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At the reference to a management it is necessary to specify web-page: <http://kingsbounty.ru/forum/index.php? showtopic=2568>



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This document - result of long and laborious work of the players collecting the information on game. We wish to share the turned out management with all admirers «Legends about the Knight». Unfortunately, we could not embrace immense and tell about game everything, therefore we invite you to [an official Russian forum of game](#). There it is possible to set questions to developers, to communicate to other players or to learn the latest news from [an official site](#).

Thanks:

We thank developers for given data on game. Also we are grateful to all participants [of forum AG](#), their councils have been used at a writing of section of the Help.

Separate thanks to [Vladimir Pavlov](#) for a proof-reading of texts of a management.

Versions.

This management is made for game **1.6.4** (build **34206**). At present the version of a management you can always find last [on this page](#).

Navigation.

In this document it is a lot of [hyperlinks](#). That, having passed under such reference, quickly to return use a combination of keys **Alt + <back-**. Also it is possible to use the panel with the bookmarks, being at the left.

If you have found an error or you have ideas on improvement of our management, write to us [in this theme](#).



Choice of the Character

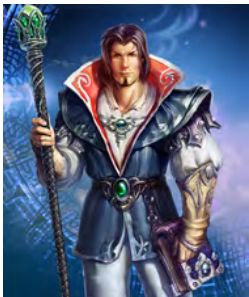
Before to go to master open spaces Endoria and to start performance of duties of the royal knight, it is necessary to choose the character who will be your game embodiment. To choose it is possible one of three classes, each of which differs appearance, the biography, in parameters and the scheme of the development defining a manner of game for the chosen character.



Warrior - first of all the skilled commander. Its force consists in ability to conduct behind itself huge army and in effective command of armies. On start the warrior receives two abilities of "force" and the raised fighting characteristics. At increase of level it faster other classes develops abilities of "force" and raises the Leadership that allows it to get rather decent army already at early stages of game. Only abilities [the Iron Fist](#) and [Anger](#) are accessible to the warrior. Unlike other classes, the warrior has two slots for the weapon and two for regalia.



Paladin - The irreconcilable fighter with Harm, represents an intermediate class of the soldier-magician. It in regular intervals develops the characteristics, both fighting, and magic. Especially quickly and effectively it studies abilities of "spirit". In this branch of abilities the sacred soldier receives two additional abilities of a class - [Sacred anger](#) and [Rune stone](#). Developing a branch of abilities of "spirit", paladin gets huge advantages in fight against [undead](#) and [demons](#), in comparison with other classes. Paladin can carry additional regalia and artefacts.



The magician prefers wisdom and knowledge to a brute force. He cannot order huge armies and does not own the tactical receptions increasing fighting capacity. However, strengthening the soldiers and weakening enemies, bringing down on the enemy power of elements and reviving the fallen soldiers, the magician is capable even to break small forces huge armies. Only the magician in a condition to reach tops of magic art - it receives additional abilities [the Higher magic](#) and [Alchemy](#). It mana grows quickly, however, increase of Leaderships and Furies the lowest. The magician develops abilities of "magic" faster and can carry two additional artefacts.

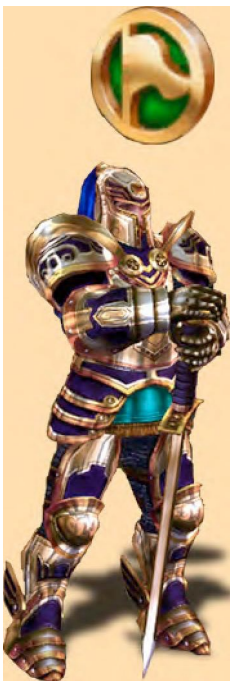
The training Center

Game begins in the Training centre of the Knight Temple. In the hall centre there is a knight chained in an armour over whom the special sign burns, saying that this character is ready to give out you the task. Talk to it. The instructor will suggest you to pass the Test consisting of three training tasks which will help the beginner to accustom with game and to receive some useful bonuses. However, it is possible to refuse training mission. In any case, the Instructor will hand over you letters of recommendation, and will send in a royal palace, to be employed on service.

Receipt on Service

In a palace you are waited by solemn delivery of a title of noble family and a post of the royal Selector of Treasures! Henceforth you the knight of the king, also should carry out commissions of Its Majesty to move ahead on a game plot. Pay attention, in magazine subject missions are marked by a crown sign. For performance of especially important tasks, besides money and experience the king will award you with a new title. The title means increase of Leadership of the character and access to new, stronger armies.

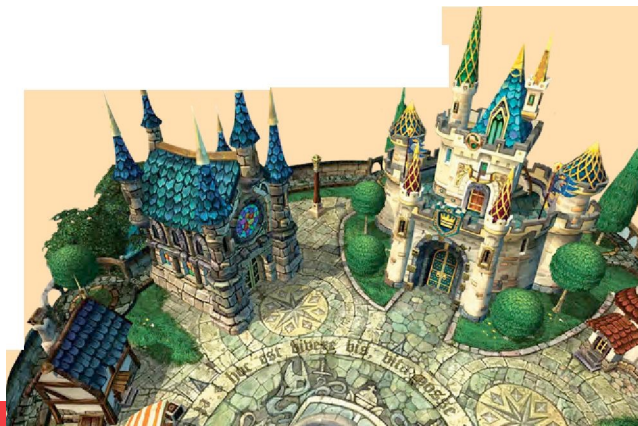
The first task of the king - to find gone plugens, and to punish a gang of the robbers who have attacked on the collector this most plugens. Leaving a palace, you appear on the main area in capital Darion. Round you boundless open spaces Endoria were stretched. Each location, is created by hands of artists and carefully worked slice of the game world. However, thanks to system of casual [generation of objects](#), filling of this world in each new game will be unique and unique.



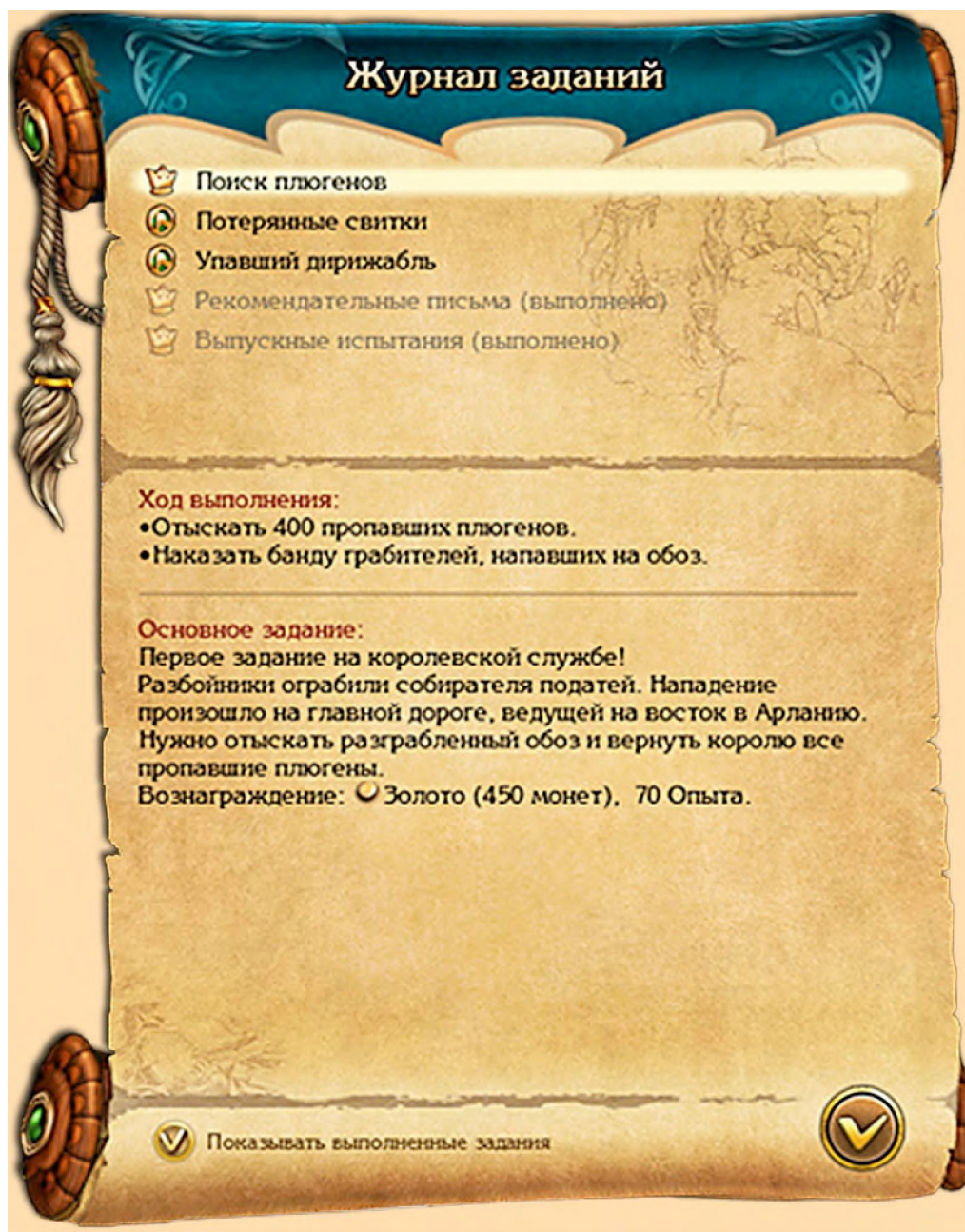
And now it is a little about those places and sights which to you should be visited first of all. Certainly, it is a royal palace where you can employ armies and receive tasks from king Mark.

Near to a palace there is a Knightly Temple where it is possible to employ priests, to buy spells and even to take part in knightly tournament, having battled for a valuable prize. By means of a fountain in the centre of the area you can fill up stocks mana.

One more important object, is a dirigible balloon. Having concluded the contract with gnomes and elves, you can instantly move on a dirigible balloon between capitals of three countries. At northern coast there is a port in which it is possible to buy the ship for voyages. It is possible to get to some secluded places only on the sea, and it is a lot of chests with treasures floats on waves. In settlement near to capital it is possible to receive some simple commissions. Buildings standing on a card and characters are the basic source of tasks, and also in them it is possible to employ armies and to buy subjects or rolls.



List of Tasks



«King's Bounty: the Legend» is an adventure game with role elements. And it means, that besides any improved role characteristics of the character, in game it is possible to communicate with inhabitants of the game world, and to receive at them tasks.

The character receives the award for successful performance of tasks in the form of gold, the experience, any valuable subjects or rolls with spells. Each received task is brought in «List of Tasks».

