ 20 Blade Dancers	◆ 15 Crystal
Starting Resources:	◆ 15 Sulfur
◆ 30 Wood	◆ 15 Gem
◆ 30 Ore	◆ 30,000 Gold

Mission Objectives

- ◆ Capture All Towns: Lay siege to all enemy cities on the archipelago and claim the peninsula for your own.
- ◆ Repulse Haven Armada: The Haven fleet is moving into the archipelago. Repulse the armies on all four ships.
- ◆ Gilraen Must Survive: Gilraen cannot fall during battle, lest the mission end in failure.

Mission Strategy

This two-part mission has a very straightforward objective: Destroy everybody. Three rival cities on other islands in the archipelago can be reached by ship. You must raise a powerful army, sail the seas, and sack those towns to claim the entirety of the land for yourself.



Your starting army is hardly enough to lay siege to any city, so busy yourself for several turns in collecting resources and building town improvements that allow you to recruit creatures into your personal force. While you undertake this task, heroes from the rival cities are doing the same, building up armies to use for their own advances and to leave behind as garrisons at their hometowns.

Once you have developed a strong army, get a vessel from the shipyard next to your city and take to the waves. Roll your mouse over the enemy heroes and rival cities to check out their armies. Those armies change with each turn, as heroes recruit new troops, build out their towns, and pillage their own garrisons for selfish gain. Start with the city you have the best chance of sacking and land on its shores.

After you lay siege to enemy cities, you may need to spend some hard-earned gold to replenish a weakened army. You may wish to use only hired creatures for a city garrison (especially if there is a hero from that faction still roaming the archipelago) and sail back to your home city to recruit from your own faction for your personal army. The Morale boost of controlling like-faction creatures can only help in this mission.



You can help your chances for success by seeking out the Tear of Asha, buried somewhere on one of the islands. Many of the obelisks are tucked

behind border guards, which send you all over the archipelago, seeking border passes. This objective is entirely optional, but it can be of great help when it comes time to rally an army to take on the four Haven ships that invade the archipelago at the end of the mission.

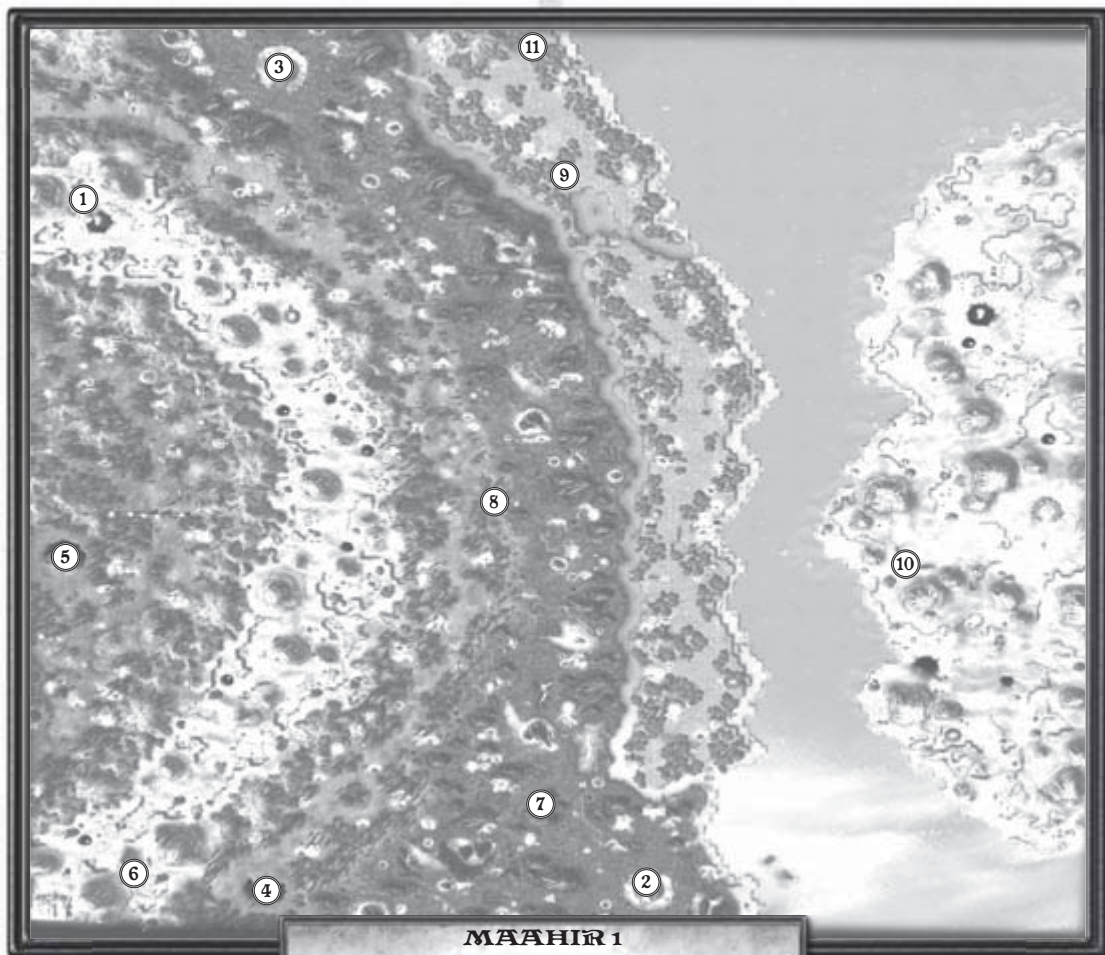


Once you manage to take control of all of the cities on the archipelago, the Haven fleet arrives. The ships come from the four corners of the map, sailing

directly for each city. This is why it is so important to leave garrisons behind—your hero cannot sail to all four cities and systematically fight back the Haven threat. The Haven armies are not enormous, and if you have been spending heavily on town improvements to recruit incredible creatures, you should be able to turn the Haven ships back.

820 Y&D: Maahir's Gambit

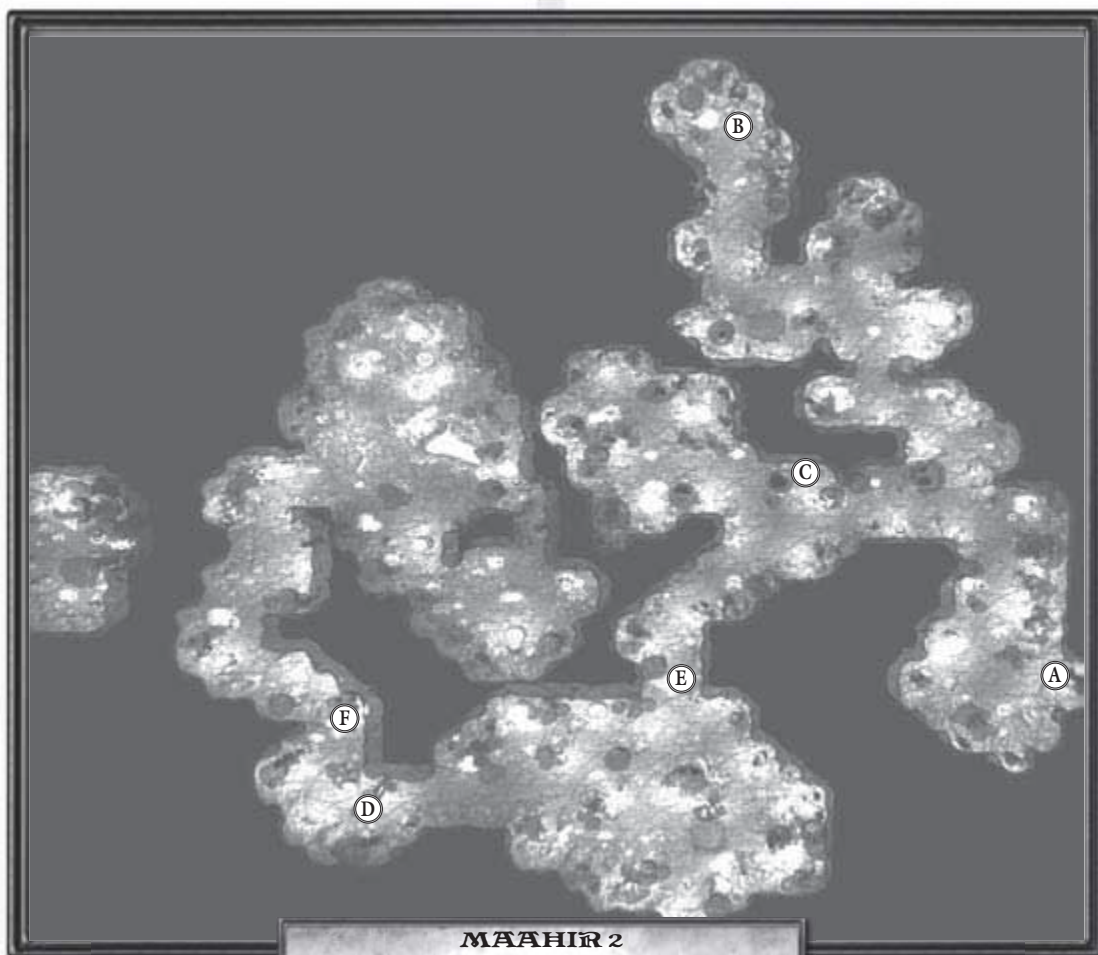
In the year 820, the Wizard Maahir left the safety of the Silver Cities to hunt the Necromancer Zoltan in the fertile land of Heresh. In addition to bringing the necromancer to his knees, Maahir also aimed to retrieve four devastatingly powerful artifacts that were stolen from the Silver Cities. While Maahir's place in history has already been written, the battles he waged in the name of the Silver Cities are always worth retelling.



MAAHIR 1

map legend

- | | |
|----------------------------------|------------------------------|
| ① = Ziyad (Academy town) | ⑦ = Crown of Sar-Issus |
| ② = Ur-Kharg (Inferno town) | ⑧ = Ring of Sar-Issus |
| ③ = Ur-Henoch (Inferno town) | ⑨ = Staff of Sar-Issus |
| ④ = Ammi-eshuh (Necropolis town) | ⑩ = Subterranean Gate (to A) |
| ⑤ = Shagarakti (Necropolis town) | ⑪ = Subterranean Gate (to B) |
| ⑥ = Robe of Sar-Issus | |



MAHIR 2

map legend

- Ⓐ = Subterranean Gate (to ⓐ)
- Ⓑ = Subterranean Gate (to ⓑ)
- Ⓒ = Keymaster Tent
- Ⓓ = Border Guard
- Ⓔ = Garrison
- Ⓕ = Garrison

Maahir's Starting Army:

- ◆ 25 Master Gremlins
- ◆ 9 Stone Gargoyles

Starting Resources:

- ◆ 30 Wood
- ◆ 30 Ore
- ◆ 15 Mercury
- ◆ 15 Crystal
- ◆ 15 Sulfur
- ◆ 15 Gem
- ◆ 30,000 Gold

Mission Objectives

- ◆ **Locate the Four Artifacts:** Seek out and retrieve the artifacts of Sar-Issus, including his Robe, Crown, Ring, and Staff.
- ◆ **Defeat Zoltan:** Maahir must crush Zoltan to prevent the necromancers from rising to power again.
- ◆ **Maahir Must Survive:** Maahir cannot fall during battle, lest the mission end in failure.

Mission Strategy

The success of your fight with Zoltan depends completely on how long it takes for you to reach him near his home city of Shagarakti. Every turn you spend seeking out the artifacts or collecting resources is another turn that the wily necromancer can spend gathering troops and improving his city. However, it will indeed take time to reach Zoltan, as you have several rings of land to pass through before reaching the inner sanctum of Heresh, which is where the Necropolis city was founded.

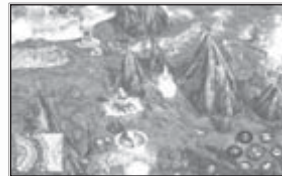
Before you can start hunting for the artifacts, you must pass through the underworld, accessible by the subterranean gate at (10). There are no cities in the underworld, but there is plenty of space to explore and collect resources. When you are ready to start searching for the artifacts, head for the gate at (B).

The lands of Heresh are ringed, with one layer dedicated to the terrain of each surface-dwelling faction. The rings, from the outside in, are: Haven, Inferno, Necropolis, Academy, and finally Necropolis again. When passing through terrain that is not agreeable to your faction, you do not move as far each turn. As the route winds through each ring, you can start collecting the artifacts. Each Sar-Issus treasure is guarded by one of the four elementals.



The Robe of Sar-Issus (6) is found in the burning sands to the south of Shagarakti.

The Crown of Sar-Issus (7) is tucked into a rocky alcove, protected by elementals.



You will find the mystical Ring of Sar-Issus (8) in a glen of poisoned trees, guarded by elementals.



The Staff of Sar-Issus (9) is guarded by powerful elementals.



You can spot the Sar-Issus artifacts on the overworld map by their bright, blue glow.



There are four neutral cities in the rings leading to Zoltan. You can conquer the Inferno and Necropolis cities as you move closer to your target, but the creatures you hire in each city will not be 100 percent agreeable to your commands, because you are of different factions.

Thankfully, there is an Academy town (1) on the ring just outside Shagarakti. Conquer this city and use it as a base of operations while rebuilding a proper Academy army to take Zoltan down. Spend every gold piece you have to hire new, powerful creatures. The mission ends as soon as Zoltan is dead, and you cannot carry your resources over to any other mission, so build and buy! Once you have a suitable army (be sure to roll your mouse over Zoltan to get a rough idea of his forces), march on Shagarakti to challenge the necromancer to a duel and put an end to his cruel schemes.

