

# Eador

Masters of The  
Broken World



MANUAL

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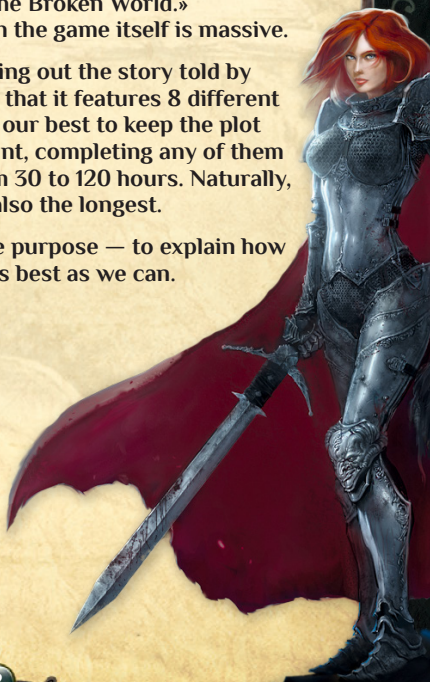
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This is a brief guide for the computer game  
«Eador. Masters of the Broken World.»

Very brief indeed, even though the game itself is massive.

We'll refrain here from laying out the story told by the game, it's enough to note that it features 8 different endings. Although we tried our best to keep the plot branches short and to the point, completing any of them would take you anywhere from 30 to 120 hours. Naturally, the “best” one is also the longest.

The text below serves a single purpose — to explain how to play this thing, as best as we can.





## The Astral

When you choose the Campaign mode, you behold a strange take on cosmic space, filled with weird planets of weird shapes. This vista is known as “the Astral”. This portion of the game is the most philosophical, so if you do not intend to play the campaign, skip this part and proceed to “The heroes”.



The Astral is mental projection of the physical world... Okay, we stop here. You have to conquer all these irregular planets called “shards” – in order to do that, click on them with a mouse and select “Attack”. No use clicking on a shard with a burning man’s portrait hovering above – that’s your own personal world. Prior to the attack you’ll be presented with a benefits screen – here you can choose some advantage for the upcoming battle, such additional unit or increased income. For that, you have to pay with some “energy” – that’s the blue thingy with digits at the bottom, the digits being your energy reserve. If you just started, don’t bother thinking about it, you don’t have enough energy anyway. If everything is all right and you have found the “Attack” button, you’ll be transferred from the mental plane to the physical one. Now it gets more exciting.

## The heroes

We didn't tell you before, but you play as a god in this game, and monotheism is not invented by this civilization yet (if you get what we mean). It just might happen that mortals will not believe in you to begin with, so you've got some competition to fight. Being an immaterial creature, you can't sort out your issues all by yourself; you need mortals to do the dirty work. Enter the heroes, the most important beings among your mortals.

Having arrived on a shard, the first thing in order is to enter your stronghold – click the button at the bottom, the one with castle. Now you see a row of 4 portraits – these strapping young lads represent the “Warrior, Scout, Commander and Mage” trade union. Without them, you can't raise an army, complete quests, explore provinces and generally do anything of note.





How to choose a hero, then? A **warrior** is easiest to play. Throw in some decent armor, and he is nearly impossible to kill; his health skyrockets as he gains in levels, his attack is good enough.

A **scout** is quick to learn how to attack across the entire map, has the best damage output and an assortment of utility skills such as “cause panic”, but he is best kept far away from melee.

A **commander** is allowed to have a larger army right from the start, he boosts his troops with all kinds of bonuses; but he is pretty much worthless as combat unit by himself – his strength lies in numbers, and when you only have low-level troops and 4 unit slots, he is more a liability than an asset.

The **mage**, naturally, is a toast in melee, but best at spellcasting. He, too, is hampered early on by the puny selection of spells available at the start. We believe a novice player should only run a mage if he fancies a career in necromancy and plans to raise zombies and skeletons by the dozens. Another issue to consider is that a mage needs gems to fuel his enchantments. Every spell costs some magic gems, and when you run out of these crystals, that’s no more magic for you. On the other hand, you cut your costs on soldiers, since they have to be paid gold every turn, while your loyal skeletons fight free of charge.

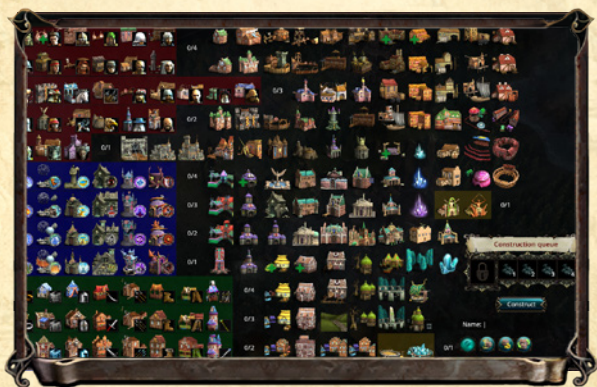
## Construction

Once you have hired your first hero, it is prudent to supply him with some troops. Sure, you could stick with his initial forces, but they won't keep him alive for long. And good troops require lots of buildings. Go to the construction screen – click the button with a hammer, on the city screen or on the strategic map. There, you see the “wheel of quarters” – the thing that looks like a phone’s rotary dial (some of you still remember phones controlled by rotary dials, right?)





The quarters are separated according to their purpose – there is a **military quarter**, a **craftsmen quarter**, a **magic quarter** and so on. To the right of the wheel, you can see the icons of buildings within the selected quarter. Roman numeral buttons choose the building tier inside a quarter, from I to IV. By default, the wheel only shows you the buildings you can build on this particular shard. You can switch the display mode using one of these small round buttons beneath the building icons. This way, you can opt to display only the buildings you can construct right now, or all buildings that exist in the game. You can also click on the button with arrows to open the entire construction list on a single screen. Kind of overwhelming, yeah, but helpful to see the complete picture of your constructive enterprises.



For now, the most important concepts are:

- ✧ Most buildings require other buildings as prerequisites before they can be constructed.
- ✧ Naturally, nearly every building unlocks new ones when erected.

- ✧ Some buildings belong to groups permitting only a limited number of such buildings to be constructed. For instance, you can only construct a single building giving access to 4th rank units. Either paladins or elephants – never both, so think ahead.
- ✧ Buildings of non-human races require an alliance with said race, formed by completing their quest. Only one alliance can be active at any given time.

Beyond that, the construction is fairly transparent – the buildings provide units, or produce equipment for heroes, or grant magic spells, or improve finances and population mood.

In addition, you can schedule a construction queue. Click on the building icon first, now, consider when you want the building to be constructed, and choose one of the buttons above – “1”, “2”, “3” or “4”. The digits stand for turns after the current one – meaning, a building in slot “4” will be constructed 4 turns later.





## The armies

So you have built something, and it permits you to hire units – let's say it was the crossbowman school. Now go to the Garrison tab – the button with a halberdier on the bottom panel. On one side, you'll see your hero and his army (providing he is still at your capital province), on the other, the stronghold garrison. The units available for recruitment are displayed at the top of the garrison window, hire them and drag to the army slots. You can gather your troops both in the garrison and in the hero's army, but the troops cannot travel around the map without a hero to lead them.



Each unit is a single combatant; there are no stacks of 187 spearmen hiding inside a single spearman figurine. All units can gain individual experience, gain in levels and learn new abilities. For the example, the bowmen are fairly weak fresh out of the boot camp, but they will eventually learn to shoot twice per turn, making them twice as deadly. Mind you, novice players often suffer high turnover rate with their troopers perishing left and right. Mourn not overmuch over your veterans' unnecessary deaths; everyone starts that way, with time you will learn to keep your casualties low.

The last thing to remember is that every unit costs upkeep every turn, so keep an eye over the bottom line.

## Economics and resources

The game has two primary resources – gold and gems. Gold is spent to finance construction, and to fund hero and troops recruitment. You waste it on random events (if you are a goody-two-shoes). It makes the world go 'round, as they say. Gems are primarily spent on spellcasting, but some units and buildings require them too. You can do without them if you try, but it won't be easy.



These two aside, there is a whole bunch of additional strategic resources like horses or mithril. They are also used for recruitment and construction, but you can get by without them – the lack of such a resource drives the cost up (a whole lot, sometimes) but does not prohibit a purchase. So, keep an eye for the nearby provinces – when they have a deposit of the strategic resource you need (you can see it by the resource icon above a province), it might be prudent to annex that province swiftly. Additional income from the resource deposits also helps.

The taxation of provinces is your main source of income, while your primary running expenditure is army upkeep and corruption in your provinces. Speaking of which...



## Provinces

What separates “Eador” from the games about the mighty magic heroes or the bounties of a king is the map of the world. A shard in “Eador” is divided on provinces. It is a world unto its own where someone lives, trades, and maybe even tells vulgar jokes about you, in almost every province. Your hero is not railroaded through a corridor placed by the designers, you can reach your enemy’s capital by whatever route you wish.