Record is supplied with the description and marked with a sign which shows its accessory to subject or minor missions and the given out award is underlined. In process of task performance, you will open its new stages, and already executed stages will be marked. In the most difficult missions there can be more ten the stages which are carried out in absolutely different territories and even some of different awards, given out depending on your acts and decisions!

The executed or ruined tasks too "are extinguished", and for convenience it is possible to hide them that in magazine current commissions and their stages were displayed only.

The description of Parameters

And now we will look more attentively at our hero, having opened a window of the character. First of all we will pay attention to its parameters, which are located in the left part of a window.



► **The title** stands out the king for performance of tasks marked in magazine a symbol a crown. Together with a title the player receives the big **increase of Leadership** and access to stronger armies in capital.

Level characterizes degree of development of the hero. With each new level the hero selectively increases some characteristics and has an opportunity to develop new or to improve available **abilities**.

Experience is given for the won battles, for performance of tasks and for visiting of some **objects on a card**. Having saved up the necessary quantity of experience, the hero increases the level. Current value of experience can be looked, having guided the index on a scale.

Parameters which the player can raise at level reception, and also visiting special objects on a map or by means of subjects are resulted below.

Leadership defines the maximum number of beings of one kind which the hero can employ or attach.

Attack of the hero increases to attack of beings in army

Defense of the hero increases to protection of beings in army

The intelligence influences a loss caused by magic, on duration and force of some spells.

Mana is spent for application of spells. It is restored out of fight, but there are ways to receive it and during battle.

Fury grows in fight at attacks and is used for a call of Spirits of Fury. Besides, the above Fury level, the there are critical blows is more often and higher these blows put a loss to those.

Abilities

The right part of a window of the character is occupied with its Abilities. With each new level the character receives Runes Talent, which can be spent for studying and improvement of Abilities. Besides, runes are possible to find on a card or to receive in the award.

All abilities of the hero are broken into three groups: **Forces**, **Spirit** and **Magic**, on **12** in everyone, only **36** Abilities. Runes too three types, and for development of abilities of Force it is necessary to spend more Runes of Force, and so on. Thus, different classes of characters faster and is easier develop abilities of the class.

On the following page schemes of abilities are presented. For fast transition to the description of ability it is enough to click the mouse on its name.



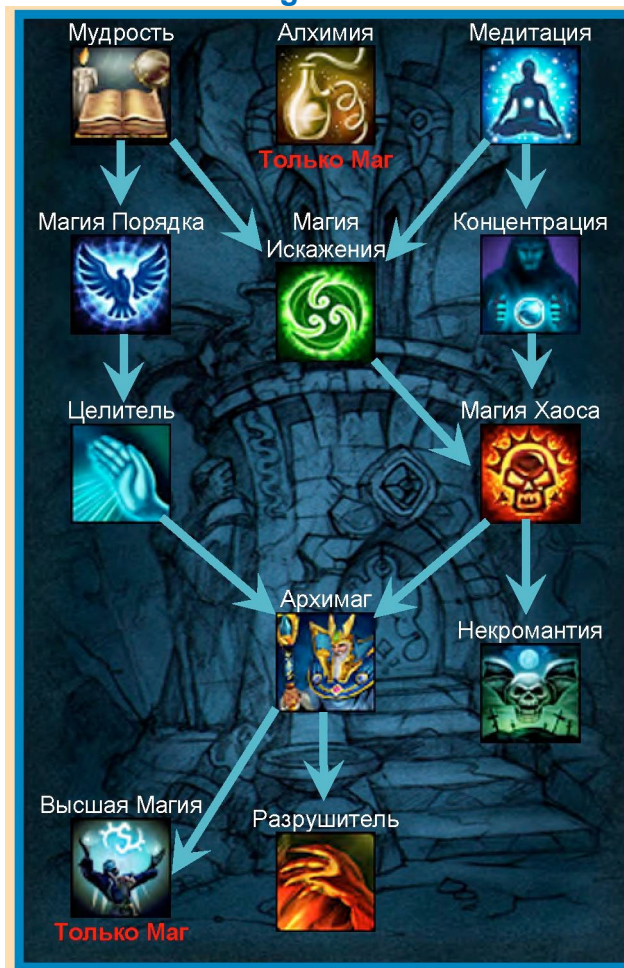
Force



Spirit


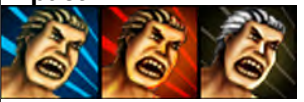
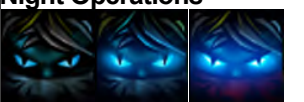
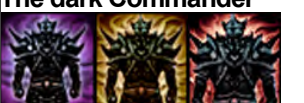
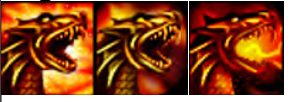



Magic






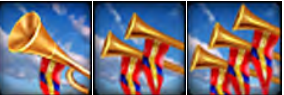
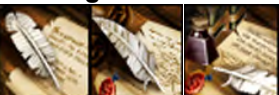



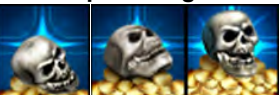



Abilities of Force

The name	The description		Level			
Training 	This ability allows the hero to train armies, to train armies, to train in their new fighting to receptions. (See in addition)	1	Swordsman - the Strengthened Blow	2	0	0
		2	Archers - the Fiery Arrow	3	1	0
		3	Knights - Circular Blow	4	2	0
Preparation for Fight 	In the first round all beings in army of the hero receive less harm from physical attacks.	1	The loss is lowered on 10%.	2	2	0
		2	The loss is lowered on 15%.	3	2	0
		3	The loss is lowered on 20%.	4	2	0
Archers Commander 	Requirements decrease Leaderships at hiring archers. (See in addition)	1	Leadership requirements -10%.	3	0	0
		2	Leadership requirements -15%.	4	1	0
		3	Leadership requirements -20%.	5	2	0
Tactics 	The knowledge of tactics allows the hero to make arrangement of armies in the field of fight before the battle beginning.	1	One additional line for arrangement of armies.	10	2	0
		2	Two additional lines for arrangement of armies.	14	4	0
The Fury control 	Increases quantity of Fury which the hero can save up.	1	Maximum of Fury +10.	4	1	0
		2	Maximum of Fury +20.	7	2	0
		3	Maximum of Fury +30.	10	3	0
Master of Spirits 	Increases the experience received by Spirits in battle.	1	Experience bonus: 10%.	4	1	0
		2	Experience bonus: 20%.	5	1	0
		3	Experience bonus: 30%.	6	1	0
Fury 	The group which has destroyed group of the opponent, is inspired and receives an	1	Attack +2.	4	1	0
		2	Attack +4.	6	2	0

	accruing bonus of attack.	3	Attack +6.	8	3	0
Impact 	Speed and resoluteness, here victory pledge! In the first course of an army of the hero receive an initiative bonus.	1	The initiative +1.	5	0	0
		2	The initiative +2.	6	0	0
		3	The initiative +3.	7	0	0
Night Operations 	In dark time of days (at night and in the evening) and in vaults all groups in army of the hero receive an attack and protection bonus.	1	Attack and Protection +2.	3	0	0
		2	Attack and Protection +4.	3	0	0
		3	Attack and Protection +6.	3	0	0
The dark Commander 	Under banners of the Dark Commander undead starts to battle more effectively, receiving attack and initiative bonuses.	1	Attack +3.	3	1	1
		2	Attack +5, the Initiative +1.	4	2	2
		3	Attack +7, the Initiative +2.	5	3	3
Anger 	The hero receives more Furies when armies exchange blows.	1	Inflow of Fury of +25 %.	3	0	0
		2	Inflow of Fury of +50 %.	5	0	0
		3	Inflow of Fury of +100 %.	7	0	0
*Only the Warrior						
Iron Fist 	Leadership requirements decrease at hiring by hero Swordsmen , Guardsmen , Knights and Cavalrymen . (See <i>in addition</i>)	1	Leadership requirements-10 %.	3	0	0
		2	Leadership requirements-15 %.	4	1	0
		3	Leadership requirements-20 %.	5	2	0
* Only the Warrior						

Abilities of Spirit

The name	The description	Level			
Intelligence 	Allows to receive more information on armies of the enemy.	1	0	1	0
		2	0	2	0
		3	0	3	1
Trade 	Ability to bargain allows the hero to sell subjects and rolls is more expensive. Without this ability subjects are on sale for 25 % from the price, rolls - for 20 % .	1	0	1	0
		2	0	2	0
		3	0	3	0
Trophies 	The quantity of the gold received after fight increases.	1	1	3	1
		2	1	5	1
		3	1	7	1
Glory 	All would like to rise under banners of the glorified hero! The hero receives Leadership increase.	1	2	5	0
		2	3	6	0
		3	4	7	0
Training 	The passion to knowledge allows the hero to be trained faster, receiving additional experience in fight.	1	1	5	1
		2	1	6	1
		3	2	7	2
Reserve 	Gives the chance to the hero to drive with itself the reserve groups which are not accepting participations in fight. Group leadership in a reserve is not limited by leadership of the hero.	1	3	3	0
		2	3	3	0
Diplomacy 	If in army of the opponent and the hero has identical armies the hero can win a part of armies of the opponent over if Leadership allows. (See <i>in addition</i>)	1	1	6	0
		2	2	7	0
		3	3	8	0
Tolerance 	Soldiers are ready to suffer presence of creations of Darkness at army without morals decrease.	1	2	8	2
		2	2	8	2
The keeper of Light 	For destruction of creations of Darkness which are undead and demons , the hero receives more gold and experience.	1	1	4	1
		2	2	6	2
		3	3	8	3
Inquisition 	Allows the hero to improve Priests to Inquisitors.	1	1	5	1
Sacred Anger 	Attack of the beings attacking on undead and demons , is increased.	1	5	8	0



***Only Paladin**

Rune stone











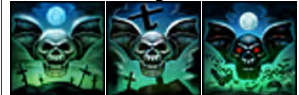

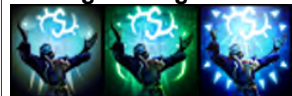


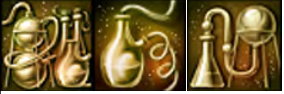
*** Only Paladin**

Every enclosed Spirit Rune gives to the hero additional Rune of Force and Magic.

