

# ADVANCED LEVELS FOR HoMM 3.59. WoG

This script adds 72 new advanced levels and to the Game. Each level comes with its own, individual skill, which is automatically gained by the Hero.

On every level up for 5<sup>th</sup>, 10<sup>th</sup>, 15<sup>th</sup> and 20<sup>th</sup> level a special advanced level is gained. A special screen appears informing you of the fact.

During the game, you may check the status and advanced skills of your Hero as well as access the advanced levels main menu by clicking on the Hero picture in Hero screen.

Below please find the descriptions of the individual new levels, skills and other features.

## General changes to the gameplay:

### **Diplomacy decrease**

Now on Expert Diplomacy you will be joined by 3 stacks and diplomacy skill decreases to Advanced, 2 stacks on Advanced and Diplomacy decreases to Basic and 1 stack on Basic and the skill is lost completely!

You therefore must consider carefully what stacks you want to join and also upgrade the skill regularly to keep it on expert level.

### **Vision spell banned**

Vision spell is now banned from all spellbooks.

**Jeste pridat info k tomu, jak naistalovat**

## CLASS: KNIGHT

The development of this class follows the usual pattern of the young noble Sire's life. Starting his military career on a flag ship as a captain and continuing by enjoying the more pleasant parts of a life of the noble on his father castle, and later being assigned by his father to the kingdom diplomacy services as an ambassador, and at last succeeding his predecessor on the throne, becoming the King.

1<sup>st</sup> advanced level: CAPTAIN

### ADVANCED SKILL



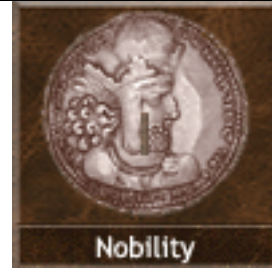
Captain choosing the Marching skill is such a powerful leader that under his command and advice even the so far untrained armies gain new levels and become upgraded!

To upgrade the army using the Marching skill you must have built, in any of your towns, the upgraded dwelling of this creature. Then you can click on the army in your hero screen and look for the upgrade arrows.

## 2nd advanced level: NOBLE



## ADVANCED SKILL



**Your royal clothing and noble behaviour persuades the creatures to come to your services more willingly and for less charge than usual.**

**Price of the hired creatures in the towns and dwellings on the map is 20% less when Hero has a Nobility advanced skill.**

### 3rd advanced level: AMBASSADOR



### ADVANCED SKILL



**Your long years of studies of the arts of diplomacy and also the years of experience you gained in your father state service now pay off.**

**You gain PERMANENTLY the Expert Diplomacy skill and you won't be affected by any diplomacy skill decreases.**

**Note:**

**In Advanced Levels Mod, on Expert Diplomacy you will be joined by 3 stacks and diplomacy skill decreases to Advanced, 2 stacks on Advanced and diplomacy decreases to Basic and 1 stack on Basic and the skill is lost completely!**

**You therefore must consider carefully what stacks you want to join and also upgrade the skill regularly to keep it on expert level.**



## 4th advanced level: KING



## ADVANCED SKILL



As a rightful king you should have a young sire to tend your needs and help you on your travels with the mundane things.

Squire also helps his Master in the battle, adding his primary skill points (without artefact bonuses!) to the points of his Master. Squire hero must be on level 5 maximum, if he gains more levels, he thinks himself to be too experienced to be just a squire and leaves his Master.

## CLASS: CLERIC

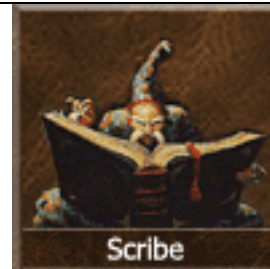
The development of this class follows the other possibility left for young noble, beeing a second son. His father throne will be occupied by his elder brother and therefore he must find a carrear in a different place. And where else but in the Church!

Starting his education as mere acolyte transcribing the Holy texts, through the lesser ranks of Church, all the way to the Church's hierarchy, finally becoming the Bishop and Archbishop.

### 1<sup>st</sup> advanced level: ACOLYTE



### ADVANCED SKILL



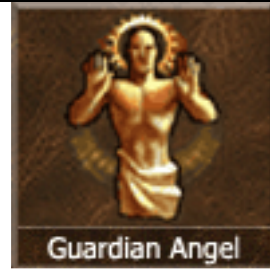
Young clerics must prove their worthiness and patience over the long hours of illuminating the precious holy books.

Such scribes then also gain the ability to rewrite spell scrolls gained to their spellbook, thus having the spell permanently at their disposal. Scribe can also tap magic from the magic scroll, gaining spell points, but destroying the scroll.

**2nd advanced level: PRELATE**



**ADVANCED SKILL**



**When all your troops lay dead in combat, an Angel, summoned on a field of battle, resurrects the most powerful group of dead creatures and disappears.**



### 3rd advanced level: BISHOP



### ADVANCED SKILL



Bishops now can build congregations. The more people you have in your congregation, then the higher your congregation level. One of the things a congregation can do is sing hymns. Hymns invoke the powers and the gifts of the worshiped deity in a different way than any one cleric could hope for.

Every 100 units in bishop's army will grant your congregation additional +1 spell power. On higher congregation levels you also get the opportunity to hire a God emmissary.



## 4th advanced level: ARCHBISHOP



## ADVANCED SKILL



Long years of the studies of the magic arcanes and holy meditations now allow you to cast \* 2 \* spells in the battle every round!

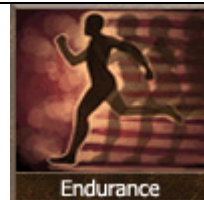
## CLASS: RANGER

Rangers start as an ordinary hunters from the wild. However they are always drawn towards other people and at certain points in their lives, lonely life in the nature is forgotten and they come out of their forests helping other peoples.

Rangers are generally nature worn and good willed and offer their help without requests.

1<sup>st</sup> advanced level: TRAPPER

### ADVANCED SKILL



Hero having this skill can reuse the unused movement points at the end of his turn in the next turns, thus effectively cumulating those movement points for his later disposal!