Whenever your army enters a province you don't own, you are presented with a conversation with the local population, offering you to:

- ✧ attack the province and annex it by force (the conquered population will likely harbor little love towards you for a long time)
- ✧ try to absorb the land peacefully (that typically means a bribe)
- ✧ leave, if the defenders suddenly make you feel nervous



Which reminds us – the farther is the province from your stronghold, the stronger are its defenders. The first “ring” around your capital is defended lightly, the second is much more powerful, the third can only be overtaken with a powerful force. That works for your enemies, too – so once you have broken through the no man’s land midway between you two, the road will be easier.

You can’t develop cities in provinces, your stronghold is your only city. However, you can still construct a set of useful upgrades. In order to do that, right-click on a province to open the radial menu, and select “Construct Building”. You can only have up to 3 buildings per province, but many of them can be upgraded with more powerful expansions – for example, a pub gives way to a brewery.





To keep a province from revolting or being conquered, you can deploy guards in it. A “guard” is a special immobile army that you can’t control, customize or trade troops with; their sole purpose is protecting the land entrusted to their care. You gain access to various kinds of guards by constructing special buildings in your capital. Mind you, some of these guards may have nasty habits – such as keeping a large chunk of provincial income to themselves, or eating part of local population.



The more provinces you own, the more income you receive – in theory, anyway. In practice, provinces have different terrain and population size, and some of them provide very little to your treasury, while still contributing to overall corruption and serving as a hotbed for random events to disrupt your reign.

## Random events and karma

Maybe not today, maybe not tomorrow, but soon a mad preacher would appear and claim you are a spawn of the devil. Or some foreign merchants would offer to purchase 200 best virgins off you. Or a village idiot would find a tree of gold, you'll send your jewelers there, but there will be a dragon, and then you have a revolution to suppress. So tread carefully and think over your choices.



The deputy of the province of **Swelling Lands** informs you that a hero known as the Harpy Hunter has turned up in their lands. He beheaded the chief Harpy Witch who had often kidnapped children in the province. The locals arranged a festival to honor the victor. But their happiness did not last for long - a flock of harpies came flying in, demanding the head of the Harpy Hunter and ten babies to boot. If the

**Give the harpies all they demand!**

**Offer money to the harpies. (-500 )**

**Let them attack if they dare.**

**Execute the deputy for tolerating such a thing.**

Your answers in random events define your karma. If you are generally acting good, you become a better person, if you do evil things, you become as you do. And being evil does not mandate being a psycho who burns alive a kitten together with a tree it climbed upon instead of helping it to get down. Sometimes your economy is just too fragile to permit helping those hapless sods from the neighboring province being ravaged by a zombie horde.

Moreover, karma is also affected by the troops you hire, the buildings you construct, the spells you cast... And what does karma affect? Not that much (beyond your relations with other denizens of Eador, mortal and immortal alike), it's just your personality trait. You don't get a halo over your head when you help the bloody kitten in real life, do you?



## Battles

**B**ut it enough with the kittens, it's time to kick some posterior. The battles in the game are obviously turn-based – all units of one army move first, their opposition after them. Every unit has 3 key parameters:

- ✧ Hit points – that's easy, when a unit is out of these, he snuffs it.
- ✧ Morale – decreases when a comrade dies nearby, or the unit is scared by a special spell. When the unit is out of morale, he panics, stops fighting and escapes the battle.
- ✧ Stamina – spent on attacking and movement over rough terrain. When the unit is exhausted, he can't act and has to rest.



The rest of tactics comes out of it. Let's say you've encountered a gang of cyclopes, and your puny spearmen have no chance so much as scratching them. But you have a mage loaded with Chaos school spells – he can use them to scare the giants away, and you'll emerge victorious. Or your mounted archers can ride in circles around the enemies until they fall from exhaustion, then finish them off. Since a hero is just another combat unit, these rules apply to him, too.

Terrain affects the battle as well – the swamps drain stamina twice as fast, the forests give some protection from missiles, hills increase shooting range and so on. Of course, some units favor a particular kind of terrain over others, and get additional advantages.



When on a high ground, the unit's defense, counterattack and firing range are increased by 1. To cross a hill, unit spends 3 movement points and 1 stamina point.

Oh, and before you start fighting, it is recommended to go to the options, select "Combat settings" and increase combat speed to maximum. Trust us.



## Hero equipment

Let's now talk about the azure trousers of great might of ancient dragon +15 protection from poison – the hero's equipment, that is. That's pretty simple, you put pieces of armor, cloaks, swords and so on upon the hero's inventory doll, and he gets increased attributes. Some items can be purchased directly in your stronghold – choose the “Stores” tab, and you see the items for sale. If they aren't good enough, build some advanced craftsmen businesses, they offer pretty nice items at tier 4.



Still, the best and most fashionable equipment comes out of slain monsters and looted locations.

## Special locations and empire building

Now that you know how to handle conquests, armies, heroes and construction, let's talk daily business. The first task at hand to haunt you would be province exploration. The higher the population in a province, the more living space it needs, and so you'll have to send your hero there and order him to explore some land. In order to do that, point your mouse at his portrait, select the "Explore the Province" option in the radial menu that appears, and there he goes. That's the best use for an aspiring hero really, he earns some experience and sometimes finds a special location with weak defenders whom he can defeat. So, looting these dungeons, ruins and enchanted groves will be your heroes' primary occupation early in their career. Some locations can provide you with a significant bonus if you find them, but tread carefully, a Battle Dragon Fan Club is best left alone until your hero is at least level 15 and has an army to match it.



When a province is explored to 100%, the income it provides increases, and the population stops pestering you with their whining about having nowhere to live.

It is important to note that you do NOT need to conquer the entire map to win. All that has to be done is capturing enemy capitals, and the shard is yours. It is speculated one could actually win on the shard without owning a single province besides his capital. We did not test the theory though.



## Spells and rituals

Now, a little bit on magic and rituals. What's the difference? Spells are used in combat – all heroes are capable of doing magic, even if not with the same efficiency. There is no “mana” in game – you memorize spells before the battle, and then cast as many as you have prepared. Like, 5 “magic arrows”, 3 “resurrections” and 2 “clouds of terror”. Every casting consumes gems, mind you.



The rituals are cast on the strategic map and require no hero (unless one is to be a target of a particular ritual). in order to use them, click the pentagram button at the bottom of screen and select a target province. Most rituals are intended to do nasty things to your enemies, but some are helpful for your own well-being, too.



In order to view what magic is available to you, click the “Library” tab (the one with a book) at the bottom. Note that you should manually pick up the hero’s set of spells by choosing “Learn spells” in his radial menu; he won’t memorize spells all by himself! But you are not necessarily limited by whatever selection of spells is provided by magic schools in your stronghold – there is a plenty of magic scrolls sold, lost, or carried around by the monsters in the world, and sometimes a lucky find is more decisive than 20 turns worth of a construction program.

## Conclusion

Well, that’s it for a brief guide. We hope it answers to most of the questions that may arise while playing. This hope is fleeting though, as even our lead designer himself is not always certain about the inner workings of the game. If you have further questions or suggestions, join our forums at [www.snowbirdgames.com/forum](http://www.snowbirdgames.com/forum).





## Strategic guide

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# Hero

## *Basic Attributes.*

**H**ealth, Magic, and Command are basic attributes whose maximum values depend on the hero's class.

### HEALTH

The higher this attribute is, the higher are the hero's hit points, stamina, and morale. Health increases the hero's hit point regeneration when not in combat. This is the most important attribute for a Warrior.

### MAGIC

The higher this attribute is, the more spells the hero can learn. This is the most important attribute for a Wizard.

### COMMAND

The higher this attribute is, the more units can join the hero's army. This is the most important attribute for a Commander.

## *Classes*

### Warrior.

**F**ights well in melee, possesses most health of all the hero types, and has decent commanding and poor magical attributes.

### SUBCLASSES

- **The Berserker** has the ability to fall into battlerage, becoming immune to wounds and gaining increased attack strength.
- **The Chieftain** is a hero whose battlerage knows no bounds.
- **The Slayer** is able to poison his weapons and strike at his enemy's most vulnerable spots.
- **The Master Slayer** is a skillful maker of poisons and a master of the blade.
- **The Holy Knight** is able to crush the forces of darkness and heal his own wounds.
- **The Champion** is a bane to forces of the dark and a master of healing wounds. A fallen Champion is resurrected by the gods once per battle.
- **The Dark Knight** can drink the souls of the enemies he defeats.
- **The Death Knight** can consume the souls of the slain whole.



## SKILLS

- **“Weapon Master”** increases the damage dealt to the enemies.
- **“Armor Master”** increases the defense against physical damage.
- **“Constitution”** increases the hero’s hit points and stamina.
- **“Willpower”** improves morale and increases magic resistance.
- **“Athletics”** increases the hero’s initiative and his movement speed in battle.
- **“Combat”** improves the hero’s attack accuracy and parry rating.
- **“Blacksmithing”** slows down the wear of the hero’s equipment, as well as increases your income.

## Scout

A professional marksman. He boasts an impressive selection of non-combat skills and can learn to perform sabotage. He is most mobile on the global map and can explore provinces more quickly.