2	Attack +10	5	8	0
3	Attack +15	5	8	0
1	10 runes of Force and Magic	0	10	0
2	10 runes of Force and Magic	0	10	0
3	10 runes of Force and Magic	0	10	0

Abilities of Magic

The name	The description	Level				
Magic of the Order 	Allows to study and improve spells of Magic of the Order .	1	Allows to study spells of Magic of the Order from rolls.	0	2	2
		2	Allows to improve spells of Magic of the Order to the second level.	0	4	4
		3	Allows to improve spells of Magic of the Order to the third level.	0	8	8
Magic of Distortion 	Allows to study and improve spells of Magic of Distortion .	1	Allows to study spells of Magic of Distortion from rolls.	1	1	4
		2	Allows to improve spells of Magic of Distortion to the second level.	2	2	7
		3	Allows to improve spells of Magic of Distortion to the third level.	3	3	10
Magic of Chaos 	Allows to study and improve spells of Magic of Chaos .	1	Allows to study spells of Magic of Chaos from rolls.	2	0	6
		2	Allows to improve spells of Magic of Chaos to the second level.	4	0	8
		3	Allows to improve spells of Magic of Chaos to the third level.	6	0	12
Wisdom 	Increases mana quantity of the hero, and also quantity of the scrolls contained by the book of magic.	1	Mana +10, scrolls +2.	0	0	4
		2	Mana +20, scrolls +4.	0	0	7
		3	Mana +30, scrolls +6.	0	0	10
Meditation 	Increases speed of restoration of magic energy of the hero on a map. (See <i>in addition</i>)	1	+30 % to speed of restoration.	0	1	1
		2	+60 % to speed of restoration.	0	1	2
		3	+100 % to speed of restoration.	0	1	3
Concentration 	Allows the hero to restore mana during fight.	1	2 mana for a round.	0	3	8
		2	4 mana for a round.	0	3	9
		3	6 mana for a round.	0	3	10
The destroyer 	The magician specializing on fighting spells, puts them higher direct loss to the opponent.	1	Force of spells of +15 %.	1	0	5
		2	Force of spells of +30 %.	2	0	7
		3	Force of spells of +50 %.	3	0	9
The healer 	The skilled healer can use divine spells with the big effect. (<i>Treatment, Revival, Blessing, the Armour of the God, Life Light</i>)	1	Force of spells of +15 %.	0	1	1
		2	Force of spells of +20 %.	0	2	2
		3	Force of spells of +25 %.	0	3	3
Necromancy 	After fight, the part of the lost beings of the player is revived. The revived group gets out casually. Strengthens a spell <i>Call Necromancer</i> . (See <i>in addition</i>)	1	Lifts 15-20 % of the lost soldiers of group (a rounding off downwards). Force of Call: +10 %.	0	2	4
		2	Lifts 20-30 % of the lost soldiers of group (a rounding off downwards). Force of Call: +20 %.	0	3	5
		3	Lifts 30-40 % of the lost soldiers of group (a rounding off downwards). Force of Call: +30 %.	0	4	6
The archimagus 	Leadership requirements at hiring of <i>Priests, Inquisitors, Druids, Shamans, Necromancers and Archimagi</i> decrease. (See <i>in addition</i>)	1	Leadership requirements -10 %.	0	0	3
		2	Leadership requirements -15 %.	1	0	4
		3	Leadership requirements -20 %.	2	0	5
The higher magic 	Secrets of the higher magic allow the magician to use the magic book twice in any round.	1	Possibility is accessible once for fight.	5	5	20
		2	Possibility is accessible two times for fight.	5	5	15
		3	Possibility is accessible three times for fight.	5	5	10

*Only the Magician						
Alchemy 	Reduces quantity of crystals of the magic, spent for studying of rolls and improvement of spells.	1	Depreciation: 15 %	0	1	3
		2	Depreciation: 30 %	0	1	5
		3	Depreciation: 50 %	0	1	7



The Magic book


Magic - one of the most important components King's Bounty. The hero has a magic book in which it stores rolls and the spells used in battle. Spells are applied only in fight. Usually the Book can be used only once for a round, but ability "the Higher Magic" allows the magician to do it twice. To apply a spell, the sufficient stock mana, or a roll with this spell is necessary. Spells can cause a loss to the enemy, improve or worsen characteristics of beings, subordinate armies of the opponent, call in the field of fight of magic beings and much-many other things. Those or other spells can prove to be differently in different situations so to apply them follows thoughtfully.

Scrolls and Spells

Magic Scrolls can be bought in shop, to find on a card, to get from an artefact or to receive in the award. At scroll use, it disappears, and spells from scrolls are imposed at the first level of force.

In the book the limited quantity of scrolls is located, therefore, if the limit is exceeded (consider, that if the hero has found a roll on a map or has received it in the award, it will add even in the chock-full book), to buy rolls it will be impossible, while the hero will not release a place in the book or will not increase its capacity. To release a place for new rolls, it is possible to sell superfluous rolls, to throw out them or to use them in fight.

Spells can be learnt from rolls. If to press the button  near to the image a roll, the corresponding spell of the first level will be for ever added in the Magic Book. Except a roll, ability at corresponding School of Magic and Magic Crystals  which are spent for studying and improvement of spells for this purpose is necessary. The studied spells at use do not spend rolls, but spend mana. The book can simultaneously contain both the studied spell, and rolls with it, and the hero can choose - to apply a roll or the studied spell.

The studied spells, unlike rolls, it is possible to improve . For this purpose it is necessary to develop ability at corresponding School of Magic and, besides, magic crystals. All spells have three levels. With each new level force of a spell and (or) duration of its effects grows. Usually with each level of a spell "rise in price" on mana, and sometimes and get new possibilities. The more strongly the effect of improvement, the is more on it will leave crystals.

Force of Spells

Besides level of the spell, on force of its action other factors influence also.

Intelligence of the hero.

For attacking spells each unit of Intelligence increases a loss by **10 %** and the total loss increases by **10 %** for each **7** units of Intelligence. For the majority imposed duration increases by **1** round for each **15** units of Intelligence. For the spells imposing with some probability additional effects (**Burning**, **the Shock**, **the Frost** and **the Poisoning**) the probability of such effect increases by **1 %** for each unit of Intelligence.

Abilities of the hero.

Ability **the Destroyer** increases a loss caused by spells by **15 %**, **30 %** or **50 %** according to ability level.

Ability **the Healer** increases force of spells **Treatment**, **Revival**, **Life Light**, **the Armour of the God** On **15 %**, **20 %** or **25 %** according to level of ability, And also by **1** round increases duration of a spell **Blessing**.

Ability **Necromancy** strengthens a spell **Call Necromancer** on **10 %**, **20 %** or **30 %** according to ability level.

The subjects which have been put on the hero or his wife.

There are subjects which influence at once the whole group of spells, for example, on fiery or attacking Spells. There are also subjects which strengthen only any one spell or small group

Spells.

(The mirror Defender, the Sign on the Diplomat, the Flame Necklace, the Necklace of the Fiery Storm, Raincoat of the Dragon, Staff of the Adherent, Staff of the Archimagus, Prismatic Helmet, Boots of the Mystic)

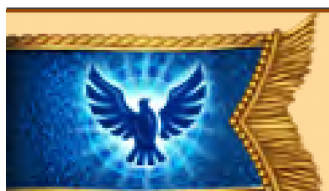


Each spell has a parameter showing its level (from 1 to 5). Level first of all influences where such spell can appear. The more difficult a game location, the above probability to find in it a roll with a powerful spell. The probability to find a roll of 5th level is equal in the beginning of game to zero whereas in the end the player finds basically spells 4-5 levels. As cost of a roll and quantity of crystals which is necessary on its improvement depends on level. Sorting of spells in the Magic Book too occurs on this parameter.

Magic schools



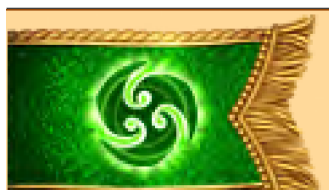
In game there are three magic Schools: [the Order](#) (18 spells), [Distortion](#) (19 spells) and [Chaos](#) (18 spells).



Magic of the Order

It is the magic of the higher, divine origin influencing a body and reason. It Allows to cure, protect and allocate armies with mystical possibilities. However, to punish and destroy gods too are able, is at this school and powerful attacking spells.

Spells: [Defencelessness](#), [the Battle Cry](#), [Treatment](#), [Last Hero](#), [Dispersion](#), [Blessing](#), [Pole-axe of Magic](#), [Arrow of the Dragon](#), [Peaceful disposition](#), [Gift](#), [the Appeal of the Phoenix](#), [Inflow of Forces](#), [Dragon Murderer](#), [Revival](#), [the Armour of the God](#), [the Lightning](#), [Demon Murderer](#), [Life Light](#).



Magic of Distortion

Spells of this school change a habitual condition of surrounding objects and influence perception of beings, deforming and transforming for them world around beyond recognition. These are auxiliary, strengthening and weakening spells, and also magic of illusions and influence on reason.

Spells: [Delay](#), [the Stone Skin](#), [Accuracy](#), [Acceleration](#), [Berserker](#), [Pain mirror](#), [Magic Source](#), [Trap](#), [Target](#), [Magic Fetters](#), [Veil](#), [Invisibility](#), [Sword-phantom](#), [Teleport](#), [the Phantom](#), [the Dwarf](#), [Blinding](#), [Geyser](#), [Hypnosis](#).



Magic of Chaos

Practically all spells it is schools are directed on easing, destruction, destruction and destruction live and lifeless in the various ways. It is a choice of the present fighting magician, wishing to put to flight armies of enemies and to wipe about unapproachable fortresses.

Spells: [the Fright](#), [the Fiery Arrow](#), [the Poisonous Skull](#), [Hell Breath](#), [the Oil Fog](#), [Plague](#), [the Victim](#), [the Ice Snake](#), [the Kamikaze](#), [the Harm Book](#), [the Fiery Sphere](#), [Weakness](#), [the Ram](#), [Ill fate](#), [Necromancer Call](#), [the Fiery Rain](#), [the Portal of Demons](#), [the Armageddon](#).

Spells

Level - Level of a spell

Cost - Cost of a scroll

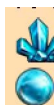
AI - whether the enemy uses a spell




(I, II, III) - Level of force of a spell

- The crystals necessary for studying of given level of a spell
- Mana, necessary for use of a spell of the given level

Int - Intelligence of the hero. All operations of division (Int/2, Int/3, Int/7, Int/15) are approximated down to the nearest whole. **The total loss/treatment/revival/leadership** is approximated to the nearest whole, multiple **5**. An exception: if mod (a loss; **100**) < **7** the loss will be approximated down to the nearest hundred (here **mod (X; Y)** - a remainder of division of number **X** on number **Y**).