## 2nd advanced level: STRIDER



## ADVANCED SKILL

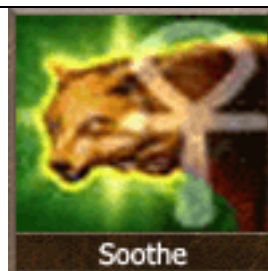


**This advanced skill gives the Hero an opportunity, at a chosen moment of time but only once during a game, to "forget" that he visited the primary skills upgrading buildings. This in reality means that he can go around the same buildings he already visited and get the bonuses again.**

### 3rd advanced level: PALADIN



### ADVANCED SKILL

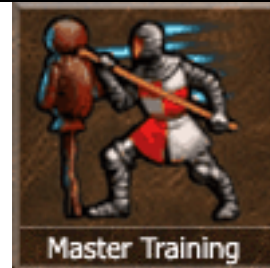


Ranger having this skill can "persuade" creatures. In other words after right clicking on creature on adventure map he may [depends on relative strenght of the hero and the stack selected] decrease the agility of creatures so even the ones that would certaily fight may now offer to join him!



## 4th advanced level: KNIGHT PROTECTOR

## ADVANCED SKILL



Protectors with this skill may upgrade 7th level creatures (upgraded) to 8th level creatures. The upgrade costs regular price in GP and resources and is realised by clicking on the army slot in hero army and then on upgrade arrows [like in Gelu's case with sharpshooters].

## CLASS: DRUID

**Druids are the priests of Nature living in their oak Groves and in their closed communities. Ordinary Druids gradually improve their knowledge of nature and of the worship of their Goddess, slowly ascending in their Circle and finally becoming the Hierophants of the Circle and High Priests.**

**1<sup>st</sup> advanced level: PILGRIM**



## ADVANCED SKILL



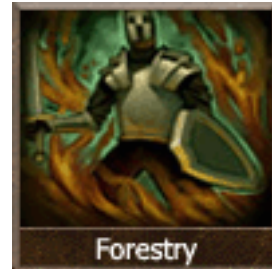
**The long years of loneliness have taught you the secrets of your memory and memory of the others!**

**Enemy heroes won't be able to cast the spells in their spellbook more than once during a single battle. After that they will be forgotten! For example when enemy casts Slow spell in the first round, Slow may be cast no more during the rest of the battle by this Hero.**

## 2nd advanced level: GROVE MASTER



## ADVANCED SKILL



**Grove masters are skilled in tending their oak groves and have gradually built a relation with the trees.**

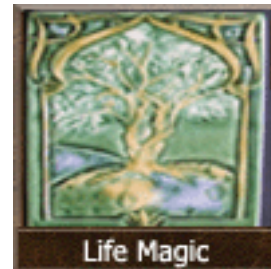
**Grove masters are now able to pass through all forests on the map!**



### 3rd advanced level: HIEROPHANT



### ADVANCED SKILL



The hierophants are in so close a relationship with nature that they are able to influence its very basics via the so called Life Magic.

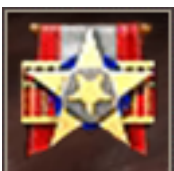
Life Magic will allow you to cast the Life Adventure spells. Click on Adventure spells button now opens a new Life spells spellbook.

Life Magic includes the following spells:



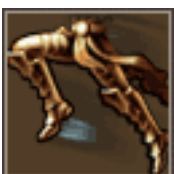
**Domesticate**

The Domesticate spell persuades the chosen monster stack to join your Hero's army!



**Experience**

The Experience spell maximises the battle experience of a selected hero monster stack!



**Haste**

Haste spell will increase the movement of the target Hero by {50\*Spell power of movement points} (100 movement points equal cca. to one Hero step). The spell will be in effect for {3 days}. You can cast it again after that time.



**Wrath of Gods**

Wrath of Gods spell curses ALL heroes before the very Gods of Erathia. The Gods will take away their granted favour: the effect of Diplomacy secondary skill will be canceled (i.e. no one will join any Hero) for 5 days.



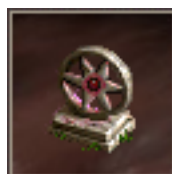
**Observatory**

Observatory will remove the shroud of darkness around your Hero (in diameter depending on hero's SP).



**Procreate**

The Procreate spell makes the chosen monster stack to grow by 20%!



**Star Portal**

The Star Portal spell teleports you to any previously visited Star Axis on the map!



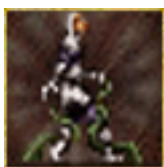
## HIGH PRIEST OF YAVANNA

### 4th advanced level



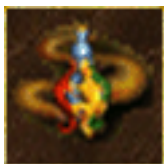
### ADVANCED SKILL

Ents can also cast their own incantations in battle:



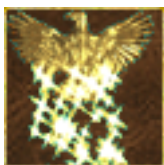
**Bind**

Binded stack can't move for the rest of the battle (until cured or dispeled), but can retaliate.



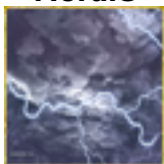
**Ent Draught**

Huorns, who drink it are improved: +5 ATT, +5 DEF and +3 SPEED.



**Morale**

Morale spell may be cast on a friendly stack. The spell gives a second movement in 1 round to the target.



**Thunderstorm**

Thunderstorm affects all stacks. This spell deals minor direct damage, but also ALL flyers lose their movement for the round.



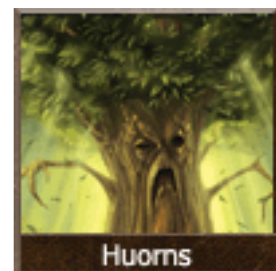
**Ent**

The most experienced druids gain a special status of the priests of Yavanna. This, among other things, means a knowledge of the way how to send their prayers over the Sundering seas so that Yavanna, the Queen of Earth, the Kementari can hear it.

Such prayer is then rewarded by summoning Onodrim, also called the Ent, which may help him in his fight with the enemies of the Nature by his presence on the battlefield.



Ents also have their own special skill:



**Huorns**

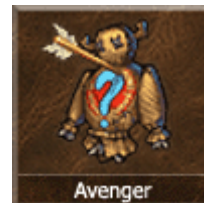
Every Ent will automatically summon Huorns on the battlefield before the battle really starts. Huorns can drink Ent Draughts prepared by their Masters, which increase their battle abilities. Number of summoned huorns is randomly set between 50-100. Units standing directly behind Huorns cannot be ranged attacked!