## SUBCLASSES

- **The Adventurer** can instantly change weapons in battle, and obtains better rewards when searching in special locations and performing quests.
- **The Mercenary** can execute swift attacks, move with blazing speed in battle, and find twice as many gold and gems when searching in special locations.
- **The Archer** can fire two shots per turn.
- **The Sharpshooter** can perform a double shot without spending any additional stamina.
- **The Ringleader** loots more trophies after battles and receives more gold while plundering. The troops under the Ringleader boast increased Mobility.
- **The Raider** plunders even more loot after battles, and his gang moves with unbelievable speed on the map.
- **The Ranger** can explore provinces more quickly and sabotage enemies more efficiently.
- **The Pathfinder** is a master of scouting and sabotage.

## SKILLS

- “**Marksmanship**” increases the power and range of ranged attacks.
- “**Reaction**” increases the hero’s initiative and speed, as well as his defense rating.
- “**Scouting**” increases the speed of province exploration and allows for spying and performing acts of sabotage before attacking.
- “**Archery**” improves shooting accuracy, allowing him to find weak spots in the enemy’s defense while shooting, and also increases ammo supply.
- “**Pathfinding**” gives the hero’s army improved knowledge of how to move and fight in rough terrain and also speeds up the army’s global map movement.
- “**Diplomacy**” increases the rewards for completing quests and winning arena battles, lowers prices in province stores and guard bribery costs, and unlocks additional negotiation options.
- “**Looting**” increases the number of battle trophies and the chance of acquiring items from fallen enemies.

## Commander

**H**e leads large armies, and his skills are focused on improving his soldiers’ attributes.

### SUBCLASSES

- **The Warlord** efficiently improves his units’ defense.
- **The Battlemaster** is a leader whose soldiers are rumored to be nigh invulnerable.
- **The Tactician** gains higher initiative and can increase the ranged attack of his missile troops.
- **The Strategist** is a leader whose skill of command over archers is unmatched.
- **The General** can increase his units’ attack.
- **The Marshal** is a leader whose soldiers can crush any enemy.
- **The Priest** increases the morale and resistance of his units.
- **The High Priest** is a leader whose soldiers are well-protected from hostile magic and know no fear.



## SKILLS

- “**Logistics**” allows you to supply troops with provisions, thus lowering their upkeep, and to manage sieges efficiently.
- “**Discipline**” increases the units’ hit points and raises their magic resistance.
- “**Offensive Tactics**” improves the units’ attack and counterattack values.
- “**Defensive Tactics**” decreases the damage taken by units.
- “**Ranged Tactics**” improves the combat efficiency of missile troops (this does not affect healers or units using Magic Shot, nor does it affect the ammo capacity of barbarians and spearmen).
- “**Maneuvering**” not only increases the army’s initiative but favorably affects the troops’ stamina and speeds up their movement on the global map as well.
- “**Leadership**” helps the troops to train more quickly after combat, and increases their morale.

## Wizard

**T**he Wizard possesses a large array of spells. He commands a small army, but is able to wield a huge magic arsenal, which can be expanded not only in the stronghold but also with scrolls obtained from battles.

### SUBCLASSES

- **The Battlemage** gains higher resistance to hostile magic and can lower enemy resistance more efficiently.
- **The Warwizard** is a hero unmatched in magic duels. (not sure what this means, but it sounds interesting)
- **The Necromancer** can summon more powerful creatures, spend fewer gems while casting spells, and increases the power of undead who can fight with his army.
- **The Master Necromancer** can cast spells while spending next to zero gems, command the most powerful creatures ever summoned, and dramatically increases the power of undead who can fight with his army.
- **The Enchanter** can prolong the effects of his spells.
- **The Master Enchanter** casts spells that do not wear off even in the longest battles.
- **The Mage** wields spells of increased power.
- **The Archmage** can cast two spells per turn in battle.

## SKILLS

- **“Concentration”** increases the duration of spells and helps the hero to restore more energy while resting.
- **“Summoning”** increases the power of summoned creatures and the range of summoning spells.
- **“Thaumaturgy”** increases the hero’s magic resistance and his ability to overpower the enemy’s resistance.
- **“Wisdom”** increases the experience the hero earns and allows him to learn additional spells.
- **“Wand Master”** improves the efficiency of using wands in battle and increases the hero’s initiative.
- **“Necromancy”** allows the undead raised in battle to stay with the hero’s army, increases their strength and speeds up their hit point recovery.



## Abilities

### **E**xperience Level:

The hero gains experience required to advance in levels in combat and as a reward for completing quests. Upon reaching level 10, the hero gets to study one of four elite subclasses. Upon reaching level 20, the hero becomes a master of the selected profession. The maximum level is 30. Units, too, gain experience and increase in levels, improving their attributes and gaining new abilities.

### **M**obility:

The party's movement speed on the global map. The base value is equal to the speed of the army's slowest unit. This attribute can be increased by special buildings and by the hero's skills.

### **I**nitiative:

In combat, the party led by the hero whose initiative is higher moves first. When leaders have equal initiative, the attacker moves first.

### **S**pellpower:

The effectiveness of spells is increased.

### **S**pell Duration:

The duration of spells is increased.

### **S**ummoning Power:

The strength of summoned creatures is increased.

### **R**esistance Negation:

The target's magic resistance is decreased.

### **U**ndead Summoning Power:

The strength of summoned undead is increased.

### **A**rmy Experience:

The experience gained by troops is increased.

### **H**ero Experience:

The experience gained by the hero is increased.

### **L**ooting:

The amount of gold and gems received after a successful battle is increased, and so is the chance of obtaining an item from a fallen enemy.

### **R**anged Weapon:

Shooting strength is increased.

**W**and Mastery:  
Wand shooting strength is increased.

**I**tem Maintenance:  
The deterioration of the hero's weapons and armor is lowered.

**P**rovince Exploration:  
Province exploration is sped up.

**L**ower Upkeep:  
Payment given to units is reduced.

**G**old Income:  
The amount of gold received by the hero each turn is increased.

**G**em Income:  
The amount of gems received by the hero each turn is increased.

**T**reasure Hunt:  
The hero finds more gold and gems when searching special locations.

**D**ecrease Spell Cost:  
The amount of gems spent casting spells is decreased.

**2** Spells Per Turn:  
Two spells can be used each turn.

**G**old for Quests:  
Gold rewards for quest completion are increased.

**F**astdraw:  
The hero can change weapons in battle without spending a turn.

**S**abotage:  
Efficiency of operations performed by the hero is increased.

**P**rovince Plunder:  
Income from plundering provinces is increased.

**N**ecromancer's Call:  
The hero can keep undead of a higher level than his Necromancy skill normally allows in his party.



## Combat

**A**rmies take turns in battle. The player who is first to deploy his troops before the start of battle is the first to take his turn. However, the other player can take into account the enemy's troop positions when they deploy their own.

There are several types of hexes on the battlefield:

- **Hills:** Units placed on an elevated hex have better melee defense, while bowmen and magicians can shoot further. If you know that the opponent has ranged units and the hills are only on their half of the battlefield, try to place your troops in the opposite corner to force the enemy to come down from the hills.
- **Forest:** The best protection from ranged weapons. However strange it may seem, the forest does not delay troops much, and even cavalry can move through it with no restrictions.
- **Swamp:** Delays troops greatly and weakens the defense of all units. Only goblins like the swamp better than the plains.
- **Plains:** The standard terrain type.
- **Lake, Mountains:** This terrain is impassable for all units, except for flying ones.

Note: You cannot block the enemy's ranged units if you place your troops near them. They will not shoot point-blank, of course, but will select a different target.

**Stamina points** are consumed when units attack or move through a swamp. If the value of this attribute reaches zero, the troop will have to take a rest. When Stamina drops below 6, it negatively affects Attack and Counterrattack (a 10% reduction per point below 6) and Speed. If the value of this attribute reaches zero, a unit is exhausted, may not Counterattack, has a 50% reduction to defense, and must rest on his next turn.

Keep in mind that only stamina and spells are automatically restored after battles, while hit points are not. The restoration of hit points takes time, and depends on how many actions the hero performs in a turn.

**Morale points** are raised when a unit scores an important attack in battle, and lowered when a unit is badly wounded or when an adjacent unit dies. When Morale drops below 6, it negatively affects Attack and Counterattack (a 10% reduction per point below 6) and when Morale reaches 0, a unit Panics and will no longer take orders. When Morale goes above 15, it positively affects Attack and Counterattack values (although not as quickly as when Morale drops below 6).

# Units

The level of a unit depends on the number of battles it has taken part in. Every level allows you to improve one of the unit's attributes. When a soldier has proven his mettle, you can award him with a medal that significantly increases his attributes – however, that increases his upkeep as well.

*Note: "Good" units have little love for "evil" ones, and the feeling is mutual. The degree of enmity depends on how different the units' alignments are. If the entire army consists of units of the same alignment, their morale is increased by 1.*

Units have three types of defense: melee defense, ranged defense, and magic defense (resistance).