Magic of the Order



The name	The description		
Dispersion  Level: 1 AI: yes COST: 400	Removes effects from group.		
	I Removes all effects from allied group.	5	1
	II Removes all effects from allied or enemy group.	5	2

AI: yes
 COST: 400

III	From allied group removes all negative, and with enemy - all positive effects.	5	5
-----	--	---	---

Defenselessness



Level: 1
 AI: yes
 Cost: 500

	Reduces current protection enemy beings.		
I	Protection: -30 % Duration: 3	2	1
II	Protection: -45 % Duration: 4	4	2
III	Protection: -60 % Duration: 5	6	4

Treatment



Level: 1
 AI: yes
 Cost: 700

	Restores health to an allied being.		
I	Healing/loss: 50	3	1
II	Healing/loss: 150	2	2
III	Healing/loss: 250 Removes a poisoning, weakness and a plague.	1	3

The loss **undead** (own and enemy) causes. Does not operate on **demons, a plant** and **golems**.
 A total loss **(magic)/treatment** = the Loss * (1+0.1*Int) * (1+0.01*The healer)
 Ability **the Healer** (15, 20, 25)

Battle Cry



Level: 1
 AI: yes
 Cost: 800

	Increases the group initiative.		
I	The initiative: +1. Duration: 2+Int/15	2	1
II	The initiative: +2. Duration: 3+Int/15	3	2
III	The initiative: +3 Mass . Duration: 3+Int/15	10	10



















Last Hero




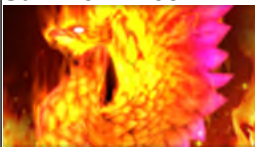





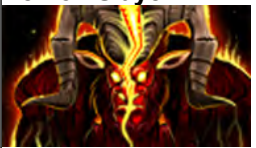


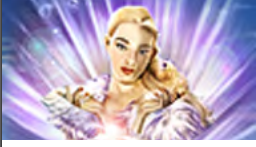










Level: 1
 AI: no
 Cost: 800

	At destruction of group, last fighter always survives, and duration of a spell decreases.		
I	Purpose level: 1-2 Duration: 3	5	1
II	Purpose level: 1-3 Duration: 4	7	3
III	Purpose level: 1-4 Duration: 5	10	5













Health of the survived fighter becomes = 1










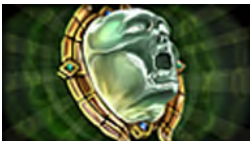


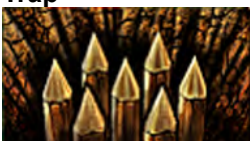





The name	The description		
Blessing  Level: 2 AI: yes COST: 1800	The being causes the maximum loss the basic attacks.  		
	I Duration: 2+Int/15	10	3
	II Duration: 3+Int/15	10	3
	III Duration: 3+Int/15 Mass.	20	10
Does not operate on undead . The Healer always gives ability +1 to duration of a spell (the Healer does not depend on level of ability).			
Dragon Arrows  Level: 2 AI: no Cost: 2300	Gives to archers Dragon Arrows which cause the same loss as a usual shot, but ignore distance, resistibility and purpose protection.  		
	I Gives arrows: 1+Int/15, but it is no more 5	4	2
	II Gives arrows: 2+Int/15, but it is no more 5	4	3
	III Gives arrows: 3+Int/15, but it is no more 5	4	4
Magic pole-axe  Level: 2 AI: yes Cost: 2500	Creates magic axes which cause the big physical loss of one purpose.  		
	I Loss: 120, Axes: 1	5	2
	II Loss: 240, Axes: 2	10	4
	III Loss: 360, Axes: 3	15	6
Total loss (physical) = Damage * (1+0.1*Int) * (1+0.1*Int/7) * (1+0.01 * (The destroyer+Subjects)) Ability the Destroyer (15, 30, 50) Subject the Prismatic Helmet 20, the Raincoat of the Dragon 15			
Peaceful disposition  Level: 3 AI: no Cost: 2800	Reduces caused by the basic attacks of a being a loss, but thus increases its health  		
	I Duration: 3+Int/15 The penalty to a loss: Int/2-30 %, Health: +30 %	5	3
	II Duration: 4+Int/15 The penalty to a loss: Int/2-30 %, Health: +40 %	7	3
	III Duration: 5+Int/15 The penalty to a loss: Int/2-30 %, Health: +50 %	10	3
The subject the Sign on the Diplomat strengthens effect Health of +10 % The Penalty to a loss cannot become negative.			
Gift  Level: 3 AI: no Cost: 3000	Recharges all special attacks of group and restores quantitative charges to a maximum.  		
	I Purpose level: 1-3	20	4
	II Purpose level: 1-4	20	8
	III Purpose level: 1-5	20	16
Inflow of Forces  Level: 3 AI: yes Cost: 3500	Adds action points (AP) to group  		
	I Gives action points: 1	20	6
	II Gives action points: 2	20	6
	III Gives action points: 3	20	6
Allows earlier resembling groups, to make the second course in a current round. If the group did not resemble yet - adds AP to flowing (analogue of Acceleration); if resembled - establishes AP = to force of a spell and the group resembles in the second subround of current round (as though it executed a command to "wait")			

The name	The description			
Dragon Slayer  Level: 3 AI: no Cost: 5000		The group causes the strengthened loss to all dragons the base attacks.		
	I	Duration: 3+Int/15 Loss bonus: +20 % + Int/2, but are no more 70 %	5	3
	II	Duration: 4+Int/15 Loss bonus: +30 % + Int/2, but are no more 70 %	10	3
	III	Duration: 4+Int/15 Loss bonus: +30 % + Int/2, but are no more 70 %. Mass.	25	25
Summon Phoenix  Level: 3 AI: yes Cost: 5000		Calls the Phoenix in any free hex near to allied group.		
	I	Calls: the Young Phoenix.	20	4
	II	Calls: the Adult Phoenix.	30	8
	III	Calls: the Ancient Phoenix.	40	12
The phoenix battles, will not be lost yet - or till the end of fight. In the field of fight there cannot be more than one Phoenix from each party.				
Armour of the God  Level: 4 AI: yes Cost: 9000		Allocates a being with protection against all types of a loss.		
	I	Duration: 2 Base bonus: +20 %	15	6
	II	Duration: 3 Base bonus: +25 %	20	10
	III	Duration: 4 Base bonus: +30 %	30	14
Does not operate on undead . Resistibility are replaced with a bonus from a spell (but only if current resistibility of less bonus). The total bonus = Base_bonus * (1+0.01*The healer) +Int/3, but is no more 70 % Ability the Healer (15, 20, 25)				
Demon Slayer  Level: 4 AI: no Cost: 9000		The group causes the strengthened loss to all demons the base attacks.		
	I	Duration: 3+Int/15 Loss bonus: +20 % + Int/2, but are no more 70 %	5	3
	II	Duration: 4+Int/15 Loss bonus: +30 % + Int/2, but are no more 70 %	10	3
	III	Duration: 4+Int/15 Loss bonus: +30 % + Int/2, but are no more 70 %. Mass.	25	25
Resurrection  Level: 4 AI: yes Cost: 12'000		Revives the lost beings in the chosen group.		
	I	Restores health: 200. Purpose level: 1-2	10	10
	II	Restores health: 400. Purpose level: 1-3	20	15
	III	Restores health: 600. Purpose level: 1-4	30	25
Does not operate on undead , plants and golems . Total revival = Health * (1+0.1*Int) * (1+0.01*The healer) Ability the Healer (15, 20, 25)				
Lightning  Level: 4 AI: yes Cost: 17'000		The lightning stroke hits the target, putting a magic loss and with small probability shocking the purpose.		
	I	Loss: 100-200, the Shock : 15 % + Int/2, but are no more 100 %	15	7
	II	Loss: 170-340, the Shock : 30 % + Int/2, but are no more 100 % + possibility to amaze number standing groups (see <i>in addition</i>)	25	10
	III	Loss: 240-480, the Shock : 45 % + Int/2, but are no more 100 % + possibility to amaze number standing groups (see <i>in addition</i>)	35	20
Total loss (magic)=Loss*(1+0.1*Int)*(1+0.1*Int/7)*(1+0.01*(The destroyer+Subjects)) Ability the Destroyer (15, 30, 50) Subject the Prismatic Helmet 20 , the Raincoat of the Dragon 15 , the Staff of the Adherent 10 , the Staff of the Archimagus 20				

The name		The description		
Life light  Level: 5 AI: no Cost: 50'000		The undead in the specified area the area of 7 hexes receives a magic loss and tries to escape far away from the consecrated area. Armies of other races, on the contrary, are treated.		
	I	Loss/treatment: 150	10	4
	II	Loss/treatment: 255	20	8
	III	Loss/treatment: 360	30	16
Total loss (magic) / Treatment = Loss*(1+0.1*Int)*(1+0.1*Int/7)*(1+0.01*(The healer+Subjects)) Does not operate on demons and golems . Ability the Healer (15, 20, 25) Subject the Prismatic Helmet 20 , the Raincoat of the Dragon 15 Is not on sale. It is possible to receive only as the award for a quest.				

Magic of Distortion

The name		The description		
Stone Skin  Level: 1 AI: no Cost: 350		The being skin become stone, and group receives additional Protection and resistibility to a physical loss, but its initiative thus falls.		
	I	Protection and Resistibility: + 20 % the Initiative: -1	3	1
	II	Protection and Resistibility: + 30 % the Initiative: -1	5	2
	III	Protection and Resistibility: + 40 % the Initiative: -1	7	4
The initiative cannot become <2. The bonus to Protection is given concerning current value of Protection.				
Veil  Level: 2 AI: no Cost: 450		Establishes the magic veil reducing a remote loss of marksmen, being in it.		
	I	Duration: 2+Int/15 Remote loss:-10 %	5	2
	II	Duration: 3+Int/15 Remote loss:-20 %	5	4
	III	Duration: 4+Int/15 Remote loss:-30 %	5	6
Accuracy  Level: 1 AI: no Cost: 500		Increases a loss put by base attacks of marksmen .		
	I	Duration: 3+Int/15 Loss: + 20 % + Int/2, but are no more 50 %	2	2
	II	Duration: 4+Int/15 Loss: + 30 % + Int/2, but are no more 50 %	4	4
	III	Duration: 5+Int/15 Loss: + 30 % + Int/2, but are no more 50 %. Mass	6	6
Does not operate on eyeless .				
Berserker  Level: 2 AI: no Cost: 900		The allied group receives an attack bonus. Running into fury, it independently rushes to fight.		
	I	Duration: 3 Attack: + 75 % + Int/2, purpose Level: 1-2	2	2
	II	Duration: 4 Attack: + 100 % + Int/2, purpose Level: 1-3	3	4
	III	Duration: 5 Attack: + 125 % + Int/2, purpose Level: 1-4	4	6
The bonus to Attack is given concerning base value. Does not operate on beings with immune to mind influence and undead .				