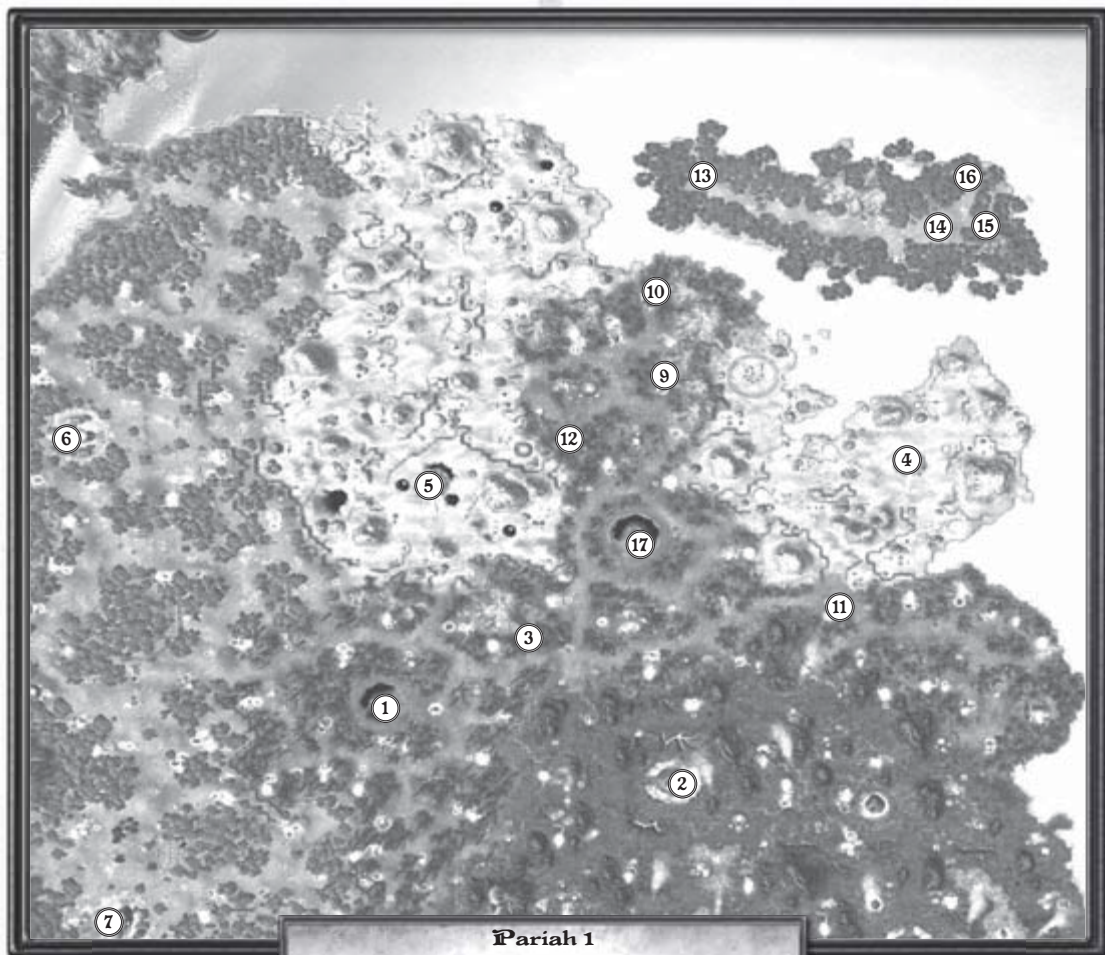


There is no rule that says you have to collect all of the artifacts before hunting Zoltan, but having all four of the artifacts is of enormous help when you do finally corner the necromancer.

823 Y8D: Pariah

The necromancers have been crushed beneath the magical boots of the Academy wizards—even the mighty death-dealer Sandro has passed into the great beyond. However, a few survivors are feverishly attempting to find a new land to call home. And if the known realm of Ashan is too dangerous for the remaining necromancers, there is rumored to be an alternate realm that could hold the key to their survival.

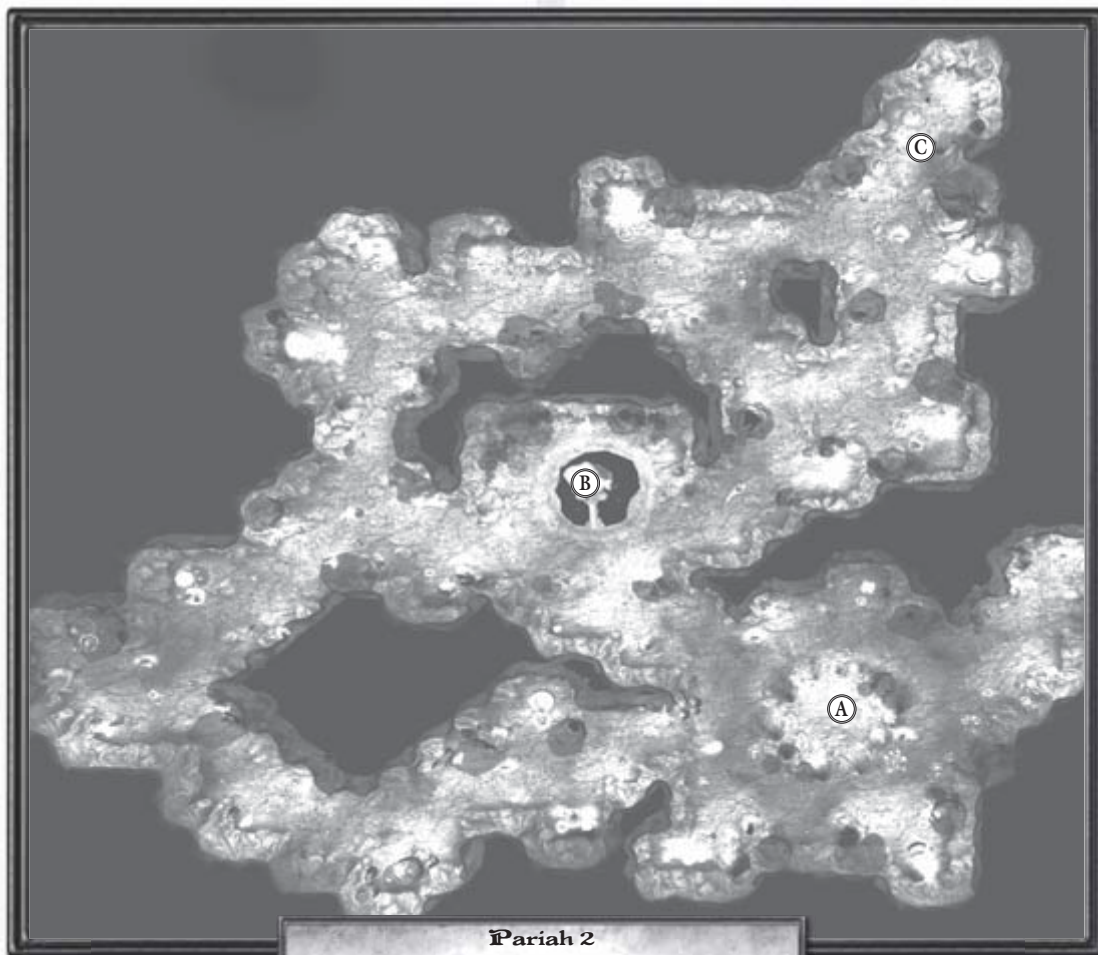




Pariah 1

map legend

- | | | |
|-----------------------------------|--|-----------------------------------|
| ① = Shuma-ishkun(Necropolis town) | ⑤ = Seer Hut | ⑭ = Dragon Teeth Necklace |
| ② = Ur-Drask (Inferno town) | ⑨ = Keymaster Tent | ⑮ = Shrine of Magic Thought |
| ③ = Ur-Ischin (Inferno town) | ⑩ = Monolith Two-Way (to ⑬) | ⑯ = Monolith Two-Way (to ①) |
| ④ = Ziyad (Academy town) | ⑪ = Barracks | ⑰ = Amel-ishkun (Necropolis town) |
| ⑤ = Qatadah (Academy town) | ⑫ = Barracks | |
| ⑥ = Devicey (Haven town) | ⑬ = Monolith Two-Way (to ⑩),
Border Guard | |
| ⑦ = Bailey (Haven town) | | |



Pariah 2

map legend

- (A) = Monolith Two-Way (to (16))
- (B) = Tyhtra (Dungeon town)
- (C) = Border Guard, Monolith One-Way
(exits near Bailey)

Suog's Starting Army:

- ♦ 25 Skeletons
- ♦ 11 Plague Zombies
- ♦ 3 Ghosts
- ♦ Catapult

Starting Resources:

- ♦ 30 Wood
- ♦ 30 Ore
- ♦ 15 Mercury
- ♦ 15 Crystal
- ♦ 15 Sulfur
- ♦ 15 Gem
- ♦ 30,000 Gold

Mission Objectives

- ◆ **Win the Dragons' Favor:** An ancient manuscript tells of a portal to a dead world beyond Ashan where the surviving necromancers can live until it is time for revenge. The portal is guarded by spectral dragons, but these slithering serpents may be induced to step aside with the proper motivation.
- ◆ **Visit the Oracle:** Visit the oracle at the seer hut to learn how to please the dragons that guard the next realm.
- ◆ **Bring the Oracle 50,000 Gold:** The oracle at the seer hut demands 50,000 gold to reveal the secret to currying favor with the dragons.
- ◆ **Find the Dragon Teeth Necklace:** The oracle claims that the spectral dragons will be pleased with the offering of Dragon Teeth Necklace.
- ◆ **Bring 100 Footmen to Keymaster:** The keymaster tent will not give up a border pass to the underworld unless you bring 100 footmen.
- ◆ **Learn Flight Spell:** Suog must learn how to pass the impassable to escape the underworld.
- ◆ **Defeat the Dragons:** Suog must defeat a battalion of dragons to gain access to the realm beyond Ashan.
- ◆ **Suog Must Survive:** Suog cannot fall during battle, lest the mission end in failure.

Mission Strategy

The mission is all about fetch quests—nothing in this mission comes free or easy. The final goal is a portal that leads out of this realm, but you must jump through a series of hoops and meet some pretty steep demands before you can even get close to the prize.



help you get through the dragon garrison blocking the goal. But the oracle makes an outrageous demand: 50,000 gold.

First, seek out the seer hut (8), which is to the east of your home city (1). The oracle at the seer hut has critical information that will

You have 30,000 gold to start with, so you are closer to the bribe than you might expect. To reach the needed 50,000, you must seek out gold on the map, claim mines, and also take control of Amelishkun (17), the neutral Necropolis city to the north-east of the seer hut. If you build up the civic centers in those two cities, you will reach 50,000 gold in just a few weeks.



You can, however, go completely broke. You also need money to recruit creatures into your army and to build up your home city so it

can supply high-level troops later in the mission. You can wait until you have 60,000–75,000 gold before bribing the oracle, but consider that the rival cities soon start to turn on their own heroes. These heroes aren't after the same goal you seek, but they will certainly make travel on the map difficult.

The oracle says you need the Dragon Teeth Necklace (14), which is located on a narrow tract of land just off the northern shore.



The place is accessible only through a monolith, but the monolith at (10) is blocked by a border guard. You need to visit the keymaster tent at (9) to get the proper pass. The keymaster makes a strange demand: 100 footmen. He doesn't tell you what he plans to do with them, and you don't bother to ask.



There are a few ways to gather up the needed 100 footmen. You can visit the two barracks (11 and 12) to the south of the keymaster tent every week and recruit the footmen within. Bear in mind, though, that as soon as you show an interest in something, enemy heroes do, too. Make sure you are at the barracks at the start of each week to hire the footmen before somebody else does. Alternatively, lay siege to the two Haven cities (6 and 7) along the western border of the map. Build the barracks improvement in each town and recruit the footmen you need that way.

After you hand over the 100 footmen and get your pass, you can use the monolith and retrieve the Dragon Teeth Necklace. Or maybe not. A thief steals the necklace and squirrels it away to the underworld. Follow the thief through the monolith (16) to the underworld. Unfortunately, the monolith leads to a dead end.

You must learn the flight spell Instant Travel to get over the rocks that separate you from the rest of the underworld. Claim the spell at (2) and then fly over the rocks. Attack the Dungeon hero roaming the underworld to get the necklace back and then use the monolith at (C) to warp back to the overworld.

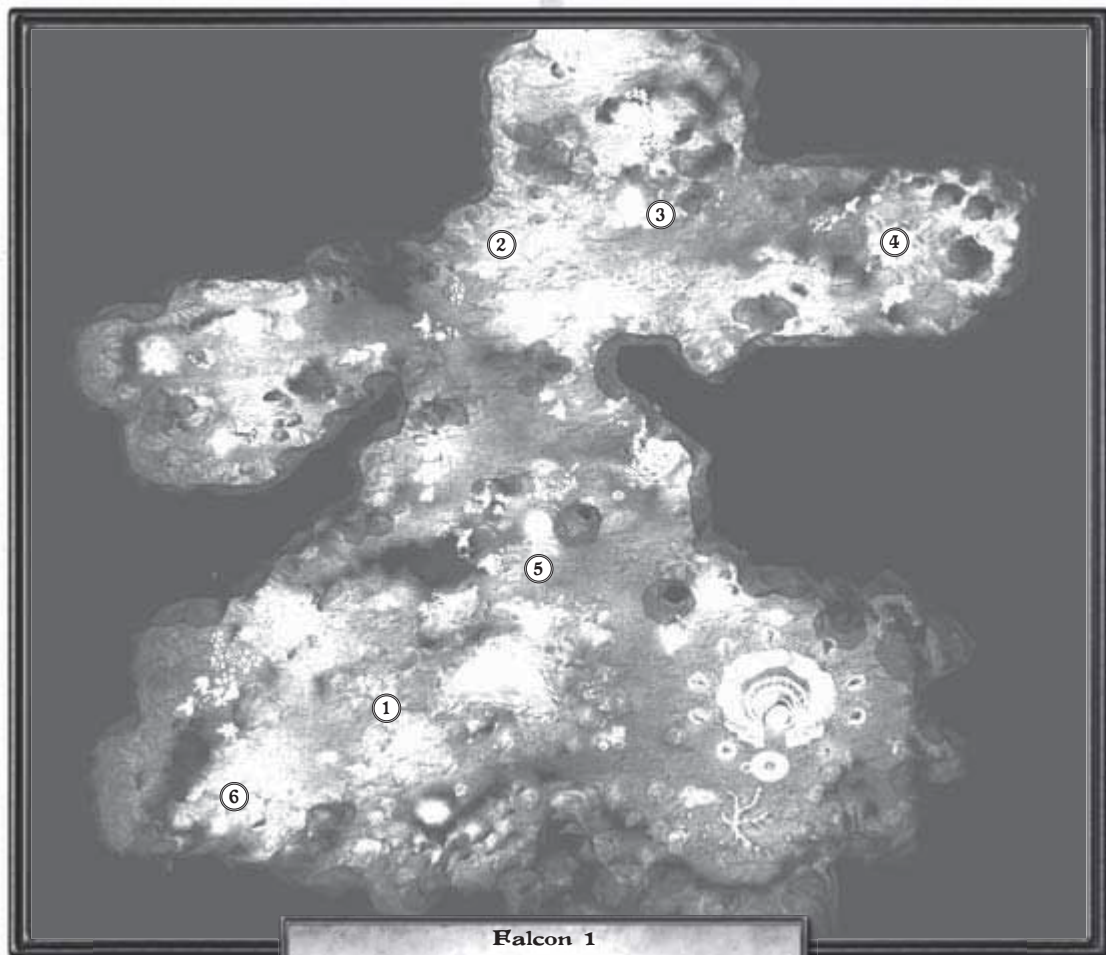


Take the Dragon Teeth Necklace to the dragons in the northeast corner of the map. They appreciate your offering, but the oracle was incorrect—nothing will curry their favor. You must battle the dragons to access the passage out of the realm and successfully complete the mission.

843 Y&D: Falcon's Last Flight

Thanks to a total eclipse, the demons are on the march—and the Haven faction is about to be smashed beneath their cloven hoofs. A demon prophecy states that the Haven faction will fall if there is no heir to the Falcon Empire. However, a conflicting prophecy states that as long as the humans hold Falcon's Reach, they cannot be defeated. With this knowledge, the demon sovereign commissions his general Jezebeth to ruin the Falcon line by laying siege to Falcon's Reach.