## Rank I



## CROSSBOWMAN

Alignment: Lawful

Hit Points:	10	Defense:	2
Stamina:	10	Ranged Defense:	2
Morale:	10	Resistance:	1
Attack:	5	Ranged Attack:	5
Counterattack:	5	Range:	4
Speed:	1	Ammo:	6
Gold Upkeep:	12	Base Price in Gold:	60

You can hire these units after building the Crossbowman School, and sometimes meet them at the Tavern in your stronghold.



## IMP

Alignment: Evil Incarnate

Hit Points:	8	Defense:	3
Stamina:	10	Ranged Defense:	4
Morale:	10	Resistance:	2
Attack:	7	Ranged Attack:	7
Counterattack:	4	Range:	2
Speed:	3	Ammo:	1
Gold Upkeep:	0	Base Price in Gold:	25
Gem Upkeep:	1	Base Price in Gems:	5

You can summon these creatures to the battlefield by using the Summon Imp spell. You should use the Dark Pact spell or perform the Chaos Spawn ritual if you want them permanently in the hero's army.

## BARBARIAN

Alignment: Unscrupulous

Hit Points:	20	Defense:	1
Stamina:	12	Ranged Defense:	2
Morale:	10	Resistance:	0
Attack:	9	Ranged Attack:	5
Counterattack:	4	Range:	2
Speed:	2	Ammo:	1
Gold Upkeep:	6	Base Price in Gold:	30

You can hire these units after building the Barbarian Camp, and sometimes meet them at the Tavern in your stronghold.

## THIEF

Alignment: Evil

Hit Points:	13
Stamina:	10
Morale:	6
Attack:	7
Counterattack:	4
Speed:	2

Defense:	2
Ranged Defense:	0
Resistance:	0
Ranged Attack:	5
Range:	2
Ammo:	3

Gold Upkeep:	3
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Base Price in Gold:	15
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You can hire these units after building the Den of Thieves, and sometimes meet them at the Tavern in your stronghold.

## DWARF

Alignment: Good

Hit Points:	21
Stamina:	15
Morale:	13
Attack:	7
Counterattack:	9
Speed:	1

Defense:	4
Ranged Defense:	6
Resistance:	3
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	17
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Base Price in Gold:	80
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You can hire these units after building the Dwarven Quarter, and sometimes meet them at the Tavern in your stronghold.



## GOBLIN

Alignment: Evil

Hit Points:	12	Defense:	0
Stamina:	10	Ranged Defense:	3
Morale:	6	Resistance:	0
Attack:	6	Ranged Attack:	0
Counterattack:	5	Range:	0
Speed:	2	Ammo:	0
Gold Upkeep:	1	Base Price in Gold:	5

You can hire these units after building the Goblin Quarter, and sometimes meet them at the Tavern in your stronghold.

## ZOMBIE

Alignment: Evil Incarnate

Hit Points:	23	Defense:	0
Stamina:	10	Ranged Defense:	2
Morale:	10	Resistance:	1
Attack:	7	Ranged Attack:	0
Counterattack:	7	Range:	0
Speed:	1	Ammo:	0
Gold Upkeep:	0	Base Price in Gold:	10
Gem Upkeep:	2		

These creatures appear on the battlefield if you animate corpses using the Raise Zombie spell or perform the Walking Dead ritual. If the hero possesses the Necromancy skill (level 2), the undead can stay in the army, provided that they survive the battle.

## SPEARMAN

Alignment: Neutral

Hit Points:	17
Stamina:	10
Morale:	9
Attack:	4
Counterattack:	5
Speed:	2

Defense:	0
Ranged Defense:	0
Resistance:	0
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	2
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Base Price in Gold:	10
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You can hire these units after building the Spearman School, and sometimes meet them at the Tavern in your stronghold.

## HEALER

Alignment: Good

Hit Points:	10
Stamina:	10
Morale:	10
Attack:	3
Counterattack:	4
Speed:	2

Defense:	0
Ranged Defense:	0
Resistance:	4
Ranged Attack:	0
Range:	1
Ammo:	5

Gold Upkeep:	6
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Base Price in Gold:	30
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Gem Upkeep:	1
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Base Price in Gems:	5
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You can hire these units after establishing the Brotherhood of Light, and sometimes meet them at the Tavern in your stronghold.



## BOWMAN

Alignment: Neutral

Hit Points:	10
Stamina:	10
Morale:	10
Attack:	3
Counterattack:	4
Speed:	2

Defense:	0
Ranged Defense:	0
Resistance:	1
Ranged Attack:	5
Range:	5
Ammo:	7

Gold Upkeep:	12
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Base Price in Gold:	60
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You can hire these units at the Shooting Ground, and sometimes meet them at the Tavern in your stronghold.

## LIZARDMAN

Alignment: Neutral

Hit Points:	20
Stamina:	12
Morale:	10
Attack:	8
Counterattack:	8
Speed:	2

Defense:	1
Ranged Defense:	2
Resistance:	1
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	6
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Base Price in Gold:	30
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You can hire these units after building the Lizardmen Quarter, and sometimes meet them at the Inn in your stronghold.

## SWORDSMAN

Alignment: Lawful

Hit Points:	17
Stamina:	10
Morale:	10
Attack:	7
Counterattack:	7
Speed:	1

Defense:	3
Ranged Defense:	5
Resistance:	1
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	9
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Base Price in Gold:	45
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You can hire these units after building the Swordsman School, and sometimes meet them at the Tavern in your stronghold.

## MILITIAMAN

Alignment: Neutral

Hit Points:	17
Stamina:	10
Morale:	9
Attack:	4
Counterattack:	5
Speed:	2

Defense:	0
Ranged Defense:	0
Resistance:	0
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	2
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Base Price in Gold:	10
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You can hire these units after building the Recruiting Station in your stronghold.



## ORC

Alignment: Evil

Hit Points:	23	Defense:	1
Stamina:	12	Ranged Defense:	1
Morale:	8	Resistance:	0
Attack:	9	Ranged Attack:	0
Counterattack:	7	Range:	0
Speed:	1	Ammo:	0
Gold Upkeep:	3	Base Price in Gold:	15

You can hire these units after building the Orcish Quarter, and sometimes meet them at the Inn in your stronghold.

## PIKEMAN

Alignment: Lawful

Hit Points:	18	Defense:	2
Stamina:	10	Ranged Defense:	3
Morale:	10	Resistance:	1
Attack:	6	Ranged Attack:	0
Counterattack:	8	Range:	0
Speed:	1	Ammo:	0
Gold Upkeep:	7	Base Price in Gold:	35

You can hire these units after building the Pikeman School, and sometimes meet them at the Tavern in your stronghold.

## HALFLING

Alignment: Good

Hit Points:	8
Stamina:	10
Morale:	10
Attack:	4
Counterattack:	4
Speed:	2

Defense:	2
Ranged Defense:	4
Resistance:	3
Ranged Attack:	5
Range:	4
Ammo:	8

Gold Upkeep:	5
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Base Price in Gold:	25
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You can hire these units after building the Halfling Quarter, and sometimes meet them at the Inn in your stronghold.

## SLINGER

Alignment: Neutral

Hit Points:	10
Stamina:	10
Morale:	10
Attack:	3
Counterattack:	3
Speed:	2

Defense:	0
Ranged Defense:	0
Resistance:	1
Ranged Attack:	4
Range:	4
Ammo:	8

Gold Upkeep:	3
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Base Price in Gold:	15
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You can hire these units after building the Slinger School in your stronghold.



## BRIGAND

Alignment: Evil

Hit Points:	17	Defense:	1
Stamina:	10	Ranged Defense:	2
Morale:	8	Resistance:	1
Attack:	8	Ranged Attack:	0
Counterattack:	5	Range:	0
Speed:	2	Ammo:	0
Gold Upkeep:	2	Base Price in Gold:	10

You can hire these units in the Brigand Lair, and sometimes meet them at the Tavern in your stronghold.

## SKELETON

Alignment: Evil Incarnate

Hit Points:	9	Defense:	2
Stamina:	10	Ranged Defense:	8
Morale:	10	Resistance:	1
Attack:	8	Ranged Attack:	0
Counterattack:	4	Range:	0
Speed:	2	Ammo:	0
Gold Upkeep:	0	Base Price in Gold:	5
Gem Upkeep:	1	Base Price in Gems:	0

You can raise a corpse as a skeleton on the battlefield if you use the Raise Skeleton spell or the Master of the Undead ability. If the hero possesses the Necromancy skill (level 1) or performs the Walking Dead ritual, the skeletons can remain in the army permanently, provided that they survive the battle.

## FAIRY

Alignment: Good

Hit Points:	6	Defense:	3
Stamina:	9	Ranged Defense:	6
Morale:	10	Resistance:	5
Attack:	1	Ranged Attack:	4
Counterattack:	1	Range:	3
Speed:	3	Ammo:	8
Gold Upkeep:	4	Base Price in Gold:	20
Gem Upkeep:	3	Base Price in Gems:	15

You can encounter these units in special locations scattered across the provinces, and sometimes meet them at the Inn in your stronghold.