The name	The description			
Haste  Level: 1 AI: yes Cost: 1000		Increases speed of group.		
	I	Duration: 3+Int/15 Speed: +1	3	2
	II	Duration: 4+Int/15 Speed: +2	5	5
	III	Duration: 4+Int/15 Speed: +2 Mass .	10	15
Removes a spell Slow . The subject Boots of the Mystic strengthens effect: Speed +1				
Slow  Level: 1 AI: yes Cost: 1200		Reduces speed of group.		
	I	Duration: 2+Int/15 Speed: -1.	5	2
	II	Duration: 3+Int/15 Speed: -2	7	5
	III	Duration: 3+Int/15 Speed: -3	12	12
Speed cannot become <1. Removes a spell Haste . The subject Boots of the Mystic strengthens effect: Speed -1				
Magic source  Level: 2 AI: no Cost: 1600		The allied group raises the protection. When it receives a loss, the hero receives 5 mana, and duration of a spell decreases.		
	I	Duration: 3+Int/15 Defense: +10 %	5	2
	II	Duration: 4+Int/15 Defense: +20 %	5	4
	III	Duration: 5+Int/15 Defense: +30 %	5	6
The bonus to Defense is given concerning base value.				
Pain mirror  Level: 2 AI: no Cost: 1700		The enemy group receives the magic loss equal to a part of a real loss which it has put in last attack.		
	I	Base percent: 75 %	5	1
	II	Base percent: 100 %	7	2
	III	Base percent: 125 %	10	4
Total loss (magic) = Received_Loss*(Base_Percent*(1+0.01*(The destroyer+Subjects)) +Subject33+Int/2)/100 Ability the Destroyer (15, 30, 50) Subject the Prismatic Helmet 20, the Raincoat of the Dragon 15, Subject the Mirror Defender 50 (in the formula - Subject33)				
Trap  Level: 2 AI: no Cost: 2200		In the field of fight there is a trap with stakes. The group which has got to it receives a physical loss and loses all points of action .		
	I	Life time: 3 Loss: 80-120	5	2
	II	Life time: 4 Loss: 240-360	7	4
	III	Life time: 5 Loss: 400-600 Poisons .	10	6
Soaring beings cannot get in a trap; flying beings can get only in case will pass on to trap "on foot" or will land on it. Total loss (physical) =Loss*(1+0.1*Int)*(1+0.1*Int/7)*(1+0.01*The destroyer) Ability the Destroyer (15, 30, 50)				
Target  Level: 3 AI: no		The chosen group becomes rather tempting target for the enemy. It will be attacked first of all by beings of certain level:		
	I	Level of attacking beings: 1-2 Duration: 1	3	2
	II	Level of attacking beings: 1-3 Duration: 2	6	6

Level: **3**

AI: no

Cost: **2200**

III




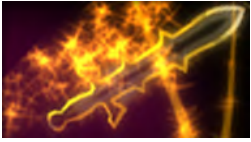














Level of attacking beings: **1-4**
Duration: **3**










12

10







17
















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The name	The description		
Magic fetters  Level: 2 AI: yes Cost: 3000		All talents of group will be blocked.	 
	I	Duration: 2+Int/15 purpose Level: 1-3	10 2
	II	Duration: 2+Int/15 purpose Level: 1-4	10 2
	III	Duration: 2+Int/15 purpose Level: 1-4 Mass.	40 20
Does not operate on beings immune to mind influence .			
Sword-phantom  Level: 3 AI: yes Cost: 5000		Astral sword hits the target, ignoring a part of its physical resistibility.	 
	I	Loss: 100 , Ignores: 50 % of resistance.	10 3
	II	Loss: 200 , Ignores: 75 % of resistance.	10 6
	III	Loss: 300 , Ignores: 100 % of resistance.	10 9
Total loss (the physical)= $Loss*(1+0.1*Int)*(1+0.1*Int/7)*(1+0.01*(The\ destroyer+Subjects))$ Ability the Destroyer (15, 30, 50) Subject the Prismatic Helmet 20, the Subject the Raincoat of the Dragon 15			
Invisibility  Level: 3 AI: no Cost: 6000		Hides group from a sight of the enemy and allows to move across the field of fight, not being afraid of an attack.	 
	I	Duration: 2	10 3
	II	Duration: 3	20 6
	III	Duration: 4	30 9
The spell disables from group if the invisible being uses any action, except moving (see in addition).			
Phantom  Level: 3 AI: yes Cost: 6000		Creates a phantom copy of the chosen group which battles, will not be lost yet - or while the spell operates.	 
	I	Life time: 3 Phantom health: 20%+Int/3	15 3
	II	Life time: 3 Phantom health: 30%+Int/3	20 6
	III	Life time: 3 Phantom health: 40%+Int/3	25 9
Total health of the phantom depends on original health. The phantom turn comes at once. It is forbidden to phantom group of Griffins to use talent Division , and to all kinds of phantoms of Vampires and Werewolves - talent "Transformation".			
Teleport  Level: 3 AI: yes Cost: 7000		Transfers allied group to a free cage (hex), in some radius.	 
	I	Radius to 3 hexes.	5 2
	II	Radius to 5 hexes.	8 5
	III	On any cage of a field.	12 15
Blinding  Level: 4 AI: yes Cost: 9000		The enemy group will be blinded for the period of spell action.	 
	I	Duration: 2 Level of the purpose: 1-2	10 4
	II	Duration: 2 Level of the purpose: 1-3	15 8
	III	Duration: 2 Level of the purpose: 1-4	20 12
If the blinded group receives a loss, the spell will vanish. Does not operate on eyeless .			



















The name	The description			
The dwarf  Level: 4 AI: yes Cost: 13'000		Reduces a being, reducing its health and a loss caused by base attacks.		
	I	Duration: 2 Purpose level: 1-2, Health, the Loss: -20%	5	4
	II	Duration: 2 Purpose level: 1-3, Health, the Loss: -30%	10	8
	III	Duration: 2 Purpose level: 1-4, Health, the Loss: -40%	20	12
Also forbids beings (Snakes , Robbers , Marauders and Demonesses) to attack through a cage				
Hypnosis  Level: 5 AI: yes Cost: 25'000		Subordinates will of enemy group and gives over it the control for a while. Leadership of hypnotized group should not exceed the specified percent from Leadership of the hero:		
	I	Duration: 2 Purpose level: 1-2. Leadership: 40 %	20	10
	II	Duration: 2 Purpose level: 1-3. Leadership: 60 %	30	20
	III	Duration: 2 Purpose level: 1-4. Leadership: 80 %	40	30
Does not operate on beings immune to mind influence and undead				
Geyser  Level: 5 AI: yes Cost: 30'000		From under the earth beat water columns, throwing and dropping on the earth of enemies, putting to them a physical loss.		
	I	Loss: 50-100, Columns: 4	20	7
	II	Loss: 100-200, Columns: 6	30	14
	III	Loss: 150-300, Columns: 8	40	28
The being with feature Tempered receives on 25 % of less loss. The being with protection against fire ≥ 50 is always frozen. Total loss (the physical)=Loss*(1+0.1*Int)*(1+0.1*Int/7)*(1+0.01*(The destroyer+Subjects)) Ability the Destroyer (15, 30, 50) Subject the Prismatic Helmet 20, the Subject the Raincoat of the Dragon 15				

Magic of Chaos

The name	The description			
Fiery Arrow  Level: 1 AI: yes Cost: 700		The fiery arrow falls on the purpose, putting a loss fire and setting fire to it.		
	I	Loss: 70, Arson: 20%+Int, but are no more 100 %	5	1
	II	Loss: 140, Arson: 40%+Int, but are no more 100 %	5	3
	III	Loss: 210 Arson: 60%+Int, but are no more 100 %	5	5
Total loss (fiery) =Loss*(1+0.1*Int)*(1+0.1*Int/7)*(1+0.01*(The destroyer+Subjects)) Ability the Destroyer (15, 30, 50) Subject the Prismatic Helmet 20, the Raincoat of the Dragon 15, the Necklace of the Flame 15, the Necklace of the Fiery Storm 30				
Fright  Level: 1 AI: yes Cost: 900		Causes terrible visions and feeling of uncertainty in beings in group.		
	I	Duration: 2	10	3
	II	Duration: 3	10	3
	III	Duration: 4	10	3
The frightened beings do not submit to the owner and do not attack enemies above itself on level. Does not operate on beings immune to mind influence and undead .				

The name		The description		
Poisonous skull  Level: 1 Al: yes Cost: 900		The illusive skull causes to the purpose a poisonous loss and poisons her.		
	I	Loss: 40-140 , the Poisoning: 30% +Int, but are no more 100%	5	2
	II	Loss: 70-250 , the Poisoning: 60% +Int, but are no more 100 %	7	3
	III	Loss: 100-365 , the Poisoning: 90% +Int, but are no more 100%	10	5
Total loss (poisonous) = $Loss * (1 + 0.1 * Int) * (1 + 0.1 * Int / 7) * (1 + 0.01 * (The\ destroyer + Subjects))$ Ability the Destroyer (15, 30, 50) Subject the Prismatic Helmet 20, the Raincoat of the Dragon 15				
Oil Fog  Level: 2 Al: yes Cost: 1100		Surrounds a being with an oil fog, putting a fiery loss and doing vulnerable for fire.		
	I	Duration: 2+Int/15 Loss: 40 , Vulnerability for fire: - (20% +Int/2), but are not less -100 %	10	3
	II	Duration: 3+Int/15 Loss: 80 , Vulnerability for fire: - (30% +Int/2), but are not less -100 %	10	5
	III	Duration: 4+Int/15 Loss: 120 , Vulnerability for fire: - (40% +Int/2), but are not less -100%	10	7
Resistibility not to change at beings with immunity to fire , and also, in a case if at a being resistibility already less or it is equal - (X % + Int/2) Total loss (the fiery) = $Loss * (1 + 0.1 * Int) * (1 + 0.1 * Int / 7) * (1 + 0.01 * (The\ destroyer + Subjects))$ Ability the Destroyer (15, 30, 50) Subject the Prismatic Helmet 20, the Raincoat of the Dragon 15, the Necklace of the Flame 15, the Necklace of the Fiery Storm 30				
Weakness  Level: 3 Al: yes Cost: 1700		The enemy group causes the minimum loss the base attacks.		
	I	Duration: 2+Int/15	5	5
	II	Duration: 3+Int/15	5	5
	III	Duration: 3+Int/15 Mass.	20	20
Does not operate on undead, plants and golems .				
Plague  Level: 2 Al: yes Cost: 2000		Infects a being, reducing its Attack, Protection and Health. The infected beings can transfer a virus to all to whom adjoin.		
	I	Duration: 2 Decrease in parameters: -15%	10	3
	II	Duration: 2 Decrease in parameters: -20%	15	5
	III	Duration: 2 Decrease in parameters: -25%	20	8
Does not operate on demons, a plant and golems . Undead carries a plague, but decrease in parameters does not receive. Beings with immunity to magic can catch a plague from others. Attack and Protection decrease concerning base value. If the attacking is infected by a plague its hand-to-hand attack will infect the enemy with 100 % -s' probability. In the beginning of each course the "infected" group with probability of 50 % can infect each of the groups standing on the next cages.				
Sacrifice  Level: 3 Al: no Cost: 2400		One allied group is sacrificed for the sake of other group, which will receive quantity of beings to proportionally taken away health at a victim.		
	I	Loss: 250 . A gain: 50 %	10	3
	II	Loss: 500 . A gain: 60 %	20	7
	III	Loss: 750 . A gain: 70 %	30	15
The quantity of beings in group can become more than was in the fight beginning. Total loss (astral) = $Loss * (1 + 0.1 * Int) * (1 + 0.01 * (The\ destroyer + Subjects))$ Ability the Destroyer (15, 30, 50) Subject the Prismatic Helmet 20, the Raincoat of the Dragon 15				