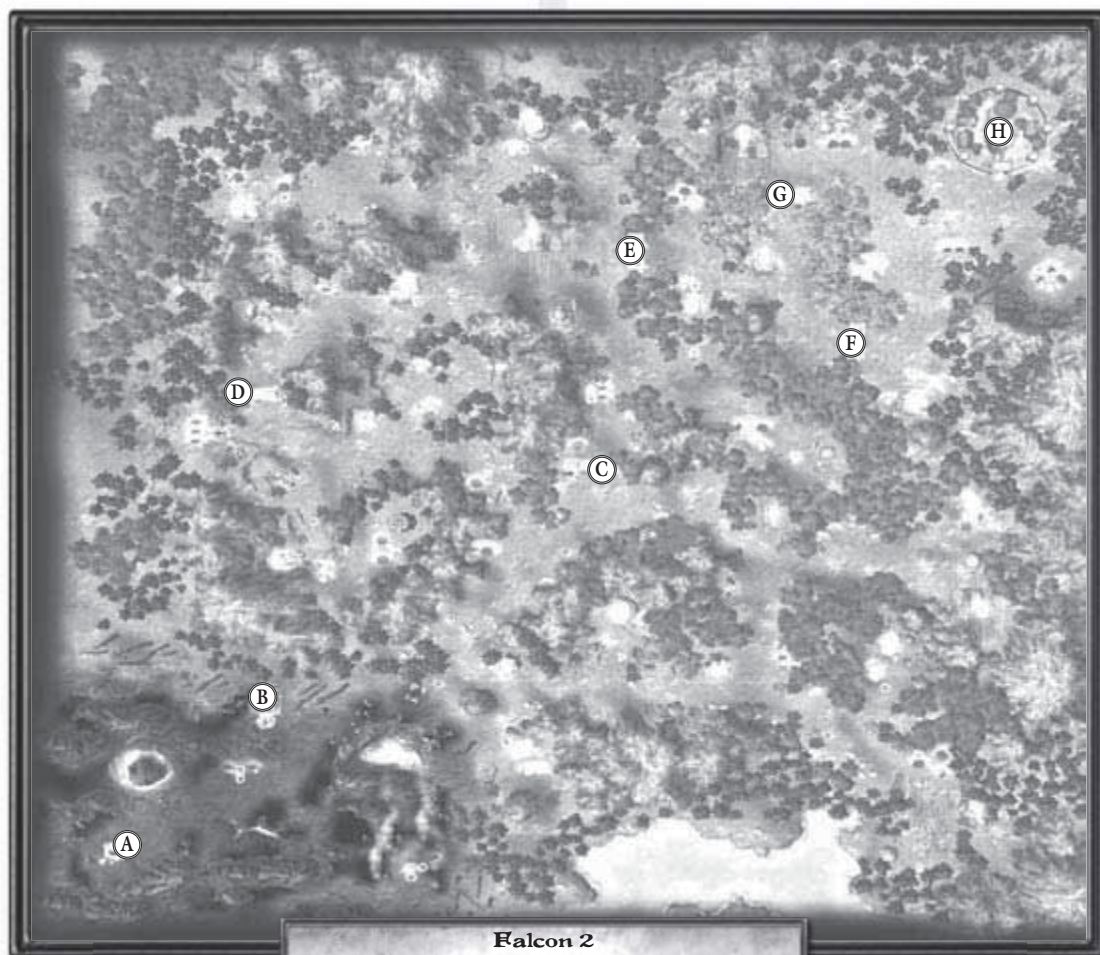


Falcon 1

map legend

- ① = Dis (Inferno town)
- ② = Howling Kennels
- ③ = Gold Mine
- ④ = Inferno Military Post
- ⑤ = Ore Pit, Sawmill
- ⑥ = Subterranean Gate (to A)





Falcon 2

map legend

- Ⓐ = Subterranean Gate (to Ⓔ)
- Ⓑ = Hill Fort
- Ⓒ = Garrison
- Ⓓ = Garrison
- Ⓔ = Garrison
- Ⓕ = Garrison
- Ⓖ = Garrison
- Ⓗ = Falcon's Reach

Jezebeth's Starting Army:

- ◆ 5 Horned Demons
- ◆ 20 Familiars

Starting Resources:

- ◆ 30 Wood
- ◆ 30 Ore
- ◆ 15 Mercury
- ◆ 15 Crystal
- ◆ 15 Sulfur
- ◆ 15 Gem
- ◆ 30,000 Gold

Mission Objectives

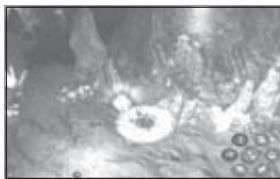
- ◆ **Destroy Falcon's Reach:** Falcon's Reach is the ancestral castle of the Falcon Empire. Destroy it to destroy the empire.
- ◆ **Jezebeth Must Survive:** Jezebeth cannot fall during battle, lest the mission end in failure.

Mission Strategy

This mission has one goal: Destroy Falcon's Reach. Everything you do in this mission should support this single goal, whether it is resource-gathering, recruiting, or building up your home city. A lot of work can be done in the underworld, away from the prying eyes of Haven heroes, in preparation for the full assault on Falcon's Reach.

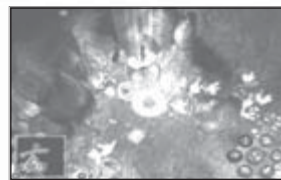


Seek out resources right away. You have a nice starting supply, but as you build town improvements, you soon need the additional influx of raw materials (and gold) to keep building out your city. There is an ore pit and sawmill (5) close to your city. Seize them to start the resource stream and then strike out to the north to claim the gold mine.



Recruit creatures from troop buildings in the underworld, such as the howling kennels at (2).

Once you have amassed a pretty solid army, head through the subterranean gate (6) into the overworld map. While doing business in the overworld, such as crushing the Haven heroes, keep building your city. Many fights lie ahead, and you need to return to the underworld a few times to replenish your depleted troops.



tip

Use the hill fort at (B) to upgrade your creatures before heading to the garrisons that surround Falcon's Reach.

note

Additional resource generators are on the surface world. If you are running low on much-needed resources, seek these out and claim them for the Inferno.



No fewer than five garrisons block the roads leading to Falcon's Reach. Each garrison is stocked with a solid Haven army, so

expect to take decent losses with each garrison you make an attempt on. Between garrison battles, you probably will need to return to the underworld to do more recruiting. The key to victory is to leave a good portion of your surviving troops at the garrison; Haven heroes occasionally try to fight for control of the garrisons and you can ill afford to have your hard work undone.

Garrison (C) Army:

- ◆ 6 Paladins
- ◆ 30 Footmen
- ◆ 20 Peasants

Garrison (D) Army:

- ◆ 24 Inquisitors
- ◆ 40 Footmen

Garrison (E) Army:

- ◆ 20 Footmen
- ◆ 10 Archers
- ◆ 10 Peasants

Garrison (F) Army:

- ◆ 65 Griffins
- ◆ 30 Archers
- ◆ 20 Paladins
- ◆ 10 Cavaliers

Garrison (G) Army:

- ◆ 25 Inquisitors
- ◆ 35 Squires
- ◆ 35 Marksmen
- ◆ 15 Paladins

note

Depending on the activity of the Haven heroes that pour out of Falcon's Reach, the exact numbers of the troops at these garrisons can fluctuate.



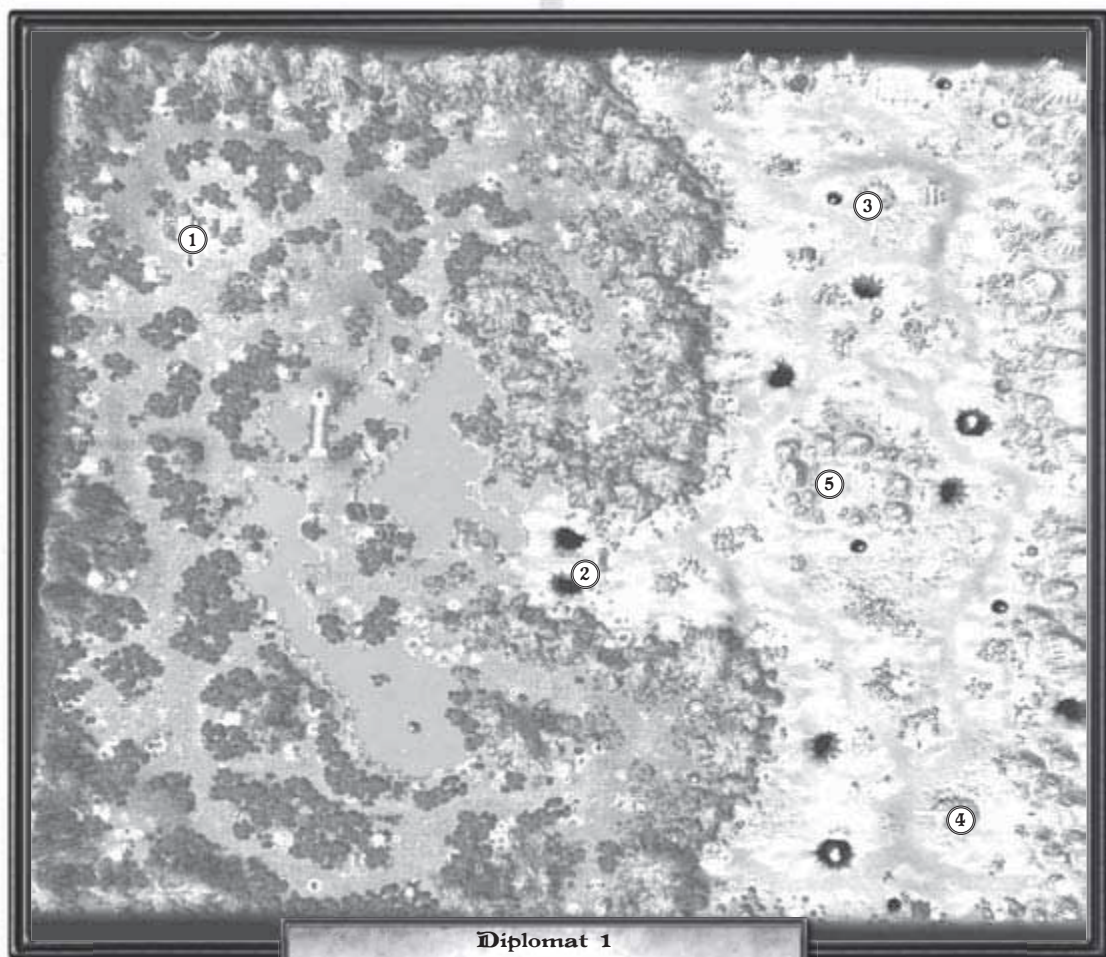
After you finally fight your way to Falcon's Reach, lay siege to the city. Depending on the Haven heroes, there may be no troops

stationed at the city garrison. Roll your cursor over the city to get a general sense of what might be waiting for you. If the coast is clear, make a beeline for the front gate before the end of the week arrives and the town has a chance to generate new recruits.

951 Y8D: Diplomat

The demon invasion is a reality and the Holy Griffin Empire needs all the help it can get. Godric is dispatched to the Silver Cities to seek help from the wizards. The two factions have an unpleasant history, however, and Godric realizes his chances for successful negotiations are slim. Perhaps, with the Pendant of Mastery, he can appeal to the leader of the Academy, Cyrus.



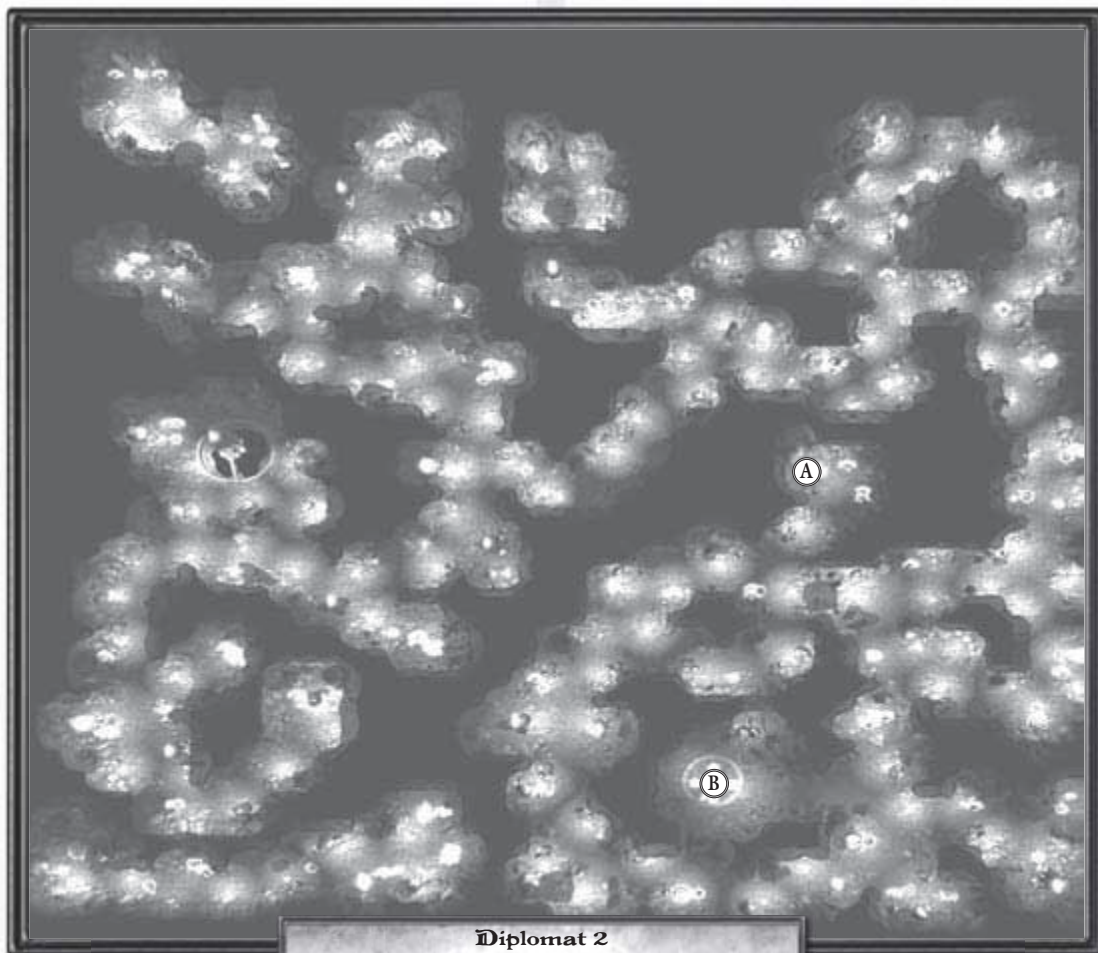


Diplomat 1

map legend

- ① = Haven town
- ② = Garrison
- ③ = Academy town
- ④ = Academy town
- ⑤ = Subterranean Gate (to ④)





Diplomat 2

map legend

- Ⓐ = Subterranean gate (to Ⓢ)
- Ⓑ = Dragon Utopia

Godric's Starting Army:

- ◆ 1 Cavalier
- ◆ 10 Archers
- ◆ 3 Footmen

Starting Resources:

- ◆ 30 Wood
- ◆ 30 Ore
- ◆ 15 Mercury
- ◆ 15 Crystal
- ◆ 15 Sulfur
- ◆ 15 Gem
- ◆ 30,000 Gold

Mission Objectives

- ◆ **Acquire the Pendant of Mastery:** Godric knows how Cyrus loves magical artifacts. If Godric can rescue the Pendant of Mastery from the dragon utopia, perhaps the wizards will aid Haven.
- ◆ **Do Not Engage Academy Forces:** Godric must find the pendant without being caught by Academy heroes patrolling the desert.
- ◆ **Scare the Garrison Troops:** Godric must cross into Academy territory peacefully. If he approaches the garrison with a substantial army, he may scare them off without a single drop of blood being shed.
- ◆ **Godric Must Survive:** Godric cannot fall during battle, lest the mission end in failure.