## SHAMAN

Alignment: Unscrupulous

Hit Points:	9	Defense:	0
Stamina:	10	Ranged Defense:	0
Morale:	10	Resistance:	3
Attack:	3	Ranged Attack:	6
Counterattack:	4	Range:	4
Speed:	2	Ammo:	4
Gold Upkeep:	5	Base Price in Gold:	25
Gem Upkeep:	1	Base Price in Gems:	10

You can hire these units after erecting the Totem, and sometimes meet them at the Tavern in your stronghold.



## ELF

Alignment: Champion of Light

Hit Points:	9
Stamina:	10
Morale:	12
Attack:	5
Counterattack:	6
Speed:	2

Defense:	1
Ranged Defense:	1
Resistance:	3
Ranged Attack:	7
Range:	5
Ammo:	6

Gold Upkeep:	20
Gem Upkeep:	1

Base Price in Gold:	100
Base Price in Gems:	5

You can hire these units after building the Elven Quarter, and sometimes meet them at the Inn in your stronghold.

## Rank II



### HELLHOUND

Alignment: Evil Incarnate

Hit Points:	25	Defense:	2
Stamina:	10	Ranged Defense:	6
Morale:	10	Resistance:	3
Attack:	10	Ranged Attack:	0
Counterattack:	6	Range:	0
Speed:	3	Ammo:	0
Gold Upkeep:	0	Base Price in Gold:	45
Gem Upkeep:	3	Base Price in Gems:	5

You can summon these units to the battlefield by using the Summon Hellhound spell. You must perform the Chaos Spawn ritual if you wish to have them remain permanently in the hero's army.

### BALLISTA

Alignment: Neutral

Hit Points:	18	Defense:	1
Stamina:	8	Ranged Defense:	3
Morale:	10	Resistance:	0
Attack:	0	Ranged Attack:	9
Counterattack:	0	Range:	5
Speed:	1	Ammo:	4
Gold Upkeep:	25	Base Price in Gold:	100

You can purchase these siege engines in the Siege Workshop, and sometimes at the Merchant Court in your stronghold.



## BASILISK

Alignment: Neutral

Hit Points:	35	Defense:	1
Stamina:	10	Ranged Defense:	3
Morale:	10	Resistance:	2
Attack:	12	Ranged Attack:	3
Counterattack:	9	Range:	2
Speed:	1	Ammo:	2
Gold Upkeep:	15	Base Price in Gold:	75

You can raise these units if you have a Basilisk's Egg and the Trappers Guild is built in your stronghold.

## HORSEMAN

Alignment: Neutral

Hit Points:	30	Defense:	2
Stamina:	10	Ranged Defense:	2
Morale:	10	Resistance:	1
Attack:	11	Ranged Attack:	0
Counterattack:	7	Range:	0
Speed:	4	Ammo:	0
Gold Upkeep:	15	Base Price in Gold:	75

You can hire these units in the Jousting Arena, and sometimes meet them at the Inn in your stronghold.

## HARPY

Alignment: Evil

Hit Points:	22
Stamina:	10
Morale:	10
Attack:	11
Counterattack:	7
Speed:	4

Defense:	2
Ranged Defense:	1
Resistance:	1
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	14
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Base Price in Gold:	70
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You can encounter these units in special locations scattered across the provinces, and sometimes meet them at the Merchant Court in your stronghold.

## GUARDSMAN

Alignment: Lawful

Hit Points:	23
Stamina:	12
Morale:	13
Attack:	9
Counterattack:	11
Speed:	1

Defense:	4
Ranged Defense:	9
Resistance:	2
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	18
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Base Price in Gold:	90
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You can hire these units in the Guardsmen Barracks, and sometimes meet them at the Merchant Court in your stronghold.



## GARGOYLE

Alignment: Neutral

Hit Points:	21	Defense:	4
Stamina:	13	Ranged Defense:	6
Morale:	10	Resistance:	5
Attack:	6	Ranged Attack:	0
Counterattack:	7	Range:	0
Speed:	3	Ammo:	0

Gold Upkeep:	0	Base Price in Gold:	100
Gem Upkeep:	5	Base Price in Gems:	15

You can summon these units to the battlefield by using the Create Gargoyle spell, and sometimes encounter these units in special locations scattered across the provinces.

## THUG

Alignment: Evil

Hit Points:	35	Defense:	2
Stamina:	12	Ranged Defense:	3
Morale:	9	Resistance:	1
Attack:	14	Ranged Attack:	0
Counterattack:	9	Range:	0
Speed:	2	Ammo:	0

Gold Upkeep:	12	Base Price in Gold:	60
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You can hire these units in the Warriors Barracks, and sometimes meet them at the Inn in your stronghold.

## DRYAD

Alignment: Good

Hit Points:	24	Defense:	3
Stamina:	10	Ranged Defense:	5
Morale:	11	Resistance:	3
Attack:	8	Ranged Attack:	0
Counterattack:	9	Range:	0
Speed:	2	Ammo:	0
Gold Upkeep:	7	Base Price in Gold:	35
Gem Upkeep:	3	Base Price in Gems:	15

You can encounter these units in special locations scattered across the provinces, and sometimes meet them at the Merchant Court in your stronghold.

## CENTAUR

Alignment: Neutral

Hit Points:	30	Defense:	1
Stamina:	12	Ranged Defense:	2
Morale:	12	Resistance:	2
Attack:	12	Ranged Attack:	7
Counterattack:	8	Range:	4
Speed:	4	Ammo:	6
Gold Upkeep:	15	Base Price in Gold:	75

You can hire these units in the Centaur Tents, and sometimes meet them at the Merchant Court in your stronghold.



## SORCERER

Alignment: Unscrupulous

Hit Points:	12
Stamina:	10
Morale:	10
Attack:	5
Counterattack:	6
Speed:	2

Defense:	0
Ranged Defense:	1
Resistance:	5
Ranged Attack:	9
Range:	4
Ammo:	5

Gold Upkeep:	15
Gem Upkeep:	3

Base Price in Gold:	90
Base Price in Gems:	15

You can hire these units in the Sorcerers' Circle, and sometimes meet them at the Merchant Court in your stronghold.

## HORSE ARCHER

Alignment: Neutral

Hit Points:	26
Stamina:	10
Morale:	10
Attack:	8
Counterattack:	5
Speed:	4

Defense:	1
Ranged Defense:	2
Resistance:	1
Ranged Attack:	6
Range:	4
Ammo:	9

Gold Upkeep:	14
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Base Price in Gold:	70
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You can hire these units at the Riding Ground, and sometimes meet them at the Inn in your stronghold.

## MONK

Alignment: Good

Hit Points:	12
Stamina:	10
Morale:	10
Attack:	6
Counterattack:	6
Speed:	2

Defense:	1
Ranged Defense:	1
Resistance:	4
Ranged Attack:	5
Range:	4
Ammo:	4

Gold Upkeep:	15
Gem Upkeep:	2

Base Price in Gold:	75
Base Price in Gems:	10

You can hire these units at the Monastery, and sometimes meet them at the Merchant Court in your stronghold.

## GIANT SPIDER

Alignment: Neutral

Hit Points:	29
Stamina:	10
Morale:	10
Attack:	9
Counterattack:	8
Speed:	2

Defense:	1
Ranged Defense:	2
Resistance:	1
Ranged Attack:	3
Range:	2
Ammo:	3

Gold Upkeep:	24
Gem Upkeep:	2

Base Price in Gold:	80
Base Price in Gems:	0

You can raise these units if you have a Spider's Egg and the Trappers Guild is built in your stronghold.



## PEGASUS

Alignment: Good

Hit Points:	22
Stamina:	10
Morale:	10
Attack:	10
Counterattack:	7
Speed:	5

Defense:	3
Ranged Defense:	0
Resistance:	6
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	16
Gem Upkeep:	2

Base Price in Gold:	80
Base Price in Gems:	10

You can hire these units in the Pegasi Stable, and sometimes meet them at the Merchant Court in your stronghold.

## GIANT SLUG

Alignment: Neutral

Hit Points:	40
Stamina:	12
Morale:	10
Attack:	8
Counterattack:	8
Speed:	1

Defense:	1
Ranged Defense:	3
Resistance:	2
Ranged Attack:	8
Range:	3
Ammo:	5

Gold Upkeep:	16
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Base Price in Gold:	80
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You can raise these units if you have Giant Slug's Eggs and the Trappers Guild is built in your stronghold.

## ASSASSIN

Alignment: Evil

Hit Points:	20	Defense:	4
Stamina:	10	Ranged Defense:	4
Morale:	8	Resistance:	2
Attack:	10	Ranged Attack:	6
Counterattack:	6	Range:	2
Speed:	2	Ammo:	3
Gold Upkeep:	14	Base Price in Gold:	70

You can hire these units in the Assassins Guild, and sometimes meet them at the Inn in your stronghold.