The name		The description		
Hell breath  Level: 2 AI: yes Cost: 2600		Gives to allied group an additional loss fire for its base attacks.		
	I	Duration: 2+Int/15 Fiery loss: +20 % * (1+0.01*Subjects)	10	2
	II	Duration: 3+Int/15 Fiery loss: +30 % * (1+0.01*Subjects)	15	5
	III	Duration: 4+Int/15 Fiery loss: +40 % * (1+0.01*Subjects)	20	10
Does not operate on demons . Subject the Necklace of the Flame 15 , the Necklace of the Fiery Storm 30				
Kamikaze  Level: 3 AI: no Cost: 2800		The bomb which blows up through some courses or after destruction of this group is attached to allied or enemy group, and amazes all around.		
	I	Loss: 100-200 Time before explosion: 3 courses	5	3
	II	Loss: 200-400 Time before explosion: 3 courses	10	5
	III	Loss: 300-600 Time before explosion: 3 courses	15	8
Total loss (the physical) = $Loss * (1+0.1*Int) * (1+0.1*Int/7) * (1+0.01*(The\ destroyer+Subjects))$ Ability the Destroyer (15, 30, 50) Subject the Prismatic Helmet 20 , the Raincoat of the Dragon 15				
Evil book  Level: 3 AI: yes Cost: 3600		Call of the Book of Harm which attacks the enemy casual spells.		
	I	Calls: the Evil Book I level .	15	3
	II	Calls: the Evil Book II level .	20	6
	III	Calls: the Evil Book III level .	30	9
The more strongly the Book, the more she knows spells, and that they are more powerful. The intelligence of the hero also influences force of spells of the Book. When the Book is hungry, it cannot use magic, and it is necessary to sate it, having set on the or enemy armies.				
Fiery Sphere  Level: 3 AI: yes Cost: 5000		The fiery sphere amazes the chosen purpose and blows up, in addition amazing and setting fire to all around.		
	I	Loss in the center: 120 , the Loss around: 25-50 , the Arson: 10%+Int , but are no more 100 % .	7	4
	II	Loss in the center: 240 , the Loss around: 50-100 , the Arson: 20%+Int , but are no more 100 % .	12	6
	III	Loss in the center: 360 , the Loss around: 75-150 , the Arson: 30%+Int , but are no more 100 % .	17	8
Total loss (the fiery) = $Loss * (1+0.1*Int) * (1+0.1*Int/7) * (1+0.01*(The\ destroyer+Subjects))$ Ability the Destroyer (15, 30, 50) Subject the Prismatic Helmet 20 , the Raincoat of the Dragon 15 , the Necklace of the Flame 15 , the Necklace of the Fiery Storm 30				
Ice Snake  Level: 3 AI: yes Cost: 6000		Ice snakes freeze the purpose and cause to it a physical loss. Blowing up, the ice column amazes with splinters the next cages. Beings there can receive effect Frosts .		
	I	Loss: 140 , the Loss splinters: 20-60 , the Frost: 20%+Int , but are no more 100 %	10	4
	II	Loss: 305 , the Loss splinters: 45-130 , the Frost: 40%+Int , but are no more 100 %	15	7
	III	Loss: 475 , the Loss splinters: 65-200 , the Frost: 60%+Int , but are no more 100 %	20	10
The being with feature Tempered receives on 25 % of less loss and cannot be frozen . The being with protection against fire ≥ 50 is always frozen. Total loss (physical) = $Loss * (1+0.1*Int) * (1+0.1*Int/7) * (1+0.01 * (The\ destroyer+Subjects))$ Ability the Destroyer (15, 30, 50) Subject the Prismatic Helmet 20 , the Raincoat of the Dragon 15				

The name	The description			
Ill fate  Level: 4 AI: yes Cost: 7000		The fatal bad luck is imposed on enemy group then it always receives a critical loss from base attacks.		
	I	Duration: 2 Level of the purpose: 1-2	20	4
	II	Duration: 3 Level of the purpose: 1-3	20	8
	III	Duration: 4 Level of the purpose: 1-4	20	12
Necromancer's Call  Level: 4 AI: yes Cost: 9000		Lifts the killed beings in a kind undead . (See in addition)		
	I	Total health: 500	10	5
	II	Total health: 1000	20	10
	III	Total health: 1500	30	20
Total health lifted undead depends on force of a spell, but the quantity of the lifted beings cannot be more quantities died. Do not operate on demons , plants , golems and beings with feature Eternal Ashes . Result = Health*(1+0.1*Int+0.01*Necromancy) Ability Necromancy (10, 20, 30)				
Fiery Rain  Level: 4 AI: yes Cost: 10'000		The fiery rain falls upon the area in 7 cages, putting a fiery loss to all purposes and setting fire to them.		
	I	Loss: 70-80, the Arson 5%+Int, but is no more 100 %	5	5
	II	Loss: 210-240, the Arson: 10%+Int, but are no more 100 %	10	10
	III	Loss: 350-400, the Arson: 15%+Int, but are no more 100 %	20	15
Total loss (fiery)=Loss*(1+0.1*Int)*(1+0.1*Int/7)*(1+0.01*(The destroyer+Subjects)) Ability the Destroyer (15, 30, 50) Subject the Prismatic Helmet 20, the Raincoat of the Dragon 15, the Necklace of the Flame 15, the Necklace of the Fiery Storm 30				
Portal of Demons  Level: 4 AI: yes Cost: 12'000		Installation of a portal for a call of demons . Level and quantity of demons depend on force of a spell.		
	I	Appeal time: 1, Level: 2-3. Group leadership: 700 Beings: Imp , the Imp-mocker , a Cerberus	15	5
	II	Appeal time: 1, Level: 2-4. Group leadership: 1400 Beings: Imp , the Imp-mocker , a Cerberus , Demoness , the Demon	25	9
	III	Appeal time: 1, Level: 3-5. Group leadership: 2100 Beings: a Cerberus , Demoness , the Demon , Archdemon	35	16
Demons appear in a following round after portal installation (the Portal Initiative = 6) Total Leadership = Leadership*(1+0.1*Int)				
Ram  Level: 4 AI: yes Cost: 14'000		Transforms enemy group into herd of uncontrollable rams. Rams cannot battle or use the abilities.		
	I	Duration: 2 Level of the purpose: 1-2.	30	8
	II	Duration: 2 Level of the purpose: 1-3.	35	16
	III	Duration: 2 Level of the purpose: 1-4.	40	24
At transformation of a being into the Ram from it all spells automatically disables.				
Armageddon  Level: 5 AI: yes Cost: 60'000		The huge meteorite falls in the field of fight, amazing all beings. The astral loss causes and sets fire to the purposes.		
	I	Loss: 200-300, the Arson: 30%+Int, but are no more 100 %	30	10
	II	Loss: 300-450, the Arson: 60%+Int, but are no more 100 %	40	20
	III	Loss: 400-600, the Arson: 90%+Int, but are no more 100 %	50	30

The spell operates on all! The groups receive only **35 %** of a loss.
Total loss (**astral**)= $Loss*(1+0.1*Int)*(1+0.1*Int/7)*(1+0.01*(The\ destroyer+Subjects))$
Ability **the Destroyer**(15, 30, 50)
Subject **the Prismatic Helmet** 20, **the Raincoat of the Dragon** 15

Chapter III

Equipment



In the centre of a window of the character there is its "backpack" in which subjects and «a doll of the character» lay, in slot which subjects are located. In game is about two hundreds subjects which can be found in wanderings, to buy in shops or to receive in the award for the carried out tasks. Each such subject possesses the characteristics and, being put on, changes parametres of the hero or its armies.

Put on subjects are called as equipment and share on types, the corresponds to each of which slot where the subject puts on: **Helmets**, **the Weapon**, **Boards**, **the Reservation**, **Belts**, **Boots**, **Regalia** and **Artefacts**. Unnecessary subjects can be thrown out or sold at any moment in any lock through the dropping out menu of a subject.

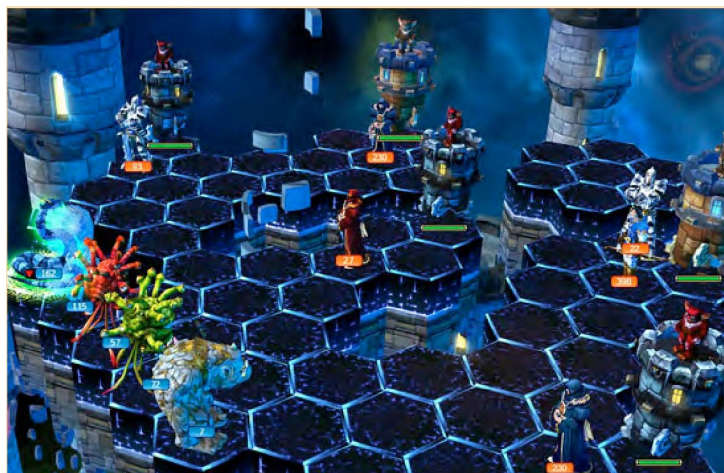
Some subjects can **be used** to activate their any additional properties or to take something from a subject. Such subjects in the dropping out menu have an additional point, to "Use". Besides, there are improved subjects, at them in the description of properties is listed, in what it is possible to transform a subject. To improve a subject, it is necessary to choose point to "Improve" in its menu. Battle on special arena against Keepers will begin. Having won this fight, you improve a subject. More in detail about improvement of subjects it is told in section «Live subjects». Besides, it is possible to collect **the complete set** - some subjects, being put on simultaneously, give an additional bonus.