Mission Strategy

This mission requires multiple talents: scavenging, recruiting, combat prowess, and stealth. Spend the first half of the mission developing your home city into a major metropolis so you can recruit one of the largest armies ever assembled. Only with an army more than 500 strong can you strike fear into the troops stationed at the mid-point garrison at ② and gain access to the eastern half of the map.



The western half of the map is fairly safe for the duration of the mission. This allows you time and space to raise your army by gathering resources from both the surface and the underworld, which you can drop into via a series of subterranean gates. (None of the subterranean gates on the western half of the map lead to the dragon utopia, though.) All of the resources you need to assemble this massive army are available, but it takes you months to reach the goal of 500 creatures.

Once you manage to top 500 creatures, take the troops to the central garrison. At the sight of such a force, the soldiers at the garrison flee, granting you passage to the eastern half of the map where the Academy heroes are on patrol. Because of old grudges, you must avoid any contact with any Academy hero. This sometimes forces you to take the long way around certain routes or to duck into side areas so that enemy heroes will pass you by.



You must make a move for ⑤, which leads you down into the underworld, near the dragon utopia. A major army of dragons inhabits the utopia, but if you have avoided any battles with the wild creatures in the Academy territories, you should have ample forces to get the job done.



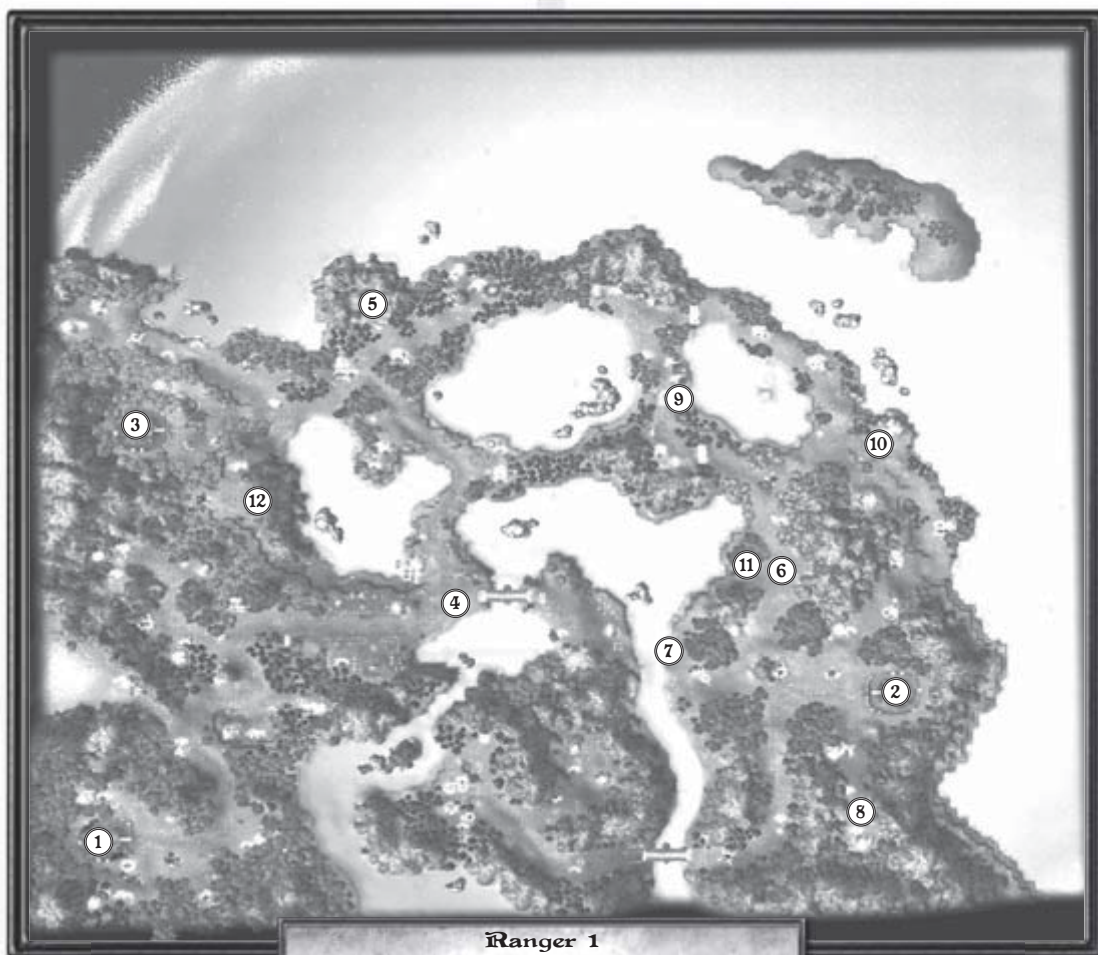
Do not try to attack the dragons with an army of 500 peasants. You need a balanced army that includes paladins, cavaliers, and angels.

Inside the dragon utopia are 30 black dragons. You incur heavy losses in the fight, but the reward is worth the effort. Acquiring the Pendant of Mastery from the vanquished dragons ends the mission in success.



952 YSD: Ranger

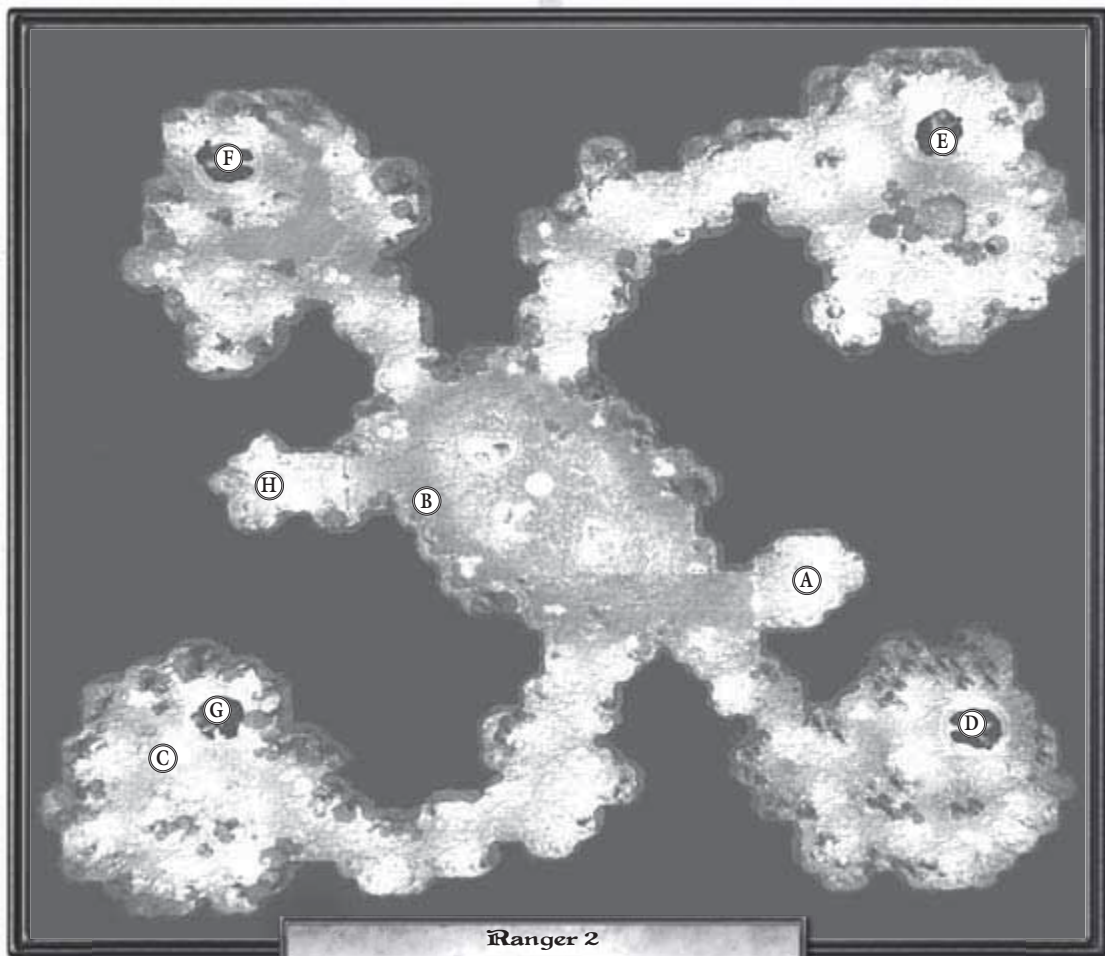
The War of the Fifth Eclipse cost the elves as dearly as the other factions. The elven leader, Alaron, believes that if the Sylvan faction possessed a Tear of Asha, they would be blessed. Hopefully, this blessing will speed the rebuilding of their empire before more misery can befall the planet.



Ranger 1

map legend

- | | |
|------------------------------------|-------------------------------------|
| ① = Sylina (Sylvan town), Signpost | ⑦ = Signpost at Shoreline |
| ② = Diraen (Sylvan town) | ⑧ = Signpost at Gold Mine |
| ③ = Erewel (Sylvan town) | ⑨ = Signpost at Redwood Observatory |
| ④ = Signpost at Center of Lakes | ⑩ = Signpost at Sanctuary |
| ⑤ = Signpost at Sylanna's Ancients | ⑪ = Subterranean Gate (to ①) |
| ⑥ = Signpost at Subterranean Gate | ⑫ = Subterranean Gate (to ⑨) |



Ranger 2

map legend

- Ⓐ = Subterranean Gate (to Ⓜ)
- Ⓑ = Signpost at Crypt
- Ⓒ = Signpost at Vantalost
- Ⓓ = Sorfail (Dungeon town)
- Ⓔ = Halad (Dungeon town)
- Ⓕ = Salgunsal (Dungeon town)
- Ⓖ = Vantalost (Dungeon town)
- Ⓗ = Subterranean Gate (to Ⓛ)

Ossir's Starting Army:

- ♦ 3 Druids
- ♦ 9 War Dancers
- ♦ Catapult

Starting Resources:

- ♦ 30 Wood
- ♦ 30 Ore
- ♦ 15 Mercury
- ♦ 15 Crystal
- ♦ 15 Sulfur
- ♦ 15 Gem
- ♦ 30,000 Gold

Mission Objectives

- ◆ Find the Tear of Asha: Alaron, the leader of the elves, charges Ossir with the mission of recovering a Tear of Asha. The magical relic will help the elves rebuild their empire.
- ◆ Follow the Signs: Since the obelisks have been destroyed, follow the signposts to discern the true location of the Tear of Asha.
- ◆ Ossir Must Survive: Ossir cannot fall during battle, lest the mission end in failure.

Mission Strategy

This mission is something of a scavenger hunt. You are searching for a buried Tear of Asha, but its location is not revealed by traditional means. Instead of touching obelisks to peel away layers from the puzzle map, you must follow a series of signposts emblazoned with cryptic messages. If you visit all of the required signposts in a specific order, the final signpost will reveal the true location of the Tear of Asha.

There will be several battles during this chase, split between enemy heroes in the underworld and wild creatures on the overworld map. Some signposts are in the underworld, so you must delve down there and challenge those heroes to read the messages and continue the hunt.

You must build up your personal army. One city, Sylina, is under your control at the start of the mission, allowing you to start recruiting. Two more Sylvan cities on the overworld map help bolster your income and the number of creatures you can recruit every week.

The underworld is dominated by four Dungeon cities, two of which are neutral at the beginning of the mission. Enemy heroes stream out of the two enemy-controlled towns—Vantalost and Halad. If those heroes can claim the other neutral cities, you will be facing four potential enemy hero factories, and that will make the search for the Tear of Asha quite difficult.



To begin the signpost chain, ride up and touch the signpost to the immediate east of Sylina (1). This activates a series of events and clues you in

to the next signpost that you must visit. The signposts and the order in which you must access them are as follows:

1. Visit the signpost at the center of the lakes (4).
2. Visit the signpost next to a crypt (B).
3. Visit the signpost near a “wizard bank” (9).
4. Visit the signpost near a prison (C).
5. Visit the signpost near Sylanna’s Ancients (5).
6. Visit the signpost near the Dungeon entrance (7).
7. Visit the signpost near the gold mine (8).
8. Follow the directions on the sign.
9. Visit the signpost at the Dungeon exit (6).

