

## SKILLS KEYWORDS AND COLOR

- **ATTACK:** Melee Attack.
- **SHOOT:** Attack from Ranged Units.
- **STRIKE:** Generic Attack, Ranged or Melee.
- **BLOW:** Strike with Special Ability.
- **NON-LIVING:** No Morale. Mind Spells Immunity. Death Stare Immunity. Fearless.
- **HATES:** +25% damage.
- **STRONGLY HATES:** +50% damage.
- **RAISE:** Summon X creatures from a fallen ally stack such as Pit Lord.
- **LEGENDARY DRAGON:** Death Stare and Age Immunity.
  
- **GREEN:** Cast a Poison or Disease after a strike.
- **PURPLE:** Cast a Mind spell after a strike.
- **ORANGE:** Cause a debuff when a creature is hit.
- **PINK:** Cast one or more spells after a strike.
- **RED:** Rage, Fury or Thirst. Require to strike a creature. Grant a bonus until the end of the battle.
- **YELLOW:** Wrath or Might. Require to be hit. Grant a bonus until the end of the battle.
- **BLUE:** Cast or Autocast one or more spells. Every Autocast last 3 turns.
- **GREY:** Raise, Animate, Kill Frenzy. Require to kill a living creature to activate the effect.
- **PALE YELLOW:** Ethereal Shield Block, Parry, Magic Resistance or other Immunity/damage reduction. They are a group of defensive abilities, which trigger when the creature is attacked or try to be hit with a cast.

## NEW SKILLS OVERVIEW

- **POISON:** Required to hit a living creature. Effects last 3 turns.
- **DISEASE:** Required to hit a living creature. Effects last 4 turns.
- **MIND DISEASE:** Require to hit a living creature not immune to mind spells. Effect last 5 turns (except for Stun which last only 1 turn).
- **DEBUFF:** Required to hit a creature. Effect last until the end of the battle.
- **CAST AFTER STRIKE:** Required to hit a creature. Damage spells always cause to skip retaliation.
  
- **FURY:** Activates only when attack or retaliate. Bonus are cumulative.
- **RAGE/THIRST:** Activates when attack or retaliate. Bonus are not cumulative.
- **MIGHT:** Activates only when be attacked. Bonus are cumulative.
- **WRATH/FORMATION/DEFENCE:** Activates only when be attacked. Bonus are not cumulative.
  
- **ETHEREAL:** 15% to 30% of Physical damage is avoided.
- **PARRY:** -50% Physical Damage.
- **SHIELD BLOCK:** -100% Physical Damage and block Poison.
- **MAGIC RESISTENCE:** Avoid hostile spells entirely.
- **STRONG HEALTH:** Immune to Poison and Disease effect.
- **MIND SPELLS IMMUNITY:** Berserker, Blind, Forgetfulness, Frenzy, Hypnotize, Mirth and Sorrow Immunity.
- **WILL SPELLS IMMUNITY:** Like Mind Spells Immunity, but susceptible to Mirth and Sorrow.

## FACTIONS SKILLS OVERVIEW

*NOTE: Skills with a single spell are self-explanatory and not will be mention in this list.*

### CASTLE

- **DEFENSIVE FORMATION:** -1 Attack Skill, +3 Defence Skill.
- **BLESSED SHOOTER:** Precision + Bless.
- **CRIPPLING SHOOT:** -1 Speed.
- **INCAPACITATING SHOOT:** -2 Speed, -1 Attack Skill, -1 Defence Skill.
- **SHIELD OF THE EMPIRE:** Counterstrike + Shield.
- **WALL OF SHIELDS FORMATION:** -1 Attack Skill, +6 Defence Skill.
- **BLESS OF FAITH:** Prayer + Bless.
- **GLORY OF THE KNIGHT:** Shield + Bless + Mirth.

### RAMPART

- **BATTLECRY OF THE WARLORD:** Bloodlust + Stone Skin.
- **CRIPPLING ATTACK:** -1 Speed.
- **DESTROY ARMOR ATTACK:** -1 Defence Skill.
- **MIGHT OF THE NATURE:** +2 Attack Skill, -1 Defence Skill, +1 Damage, +1 Speed, for each time be attacked.
- **DRAGON DEFENCE:** +4 Defence Skill.
- **ULTIMATE DEFENCE:** +8 Defence Skill.