## **CLASS: ALCHEMIST**

Alchemists are surprisingly walking along the path of the lonely killers. From an ordinary rogue and thief, hardened by many a fight, there finally emerges the deadly Assassin, Master of personal combat and calm killing. At a certain time in their lives, Assassins prefer to organise the crime around them than personally fight in the streets. It's the time for starting their own Assassin Guild and become Master of Thiefs, and like a spider, arranging the dark network of crimes.

### **1<sup>st</sup> advanced level: AVENGER**

### **ADVANCED SKILL**



**Alchemists choose a path of secret fighting, stealth and assassination.**

**Avenger Hero is allowed to specialise in combat with selected creatures (maximum 2 in one game). Hero and his troops deal a DOUBLE damage to those creatures.**

## 2nd advanced level: ROGUE



## ADVANCED SKILL

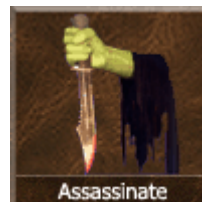


**Hero having this skill is able to estimate the next enemy attack and is ready for it. His speed is such that he is able to retaliate even before being attacked, in other words is able to take initiative in the hand to hand combat and perform the defensive move (counterattack) even before attacked!**



### 3rd advanced level: ASSASSIN

### ADVANCED SKILL

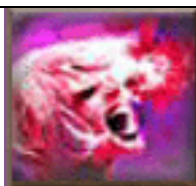


Alchemist gradually improve their fighting abilities and ultimately become the Assassins, the Masters Killers, the most dangerous heroes in close combat fight.

Probabilities of those assassinate actions being successful increase by 2% for every level gained after level 15 [assassin level]. The assassinate skills are:

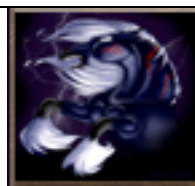
Blinding Powder, Pick Pocket, Kill Horse and Swordstrike. To activate those, your stack, when next to enemy hero on the battlefield, must click on enemy Hero picture (small sword appears).

Cleave and Vorpal Sword skills are not activated.



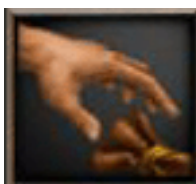
**Blinding Powder**

Hero cannot cast spells for 1 round - you cast blinding powder to his eyes.



**Kill Horse**

Hero'll have half the movement points, until he enters town or stables.



**Pick Pocket**

You steal all gold pieces from the enemy hero.



**Cleave**

The stack which kills the complete enemy stack, can immediately move again.



**SwordStrike**

Hero can't cast any spells or perform other actions in this battle.



**Vorpal Sword**

All your attacks will kill at least 1 enemy unit.



## 4th advanced level: MASTER OF THIEVES

## ADVANCED SKILL



The Elder Assassins virtues are no more in the deadly personal combat skills, which are a must, but more in organizing the shadowy nets of crime and leading the Assassin Guilds in all Erathia.

Master of Thiefs can use their network to supply reinforcements to any Hero on any place on the map in 2 DAYS!

## CLASS: WIZARD

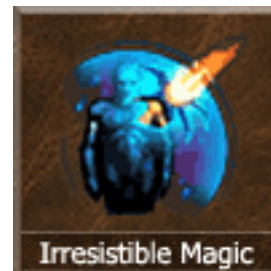
From the magic classes, the Wizards are most deeply interested in magic theory and high arcane studies. University is their natural place and magic research their daily bread.

Wizards are very competitive, they usually gather in magic orders or circles, which often fight each other. Tower is a natural and logical safe place for all wizards as well as a desire to become Adept and have the upper hand over the other Wizards.

1<sup>st</sup> advanced level: ILLUSIONIST



### ADVANCED SKILL



Wizards specialise in studying the magic theory and the basics of magic secrets. As a part of your magic theory studies you also discover a way how to make your spells irresistible!

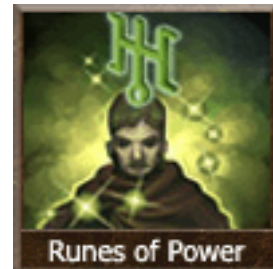
Your magic now applies to ALL stacks, ignoring the natural magic resistances.

Therefore you may cast "Slow" on enemy dragons and also "Haste" on your own dragons. Also note that natural limitations still apply (e.g. undead or constructs [golems] cannot be blinded).

## 2nd advanced level: SAGE



## ADVANCED SKILL



**On your studies you discover the secret of the Runes of Power, a long forgotten area of magic science!**

**Hero knowing the Runes may write the rune of teleportation on any place on the map and teleport to or from it at any time.**

**Runes are written on the runestones.**



**Teleportation to other runestones is only possible when visiting the runestone. You may teleport only to runestones erected by you. Only one runestone teleportation a day is possible.**

### 3rd advanced level: SORCERER



### ADVANCED SKILL



**All experienced sorcerers at a certain time in thier lives need to build their own tower to have a place to live and study in peace.**

**Those towers may be erected on any unoccupied place on the map. In every such tower the sorcerer places a powerful magic convertor which can transfer the force gathered to a sorceror when he is nearby the tower (in diameter of 20 squares).**

**Single energy beam from every Tower adds +10 to all primary skills of the sorcerer.**



#### 4th advanced level: ADEPT



#### ADVANCED SKILL



The ultimate knowledge of all the nuances of magic every Adept wields is transformed to the SpellForge skill.

SpellForge skill allows every Adept to invent his own spells with desired effects of almost any kind and any power. Adept is limited only by the price of the created spell.