Upon reaching the last sign, you are told one of three locations where the Tear of Asha may be:

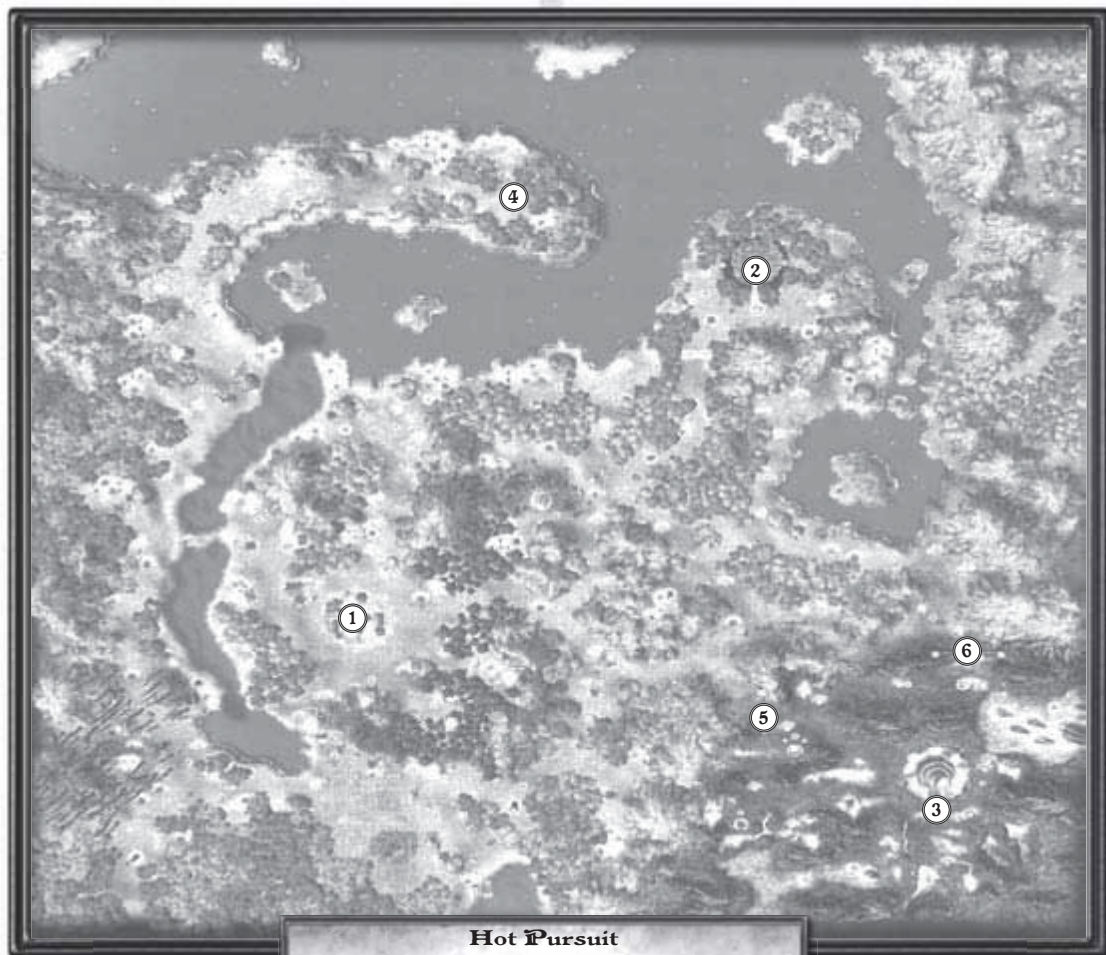
1. Return to the starting point of the quest and start digging.
2. The Tear of Asha is buried in the darkness of the dungeon.
3. The Tear of Asha is buried right next to the last signpost at (6).



The signposts appear quite small on the map. Look for a raven perched on top of the sign to spot it in the wilderness.

954 Y&D: Hot Pursuit

Three years have passed since the War of the Fifth Eclipse; the land has not seen peace like this for some time. The elves celebrate the heroes of the great conflict with a festival that includes an archery contest. Dougal, one of the great Haven heroes, enters the contest to win a magical bow. However, peace is fleeting, and Dougal soon needs to ride hard against the demons.



Hot Pursuit

map legend

- ① = Eastglade (Haven town)
- ② = Halthilloth (Sylvan town)
- ③ = Ur-Kurgan (Inferno town)
- ④ = Unicorn Horn Bow
- ⑤ = Garrison
- ⑥ = Garrison

Dougal's Starting Army:

- ◆ 15 Squires
- ◆ 30 Archers
- ◆ 10 Marksmen
- ◆ Ammo Cart
- ◆ Catapult

Starting Resources:

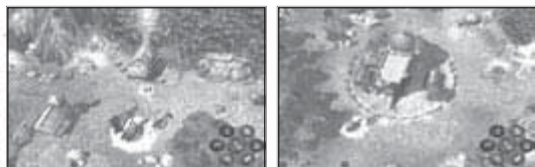
- ◆ 10,000 Gold

Mission Objectives

- ◆ **Seize Eastglade in Seven Days:** There is a rebellious town in the empire. Seize the town and restore order.
- ◆ **Intercept the Demon:** The magical bow has been stolen by a demon lord. Intercept the demon lord and defeat him before he can take the bow back to Ur-Kurgan.
- ◆ **Capture Ur-Kurgan:** Dougal cannot allow the demons to found a stronghold in the empire. Lay siege to the demon city and crush it.
- ◆ **Dougal Must Survive:** Dougal cannot fall during battle, lest the mission end in failure.

Mission Strategy

Events in this mission happen quickly—you can ill afford to spend many turns sightseeing. A rebellious town must be subdued before the chaos cannot be reversed—and to make matters worse, a demon threat is growing within the borders of the empire.



The first order of business is to race for Eastglade (①). While your starting army is certainly better than many you've been saddled with, extra head count is always an enormous help. While riding to the town, pick up recruits along the way (such as at the peasant huts) but try to avoid any unnecessary fights. You need your army to be fresh and fit for battle. When you finally do reach Eastglade, you must fight a band of rebels with ranks that include squires and conscripts.

Eastglade Garrison:

- ◆ 3 Squires
- ◆ 17 Archers
- ◆ 41 Peasants
- ◆ 68 Conscripts

After the capture of Eastglade, the Demon Lord Erasial swoops in and steals the Unicorn Horn Bow at (④). The demon lord aims to take the prize back to his city. If he makes it back to town with the artifact, the mission ends in failure. You must race to replenish any troops and intercept Erasial before he can complete his task. You can do some recruiting at Eastglade before heading off to meet Erasial, but do not linger too long in the town.

Erasial begins his journey down the west side of the map and works his way eastward, heading either across the shallow water or along the southern border of the map. Try to catch Erasial somewhere green, because if he makes it close to the city, you have the disadvantage of being in foreign terrain.

Erasial's Army:

- ◆ 8 Cerberi
- ◆ 2 Pit Fiends
- ◆ 5 Hell Chargers
- ◆ 21 Horned Overseers
- ◆ 28 Familiars

After you defeat Erasial and reclaim the Unicorn Horn Bow, turn your attention to the demon city. The metropolis must be smashed, eliminating any chance for the Inferno faction to gain a foothold in Haven lands. The city is just beyond a pair of garrisons (⑤ and ⑥). You only need to pass through one of the garrisons. Depending on demon lord activity, one garrison could be weaker than the other, so check it out with your mouse before moving in.

Once you pass through the garrison, march on the demon city and fight off any town garrisons. There is no time limit for this task, so you can return to Eastglade and replenish your troops. If you have been collecting gold and resources whenever convenient, you should be able to build some nice town improvements and recruit some good creatures.

Multiplayer

Multiplayer Might & Magic

Heroes of Magic and Magic V includes a fully-featured multiplayer component that lets you challenge other brave warriors either online or right at your own computer. Multiplayer games are not played on the single-player campaign maps, but on an entirely new set of 19 maps designed specifically for multiple warring factions.

Your single-player experience with fighting monsters and building cities is brought to bear in the multiplayer game, because you'll have a good idea of how you wish to fashion your empire and which creatures do the best damage against opponents.

In turn-based multiplayer games, you take turns one at a time on the overworld maps. While one player moves heroes, builds cities, and collects resources, the other players can check out their own empires. You fight wild creatures on your own, but if you challenge an enemy hero, the competing player leaps into action and handles the battle in real time. Turn-based games can be played online or via a hot seat on the same computer.

You can also play in real time, wherein heroes go about their business at the same time other players are taking their turns. This means you have to be quick with exploration and building. Time you spend pondering decisions is time your opponents are using to move their armies closer to you, in hopes of catching you off-guard or woefully unprepared.



To play *Heroes of Magic and Magic V* online, you need a high-speed internet connection.

Game Types

There are three designated goals for multiplayer maps. Each map has a set goal, which cannot be modified. To win the multiplayer match, you must satisfy the set goal, which can be checked in-game by clicking on the objective icon in the lower-right corner of the game screen.

Defeat All

The goal of this multiplayer mission is to wipe all enemy factions off the face of Ashan. These are the most direct multiplayer matches, and the goal is simply to build impressive armies and use them to march all over your opponents. You must gather and guard resources to help erect creature recruitment centers in your town and thus fill your armies with strong creatures. But don't forget to also leave enough forces behind to repel enemy heroes who fight their way to your front gates.

Find Tear of Asha

Players are charged with digging up the buried Tear of Asha relic and installing it in their capitol city. The Tear of Asha relic is never in the same place twice, so each time you start a new multiplayer game with this goal, you must sniff out the obelisks to reveal the location.

Once you find the Tear of Asha, there's the matter of getting it safely back to your home city. If another player intercepts and defeats the hero carrying the relic, the Tear vanishes and must again be sought through the obelisks. Should you manage to triumphantly carry the Tear back to your home city and install it, you enjoy the numerous benefits of its presence, such as increased weekly creature growth.

With the Tear of Asha installed and your capitol city burning bright with prosperity and power, you can set out to finish off your opponents. Only after you have defeated all of your enemies are you declared the victor in the match. It sounds a bit like the Defeat All style of play, but requiring the Tear of Asha to achieve victory makes these matches a lot more difficult.

Capture Object

Players must capture a specified object or town to declare victory. The object in question is never difficult to reach, which makes these matches interesting and decidedly strategic—you essentially have two enemies to deal with: your physical opponents and whatever trials and tribulations guard the object that must be recovered for victory.

Sometimes the best way to handle your opponents in these matches is to give them enough leeway to do damage to the creatures that guard the object. While they concentrate on the creatures—and incur losses—you can do some last-minute buildup and then pick up where they left off. For example, if a central town that must be captured is protected by a garrison full of high-level monsters, your opponent probably won't have many creatures to leave behind in the garrison. With your superior army, you can breeze through whatever pathetic garrison is left behind and trample your opponent on the way to the objective.

Pregame Settings

Before starting a multiplayer match, you can change a few settings, such as enabling AI-controlled heroes, choosing starting heroes, and starting bonuses. All options, except for player control, can be set to random to keep players on their toes.

Player: Select a human player, AI-controller player, or lock the player slot.

Player Color: Assign flag colors to all players, both human- and AI-controlled.

Faction: Select a faction from the six available (Haven, Academy, Sylvan, Inferno, Dungeon, and Necropolis).

Starting Hero: Select a starting hero from all available for that faction.

Starting Bonus: Select a starting bonus for each player. Options include a random artifact, 3–6 units of a random resource, or 500–1,000 extra gold.

Difficulty: Set the level of difficulty. Difficulty affects resources and creature strength.

Time Limit: Set the amount of time the match will last.



See chapter 6 for a full list of faction heroes and their starting abilities.

Multiplayer Tips

Haven

Haven squires are well-equipped for defensive maneuvers and have early access to abilities, such as Diplomacy, that increase both the strength and numbers of their armies. Haven creatures under the command of a squire do exceptional attack damage when retaliating against an enemy assault. They also have an easier time upgrading creatures into stronger units, which helps them assemble tougher armies earlier in a mission.

These strengths come at the expense of magic, however. Squires do not have immediate access to the more devastating spells. Most squires excel only at learning light Magic, although it is possible to branch out into the other schools.

Creature-Specific Strategy

- ◆ Peasants are the weakest of the Haven troops, but in large numbers, they are useful. Not only do they serve as a brute force, but they also bring in daily taxes to pad the bank. You can use this money to buy better troops.
- ◆ Take the Scatter Shot ability when it becomes available. This allows the weak archers to do damage to multiple stacks.
- ◆ Squires possess shields they can use to absorb ranged attacks.
- ◆ Griffins and imperial griffins are powerful attackers, but they do not have high defense stats. Keep them back from the front lines, lest you take heavy losses.
- ◆ Imperial griffins can use Battle Dive to attack strong enemies behind enemy lines, then get away before suffering a retaliatory attack.
- ◆ Inquisitors support your other troops through the use of spells.
- ◆ Paladins and archangels, if used together, are difficult to beat. Paladins can use Lay Hands to heal archangels, and the archangels can use Resurrect to bring fallen paladins to the field. This cycle is hard to interrupt.

Inferno

Inferno demon lords excel at attack strength, enabling them to do more brute damage to enemy armies right away. This initial burst of strength helps demon lords overcome opponents earlier in a battle, which is important, because Inferno heroes are not adept at defense. When fighting a demon lord, hunker down and survive the final wave of attacks. If you can make it through the initial volley, you can exploit the Inferno faction's Achilles heel: weak defense.

Demon lords master destructive and summoning magic. However, their greatest talent is gating, which allows them to summon new creatures into combat. Aggressive gating can summon enough support troops to overwhelm the toughest odds, provided they can withstand enough attacks to boost creature count.

Creature-Specific Strategy

- ◆ Imps, like peasants, are lowly creatures on their own—but fierce in great numbers. Imps and familiars can siphon away enemy mana, making it hard for opponents to use spells effectively. Keep imps as far away from enemy engagement as possible so they use each “turn” for practicing mana siphoning instead of defending against attacks.
- ◆ Horned overseers can explode themselves. Use Teleport to warp a stack of horned overseers into enemy lines, then activate the explosion to cause damage to multiple enemy stacks. If you cannot warp the horned overseers, casting Haste is a good way to accelerate their movement across the battlefield.
- ◆ The succubus mistress is a terror on the battlefield due to her dangerous ranged attacks. Not only are her fiery volleys particularly damaging, but they can also strike multiple stacks if they stand only a few squares from each other. Lumping all of your succubus mistresses into one large stack greatly increases their attack potency, so a chained ranged attack can possibly decimate more than one enemy stack with a single attack. Succubus mistresses are not skilled melee attackers, so keep a competent melee stack nearby in the event your enemy gets too close to the mistresses.
- ◆ The three-headed cerberi are incredibly quick creatures that enjoy more opportunities to attack than most Inferno troops. Cerberi have many heads, allowing them to issue multiple strikes. Even better, they are impossible to retaliate against, which is good, as they do not have a high defense rating.
- ◆ Hell chargers have great speed, which allow you to move them into enemy territory quickly during battle. Hell chargers can also strike fear in enemies, making them less useful on the battlefield.
- ◆ Pit lords have the Caster ability, allowing them to use magic that is useful against strong enemy units, like dragons. Vorpal Sword makes them even more menacing, even in small numbers, as this talent allows them to instantly kill one creature when attacking an enemy stack, no matter how powerful the creatures in that stack are.

- ◆ Arch devils can summon pit lords into the battlefield, populating the landscape with powerful magic-wielding monsters. Use this talent instead of attacking if you need additional creatures to pull out a win.
- ◆ Arch devils are absolute devastators on the battlefield. Not only can they warp right into the thick of the fight, but their attacks do heavy damage and they can withstand a hard beating. Arch devils may be expensive, but the hit to your bank account may be well worth the easier success on the battlefield.

Sylvan

Sylvan rangers enjoy two skills that compliment each other on the battlefield: targeted attacks against specific enemy creatures and ranged attacks. The rangers’ ability to select specific creatures to do extra damage to in their hometowns allows them to customize their army to suit the favored creatures of their opponents. The ability to do extra damage via extra ranged attacks during battle also helps rangers keep enemies from getting too close to their own forces—which already benefit from additional defense.

There are drawbacks to these strengths. While Sylvan heroes command creatures with great ranged attacks, their melee attacks are not exemplary. And while the benefits of being able to select specific creature to do extra damage with is helpful, enemy heroes can diffuse the threat by changing tactics and recruiting different creatures. Sylvan heroes excel at learning light and summoning magic, too.