### TOWER

- **MAGICAL SHOOT:** 80% Magic Arrow or 20% Ice Bolt.
- **MAGICAL SHIELDS:** Shield + Fire Shield.
- **POWERFUL MAGICAL SHOOT:** 70% Magic Arrow or 20% Ice Bolt or 10% Lightning Bolt.
- **PROTECTION OF THE MASTER:** Air Shield + Stone Skin + Magic Mirror.
- **SUPREME MAGICAL SHOOT:** 40% Magic Arrow or 25% Ice Bolt or 20% Lightning Bolt or 10% Fireball or 5% Meteor Shower.
- **ICE AND STEAL ENCHANTMENT:** Cast random buff on itself each turn.

### INFERNO

- **INFERNAL FURY:** +2 Attack Skill, -1 Defence Skill, for each attack.
- **INFERNAL FEVER:** Disease + Disrupting Ray.
- **KILL FRENZY:** After kills a living creature, play another turn.
- **WRATH OF HELL:** +1 Attack Skill, +1 Defence Skill, +20 Hit Points.
- **DIABOLIC FURY:** +3 Attack Skill for each attack.
- **STRONG DIABOLIC FURY:** +5 Attack Skill for each attack.

### NECROPOLIS

- **FLESHEATER:** After killing a living creature, the creature eats the enemy body and drains life like a vampire.
- **BLACK PLAGUE:** Disease + Weakness + Curse + Slow.
- **SCREAM OF THE BANSHEE:** Sorrow + Forgetfulness + Age.
- **THIRST FOR BLOOD:** +3 Attack Skill, -2 Defence Skill, +3 Speed.
- **MALEFICENT SHOOT:** Poison + Dispel.
- **LICH SHOOT:** Poison + Dispel + Sorrow + Disrupting Ray.
- **UNDEAD FEVER:** Disease + Curse + Slow.
- **KILL FRENZY:** After kills a living creature, play another turn.
- **BITE OF THE DEATH:** Age + Paralyze + Weakness.

## DUNGEON

- **FUNGAL WAR POTION:** Bloodlust + Stone Skin + Haste.
- **ENFEEBLING POISON:** Poison + Weakness.
- **POWERFUL ENFEEBLING POISON:** Poison + Weakness + Curse.
- **MADNESS OF THE HARPY:** Forgetfulness + Misfortune.
- **HEX SHOOT:** 40% Misfortune and 30% Weakness and 30% Dispel Helpful Spells.
- **POWERFUL HEX SHOOT:** 40% Misfortune and 30% Weakness and 30% Dispel Helpful Spells and 30% Disrupting Ray and 20% Curse and 10% Slow.
- **BEHOLDER SHOOT:** 40% Misfortune and 30% Weakness and 30% Dispel Helpful Spells and 30% Disrupting Ray and 20% Curse and 10% Slow and 10% Forgetfulness and 10% Poison and 5% Stone Gaze and 5% Fireball, and many more.
- **AGONY SHOOT:** Petrification + Poison.
- **SORCERESS SHOOT:** Cast Random Debuff base on creatures quantity.
- **WRATH OF THE UNDERWORLD:** +4 Attack Skill, -1 Defence Skill, +2 Speed.
- **MANTICORE POISON:** Poison + Paralyze + Acid.
- **CHAOTIC POISON:** Poison + Paralyze + Acid + Slow + Dispel.