## **CLASS: DEMONIAC**

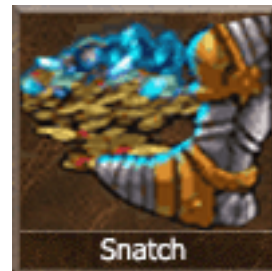
**Demoniacs are fighters, totally possessed by their worship of Devil and all the Dark. During their lives, Demoniacs gain privileges to call upon the powers of the Netheworld and summon reinforcement unlooked for by the Enemies.**

**On higher levels their battle ferocity driven by their evil Master becomes such that it's almost impossible to fight against them.**

**1<sup>st</sup> advanced level: POSSESSED**



**ADVANCED SKILL**



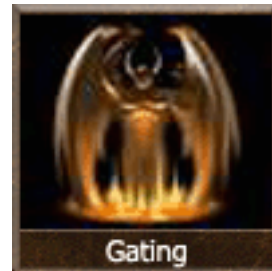
**Devil often gains your Soul through pleasant, undeserved rewards. But the way back becomes impossible after certain time.**

**Hero having this skill spends no movement points to pick up resources, artefacts and other similar actions.**

## 2nd advanced level: DEMONOLOGIST



## ADVANCED SKILL



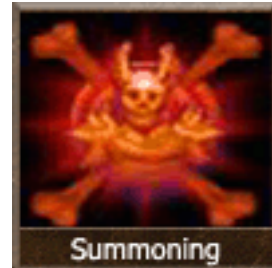
**Hero having this skill can transport available creatures from his castles directly to the battle action. Gating consumes the Hero action in one round and makes therefore impossible to cast any spells during that round.**

**The units won't stay with the Hero after battle, the survivors are automatically gated back to the town. The maximum 5 stacks may be gated during one battle.**

### 3rd advanced level: SUMMONER



### ADVANCED SKILL



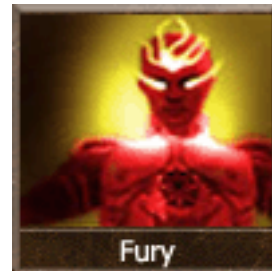
**Summoning advanced skill allows the Hero to automatically (meaning without sacrificing hero action) summon to every battle a previously selected stack and thus effectively increase the maximum hero stacks to 8th!**



#### 4th advanced level: LUCIPHERUS



#### ADVANCED SKILL



**Hero having this skill gives 1 more attack to every stack under his command in battle, eg. pikeman would now have 2 attacks, but wolf raider would have 3 attacks!**

## **CLASS: HERETIC**

**Heretics take pleasure in pain of the others. They are altogether evil, cruel and beyond any cure. However, Heretics are no maniacs. They are very efficient in dealing with their favourite element: the Fire.**

**Nothing makes Heretic more happy than roast his enemy over a slow magic fire and hand over your soul to their lord Morgoth.**

### **1<sup>st</sup> advanced level: DERVISH**



### **ADVANCED SKILL**



**You are so deeply involved in the Fire magic that you get additional armor-damaging effect to Fireball and Armageddon spells!**

**Creatures affected by Fireball suffer additional -50% defense penalty and creatures affected by Armageddon suffer additional -25% defense penalty.**

## 2nd advanced level: INQUISITOR



## ADVANCED SKILL



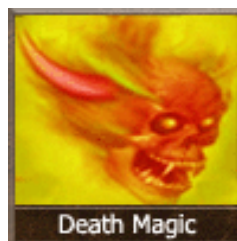
Magic Pouch

**For your faithful service, the Devils rewarded you with the Magic Pouch.**

**There may be put up to THREE artefacts to the Pouch and you still \*maintain\* their primary skills bonuses!**

### 3rd advanced level: PYROFOR

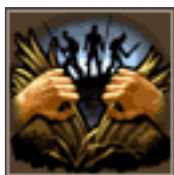
### ADVANCED SKILL



The Pyrofors are in so close a relationship to death that they are able to influence its very basics via the so called Death Magic.

Death Magic will allow you to cast the Death Adventure spells. Click on Adventure spells button now opens a new Death spells spellbook.

Death Magic includes the following spells:



**Ambush**

The Ambush spell places an invisible band of Ghost Dragons on the selected spot on the adventure map, where they lay hidden to ambush an appointed enemy player! The power of the trap is set by the amount of mithril sacrificed for its creation.



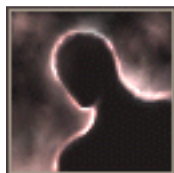
**Dazzling Light**

Dazzling Light spell creates a spark of light over the sky so bright it blinds the vision of {ALL} heroes in Erathia for {5 days} in such a way they are not able to scout any new area in this time and have to keep moving on already discovered grounds only.



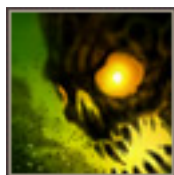
**Devil's Help**

This spell calls for the help of the Masters of Hell, Lucifer and Belzebub. For a proper sacrifice (your soul of course, here represented by 2 points of spell power!) they'll build you a new town in an amazingly short time of 2 days!



**Invisibility**

The Invisibility spell makes your Hero invisible to all other players for one round. On next turn the hero will reappear on the same spot!



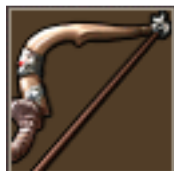
**Plague**

Plague spell will send your minions all around the land of Erathia infesting plague and pestilence upon every town and castle (including yours!). There the terrible disease halves the available population!



**Time Stop**

Time Stop is a massive spell, which stops Time in entire Erathia for all players except the caster. Duration of the spell is 1 day.



**Wood Warp**

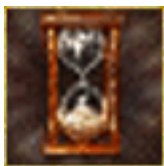
When Wood Warp is cast on enemy hero, all wooden arrows of his armies get crooked and useless except for the ones already set in the bows. Such armies now have to fight head-to-head fights, for which they are not trained!



## 4th advanced level: TEVILDO

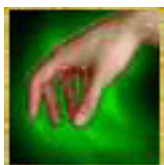


**Balrogs can also cast their own incantations in battle:**



**Age**

The target stack of the spell has the hit points of all its members halved.



**Wither**

Target stack will deal only half of its original damage in its next attack.



**Stone**

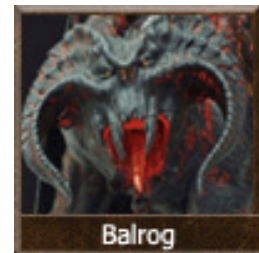
Petrified stack can't move, takes 50% of damage and unfreezes when attacked.



**Tornado**

Tornado moves ALL enemy stacks all the way to their original edge of battlefield.