Creature-Specific Strategy

- ◆ Sprites and pixies lack the strength to do effective melee attacks, but they have several talents that make them useful to have on the battlefield. Pixies shun retaliation and can attack multiple targets. Sprites have the ability to cast magic spells.
- ◆ When using the war dancer, get in the middle of enemy units and attack the weakest stack. The war dance combo damages all nearby stacks, but only the targeted stack can retaliate.
- ◆ Druid elders have the ability to siphon mana from enemies and can “feed” it to your hero.
- ◆ Position unicorns between enemy troops and your weaker units. Unicorns can absorb magical attacks, acting as a living shield.
- ◆ Treants can use their talents to root enemy creatures to the ground. While the enemies cannot move, other Sylvan creatures can use ranged attacks to bring them down.

Necropolis

Necromancers command shambling armies of the dead. Necropolis creatures are not as strong as those in some of the other factions, such as Inferno or Haven, but amassing a major army through the dark art of resurrection can negate this lack of strength. Necromancers can learn skills that replace fallen troops with skeletons and skeleton archers, sort of a stop-loss. Losing a few wraiths is painful, but at least you don't leave a battle without something for your losses. And should a necromancer do major damage against enemy creatures, he can also use those corpses in his own army. An experienced necromancer is a formidable foe. A solid strategy is to decimate as much of your enemy's army as possible, then pull back on your assault. Resurrect the fallen creatures in your army to minimize the losses, and then go for the final attack to finish off the enemy hero.

Necromancers are better off learning dark and summoning magic. They are weak against spells from the light school of magic.

Creature-Specific Strategy

- ◆ Skeletons, when properly amassed, can do tremendous damage. Gathering up skeletons is easy, too, thanks to the necromancers' ability to resurrect the fallen as skeletons in their army.
- ◆ Spectres and ghosts are difficult to kill due to their ephemeral form. Melee attacks often pass through them.
- ◆ Attack magic users with spectres. Spectres replenish their HP by draining mana from magic users.
- ◆ Vampires leech HP from enemy creatures. Zero in on enemy creatures with low defensive stats, as the vampires earn more HP by doing greater damage.
- ◆ Archliches have a ranged attack, death cloud, that does not affect fellow undead creatures. An archlich can sit at the rear of the battlefield and volley this through friendly lines without worry of friendly fire injuries.
- ◆ Archliches are adept at destroying war machines. Use the area-effect attacks of an archlich stack to target enemy stacks near a war machine and take out multiple targets with a single shot.
- ◆ Wraiths cannot be retaliated against. This makes them ideal for diving into enemy territory and attacking with the vicious Harm Touch skill. Harm Touch kills one creature in a stack and lessens the effects of any light magic in use.
- ◆ Consider putting all of your wraiths in a single stack. Their combined strength is enough to eliminate many enemies with a single shot.

Academy

Academy wizards are not immediately known for being excellent tacticians on the battlefield, a perceived shortcoming made worse by the inability to offer their support troops worthwhile stat increases like other faction heroes. Not that all is lost for Academy heroes—far from it. Wizards are adept at mastering all schools of magic, giving them an unparalleled command of the mystical arts. An advanced wizard with excess mana and knowledge of spells in advanced circles can do tremendous damage to an enemy army.

Wizards also have the ability to create and fuse artifacts to their troops, giving them additional powers on the battlefield. This is a costly talent, but it is often worth the hit to the purse for a well-rounded army equipped with artifacts that overcome natural deficiencies. Once the magical skills of the wizards are mastered, this faction reveals itself to be one of the best in the game.

Creature-Specific Strategy

- ◆ Master gremlins have the unique talent to repair war machines and golems, so keep them alive.
- ◆ Stone and obsidian gargoyles can fly across the battlefield and bash enemies with melee attacks. Their rock-hard hides make them difficult to kill, too.
- ◆ Djinnns have a never-ending supply of mana, so use them as spell factories, casting from the battle's start to the end.
- ◆ Rakshasa are vicious creatures with the speed to dash into enemy territory and deliver terrible attacks. This also makes rakshasa useful for rushing up to an enemy who is proving to be troublesome to defeat from afar.
- ◆ Titans are the most fearsome creatures in the game. Their melee and ranged attacks are brutal.

Dungeon

The warlocks of the Dungeon faction are accomplished magic users, but they do not cast as wide of a net across the magic schools as the wizards. Warlocks specialize in destructive magic, and learn high-level spells early. Many of these spells cannot be defended against, so when a warlock raises his hands to cast a spell, hold your breath and hope for the best.

The downfall to the warlock, though, is limited mana resources. Destructive magic spells are costly and warlocks do not have much mana to draw on to cast them, meaning that an aggressive caster can burn through mana stock within a few turns. Should an enemy hero survive those terrible turns, they stand a good chance of routing the lesser Dungeon creatures.

Creature-Specific Strategy

- ◆ Assassins can poison enemies with each attack, so instead of concentrating on a single stack, send your assassins all over the battlefield, poisoning as many units as possible.
- ◆ Split your assassins into two stacks to maximize the number of enemy stacks you can poison during the course of a battle.
- ◆ Blood maidens and blood furies can use their Strike and Return ability to cross the field and attack an enemy without threat of retaliation. This technique is best used against slow-moving, high-HP enemies that take a while to cross the field.
- ◆ Grim raiders will bite enemy creatures who attack nearby friendly stacks. Position grim raiders near your other units to take advantage of this skill.
- ◆ Hydras are tanks—teleport these monsters into the middle of the battlefield to run interference. They can take heavy damage and attack creatures trying to cross the battlefield to reach your side of the map.

Hero Selection

Hero selection at the beginning of a multiplayer match is important—look at the individual stats of each hero when making your selection. Depending on certain mission conditions or play styles, you want to seek out a hero with certain stats to help ensure success.

- ◆ Attack: This rating is added to the amount of damage a hero's creatures do. Choosing a hero with a strong attack rating seems natural for an aggressive player, but attack usually comes at the expense of other important stats, like defense and spell power.
- ◆ Defense: If you are commanding an army of creatures with lower attack ratings, a hero with a high defense stat will help keep them in the battle much longer. Defense-heavy heroes are also good for players that prefer to stay close to home and develop their city and army before heading out. Should an aggressive player mount an early attack, this helps ward off disaster.
- ◆ Spell Power: Players that choose factions that specialize in magic use, such as Academy or Dungeon, will need a hero with a high stat in this category.
- ◆ Knowledge: Knowledge is directly linked to mana, making this an essential stat for heavy magic users.

- ◆ Morale: Strong morale helps creature performance in battle. (This rating means little if you start taking creatures from other factions.) Morale backs up the attack stat, so aggressive players may use this to enhance already strong armies. Magic users may use morale to enhance the potency of spell-casting creatures.
- ◆ Luck: Creatures under the command of heroes with high Luck ratings see more critical hits in a battle. If you plan on initiating a lot of attacks, or if the creatures in your faction are not the heaviest hitters, a good Luck rating can help.
- ◆ Mana: If you are going to pursue magic for offense, look for a hero with a solid starting mana pool.

Town Tips

- ◆ Unless you are playing against several aggressive players, stay close to your home city and upgrade it until you run out of resources. The upgrades will help you craft an army that can survive longer on a hostile map, which will help you restock resources to finish off a successful metropolis. Two weeks worth of turns should be all you need to get your empire off to a good start.
- ◆ Keep track of time when building troop recruitment facilities. Build at the end of the week, so you can generate fresh recruits as soon as the calendar licks over into a new week.
- ◆ Build a blacksmith early—and never leave your city without war machines.
- ◆ Keep on top of your civic center upgrades. Without a steady supply of gold, your ability to recruit troops will come to a grinding halt—a recipe for trouble.
- ◆ When you do finally manage to fully develop your city, be sure to sell excess resources at the marketplace for gold. Use the extra money to recruit a few additional troops each week for your army or city garrison.

End Game Tips

Many games end when you defeat your opponent and sack his or her city. As soon as you know the direct route to your opponent's home city—or realize she or he knows where yours is—prepare for the final confrontation with these strategies:

- ◆ Retreat back to your home city and get ready for the final push. Do not make a half-hearted attempt on an enemy city without a spectacular army, lest you waste precious troops and surrender the element of surprise.

- ◆ Make sure you have a hero remaining at your home city with a decent army when sending your best developed hero out with the major army for the final attack.

If you are on the defense: You must change your tactics to prepare for an attack. Keep an eye on where your enemy hero came from. If you survive, you can use that same route to launch an attack on his city.

Consider hiring a new hero and giving him a small force so he can scout ahead for an incoming enemy hero. If he spots the enemy hero before he gets close to your city, he can engage and do some damage to the attacking army. When using this tactic, concentrate your efforts only on the strongest monsters in the enemy army. Don't waste time with lesser creatures, as the massive army at your home city will be strong enough to deal with those.

You need to have a hero ready to go if the attack on your city fails. The defeated enemy hero will have had the majority of your opponent's creatures with him or her, and you now have a window of opportunity to strike back before he can rebuild his forces. Keep an eye on the calendar. With every week that passes, your enemy has been able to recruit fresh troops.

If you are on the offensive: Maintaining the element of surprise is tantamount to success. Stock your top-developed hero with the best army possible (without totally gutting your home city), and then start the march. Try to avoid an obvious route so you aren't seen. While marching toward your enemy's city, do not claim any of his resource generators. This will only reveal location, and that's not worth a few days of gems or wood.

While you march on your enemy city, keep recruiting creatures back at your home city. You may discover that while you think you are the only player sending a major army to crush an enemy home city, you cannot afford to have your home city caught without a decent garrison.

As soon as you can strike your enemy's city, do so. However, don't chase down heroes just yet. If you can take the city, you have completely disrupted their supply chain and ability to recruit new troops. Their disjointed empire will scatter and you can then head out to squash any remaining enemy heroes.

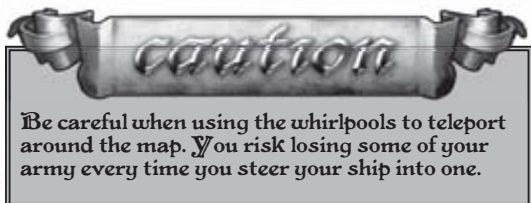
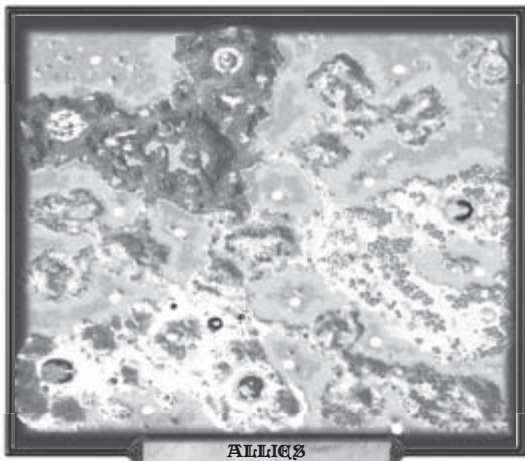
General Tips

- ◆ Don't count on resources to be in the same place in every game. While the physical position of the resources may be the same, what was a pile of wood in one game might be a cauldron of mercury in the next.
- ◆ Artifacts, like resources, change every game. Sometimes you may luck out with a powerful artifact within reach right away. Other games you may find only something minor while your opponents are blessed with great artifact finds.
- ◆ Develop your civic centers early to generate plentiful income. You need it, especially in matches where you have to defeat the other players to win. You must spend a lot of gold to recruit creatures and keep your army well stocked.
- ◆ Resources are scarce on some maps. If you want to build high-level creature recruitment centers, you need to hold on to the resource generators.
- ◆ Consider hiring an extra hero to seek out resource piles in the wild or patrol the area around resource generators you have already claimed.
- ◆ When you sack an enemy hero's city, you immediately start earning income from their civic centers. You can also recruit whatever creatures are available in that town, but beware of the morale hit if you employ creatures of a faction other than your own.
- ◆ In matches where you have to defeat other opponents, gravitate toward abilities that improve your offensive and defensive capabilities.
- ◆ If you are required to capture a township or locate specific objects on the map, gravitate toward developing your logistics abilities so you can cover more ground each turn.
- ◆ Develop a game plan for town improvement. Decide which creatures you must have for your play style and seek out the resources to build the required facilities as soon as possible.
- ◆ Be careful picking fights with creatures in the wild. You don't want to sacrifice too much of your army right off the bat in case you have an opponent going for a dagger-like attack right on your home city.
- ◆ If an enemy hero develops an army that is hard to defeat, consider a squeeze—don't attack, but disrupt your enemy's supply chain. Capture resource generators, especially any gold mines, to slow town improvements and troop recruitments.

- ◆ Develop magic guilds in your towns early on. Learning spells your opponents do not know helps you in battles.
- ◆ Save for a rainy day. Don't ever spend all of your gold. If disaster strikes—you lose a town or you need to do a major recruitment drive after a tough battle—you need the gold to rebuild your disabled empire.
- ◆ Always, *always*, build defenses to protect your town in your absence. If you lose your city, you'll have a very difficult time for the rest of the match.
- ◆ Assess the situation early in the game before building town improvements. If you are up against an aggressive enemy, build up creature recruitment facilities so you have a steady stock of fresh troops. If there is great space between you and your enemies, or if they seem more occupied with their own devices, concentrate on building facilities to increase resources and capital.
- ◆ Don't just buy any new creature that becomes available. Think about your style of play. If you are an aggressive player, you want creatures with strong attacks, like paladins. But if you prefer to be defensive, look for creatures that have high defense stats and can bear the brunt of enemy attacks.
- ◆ If a powerful enemy hero is in your territory, try to intercept him or her before one of your town garrisons is attacked.

Multiplayer Maps

Allies



Players: 6 (3 teams of 2)

Goal: Defeat All

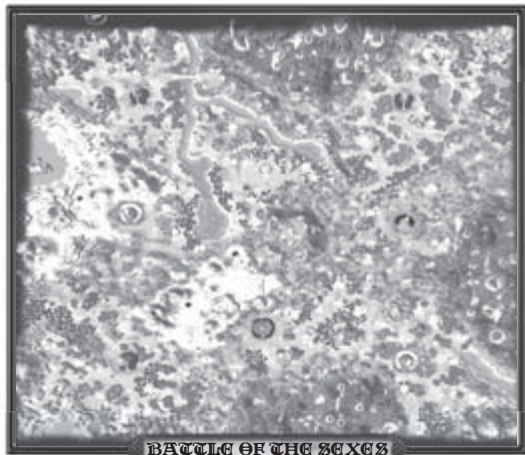
Map Size: Big

Map Description: One day, in the archipelago of Barren, three armies, each commanded by two leaders, came head-on against each other in mortal combat. Though they were all enemies unto each other, occasionally even irreconcilable enemies have to join forces against a common foe. The leaders' abilities to coordinate their troops will determine the outcome of this war.



Each town is almost sequestered on a narrow strip of land with only one approach. There is almost no way to surprise an opponent.