## STRONGHOLD

- **BARBARIAN RAGE:** +2 Attack Skill, -1 Defence Skill, +1 Damage, +1 Hit Point, +1 Speed.
- **DESTROY ARMOR ATTACK:** -1 Defence Skill.
- **STRONG BARBARIAN RAGE:** +3 Attack Skill, -1 Defence Skill, +1 Damage, +2 Hit Points, +1 Speed.
- **BERSERKER RAGE:** +4 Attack Skill, -2 Defence Skill, +1 Damage, +5 Hit Points, +3 Speed.
- **KILL FRENZY:** After kills a living creature, play another turn.
- **ELEMENTAL PROTECTION:** Air Prot + Fire Prot + Earth Prot + Water Prot.
- **ELEMENTAL ATTACK:** 10% Magic Arrow or 7% Ice Bolt or 3% Lightning Bolt.
- **WRATH OF VENGEANCE:** +2 Attack Skill, -1 Defence Skill, +10 Hit Points.
- **AIR ENCHANTMENT:** Air Shield + Counterstrike.
- **WRATH OF CYCLOPS:** +3 Attack Skill, -1 Defence Skill, +20 Hit Points.
- **BEHEMOTH RAGE:** +5 Attack Skill, -2 Defence Skill, +5 Damage, +20 Hit Points, +1 Speed.
- **MONSTROUS RAGE:** +5 Attack Skill, -2 Defence Skill, +5 Damage, +40 Hit Points, +2 Speed.

## FORTRESS

- **WRATH OF GNOLLS:** +1 Attack Skill, +1 Damage, +2 Speed.
- **STUNNING ATTACK:** Skip 1 turn and no Retaliation. Work's only on living creatures.
- **YELLOW FEVER POISON:** Dispel + Weakness.
- **HUNTER'S VENOM:** Poison + Weakness + Paralyze.
- **SWAMP FEVER:** Disease + Curse.
- **POISON OF THE MARSHES:** Poison + Curse.
- **VENOM OF THE CHAOS:** Berserker + Forgetfulness.
- **PLAGUE OF THE BLACK MARSHES:** Disease + Weakness + Acid + Curse.
- **POISON OF THE WYVERN:** Poison + Weakness.
- **POISON OF THE WYVERN MONARCH:** Poison + Weakness + Curse.
- **BLACK SWAMP PLAGUE:** Poison + Disease + Weakness + Curse.
- **MIGHT OF THE CATOBLEPAS:** +4 Defence Skill for each time be attacked.

## CONFLUX

- **MAGIC OF THE SPRITE:** Each turn one of Bless, Stone Skin, Mirth or Fortune.
- **MAGIC OF THE FAIRY:** Each turn one of Bless, Stone Skin, Mirth, Fortune, Air Shield, Magic Mirror or Prayer.
- **FIRE POWER:** Bloodlust + Slayer.
- **KILLER INSTINCT:** Bless + Bloodlust + Slayer + Frenzy.

## NEUTRAL

- **STUNNING ATTACK:** Skip 1 turn and no Retaliation. Work's only on living creatures.
- **KILL FRENZY:** After kills a living creature, play another turn.
- **BLESSING OF THE TRUE BELIEVER:** Expert Cure + Expert Stone Skin.
- **SORCERESS SHOOT:** Cast Random Debuff base on creatures quantity.
- **CURSE OF THE SORCERESS:** Expert Weakness + Expert Curse.
- **SPEAR OF MAGIC:** Magic Arrow + Dispel Beneficial Spells.
- **ENCHANTER PROTECTION:** Air Shield + Fire Shield + Stone Skin + Magic Mirror.
- **POWERFUL MAGICAL SHOOT:** 70% Magic Arrow or 20% Ice Bolt or 10% Lightning Bolt.
- **UTTER END:** Poison + Sorrow + Disrupting Ray + Slow + Curse + Dispel.
- **WRATH OF VENGEANCE:** +2 Attack Skill, -1 Defence Skill, +10 Hit Points.
- **STRONG BARBARIAN RAGE:** +3 Attack Skill, -1 Defence Skill, +1 Damage, +2 Hit Points, +1 Speed.
- **INFERNAL FURY:** +2 Attack Skill, -1 Defence Skill, for each attack.

## DRAGON BREATH

- **GREEN DRAGON:** Poison + Acid.
- **GOLD DRAGON:** Petrifying.
- **DIAMOND DRAGON:** Blind.
- **RED DRAGON:** Firewall.
- **BLACK DRAGON:** Acid.
- **DRAGON OF THE ABYSS:** Acid and Death Stare.
- **AZURE DRAGON:** Ice (Ice Bolt + Frost Ring).
- **RUST DRAGON:** Powerful Acid.

## CREATURES LEVEL CHANGE

- **SORCERESS:** 6 -> 5
- **ALL SHARPSHOOTERS:** 4 -> 3