## ADVANCED SKILL



**Balrog**

The most experienced servants of the Dark gain a special status of the priests of Melkor Morgoth. This, among other things, means they are able to sacrifice to Morgoth in a way it pleases him.

Morgoth, by himself called the Lord of the Doom sends them as a reward his most terrible servant, the Balrog, The Demon of Fire which may help him in the fight with the enemies by his presence on the battlefield.



**Balrogs also have their own special skill:**



**Armageddon**

Every Balrog automatically casts Armageddon spell before the battle really starts. The spell power is 1/2 of the normal Hero spell power. Having Balrog in your army makes you also **IMMUNE** to his (and only his) Armageddon!

## CLASS: DEATH KNIGHT

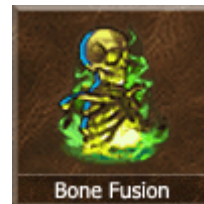
Death Knights are fascinated by death and all their forms. They are the most trustful servants and protectors of the Necromancers and slowly climb up the hierarchy of the Dark Tower, however never reaching the top ranks, which are reserved for Necromancers only.

They ultimately become Death Lords and Nazguls, from the servants of the Dark the most deadly, save the one sitting on the Dark Throne.

1<sup>st</sup> advanced level: SHADOW WARRIOR



ADVANCED SKILL



Hero having this skill is able to transform/fuse his skeletons to bone dragons. The fusion ratio is 100:1 (on 5th level) and improving by 2% every level to the maximum of 50:1 on level 30. The Hero having bone fusion works pretty much like Gelu, upgrade arrows emerge to skeleton army stack.

## 2nd advanced level: GRIM REAPER



## ADVANCED SKILL



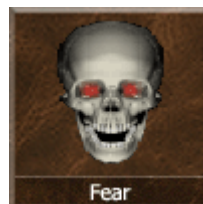
**Hero having this skill turns all killed unit to ghosts during the time of the battle. Those ghosts then fight on the side of this Hero. When battle ends, the ghosts are released.**



### 3rd advanced level: DEATH LORD



### ADVANCED SKILL



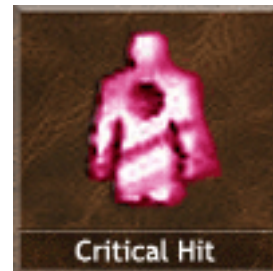
**In the first round of battle, fear may apply to the enemy stacks, causing them to pause and don't act. The probability of fear is 20% for every stack separately.**



## 4th advanced level: NAZGUL



## ADVANCED SKILL



**During battles, creatures led by a Nazgul have a decent chance (4%) of making a critical hit! (when attacking only) and thus kill a 1/3rd of the entire enemy stack in a single hit.**

## **CLASS: NECROMANCERS**

**Necromancers slowly advance from the mere animation of the death to the domination of the living. They become dreadful sorcerers, capturing the living souls as slaves of their foul intentions.**

**The most capable ultimately become Dark Lords, feared among the dead as well as the living.**

### **1<sup>st</sup> advanced level: NIGHT STALKER**



### **ADVANCED SKILL**



**Night Stalker wields a host of creatures with an iron fist.**

**Stalker whips the selected friendly creature (and thus sacrifice his standard spell action) The whip attack makes the creature turn again in that round of battle.**

**The only requirement for Word of the Chief being that the stack must already be done with its action in that round.**

## 2nd advanced level: BLACK PRIEST



## ADVANCED SKILL



**Black Priests not only fully control their armies, they can also change any unit to its undead counterpart!**

**All neutral creatures which join the Necromancer's army may be transformed into the undead creatures of their respective level for a standard upgrade fee. Upgrade is performed by clicking on the upgrade arrows in creature detail screen (e.g. Gelu)**

**The price of upgrade is set as a difference in prices of individual units. The minimum price is 100\*unit level in GP.**

### 3rd advanced level: NAMELESS ONE



### ADVANCED SKILL



**The Nameless ones study the forbidden dark arts of soul catching and powerful artefact creation.**

**Nameless One can create magical artefacts of limitless powers, being limited only by the resources available!**





## 4th advanced level: DARK LORD



## ADVANCED SKILL



As a Dark Lord you gained a mastery of the dark arts of making the Rings of Power. You wrought yourself the most Master Ring, the One Ring, which adds +5 to all your primary skills.



It also gives you power to wield the other rings from afar, gaining additional +1 to all primary skills for every Ring under your command (every Hero who wears a Ring)!

You also see the minds of the other Ringbearers (every Hero who wears a Ring) and may follow their steps (the map opens also for you).

## CLASS: OVERLORD

**Overlords start their career as an ordinary soldiers in the army. They slowly aquire the basic military skills, gain respect of their officers and gradually climb up the ranks.**

**From the ordinary military and combat skills the General and Field Marshall switch to the ultimate military knowledge of tactics, iniciative and army training.**

### 1<sup>st</sup> advanced level: VETERAN



### ADVANCED SKILL



**The many battles you victoriously came through have sealed a friendship among your stacks.**

**In every battle, each stack shares part of its primary skills characteristics of its surrounding [on the neighbouring hexes] friendly stacks. Commander is excluded from the camaraderie skill.**

**The bonuses from each friendly stack amount to 10% of attack and defense of each stack.**

## 2nd advanced level: COLONEL



## ADVANCED SKILL



**Under your experienced leadership, you managed to train an effective and motivated fighting force out of your army.**

**Troops under your control deal increased amount of damage according to their moral state. Every additional morale point increases the minimum and maximum damage by 4%.**

### 3rd advanced level: GENERAL



### ADVANCED SKILL



**You spent a long time with your colonels and prepared a ranged training program for your troops, which now paid off.**

**Before battle really starts, all shooters in your army shoot once on the enemy ranks! The fastest shooter selects the primary target of the attack and all the other ranged units fire at this target until it is dead. Then the targets are selected from the top to bottom of the battlefield.**

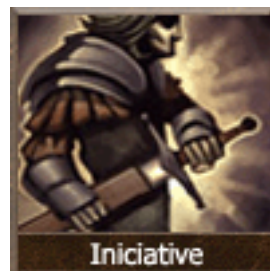
**This action doesn't effect the shooters ability to act in the first round of battle.**