## GHOUL

Alignment: Evil Incarnate

Hit Points:	28	Defense:	0
Stamina:	10	Ranged Defense:	0
Morale:	10	Resistance:	2
Attack:	9	Ranged Attack:	0
Counterattack:	8	Range:	0
Speed:	2	Ammo:	0
Gold Upkeep:	0	Base Price in Gold:	20
Gem Upkeep:	4	Base Price in Gems:	5

These creatures appear on the battlefield if you animate corpses using the Raise Ghoul spell. If the hero possesses the Necromancy skill (level 3), the ghouls can stay in the army, provided that they survive the battle.



## FIEND

Alignment: Evil Incarnate

Hit Points:	29
Stamina:	12
Morale:	10
Attack:	12
Counterattack:	7
Speed:	2

Defense:	4
Ranged Defense:	2
Resistance:	3
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	0
Gem Upkeep:	4

Base Price in Gold:	50
Base Price in Gems:	5

You can summon these units to the battlefield by using the Summon Fiend spell. You must use the Dark Pact spell or perform the Chaos Spawn ritual to keep them permanently in the hero's army.

### Rank III



## GRYPHON

Alignment: Neutral

Hit Points:	42	Defense:	3
Stamina:	18	Ranged Defense:	1
Morale:	10	Resistance:	5
Attack:	18	Ranged Attack:	0
Counterattack:	14	Range:	0
Speed:	4	Ammo:	0
Gold Upkeep:	70	Base Price in Gold:	350
Gem Upkeep:	5	Base Price in Gems:	20

You can hire these units at the Gryphon Nest, and sometimes meet them at the Mercenaries Guild in your stronghold.

## DEMON

Alignment: Evil Incarnate

Hit Points:	42	Defense:	4
Stamina:	15	Ranged Defense:	3
Morale:	10	Resistance:	4
Attack:	20	Ranged Attack:	0
Counterattack:	9	Range:	0
Speed:	4	Ammo:	1
Gold Upkeep:	0	Base Price in Gold:	100
Gem Upkeep:	8	Base Price in Gems:	10

You can summon these units to the battlefield by using the Summon Demon spell. You must use the Dark Pact spell to keep them permanently in the hero's army.



## UNICORN

Alignment: Champion of Light

Hit Points:	47
Stamina:	16
Morale:	12
Attack:	17
Counterattack:	17
Speed:	3

Defense:	2
Ranged Defense:	3
Resistance:	9
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	30
Gem Upkeep:	4

Base Price in Gold:	150
Base Price in Gems:	20

You can encounter these units in special locations scattered across the provinces.

## CLERIC

Alignment: Good

Hit Points:	15
Stamina:	12
Morale:	10
Attack:	6
Counterattack:	8
Speed:	2

Defense:	2
Ranged Defense:	2
Resistance:	5
Ranged Attack:	6
Range:	7
Ammo:	4

Gold Upkeep:	60
Gem Upkeep:	8

Base Price in Gold:	300
Base Price in Gems:	50

You can hire these units at the Temple of the Eagle, and sometimes meet them at the Mercenaries Guild in your stronghold.

## STONE GOLEM

Alignment: Neutral

Hit Points:	60
Stamina:	20
Morale:	10
Attack:	15
Counterattack:	15
Speed:	1

Defense:	7
Ranged Defense:	8
Resistance:	1
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	0
Gem Upkeep:	10

Base Price in Gold:	200
Base Price in Gems:	50

You can summon these units to the battlefield by using the Create Golem spell. You can also construct these units if you have a Golem Ingot and the Artifact Master building is built in your stronghold.

## CATAPULT

Alignment: Neutral

Hit Points:	20
Stamina:	10
Morale:	10
Attack:	0
Counterattack:	0
Speed:	1

Defense:	1
Ranged Defense:	5
Resistance:	0
Ranged Attack:	12
Range:	6
Ammo:	3

Gold Upkeep:	100
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Base Price in Gold:	500
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You can purchase these siege engines in the Siegeworks, and sometimes at the Mercenaries Guild in your stronghold.



## OGRE

Alignment: Evil

Hit Points:	68	Defense:	1
Stamina:	23	Ranged Defense:	2
Morale:	9	Resistance:	0
Attack:	19	Ranged Attack:	0
Counterattack:	17	Range:	0
Speed:	2	Ammo:	0
Gold Upkeep:	40	Base Price in Gold:	200

Sometimes, you can meet these units in the Mercenaries Guild if the Palace is built in your stronghold.

## MAGICIAN

Alignment: Unscrupulous

Hit Points:	15	Defense:	1
Stamina:	12	Ranged Defense:	6
Morale:	10	Resistance:	8
Attack:	4	Ranged Attack:	12
Counterattack:	6	Range:	5
Speed:	2	Ammo:	6
Gold Upkeep:	60	Base Price in Gold:	300
Gem Upkeep:	10	Base Price in Gems:	70

You can hire these units in the Mages Tower, and sometimes meet them at the Mercenaries Guild in your stronghold.

## MANTICORE

Alignment: Neutral

Hit Points:	50
Stamina:	17
Morale:	10
Attack:	19
Counterattack:	14
Speed:	5

Defense:	3
Ranged Defense:	1
Resistance:	3
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	35
Gem Upkeep:	3

Base Price in Gold:	170
Base Price in Gems:	15

You can raise these units if you have a Manticore's Egg and the Monstrologists Guild is built in your stronghold.

## MEDUSA

Alignment: Neutral

Hit Points:	35
Stamina:	16
Morale:	10
Attack:	17
Counterattack:	14
Speed:	2

Defense:	3
Ranged Defense:	3
Resistance:	6
Ranged Attack:	6
Range:	4
Ammo:	4

Gold Upkeep:	60
Gem Upkeep:	8

Base Price in Gold:	300
Base Price in Gems:	40

Sometimes, you can meet these units in the Mercenaries Guild if the Palace is built in your stronghold.



## MINOTAUR

Alignment: Neutral

Hit Points:	52
Stamina:	18
Morale:	12
Attack:	18
Counterattack:	18
Speed:	2

Defense:	4
Ranged Defense:	5
Resistance:	2
Ranged Attack:	0
Range:	
Ammo:	0

Gold Upkeep:	35
Gem Upkeep:	1

Base Price in Gold:	180
Base Price in Gems:	3

You can encounter these units in special locations scattered across the provinces, and sometimes meet them in the Mercenaries Guild in your stronghold.

## EXECUTIONER

Alignment: Evil

Hit Points:	43
Stamina:	20
Morale:	9
Attack:	16
Counterattack:	16
Speed:	2

Defense:	3
Ranged Defense:	8
Resistance:	2
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	40
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Base Price in Gold:	200
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You can hire these units in the Torture Chamber, and sometimes meet them in the Mercenaries Guild in your stronghold.

## GHOST

Alignment: Evil Incarnate

Hit Points:	18	Defense:	20
Stamina:	10	Ranged Defense:	40
Morale:	10	Resistance:	3
Attack:	9	Ranged Attack:	0
Counterattack:	10	Range:	0
Speed:	3	Ammo:	0
Gold Upkeep:	0	Base Price in Gold:	50
Gem Upkeep:	13	Base Price in Gems:	10

These creatures appear on the battlefield if you animate corpses by using the Raise Ghost spell. If the hero possesses the Necromancy skill (level 4), the ghosts can stay in the army, provided that they survive the battle.

## KNIGHT

Alignment: Good

Hit Points:	37	Defense:	4
Stamina:	16	Ranged Defense:	10
Morale:	12	Resistance:	2
Attack:	17	Ranged Attack:	0
Counterattack:	11	Range:	0
Speed:	3	Ammo:	0
Gold Upkeep:	80	Base Price in Gold:	400

You can hire these units at the Knightly Order, and sometimes meet them in the Mercenaries Guild in your stronghold.



## TROLL

Alignment: Evil

Hit Points:	63
Stamina:	28
Morale:	10
Attack:	17
Counterattack:	19
Speed:	1

Defense:	3
Ranged Defense:	3
Resistance:	2
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	50
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Base Price in Gold:	250
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You can encounter these units in special locations scattered across the provinces, and sometimes meet them in the Mercenaries Guild if the Palace is built in your stronghold.

### Rank IV



## WAR ELEPHANT

Alignment: Neutral

Hit Points:	120
Stamina:	16
Morale:	11
Attack:	33
Counterattack:	22
Speed:	2

Defense:	2
Ranged Defense:	4
Resistance:	2
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	140
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Base Price in Gold:	700
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You can hire these units in the Elephant Pen, and sometimes meet them in the Mercenaries Guild if the Palace is built in your stronghold.

## VAMPIRE

Alignment: Evil Incarnate

Hit Points:	55
Stamina:	10
Morale:	10
Attack:	22
Counterattack:	15
Speed:	4

Defense:	5
Ranged Defense:	3
Resistance:	6
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	0
Gem Upkeep:	15

Base Price in Gold:	60
Base Price in Gems:	15

These creatures appear on the battlefield if you animate corpses using the Raise Vampire spell. If the hero possesses the Necromancy skill (level 5), the vampires can stay in the army, provided that they survive the battle.