Expensive and rare subjects (level 3 and above), as a rule, meet in game only in one copy. The majority of subjects some used subjects can come across twice, and, for example, **Potions Mana** and **Furies** meet and in considerable quantities. Subjects can be bought in locks and buildings, to receive as the award for a quest, and also there is a small chance to find a

subject in some [objects on a card](#) of adventures or in [a chest](#) in the field of fight.

Live Subjects

One more feature «Legends about the knight», is live subjects. So special artefacts which have unique properties are called and are capable to change the characteristics, reacting on actions of the player. They possess morals which designate the relation of a subject to the player. Each live subject has a history and the mission to which they aspire to follow and demand from the same owner. To learn preferences of a subject it is possible in its description. If actions of the player disperse from mission of a subject its morals fall. When the player makes actions, which to liking to a subject the morals of an artefact raise. If the live subject is capable to improve the properties at achievement of the maximum morals it will occur automatically, needlessly to improve a subject force. Falling to zero, [the morals of a subject](#) become critical, it leaves from under the control and ceases to give bonuses. To return the control over a subject, it is necessary or to lift its morals in the special ways, or to pacify a revolting subject.



Suppression, as well as subject **improvement**, occurs after a victory over its Keepers. For a call of Keepers on fight it is necessary to choose in the menu of a subject point to "Pacify" (or to "Improve" if the subject is improved). Having confirmed the desire to battle, we are transferred on special arena in a subject. Your main opponent in it to fight – [Gremlins](#), they Keepers. These are harmful beings which will try to destroy your army magic. On party Gremlinov usual armies also battle, and Keepers in every possible way support the defenders spells. You should destroy all Gremlins and their servants to win a subject.








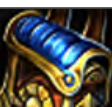
Index of Subjects









The list of subjects meeting in game, behind an exception quest is more low resulted.
For fast transition to the description, click the mouse on the subject name, in the same way it is possible to pass in the necessary section, for example Boards. Green colour allocates Live Subjects.

Artefacts, Shields, Weapon, Belts, Regalia, Boots, Helmets, Boards, Special subjects, Complete sets of Subjects, Containers with Beings.




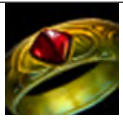



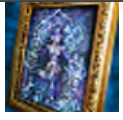

Tower Board	Source of Mana	Steam Armour	Silver Forge
Fighting Pole-axe	Enthusiasm picture	Ring of the Vampire	Valour symbol
Fighting Hammer	Sorcery picture	Piracy Halberd	Slippery Armour
Fighting Board	Fear picture	Piracy Flag	Solar Raincoat
The big Board	Kerian Boots	Raincoat of the Dragon	Straw Hat
Jack boots	Sentence dagger	Raincoat of Shades	Steel Strip
Ale keg	Dagger of the Slayer	Raincoat of the Magician	Steel Belt
Bronze Ring	The book of Animal Fury	Concentration bandage	Steel Boots
Bronze Boots		Suspension bracket of Iron Will	Old Skull
	Whip Isshara	The devourer of Fury	Banner of the Salamander
Drill	Leather Armour	Full Helmet	
High Boots	Ring of the Snake King	Staff of the Adherent	Cart the Wheel
	Ring of Mind the Class 1	Staff of the Archimagus	Axe of the Kreg-destroyer
Storm eye	Ring of Mind the Class 2	Staff of the Great Druid	The treatise on Tactics
Eye of the Cyclops	Chain armour	Staff of the Druid	Training Sword
Clay Bowl	Komandir Helmet	Staff of the Pupil	
Dwarven Beer	Fury spear	Belt of the Ataman	Case
Coffin	Elven crown	Belt of the Snake	
	Bloody Tape	Belt Well Mana	Pain skull
Demetrius Class 1	Round Board	Good luck belt	The scaly armor
Demetrius Class 2	Wings of the Wind	Belt of the Champion	
Demetrius Class 3	Jacket of the Sorcerer	Prismatic Helmet	
		Simple Sword	Thorn Boots
Road Staff	Light armor	Simple Belt	Skin of the Werewolf
Torn Boot	Pandemonik Face	Simple Helmet	Helmet of the Fighting Mag
Ancient Amulet			Helmet of the Soldier
Cudgel Ogea	Cloak of the Magician	Carved Coffin	Helmet of the Miner
	Youth mask	Belt of Ogr	Hat of the Magician
Fried Rat		Horned Helmet	
Staff of the General	Pandemonik Mask	Carved Coffin	Shield
Staff of the Marshal	Dead Skull	Belt of Ogr	Board of the Barbarian
Staff of the Officer	Flickering Boots	Horned Helmet	Board of the Horseman
Staff of the Colonel	Sword of the Gladiator	Carved Coffin	Board of the Dragons Hunter
Iron Tooth	Kerus sword	Belt of Ogr	Paladin Shield
	Balance sword	Horned Helmet	
Gremlins Castle	Light sword	Carved Coffin	Board Rahha
Mana Potion	Darkness sword	Belt of Ogr	Board of the Policeman
Fury Potion	Sword of Dragon slayer	Horned Helmet	Elven Bow
	Mefril Shield	Carved Coffin	
The mirror Defender	Hammer of the King	Belt of Ogr	Eggs of the Dragon
Snake Ring	Monastic Belt	Horned Helmet	
		Carved Coffin	
Anger sign		Belt of Ogr	Egg of the Griffin
Sign on the Diplomat	Cape of the Magician	Belt of Ogr	Egg of the Snake
Banner of Heroism	Nefrit Belt	Horned Helmet	Egg of the Emerald Dragon
Banner of the Griffin		Carved Coffin	Egg of the Bone Dragon
		Belt of Ogr	
Banner of True Belief	Blackthorn hoop	Horned Helmet	Egg of the Red Dragon
Gold Ring	Necklace of the Dragon	Carved Coffin	Egg of the Spider
Gold Feather	Necklace Fiery Storm	Belt of Ogr	Egg of the Black Dragon
Tooth of the Dragon		Horned Helmet	
	Flame necklace	Carved Coffin	
	Optical sight	Belt of Ogr	

Artefacts





	Subject	The description
	Tooth of the Dragon The amulet made of a tooth of the Dragon.	
	Race: no Level: 1 Cost: 1000	Use: Unites 5 teeth in the Necklace of the Dragon
From a several dragon teeth it is possible to collect the whole necklace!		
	Ring of Mind the Class 1 The illusory ring weaved from a smoke and magic.	
	Race: humans Level: 2 Cost: 2500	+3 mana
Once this ring was an artefact of improbable force which without the rest has given to the owner. Turns from the Ring of Mind the Class 2 .		
	The book of Animal Fury The book in leather cover, with a fastener in the form of a paw of a bear.	
	Race: elves Level: 1 Cost: 3000	+3 rage
Book pages are spotted by strange fleeces of blood-red colour. Language of fleeces is not clear, however if long to peer in rune there is a feeling of a rage and causeless anger.		
	Snake Ring Ring in the form of the curtailed green snake. Improves in the Ring of the Snake King	
	Race: elves Level: 1 Cost: 3700	+1 intelligence (Moral= 50 , Normal) Grows: +2 in army of the hero were snakes . At achievement of morals 100 turns to the Ring of the Snake King (Moral=50) . Falls: -5 in army of the enemy there were snakes.
Cool to the touch and heavy enough ring from a dark green stone. The lung prickle in a finger that the ring is put on, says that in an ornament any magic is concluded. The observant owner will notice, that dialogue with snakes somehow influences these strange sensations, strengthening or weakening them.		
	Enthusiasm picture This picture inspires armies on feats.	
	Race: humans Level: 1 Cost: 5000	+1 Attacks
The picture is executed in the special technics that increases attack to armies.		
	Ale keg The big-bellied beer keg. Enters into the complete set of Archers Commander .	
	Race: dwarves Level: 2 Cost: 6000	+1 morals to gnomes in army.
The founder of a keg obviously possessed good sense of humour, and the form of this inspiring artefact is obviously chosen not simple. After all all know, that anything so does not invigorate and does not please gnomes, as a drink of fresh barley beer.		
	Bronze Ring The rude bronze ring covered with fleeces. Improves in the Silver Ring	
	Race: humans Level: 2 Cost: 6500	+5 mana
The Runic pattern transforms a usual ring into a source of magic energy. However, rather weak.		
	Case Water-proof case for magic rolls.	
	Race: no Level: 2 Cost: 7500	+5 scrolls to book capacity
Magicians store magic rolls in such cases. The case cover is created so that during the necessary moment it was possible to get quickly a roll and to read a spell.		

	Subject	The description
	Suspension bracket of iron will Suspension bracket with a gold symbol in the form of an infinite spiral.	Race: humans Level: 2 Cost: 8000 +2 intelligence, Rolls Hypnosis (it is given for a victory over keepers) Quantity 4
After sad history with a robbery dwarven bank, release of similar artefacts has been strictly forbidden. However the creations earlier created by magicians subordinating another's reason, remained in a course and are secretly used for shady affairs.		
	The treatise on Tactics The collection of examples and explanations of tactical receptions. Enters into the complete set of the General .	Race: humans Level: 2 Cost: 10'000 +10 % of experience in fight (Moral=50, Normal) Grows: never. Falls: -3 after each fight, if at the hero number of fleeces of Force <5.
Yet not being the general and the adviser of the king of people, young Karador has become famous as the skilful strategist and tactics, and even has written the treatise which has incorporated set of examples of battles of the past. Probably, Karador really was the ingenious commander, after all the Treatise written to it has revived! And, similar, to it very much not to liking when the theory turns to practice.		
	Silver Ring The graceful silver ringlet decorated with crystal and fleeces. Improves in the Gold ring	Race: humans Level: 3 Cost: 14 ' 000 +10 mana
Widely used by magicians for accumulation of magic and concentration of will crystal gives to fleeces additional force, transforming this ring in useful enough artefact. It turns out improvement from the Bronze Ring .		
	Ring of the Snake King Ring in the form of a snake, with a gold crown on a head.	Race: elves Level: 3 Cost: 14 ' 000 +3 intelligence +3 losses poison to all snakes in army (Moral=50, Normal) Grows: +2 in army of the hero were snakes. Falls: -10 in army of the enemy there were snakes.
This gift the Snake King for rescue of the life wandering has presented the minstrel. The live ornament not only strengthens magic abilities of the owner, but also does attacks of the snakes protecting the owner of a ring, especially furious. Be cautious, the owner of a ring, subject the snake king will be not forgiven by changes! It turns out improvement from the Snake Ring .		
	Pain skull Still a live skull Necromancer.	Race: undead Level: 3 Cost: 14'000 +2 attacks +50 % to a fury gain in fight Before fight drinks half mana the hero. Force of a spell of 100 %. When force of a spell will run low from a skull it is possible to let out soul Necromancer, After that turns to the Dead Skull (Force of a spell after each fight decreases in a random way for number from-1 % to-3 %).
To this skull by spells it is chained smothering necromancer which for the clearing should finish a full circle of death. Passing through itself the pain and sufferings battling, Necromancer increases inflow of Fury and weakens spells holding down his soul, approaching the clearing.		
	Fear picture This cloth instal uncertainty in hearts of enemies.	Race: humans Level: 3 Cost: 16'600 -3 attacks to enemies
Having seen the image in this picture, the enemy feels confusion and becomes irresolute.		
	Ring of the Vampire Gold ring with the image of a bat. Enters into the complete set of the Ancient Vampire .	Race: undead Level: 3 Cost: 18'000 +300 leaderships +20 % of health to vampires -1 morals elves in the army
The arms beaten out on a ring specify that is a family ring of an ancient sort of vampires. Eyes-rubies of a bat brightly flash on light and seem poured by blood.		
	Ring of Mind the Class 2 The illusory ring weaved from a smoke and magic.	Race: humans Level: 3 Cost: 19'500 +3 intelligence After 30 victories at use gives+3 intelligence for ever Also turns to the Ring of Mind the Class 1