## 4th advanced level: FIELD MARSHALL



## ADVANCED SKILL



**As a Field Marshal you manage to deploy your troops in every battle in such a way that regardless of creatures's inicial speeds, the battle is always started by the fastest unit of your army!**

**Only after that unit's action the battle order reflects the speed situation on the field.**

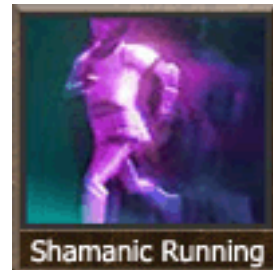
## **CLASS: WARLOCK**

**Warlords specialise in mana accumulation and mystical magic. They start as good wizards, however slowly turn to evil and dark rituals, finally going over to the Dark Side and become Morgoth worshipers.**

**1<sup>st</sup> advanced level: PROPHET**



### **ADVANCED SKILL**



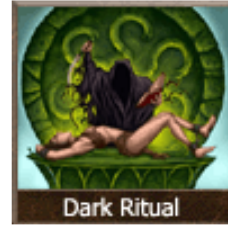
**Warlock specialise in the arts of mana conservation and transmutation. You have now discovered a way how to convert spell points to movement points once a day!**

**The action is Activated by click on spell button. Exchange ratio: 20 SP = 100 movement points, maximum gained movement points (MP)= 1500/day.**

## 2nd advanced level: PSIONINC



## ADVANCED SKILL



**You have discovered that the living flesh works as mana collector!**

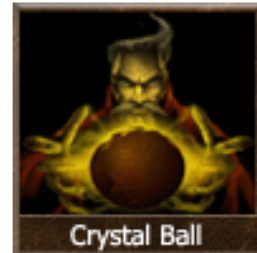
**When you spend entire day to perform the ritual and sacrifice enough creatures, you may get substantial amount of spell points!**

**The hit points sacrificed are translated to spell points in 10:1 ratio. The skill allows to gain MORE spell points than what is your knowledge limit. Skill can only be used at the beginning of the day, when hero has the full movement pool.**

### 3rd advanced level: SEER



### ADVANCED SKILL



**Vision spell casting is now banned for ALL HEROES.**

**Seers now have the vision ability for free and get the info when right-clicking on any stack.**

**Seers, their skills supported by mithril, are also further able and see the location of distant objects on the map!**



## 4th advanced level: MYSTIC



**Shadow Minions can also cast their own incantations in battle:**



**Hypnotise**

This spell will hypnotise any stack regardless of its size and thus the stack temporarily comes under your control.



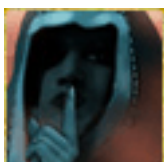
**Luck**

Damage inflicted in the stack's next attack will be \*2 multiplied.



**Life Drain**

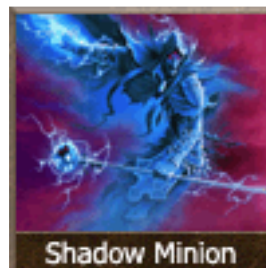
This spell lets you sacrifice one of your units. The sacrificed hit points are then channeled to deal the same amount of damage to target enemy stack.



**Silence**

Silenced enemy cannot cast spells for 1 round of battle.

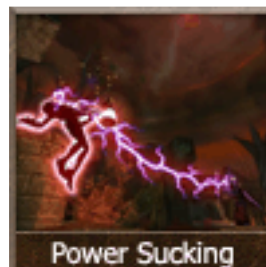
## ADVANCED SKILL



**Shadow Minion**

**Shadow Minions** are shapeless sorcerer servants which in the First Age served Melkor in the Deeps of Utumno. Shadow Minions are altogether evil and feed on the power of the living creatures around them. Shadow Minions can help you in battle by reciting their own incantations when you click on them.

**Shadow Minions also have their own special skill:**



**Power Sucking**

**Every Shadow Minion is able to feed on the power of life of your enemy and transform it to the increased power of your spells. For every 1000 hit points of enemy creatures, your Shadow Minion will add 1 spell power point to your Hero statistics. This bonus stays only for the time of battle and is lost afterwards.**

## CLASS: BARBARIAN

Barbarians are hardened mountain fighters, leaning on the brute force. The successful ones leave their mountain and become bounty killers or personal guards in the cities. However their wild nature cannot be silenced and sometimes Barbarians go on the path of the Conqueror and a Warlord with dreams of his own kingdom.

### 1<sup>st</sup> advanced level: RAID LEADER



### ADVANCED SKILL



You learn your first battle skills as the young barbarians usually do - in the raids on the farmer villages. You soon discover that numbers matter and single fighter, strong or not, cannot stand long.

Hero having this skill has the basic battle stats of each stack modified depending on the number of units in the stack. The increase is calculated in the following way:

UNITS in STACK	ATT	DEF
1 - 100	+1	+1
101 - 500	+2	+2
501 - 1000	+4	+4
1001 - 2000	+6	+6
2001 - 5000	+8	+8
5001 - 10000	+10	+10

## 2nd advanced level: GLADIATOR



## ADVANCED SKILL



**You enjoy your younger years in the many fights around Erathia. You are so eager to fight you travel as fast as possible.**

**Hero having this skill gets 300 movement points for every victory on the map, not including victories in battles inside the map buildings.**



### 3rd advanced level: CONQUEROR



### ADVANCED SKILL



**You managed to train a small army of villians and now can attack villages and small fortified towns.**

**Conqueror's ballistas no more shoot arrows but become a flame throwers instead. The flame thrower shot has an area effect.**

**Every additional Hero level with Bombardier skill will give you additional ballista. All other bonuses from skills related to ballista (e.g. artillery) stay the same.**



## 4th advanced level: WARLORD



## ADVANCED SKILL



**The Warlord army is usually so large that must be lead by individual commanders.**

**Therefore Warlords are able to have more than 1 commander in their armies! Number of commanders increases by 1 for every level gained after 20th level.**

## CLASS: BATTLE MAGE

Some barbarians find in them a special talent for magic. Those are separated in young years and taught the basics of the battle magic. Spells which may be used in battle and the power of those spells and how to increase it, it's the only are of magic a true barbarian is interested.