## GIANT

Alignment: Unscrupulous

Hit Points:	100
Stamina:	24
Morale:	11
Attack:	25
Counterattack:	25
Speed:	2

Defense:	3
Ranged Defense:	3
Resistance:	4
Ranged Attack:	20
Range:	5
Ammo:	3

Gold Upkeep:	90
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Base Price in Gold:	450
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Sometimes, you can meet these units in the Mercenaries Guild if the Palace is built in your stronghold.



## HYDRA

Alignment: Neutral

Hit Points:	200
Stamina:	25
Morale:	11
Attack:	25
Counterattack:	25
Speed:	1

Defense:	3
Ranged Defense:	3
Resistance:	4
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	160
Gem Upkeep:	8

Base Price in Gold:	800
Base Price in Gems:	40

You can raise these units if you have a Hydra's Egg and the Monstrologists Guild is built in your stronghold.

## DRAGON

Alignment: Neutral

Hit Points:	150
Stamina:	30
Morale:	15
Attack:	40
Counterattack:	35
Speed:	5

Defense:	10
Ranged Defense:	10
Resistance:	20
Ranged Attack:	30
Range:	2
Ammo:	10

Gold Upkeep:	500
Gem Upkeep:	20

Base Price in Gold:	2,500
Base Price in Gems:	100

You cannot hire these units.

## TREANT

Alignment: Champion of Light

Hit Points:	90
Stamina:	28
Morale:	12
Attack:	19
Counterattack:	28
Speed:	1

Defense:	8
Ranged Defense:	10
Resistance:	6
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	70
Gem Upkeep:	6

Base Price in Gold:	350
Base Price in Gems:	30

You can raise these units if you have a Treant's Acorn and the Stonehenge is built in your stronghold.

## DEVIL

Alignment: Evil Incarnate

Hit Points:	70
Stamina:	19
Morale:	11
Attack:	33
Counterattack:	25
Speed:	2

Defense:	5
Ranged Defense:	6
Resistance:	8
Ranged Attack:	15
Range:	4
Ammo:	2

Gold Upkeep:	0
Gem Upkeep:	20

Base Price in Gold:	250
Base Price in Gems:	30

You can summon these units to the battlefield by using the Summon Devil spell. You must use the Dark Pact spell to keep them permanently in the hero's army.



## PALADIN

Alignment: Champion of Light

Hit Points:	55
Stamina:	18
Morale:	15
Attack:	22
Counterattack:	22
Speed:	3

Defense:	6
Ranged Defense:	12
Resistance:	12
Ranged Attack:	0
Range:	1
Ammo:	1

Gold Upkeep:	120
Gem Upkeep:	6

Base Price in Gold:	600
Base Price in Gems:	30

You can hire these units at the Sacred Order, and sometimes meet them in the Mercenaries Guild if the Palace is built in your stronghold.

## PHOENIX

Alignment: Neutral

Hit Points:	70
Stamina:	25
Morale:	16
Attack:	35
Counterattack:	25
Speed:	5

Defense:	3
Ranged Defense:	4
Resistance:	10
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	400
Gem Upkeep:	15

Base Price in Gold:	2,000
Base Price in Gems:	80

You can summon these units to the battlefield by using the Summon Phoenix spell. You can also raise these units if you have a Phoenix's Egg and the Monstrologists Guild is built in your stronghold.

## CYCLOPS

Alignment: Evil

Hit Points:	100
Stamina:	25
Morale:	11
Attack:	35
Counterattack:	32
Speed:	2

Defense:	4
Ranged Defense:	4
Resistance:	5
Ranged Attack:	0
Range:	0
Ammo:	0

Gold Upkeep:	80
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Base Price in Gold:	400
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Sometimes, you can meet these units in the Mercenaries Guild if the Palace is built in your stronghold.

## WARLOCK

Alignment: Evil Incarnate

Hit Points:	20
Stamina:	13
Morale:	10
Attack:	8
Counterattack:	8
Speed:	2

Defense:	3
Ranged Defense:	7
Resistance:	13
Ranged Attack:	18
Range:	7
Ammo:	7

Gold Upkeep:	90
Gem Upkeep	450

Base Price in Gold:	450
Base Price in Gems:	100

You can hire these units at the Castle of Darkness, and sometimes meet them in the Mercenaries Guild if the Palace is built in your stronghold.



## *Unit Attributes*

### **HIT POINTS**

The life energy that defines how much damage a unit can survive. If this attribute drops to less than 50%, the unit's attack is weakened, and when it reaches zero, the unit dies. Hit points are gradually restored when out of combat (10% per turn, further affected by various buildings).

### **ATTACK**

The power of the unit's attack, determining the damage that the unit deals in melee.

### **COUNTERATTACK**

The power of the unit's counterattack, determining the damage that the unit deals in response to an attack.

### **DEFENSE**

Lowers the damage received by the unit in melee.

### **RANGED DEFENSE**

Lowers the damage the unit takes from arrows and missiles.

### **RESISTANCE**

Lowers the damage received from magical effects during melee and ranged attacks, as well as the harm and duration of hostile spells.

### **SPEED**

Speed defines the action points the unit spends on its movement (depending on the terrain type) and attack. Action points are restored at the beginning of each battle turn.

### **RANGED ATTACK**

The power of the unit's shot, which determines the ranged damage dealt by the unit.

### **RANGE**

The maximum range of the unit's ranged attack or Healing skill.

### **AMMO**

Ammunition is required for ranged attacks. Once the unit's ammo is down to zero, the unit can't fire any longer. Ammunition is restored instantly after combat.

### **STAMINA**

Stamina determines the unit's maximum energy reserve. This energy is spent on attacking, using special skills, and crossing rough terrain. When the energy reserve is down to 5 or less, the unit's attack and speed decrease. Once it reaches zero, the unit becomes

unable to do anything and needs some rest (i.e. skipping a turn) in order to accumulate some energy. Energy is instantly restored after combat.

### **MORALE**

The unit's confidence in victory increases when the unit kills an enemy or an enemy dies on a neighboring hex. Morale decreases when the unit is heavily wounded or an ally dies on a neighboring hex.

If morale is above 15, the unit's attack values increase; if morale is 5 or less, the unit's attack values decrease.

If morale drops to zero, the unit begins to panic and tries to run away from the battle.

When out of combat, this attribute gradually returns to its base level.

### **FEELS NO PAIN**

Wounds have no impact on the unit's attack.

### **FLYING**

The unit can fly over troops and impassable hexes. To pass through any hex, the unit spends one movement point and no stamina.

The unit is not affected by any landscape features and cannot be trampled.

### **HOVERING**

The unit can hover over troops and impassable hexes. To pass through any hex, the unit spends one movement point and no stamina.

### **FIRST STRIKE**

Whenever a unit that assaults first is attacked, they perform a counterattack before the enemy strikes. This rule does not apply when the enemy possesses First Strike as well.

### **ARMORPIERCING SHOT**

Ranged defense is effectively halved against the unit's ranged attacks.

### **TIRELESS**

No stamina is spent on any of the unit's actions.

### **INTREPID**

The unit's morale always remains unchanged.

### **EXTRA SHOT**

The unit can shoot at the target twice at a time by spending some additional stamina.



### **RECUPERATION**

While resting, the unit restores its stamina by more points (the amount depends on the value of the ability).

### **MEDITATION**

While resting, the unit recharges several units of magic “ammunition” (the amount depends on the value of the ability).

### **COLLECT AMMO**

The unit can collect some units of ammunition when it uses this ability.

### **HEALING**

The unit can heal a friendly unit within its reach (shooting range), restoring some hit points (the amount depends on the value of the ability). When out of combat, the units possessing this ability significantly increase the healing rate of the army.

### **BERSERKER**

When heavily wounded, the unit falls into rage: its attack increases by the value of this ability, and wounds do not affect it. The berserker’s morale never falters.

### **AGILITY**

Agile units ignore the opponents’ counterattacks when engaging them in melee.

### **MAGIC STRIKE**

The unit’s melee attack inflicts magic damage, which is countered by the enemy’s resistance rather than defense.

### **MAGIC SHOT**

The unit’s ranged attack inflicts magic damage, which is countered by the enemy’s resistance rather than ranged defense.

### **FORCED MARCH**

The unit’s speed is increased by 1, at the cost of some stamina (active for one turn).

### **SPELL IMMUNITY**

The unit is not affected by any spells.

### **FOREST KNOWLEDGE**

The unit feels at home in the forests: it spends 1 movement point and no stamina to pass through a forest hex and obtains some additional defense.

### **HILLS KNOWLEDGE**

The unit feels at home in the hills: it spends 1 movement point and

no stamina to pass through a hill hex and obtains some additional defense.

#### **SWAMP KNOWLEDGE**

The unit feels at home in the swamps: it spends 1 movement point and no stamina to pass through a swamp hex and obtains some additional defense.

#### **FIRST AID**

While resting, the unit restores some hit points, depending on the value of this ability. Hit points are restored more quickly when not in combat.

#### **CHARGE**

The unit inflicts additional damage on an opponent in melee if attacking on the move, depending on the initial distance between them.

#### **DOES NOT FIGHT**

The unit can't attack or counterattack the enemy in melee.