Battle of the Sexes



Players: 4

Goal: Defeat All

Map Size: Very Big

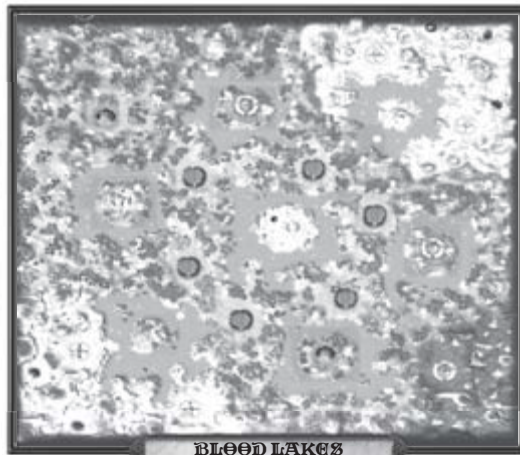
Map Description: The most beautiful woman to ever grace this world was Helena. After she inherited the richest kingdom, there was no shortage of contenders for Helena's hand. To choose the most worthy, "The War of Lovers" began. The winner could count on marriage to the young, rich, and beautiful woman.

note

Resources are plentiful on this map, but don't wait too long to start claiming them. The other players take advantage of your hesitancy.



Blood Lakes



Players: 6

Goal: Find Tear of Asha

Map Size: Very Big

Map Description: Six families own the blood lakes—six irreconcilable enemies. The war between them, once faded, flares anew and the water in the lakes runs crimson yet again.

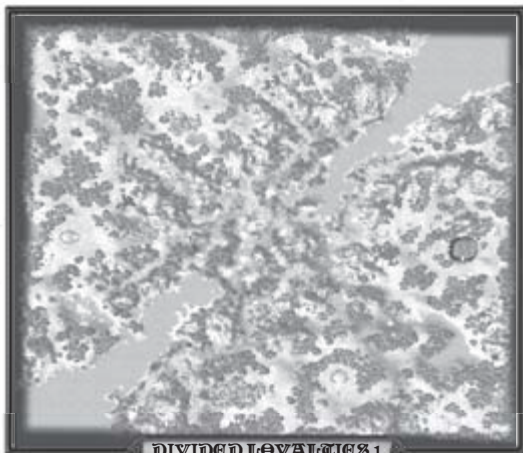
tip

Several dragon utopias are on the outskirts of the map. If you can defeat the serpents within, you can win some powerful artifacts.

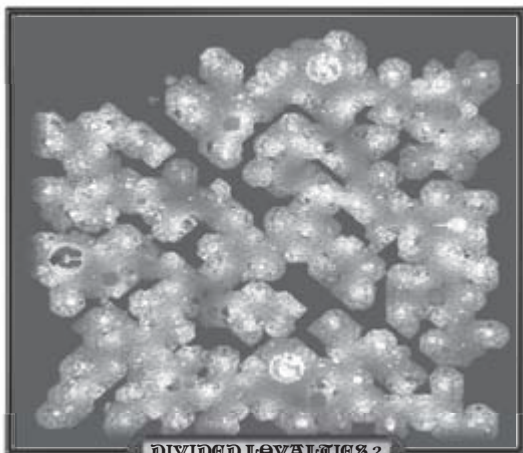
note

Each major city on this map already has an external shipyard, so you do not need to spend the resources to build one in your city.

Divided Loyalties



DIVIDED LOYALTIES 1



DIVIDED LOYALTIES 2

Players: 4

Goal: Find Tear of Asha

Map Size: Big

Map Description: The scars of the last war have finally healed. The trees grow strong again and rivers flow with crystal-blue water. The swords see rust, and spellbooks grow dusty. And even so, the creatures of Ashan declare yet another war. The Tear of Asha will be the winner's reward and the indisputable proof of the winner's military talents.

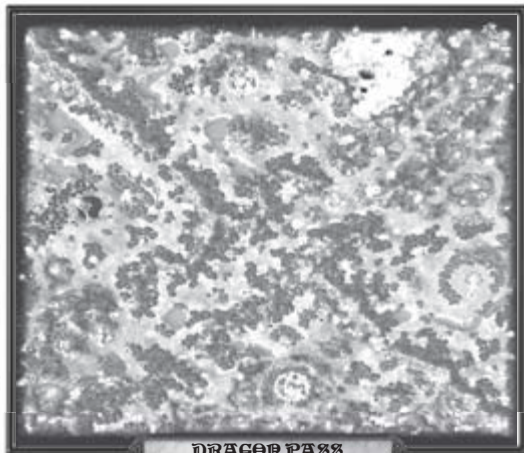
tip

There is a major bottleneck in the center of the surface map, thanks to a narrow road carved through treacherous rocks. You can ambush your enemies here.

note

Two of the players begin the game on the surface—the other two are stationed in the underworld.

Dragon Pass



DRAGON PASS

Players: 4

Goal: Find Tear of Asha

Map Size: Big

Map Description: From time immemorial, the Great Trading Route connecting the northern and southern towns was guarded by dragons. And during all the time the road existed, a war raged for the lands it passed through. No one has yet managed to break the resistance of the dragon guards and at the same time beat the armies of other contenders for the prized area.

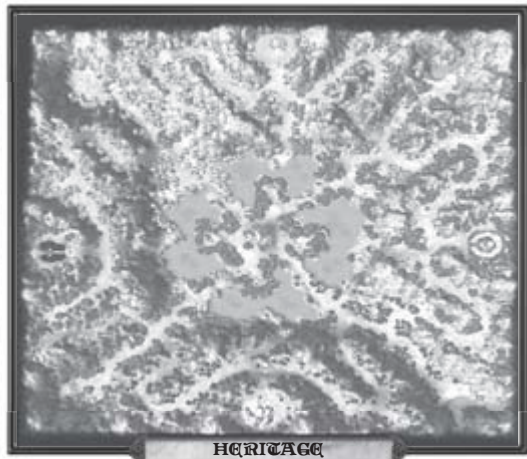
tip

The central route that runs the length of the map is lined with gold and treasure.

note

The outside edges of the map are lined with artifacts—and some very tough creatures protect them.

Heritage



Players: 8

Goal: Defeat All

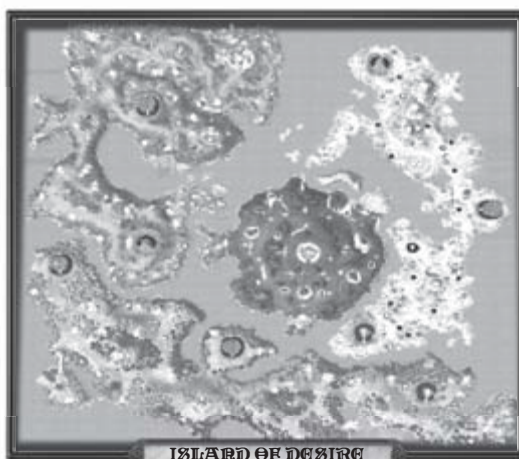
Map Size: Big

Map Description: The Great Mage of Sar-Miriam was the son of a human father and an elf mother. He was trained by mages and even made friends with necromancers, believing that all roads to knowledge should be used whenever possible. He studied the nature of demonic creatures, and spent quite a few years with dark elves. When Sar-Miriam left this world, a great many people pretended to be his heirs. They were unable to solve their dispute peacefully, and had to resort to might and magic again.



The center of the map is dominated not only by an artifact-laden dragon utopia, but also by a collection of four upper-tier monsters that guard powerful artifacts.

Island of Desire



Players: 6

Goal: Capture City

Map Size: Very Big

Map Description: Fiery Island is located in the crater of a huge volcano that became extinct centuries ago. One day, a mysterious town rose in the middle of the island. It is fabled to be a place where all wishes come true. The only problem is, when one of the six contenders to Fiery Island reaches the goal and captures the town, that hero will have only one wish left: survival.

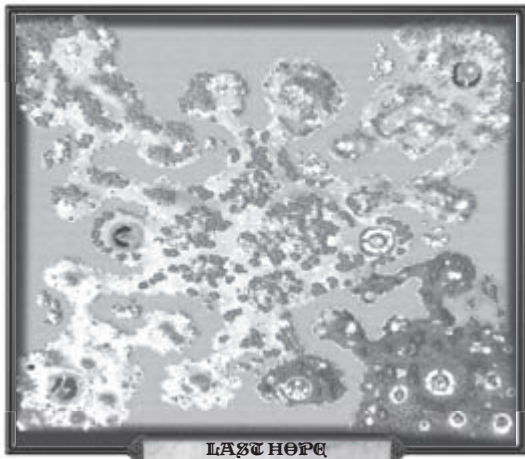


You cannot use ships to reach the central island where the goal sits. You must warp there via monoliths, but the monoliths on both the mainland and the islands are protected by garrisons with massive armies. Consider letting your opponents whittle down those garrisons before swooping in and finishing the job.



Your goal is to capture the Inferno city in the middle of the central volcanic island.

Last Hope



Players: 4

Goal: Find Tear of Asha

Map Size: Big

Map Description: Misfortune always comes unexpectedly. Inhabitants of the island were so accustomed to wealth and luxury that they didn't notice that their mines, the source of their prosperity, were being depleted. Now, they have to fight for their survival against enemies who have waited for such opportunity. Maybe the legendary artifact, the Tear of Asha, can help one of the parties achieve this goal.

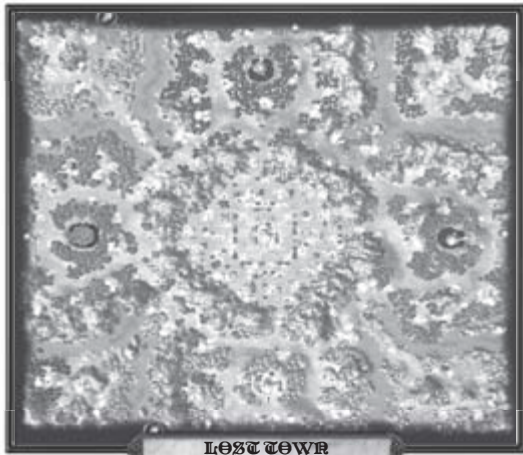
note

Resources on this map are not easy to come by. Each town is flanked by a couple of resource generators, but to get the materials you need to improve your town, you must strike out and claim resources closer to other players' towns.

caution

If the map has any neutral cities you are able to take, be sure to build blacksmiths in them. Different faction cities offer different war machines.

Lost Town

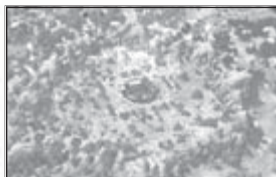


Players: 4

Goal: Capture Town

Map Size: Big

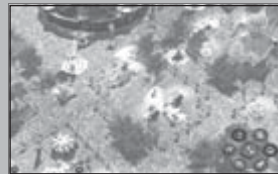
Map Description: Hidden, forgotten, lost—a mysterious town somewhere in the world holds the secret of immortality, which is revealed to the hero reigning within its walls. At least, so says the legend. Only a few fanatics believed, but suddenly the rumor arose that the lost town had been found. Mighty rulers of surrounding lands pretended to pay little attention to the rumor, but each has secretly assigned a task force to find the town, just in case....



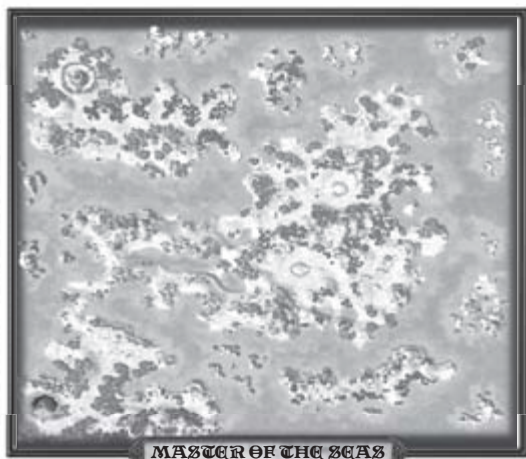
The town you need to capture is surrounded by mountain ridges and four stocked garrisons.

note

The streets that lead to the secret town are practically paved with gold and treasure. But the first to take the city wins the match, so don't dawdle too much collecting sparkly stuff.



Master of the Seas



Players: 4

Goal: Find Tear of Asha

Map Size: Big

Map Description: Anyone headed for the southern lands has to sail past the Border Islands. In the past, these may have been useless scraps of land, but now that they have been cleared of orcs, fleets of ships sail through the coastal waters. There are many people who would like to lay claim to the islands in order to gain legal ground for the right to trade with the southern countries.



Every city has relatively easy access to a shipyard.



This is a race for the obelisks, which help reveal the location of the Tear of Asha. Visiting the obelisks is your top priority.

Neighbors

Players: 4

Goal: Defeat All

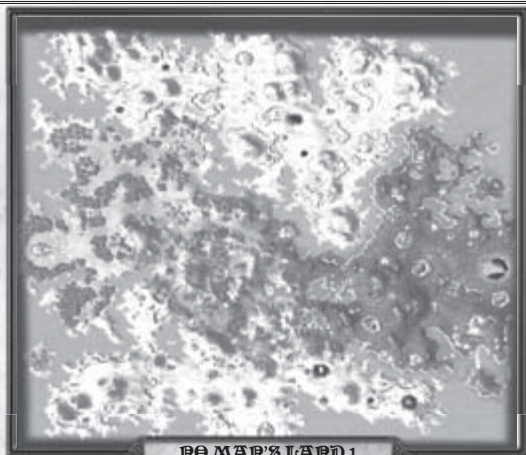
Map Size: Normal

Map Description: Yesterday, they didn't even know the others existed. Four peoples, divided by impassable mountains, lived their own lives, not a thought about conquering new lands in their heads. But everything changed when an alien mage, wishing to do them a favor, installed teleports in the valley so the neighbors would finally be able to meet each other. The contact didn't go well: The neighbors turned out to be too different; each saw the others as enemies, and soon the formerly peaceful valley was flooded with rivers of blood....

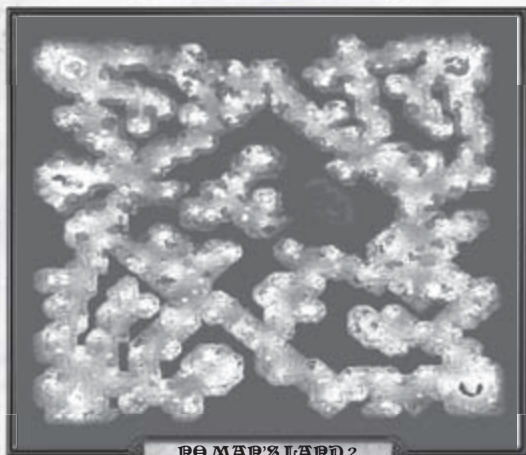


The barren desert doesn't contain as much bounty as other maps, and what little there is of it is guarded by creatures.