**1<sup>st</sup> advanced level: CONJURER**



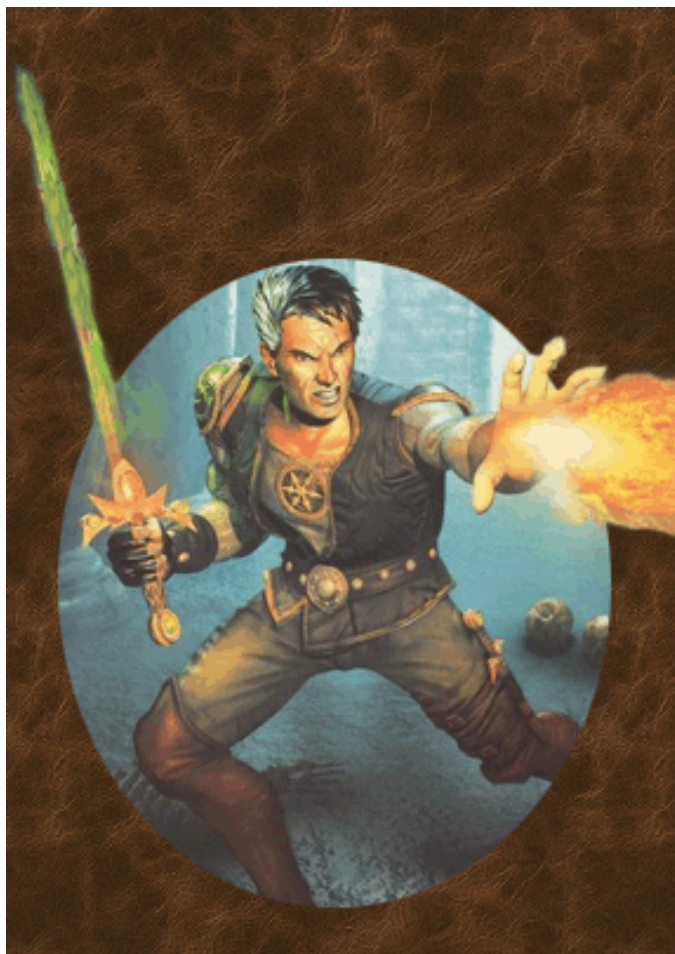
## ADVANCED SKILL



**You were fascinated by magic from the very first moment you saw it. A bit unusual for a barbarian. But you still love to be in the middle of the battle!**

**For every 10 battles won, you gain additional +1 Spell Power.**

## 2nd advanced level: COMBAT MAGE



## ADVANCED SKILL



**You are no friend of long magic study, you prefer the practice in battle. You are only interested in battle spells and nothing else.**

**Hero having Word of Command advanced skill will sing the incantations before the start of every battle and the power of his voice will be such that it temporarily downgrades part of the enemy army! (1 - 2 stacks depending on pure chance)**

### 3rd advanced level: CHANNELER



### ADVANCED SKILL



From the old barbarian shaman you learn a secret of channeling your force to strengthen your magic powers. During a battle you now have the possibility to strengthen a power of the spell by **PERMANENTLY** sacrificing [channeling] your spell power points to the spell.

Every channeled spell power point means a temporary bonus to your spell power equal to twice the amount of channeled SP points. [e.g. you originally have 10 SP, sacrifice 5, so you get a spell power for a spell of  $10 + 5 \times 2 = 20$ .]



## 4th advanced level: SPELL WEAVER



## ADVANCED SKILL



**You learn to weave the different spells effects together and cast those spellbraids as a single spell. This skill also allows a Hero to tweak all the possible parameters of almost all the existing battle spells! The price for tweaking those spell is always a large amount of resources.**

**Those tweaking effects once realised ARE AVAILABLE TO ALL PLAYERS, not only you. Also please note that the spell descriptions in the spellbook may no longer be accurate, after spellbraiding actions.**

## CLASS: BEASTMASTER

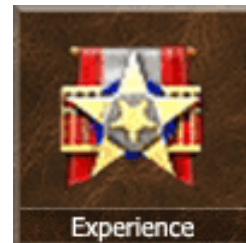
Beastmasters have special affinity to animals, which only improves during their lives. Life of the Beastmaster and his animals is inseparable and his knowledge of the animal life is deeper even than that of a Druid or Ranger.

Best feeling for the Beastmaster is to have his animals multiplying.

1<sup>st</sup> advanced level: ANIMAL FRIEND



ADVANCED SKILL



The Animal Friends are skilled in tending their beasts.

Hero having this skill gives his creature stacks \* 2x \* the amount of experience he gets from battles (normal is the same amount).

## 2nd advanced level: ANIMAL TAMER



## ADVANCED SKILL



The art of attracting the animal's attention is well known to Animal Tamers.

When luring action is performed (right click on monster), then all monsters of the selected type will be "lured / drawn" towards the selected bait spot on the adventure map!

Monsters'll become wandering mosters and with speed of 1 square per turn will move to the selected spot. Note that wandering mosters don't move through still sealed/guarded paths.

Also note that intelligent monsters can't be lured, only "animals".

### 3rd advanced level: SWARM MASTER



### ADVANCED SKILL



**the Swarm Master is best satisfied among his evergrowing and prespering animals.**

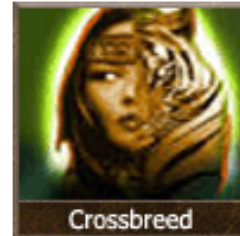
**Hero learns to tend his creatures in such a skillful way that under his command they increase their numbers every week by 10%!**



#### 4th advanced level: BEAST LORD



#### ADVANCED SKILL



**the Swarm Master is best satisfied among his evergrowing and prespering animals.**

**Hero learns to tend his creatures in such a skillful way that under his command they increase their numbers every week by 10%!**

## CLASS: WITCH

Witch spend their entire life in the wild nature. They know all the herbs and reagents and their usage and the secret of magic potions preparation. The Witch Magic is drawn from the raw forces of nature. In their loneliness only animals are their companions and the mystery of speaking to animals is known to them.

1<sup>st</sup> advanced level: HERMIT



## ADVANCED SKILL



Hero having this skill always has the opportunity to cast a spell **FIRST** even when having all units initially slower than the enemy.