#### **ARMORPIERCING STRIKE**

Defense is effectively halved against the unit's melee attacks.

#### **STUNNING BLOW**

Each of the unit's attacks reduces the opponent's stamina, by an amount depending on the value of the ability.

#### **POISON ATTACK**

The unit poisons the opponent, making them lose some hit points for 3 turns (the amount depends on the value of this skill).

#### **POISON IMMUNITY**

The unit is not affected by poison.

#### **HEX**

The enemy is hit with a curse reducing their attack, armor, and resistance by 1 for four turns. The enemy's resistance can reduce the duration of the Hex.

#### **STEAL AMMO**

When attacking in melee, the unit decreases the enemy's ammunition reserve by several units, depending on the value of this ability.

#### **DAMAGE ARMOR**

When attacking in melee, the unit reduces the enemy's defense by 1. The effect lasts for three turns.



### **PETRIFICATION**

This ranged attack turns the enemy into a statue: the target's defense is increased, but they cannot do anything. The enemy's resistance can reduce the duration of the Petrification.

### **WEB**

This ranged attack entangles the enemy in a web, making them unable to do anything for two turns. The higher the enemy's attack is, the quicker they will free themselves.

### **REGENERATION**

The unit recovers some hit points per turn (the amount depends on the value of this skill), and its hit points are restored more quickly when not in combat.

### **NECROPHAGY**

This ability allows the unit to consume corpses, thus regaining some hit points (the amount depends on the value of this skill).

### **INTIMIDATION**

When attacking in melee, the unit decreases the enemy's morale (the amount depends on the value of this skill).

### **CRIPPLING STRIKE**

When attacking in melee, the unit decreases the enemy's speed is decreased by 1. The effect lasts for two turns.

### **DAMAGE WEAPON**

When attacking in melee, the unit decreases the enemy's attack is decreased by 1. The effect lasts for three turns.

### **PARRY**

When the unit is attacked in melee for the first time in a turn, its defense is increased (the amount depends on the value of this skill).

### **FORAGER**

The unit is able to find food for itself. Its upkeep cost in gold is reduced (the amount depends on the value of this skill).

### **SIEGE**

The unit increases the speed of destruction of enemy fortifications (the amount depends on the value of this skill).

### **MARAUDER**

After battle, this unit claims a portion of the trophies, reducing your income by a certain percent.

### **SOUL STEALING**

After killing an enemy in melee, this unit steals its soul, thus restoring its own hit points (the amount depends on the value of this skill).

### **PLUNDERER**

The unit resorts to robbery in its spare time, decreasing the income of the province it is located in by a certain percent.

### **CRUSHING BLOW**

The unit can execute a special melee strike, inflicting 50% more damage at the cost of some stamina.

### **FIRE ARROWS**

The unit's ranged attacks inflict magical damage, in addition to normal damage (the amount depends on the value of this skill).

### **SMITE EVIL**

The unit inflicts additional damage on enemies whose souls are tainted.

### **TRAMPLE**

When in melee, the unit can trample the enemy down if the opponent's hit points remaining after the attack are equal to or less than the value of the ability. After making the kill, the unit moves to the hex previously occupied by the enemy. Flying opponents cannot be trampled.

### **MASTER OF THE UNDEAD**

The unit raises the fallen as skeletons.

### **MASS ATTACK**

The unit attacks all enemies in neighboring hexes.

### **ROUND ATTACK**

The unit can attack all enemies in neighboring hexes at the cost of some stamina.

### **ROOTS**

When in melee, the unit entangles the enemy with its roots, preventing it from moving for three turns.

### **BLOODSUCKER**

When in melee, the unit restores its hit points according to the amount of damage dealt, which depends on the value of this skill.

### **HEAVY AMMO**

The unit's missiles are so heavy that they damage the target's armor, reducing its ranged defense by 1. The effect lasts for three turns.



### **PRECISE STRIKE**

The unit's melee attacks are very accurate, ignoring some of the enemy's defense (the amount depends on the value of this skill).

### **PRECISE SHOT**

The unit's ranged attacks are particularly accurate, ignoring some of the enemy's ranged defense (the amount depends on the value of this skill).

### **POISON SHOT**

The unit poisons the target with its shots, making it lose some hit points for three turns (the amount depends on the value of this skill).

### **CAUSE VULNERABILITY**

When attacking in melee, the unit bestows the Vulnerability spell on the enemy.

### **CAUSE DISEASE**

Whenever the unit inflicts damage on an enemy in melee, it infects the enemy with a disease.

### **CURSE SPELL**

The unit can cast a spell which reduces the target's attack and defense values.

### **VULNERABILITY SPELL**

The unit can cast a spell which reduces the target's defense and resistance values.

### **FIREBALL SPELL**

The unit can cast a spell that strikes several enemies at once with magic fire.

### **BLESS SPELL**

The unit can cast a spell which increases the target's defense and attack values.

### **EXORCISM SPELL**

The unit can cast a spell that inflicts damage on demons and the undead.

### **AIR SHIELD SPELL**

The unit can cast a spell which increases the target's ranged defense and resistance values.

### **FEAR SPELL**

The unit can cast a spell which reduces the target's morale.

### **RAISE SKELETON SPELL**

The unit can cast a spell that raises a slain unit's corpse as a skeleton.

### **INSPIRATION SPELL**

The unit can cast a spell that restores the target's morale.

### **SUMMON IMP SPELL**

The unit can cast a spell that summons an imp to a neighboring hex, making the caster sacrifice 3 hit points.

### **DISPEL SPELL**

The unit can cast a spell that dispels enemy incantations and inflicts damage on summoned creatures.

### **LIFE DRAIN SPELL**

The unit can cast a spell that heals its wounds and inflicts damage on the target.

### **ASTRAL ENERGY SPELL**

The unit can cast a spell that restores the target's stamina and increases its resistance.

### **RAISE ZOMBIE SPELL**

The unit can cast a spell that raises a slain unit's corpse as a zombie.

### **HASTE SPELL**

The unit can cast a spell that increases the target's speed and gradually restores its stamina.

### **SLOW SPELL**

The unit can cast a spell that reduces the target's speed and makes it gradually lose stamina.

### **RESTORATION SPELL**

The unit can heal the target, restoring 12 hit points, curing poisoning, and lowering the duration of hostile enchantments. This spell does not affect the undead or mechanical creatures.



### **WORD OF POWER SPELL**

The unit can subdue a target with a resistance of 3 or less for 1 turn. This spell does not affect heroes, the undead, or mechanical creatures.

### **RESURRECTION SPELL**

The unit can bring a fallen ally back to life. This spell does not affect the undead or mechanical creatures.

### **MASS CURSE SPELL**

The unit can cast a spell that decreases the fighting ability of the entire enemy army for 6 turns.

### **ENERGY CONTROL**

The ability to control magical energy allows the unit to ignore some of the target's resistance points when making a magical ranged attack (the amount depends on the value of this skill).

### **POISON FLESH**

Anyone attacking the unit in melee will be poisoned.

### **REINCARNATION**

If the unit is killed, it can rise again with maximum health, once per battle.

### **TOLERANCE**

The unit's morale does not decrease when its alignment conflicts with its master's or with other units in the party.

## *Awards*

### **MEDAL FOR COURAGE**

Morale +4, Attack +1. Gold Upkeep +3.

### **MEDAL FOR RESILIENCE**

Health +4, Defense +1, Counterattack +1. Gold Upkeep +4.

### **ORDER OF THE MARKSMAN**

Accuracy +1, Ranged Attack +1. Gold Upkeep +8.

### **WILL FOR VICTORY ORDER**

Attack +2, Counterattack +2. Gold Upkeep +5.

### **MEDAL FOR ZEAL**

Stamina +3, Counterattack +1. Gold Upkeep +3.

### **MERCENARY BADGE**

The unit is signed with the Mercenaries Guild and demands higher wages for its services.

### **STAR OF THE MAGE**

Ranged Attack +1, Energy Control +1. Gold Upkeep +5,  
Gem Upkeep +1.

### **HERO'S CROSS**

Attack +2, Counterattack +2, Armor +1, Resistance +1.  
Gold Upkeep +10.

### **HEALER'S MEDAL**

Healing +2, Ammo +1. Gold Upkeep +3, Gem Upkeep +1.

### **ORDER OF THE VICTOR**

Hit Points +5, Morale +3, Attack +2, Counterattack +1.  
Gold Upkeep +10.

### **MEDAL FOR AGILITY**

Ranged Defense +2, Stamina +2. Gold Upkeep +3.

### **ORDER OF THE DEFENDER**

Defense +2, Counterattack +1. Gold Upkeep +4.

### **MEDAL FOR RESOLUTION**

Resistance +2, Morale +2. Gold Upkeep +3.

### **BATTELMAGE'S BADGE**

Ammo +2, Stamina +2. Gold Upkeep +4, Gem Upkeep +1.

### **FIRE PENNANT**

Ammo +1, Resistance +1, and +3 to the Fire Arrows skill.  
Gold Upkeep +7, Gem Upkeep +1.