Ro Man's Land



RO MAN'S LAND 1



RO MAN'S LAND 2

Players: 4

Goal: Defeat All

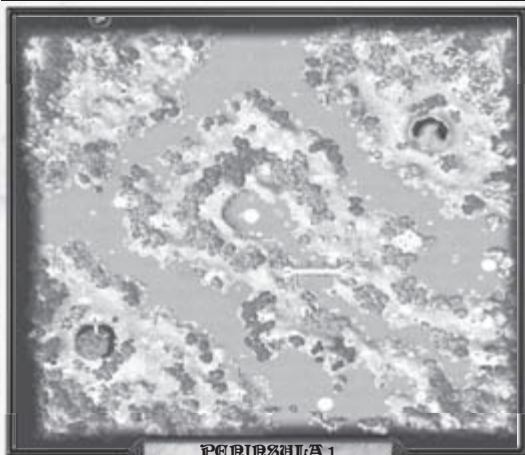
Map Size: Big

Map Description: After a long and cruel war, the subterranean empire lost its power. Its rulers died and the subterranean towns were abandoned by their residents. The victors were about to divide the spoils of war, but then the former allies turned into enemies, each unwilling to let go of the conquered lands.

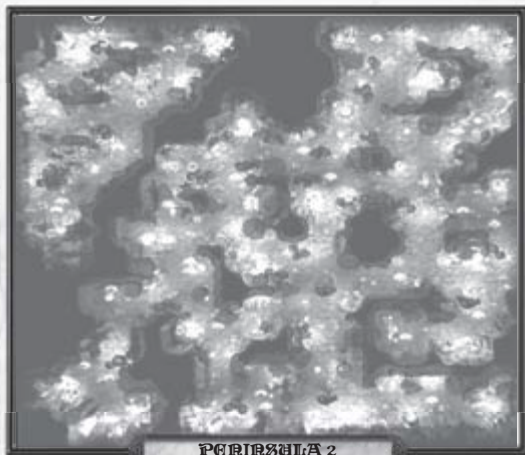


If your home city is stationed on terrain that isn't complementary to your faction, build up abilities to help with your slower movement.

Peninsula



PENINSULA 1



PENINSULA 2

Players: 2

Goal: Find Tear of Asha

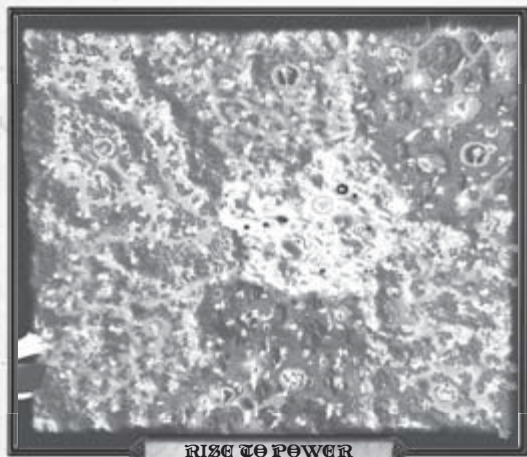
Map Size: Normal

Map Description: Two uncompromising enemies have stood against each other for too long to remember times of peace, their strength exhausted by unending war. Now, the last hope for victory is the Tear of Asha, hidden somewhere on the mysterious peninsula that divides the lands of the opponents.

note

The bridge that connects the twin tracts on the peninsula is heavily guarded at each end. You can use the bridge to save a couple of turns' worth of movement—but you will need a major army, because you will incur heavy losses.

Rise to Power



Players: 6

Goal: Defeat All

Map Size: Very Big

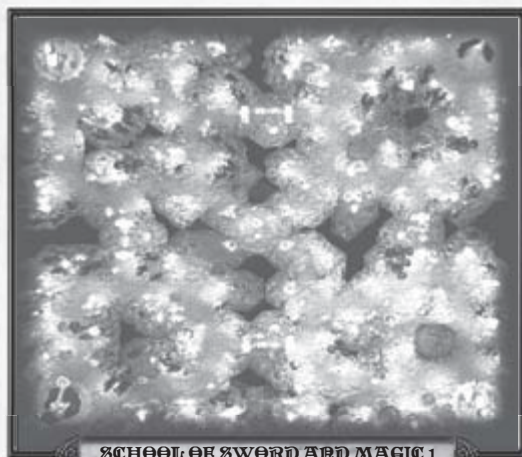
Map Description: There are too many heroes with grand ambitions in this world. Wars are waged and brave warriors die. Thus is the way of the hero: Crush the opposition, and as your enemies fall, rise to power.

To exit your kingdom and lay siege to the other players, you must first battle a monstrous creature to get the border pass that corresponds with the border guard blocking the entrance to your kingdom. Beware, though—once you have the border pass to get out, anybody else is free to storm in.

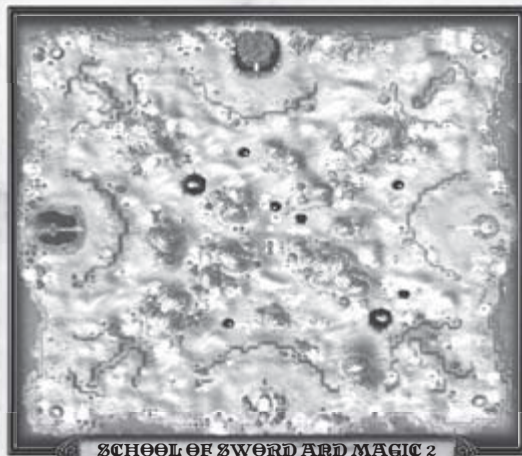
tip

Protect your city well with a sizable garrison before opening your Kingdom to the rest of the map.

School of Sword and Magic



SCHOOL OF SWORD AND MAGIC 1



SCHOOL OF SWORD AND MAGIC 2

Players: 8

Goal: Defeat All

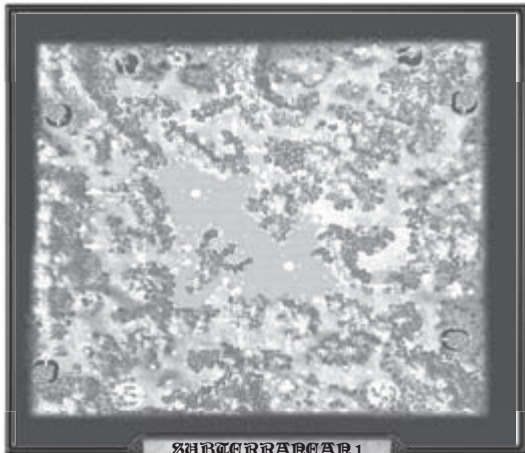
Map Size: Normal

Map Description: Everyone knows the names of great military leaders and powerful mages; few remember the names of those who fell in their quest for power and might. But there was time when all of them started together, honing their skills in the arenas of sword and magic schools. Only the most gifted completed their training.

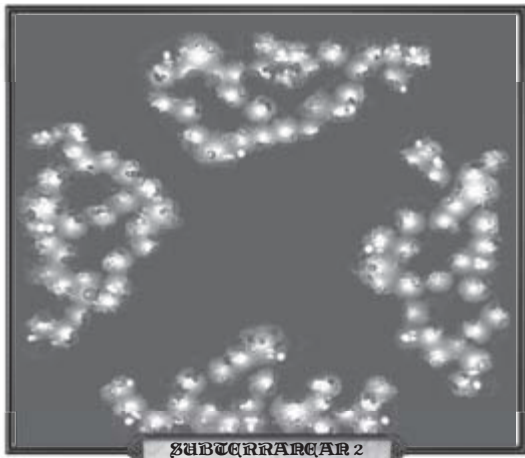
note

There is only one way to the surface—through the subterranean gate in the center of the underworld map.

Subterranean



SUBTERRANEAN 1



SUBTERRANEAN 2

Players: 4

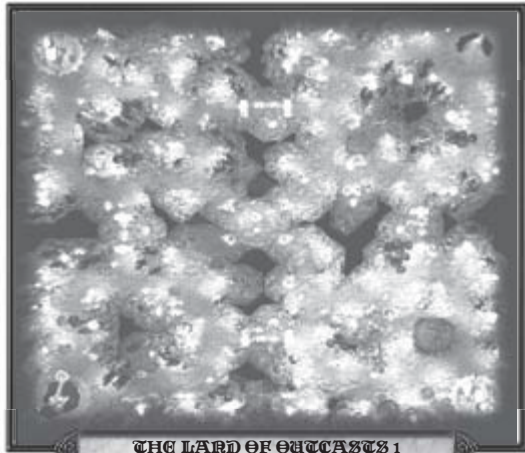
Goal: Defeat All

Map Size: Big

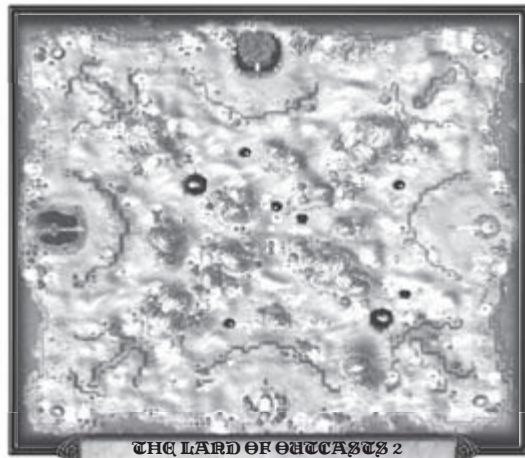
Map Description: The war in the wastelands is more widely known as the Paupers' War, for that was what arrogant, well-to-do neighbors used to call inhabitants of these desolate territories. Only when deposits of valuable resources were discovered below the crust were wasteland dwellers finally able to build a powerful state and conquer their neighbors. But before that came a long, hard war for the dungeon treasures between the "paupers" themselves.

The surface kingdoms have access to ship on the beaches. Use these as shortcuts to the other players' cities, because each home town is protected by at least two garrisons.

The Land of Outcasts



THE LAND OF OUTCASTS 1



THE LAND OF OUTCASTS 2

Players: 4

Goal: Defeat All

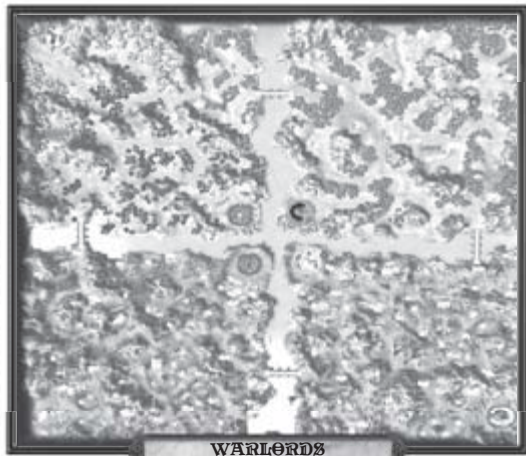
Map Size: Normal

Map Description: Big politics are the way to rise high, but they also involve a risk of falling to the very bottom. The heroes who weren't lucky enough to realize their objectives in the last election went to the Land of Outcasts, a place of exile. Only the strongest can survive there. Each of them hopes one day to subject these cheerless lands to their power and return to the civilized world, to challenge their old enemies again.



There are a few trees of knowledge in the underworld. If you can fight your way to them, you can earn a free level upgrade.

Warlords



WARLORDS

Players: 8

Map Size: Very Big

Goal: Four factions have settled in the contentious region of Crossed Rivers. The battle for control of the lands has waged for many generations, and many heroes wear their time spent on the battlefields there as a badge of courage. But enough blood has been shed for these rivers. Will this conflict finally be put to rest and allow the sand and soils of the Crossed Rivers to finally see peace?

The map is split into four quadrants, divided by deep rivers that prevent sea travel. Strong bridges connect the land masses, but each bridge is protected by a garrison on either side. Heroes wanting to lay siege to another quadrant will need to run a tough gauntlet just to see enemy lands.

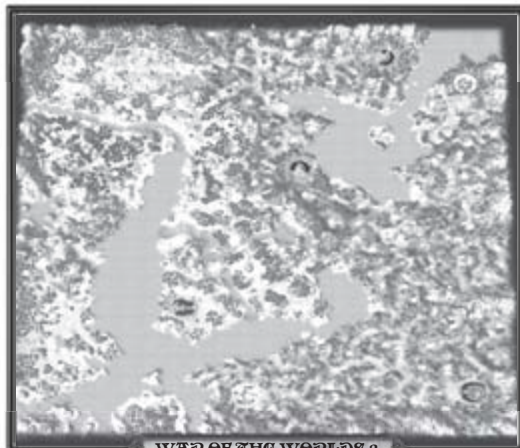
tip

Use the garrisons to your advantage early on. Recruit creatures and build up your protection. Keeping opponents out of your cities is just as important as trying to lay siege to theirs.

note

From above, this map should look quite familiar to any gamer that sat in front of an Atari 2600 in the late '70s.

War of the Worlds



WAR OF THE WORLDS 2

Players: 8

Goal: Defeat All

Map Size: Very Big

Map Description: Ten years ago, the strait dividing the two continents disappeared after an earthquake. A narrow strip of land appeared in its place. Now, nothing prevents the armies of the two worlds from invading each other's lands, and it is the arena for never-ending battles.

Resources are plentiful on this map, allowing multiple empires to grow at roughly the same pace. Be sure you have built a marketplace, though, because once resources have been gobbled up, you may find it easier and cheaper to buy them than fight over resource generators.

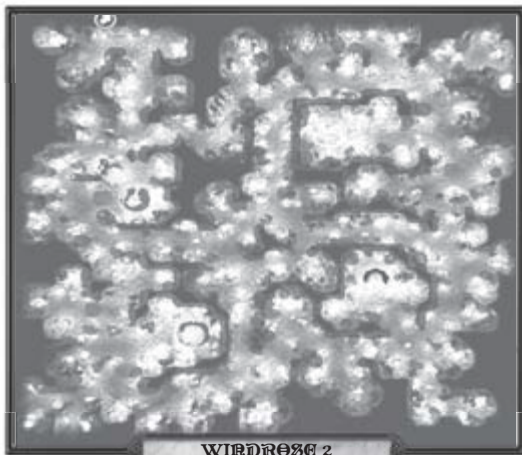
note

Isolation is good for survival, but not having immediate access to resources can stunt your empire's growth in the long run.

Windrose



WINDROSE 1



WINDROSE 2



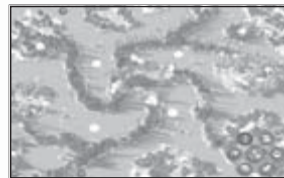
Players: 8

Map Size: Big

Goal: Defeat All

Map Description: Windrose Valley has long been a sacred place for many peoples of Ashan. The legend goes that the Dragon of Chaos fought the Dragon of Order here at the dawn of the world, so the one who controls the valley will touch upon the power of the primordial dragons themselves. The fight for the Windrose, and for its power, is about to begin.

The spindly tracts of land that divide the oceans are not inhabitable. Only small clearings can be visited via the sea. Players can use the whirlpools to quickly access other kingdoms, but the risk of losing troops during the passage should be enough to give any player pause.



Expect your enemies not by sea, but by land. The underworld tunnel system is easy to traverse, with wide caverns, making it an ideal alternative to costly sea travel.

mighty and magic
Heroes of Might and Magic V
Multiplayer