## 2nd advanced level: ANIMIST



## ADVANCED SKILL

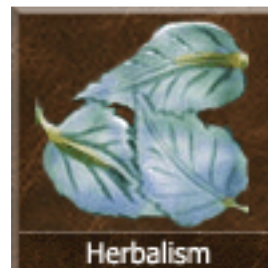


**Vitality** increases the hit points of all units under Hero's command in the battle by 20%.

### 3rd advanced level: ANIMAGUS



### ADVANCED SKILL



**Herbalism gives you opportunity to mix many potions from reagents you find on the map.**



**Reagents can be found by one learned in the skill (CTRL +LEFT click on map) in different parts of the world. Looking for reagents takes cca 1/3 of hero daily movement. Reagents must be mixed together in Athanor (laboratory) to get the potions.**



**Potions may be used in battle by clicking on hero having the Herbalist skill. Potion effect has duration of 2 rounds, no stack can be under effect of 2 potions simultaneously.**

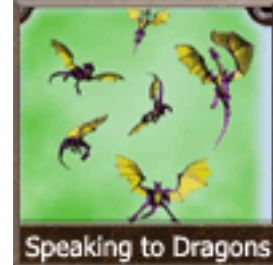




## 4th advanced level: DRAGONLORD



## ADVANCED SKILL



**You now wield the Power and skills necessary to speak to the Dragons and make them listen to you. That's the essence of being the Dragon Lord.**

**Hero having this skill may call for a dragon and after giving him a mighty treasure, the dragon is willing to carry him for a while.**

**The effect for the Hero and all his troops is such, that the Party movement is increased dramatically and is now also airborne for 1 game round!**

## CLASS: PLANESWALKER

Planeswalkers become more and more secluded from other mortals. They slowly lose all what once bound them to the home soil. They have no need to eat and drink, they can pass through solid obstacles and also teach these skills to the units under their command. They ultimately become almost a pure energy without any substance.

1<sup>st</sup> advanced level: DREAMWALKER



ADVANCED SKILL

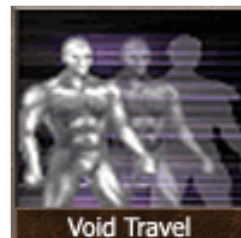


If Hero has only flying units in his army, he's able to FLY!

## 2nd advanced level: VOID MASTER



## ADVANCED SKILL



**Hero on the edge of the map and having the skill of Void Master may choose to travel through the Void behind the boundaries of the World and emerge on the other side of the map.**

**Skill is activated by click on the map edge when Void Master is next to this edge.**

### 3rd advanced level: PLANESHIFTER



### ADVANCED SKILL



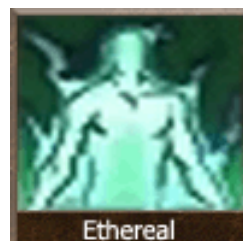
During battle, all stacks of this Hero on the upper and lower borders of battlefield are able to "pass through" those borders to the other part of the battlefield [i.e. like if there were no upper and lower battlefield borders].

To activate this ability right click on the stack, when this stack is on the battlefield border.



#### 4th advanced level: WALKER IN THE WASTE

#### ADVANCED SKILL



Hero is given an opportunity to select 1 round in every battle when all his creature will become Ethereal. Ethereal creature is immune to physical attacks [i.e. cannot be targeted by physical attacks of the enemy]. Ethereal creature may be damaged by either a destructive spell or by a defensive action on ethereal creature attack.

## CLASS: ELEMENTALIST

Elementalists don't lose their physical substance over time as their brothers Planewalkers. They instead become masters of basic elements and finally they master also the Time itself. At the end they become so deeply involved in the elements of their world they become its Guardins.

Out beyond the stars lies darkness. Beyond that darkness one can find places unimaginable, places both foul and fair. For their own reasons, the denizens of these places seek to come to the world. Some come to assist mortals. Others come to enslave them. All find their way barred by the Guardians of the secret path.

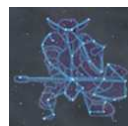
1<sup>st</sup> advanced level: ASTROLOGER

### ADVANCED SKILL



Astrologers may link different stars in the night sky together and create greater magical effects which are known as the Constellations.

Those constellation effects then may be applied to the stacks on the battlefield. To activate constellations, click on Hero picture in battle.



The Warrior



The Apprentice



The Steed



The Lady



The Shadow



The Thief



The Serpent



The Mage



The Lover

## 2nd advanced level: ASTRAL WIZARD



## ADVANCED SKILL



Once in his life, the Elementalist must choose the area of spells which will be his domain (fire, water, earth, air).

That makes the Elementalist and all his stacks immune to this type of magic.

### 3rd advanced level: TIME LORD



### ADVANCED SKILL



**Time Lords can effectively walk the paths of Time. In every week the Time Lord will get a free 8th day to act as he pleases while the others are freezed in time!**



## GUARDIAN OF THE SECRET PATH

### 4th advanced level

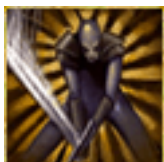


**Golems can also cast their own incantations in battle:**



**Impatience**

Target stack can't wait for the rest of battle.



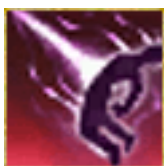
**Fanatic Attack**

Stack is given all around attack for 1 round, but your stack may be also attacked when around.



**Spectral Helm**

Stack under the effect of this spell can't be attacked by the enemy. The spell duration is 1 round.



**Dispel Experience**

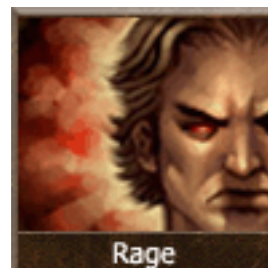
Target stack has all its special experience skills dispelled for the rest of the duration of battle.

## ADVANCED SKILL



Golems are artificial constructs made by the most experienced of the Elementalists. Those Golems know no other master than its creator, whose orders they blindly follow. Golems are best known for their great power and rage when out of control. Golems can also recite their own incantations in the battle when you click on them.

**Golems also have their own special skill:**



Golem's rage is proverbial and inspires also other troops in your army. Every killed friendly stack increases your rage and as a result your troops deal increased damage by 5% for every friendly stack killed.