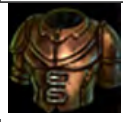
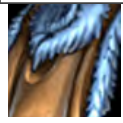
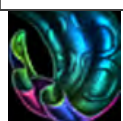
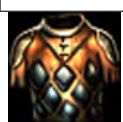
This ring allows the owner to increase the magic force. At long carrying the ring as if is dissolved in the owner, for ever strengthening its magic talents.

	Subject	The description
	Flame necklace Necklace with a symbol of the fallen asleep gold flame. Improves in the Necklace of the Fiery Storm . Race: demons Level: 3 Cost: 20'000	+15 % to force of fiery spells
Demons do not know to themselves equal in conquest of fiery elements. This ornament created by them actually is an artefact strengthening force of fiery spells.		
	Eye of the Cyclops The big stone eye, as if belonging to a Cyclops. Race: no Level: 3 Cost: 22'000	+4 protection Rolls: the Stone Skin (in exchange for 2 crystals of magic) Quantity:10
It can be accepted for an eye of a Cyclops, however it only the form which was given to an artefact by the unknown master. The eye is created to protect the owner with what it well consults. Besides, the artefact stores in itself a spell transforming a skin of the soldier in a stone and giving to it additional protection against swords and copies.		
	Optical sight The artful adaptation for exact shooting. Enters into the complete set of Archers Commander . Race: dwarves Level: 3 Cost: 25'000	+100 % of attack to Archers (<i>concerning base value</i>) Influences the marksmen using throwing shells and the devices.
The unusual adaptation from crystal and the hollow tubes, invented by gnomes. If to look in such tubes the remote subjects become several times more, and it becomes easier to arrows to aim.		
	Gold Ring The gold ring of thin work decorated with a large ruby. Race: humans Level: 4 Cost 30'000	+15 mana
The founder of this ring was the present master of charm. Without use of fleeces and stones accumulating magic, it managed to create very strong source of magic energy in the form of a tiny gold ringlet. It turns out improvement from the Silver Ring .		
	Old Skull It seems, it is a skull of the grandfather of shaman Karrah. Unusual enough amulet. Race: orcs Level: 4 Cost: 35'000	+3 intelligence +10 mana
The shaman Carrhae has made this amulet of a skull of own grandfather, great shaman. If attentively to listen, it is possible even to hear, as the skull whispers something. Probably, gives a wise advice, it is a pity, that does it it on Orc language.		
	The devourer of Fury The magic crystal created and captivated by druids. Enters into the complete set of Fighting Fury . Race: elves Level: 4 Cost: 38'000	In the beginning of each round of fight (<i>except the first</i>) takes away 5 furies and transforms it in 5 mana. If at the hero of 10 or less furies or stocks mana are maximum, does nothing.
As ardent opponents of violence in its any kind, druids have created this artefact for a pacification and calm of the most furious animals. This unusual artefact absorbs a fury part, transforming it in magic force.		
	Storm eye Transparent crystal sphere with a whirlwind coiling inside. Race: demons Level: 4 Cost: 40'000	-1 speeds to Soaring and Flying enemies
Magicians of demons have managed to grind not clear natural phenomenon which presence in the field of fight prevents to move to soaring and flying creations by air in this sphere.		
	Sorcery picture This picture raises magic forces of the owner. Race: humans Level: 4 Cost: 50'000	+20 mana
Magic symbols, twisted in drawing, draw streams mana.		
	Ancient Amulet Amulet in the form of difficult twirled metal tape. Race: humans Level: 4 Cost: 50'000	+4 intelligence +15 mana Gives 10 runes of magic after 50 victories








Similar amulets were created by magicians of times of Sunset Empire for strengthening of the magic abilities. Even the mediocre magician could use rather difficult and powerful spells by means of Amulets, but unfortunately, in due course the secret of their manufacturing has been lost.

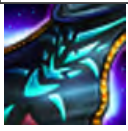

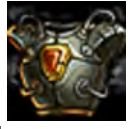
	Subject	The description
	Necklace of the Fiery Storm Gold necklace in which the fused metal flows.	
	Race: demons Level: 5 Cost: 77'000	+30 % to force of fiery spells
One of the most powerful demonic artefacts, ever coming into the hands the mere mortal. According to a legend, for its creation one thousand and one demons, alive burnt in a volcano muzzle have been sacrificed.		
	Ruby Anga Ring with an amazing ruby on beauty.	
	Race: humans Level: 3 Cost: 80'000	+300 leaderships +3 attacks, protection, initiatives, speed and morals all She-fighters
Madly beautiful and expensive bagatelle. Perhaps, advantage of it and any, but she can be sold for decent money!		
	Dead Skull The skull of Necromancer, which has lost vital energy.	
	Race: undead Level: 5 Cost: 95'000	+5 attacks +5 intelligence
The soul Necromancer has left a skull, and now an ominous artefact has entered into full force, having stopped to exhaust from the owner magic energy. Turns from the Pain Skull .		
	Necklace of the Dragon The necklace collected from Teeth of the Dragon .	
	Race: no Level: 5 Cost: 100'000	+3 attacks +2 protection +1 intelligence
The owner of such necklace finds considerable magic and physical power thanks to surprising properties dragons' canines.		

Armour

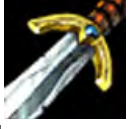
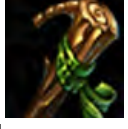

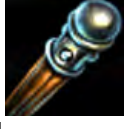
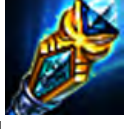
	The name	The description
	Chain armour The armor weaved from metal rings.	
	Race: no Level: 1 Cost: 3400	+1 protection
The chain armour is much easier, than usual armour, but also protection gives less, especially from pricking blows or arrows.		
	Leather Armour Usual leather armour from skin.	
	Race: no Level: 1 Cost: 3600	+1 protection
Strong leather jacket from a double layer skin. Not bad protects from blows by the stupid and cutting weapon.		
	Skin of the Werewolf Cape from the manufactured skin of the werewolf.	
	Race: elves Level: 2 Cost: 5000	+5 attacks and protection to werewolves and wolves +1 attacks in the evening and at night
Werewolves consider the owner of this cape as the leader and protect it to the last, battling extraordinary furiously and furiously.		
	Raincoat of the Magician Magic raincoat poured by all colours. Improves in the Cape of the Magician	
	Race: no Level: 2 Cost: 6000	+5 mana +10% of resistibility to a magic loss (Gives an absolute increase of resistance)
Like a staff of the magician, such raincoat is indispensable attribute of each magician respecting. It gives protection against magic and increases magic reserves of the owner.		
	Light Armour Easy leather armour.	
	Race: no Level: 2 Cost: 6500	+2 protection

Sewed in a strong leather jacket steel plates well protect the owner from blows.





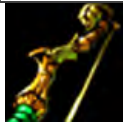




	The name	The description
	Slippery Armour Easy steel armour.	Race: no Level: 2 Cost: 8000
		+2 protection +10 % of resistibility to a physical loss (<i>gives an absolute increase of resistance</i>)
The polished steel armour well protects the owner from a physical loss.		
	Silver Chain armour The chain armour weaved from silver rings. Enters into the complete set of Elven King .	Race: elves Level: 2 Cost: 8000
		+2 protection, -15 % of attack enemy undead (<i>concerning base value</i>)
Easy silver chain armours are created elvesи, often dealing with undead. As is known, undeads are afraid some the silver which touch for them is rather painful.		
	Solar Raincoat Snow-white raincoat with a gold symbol of the sun.	Race: humans Level: 2 Cost: 9000
		+2 intelligence +100 leaderships
Such silk raincoats were carried by priests of the Temple of Light, and later paladins, but already without a sun sign.		
	The scaly Armour From firm bronze plates.	Race: humans Level: 2 Cost: 11'000
		+3 protection
Sewed like scales on a leather jacket bronze plates serve as excellent protection, both against a sword edge, and against a crazy arrow.		
	Jacket of the Sorcerer The easy jacket decorated with patterns.	Race: no Level: 3 Cost: 14'000
		+2 protection, +1 intelligence +20 % of resistance to a poisonous loss (<i>gives an absolute increase of resistance</i>)
Embroidered on a jacket runic the pattern together with the imposed spells protects the owner from blows and will neutralise poison action.		
	Cape of the Magician The silvery cape covered with poured runes. Improves in the Cloak of the Magician .	Race: no Level: 3 Cost: 15'000
		+10 mana +20 % of resistibility to a magic loss <i>(Gives an absolute increase of resistance)</i>
This cape not only is a distinctive sign on the magician, but also gives quite good protection against magic that does its especially valuable in fight against magicians. It turns out improvement from the Raincoat of the Magician .		
	Knightly Armour Steel knightly armour. Enters into the complete set of the Knight Commander .	Race: humans Level: 3 Cost: 21'000
		+4 protection +1 morals to Knights , Guardsmen , Swordsmen and to Cavalrymen
Strong armour on which breast the knightly arms appreciable from apart sparkle. Presence of the noble knight in the field of fight inspires fighters.		
	Cloak of the Magician Sparkling all colours of a rainbow a cloak.	Race: no Level: 4 Cost: 35'000
		+20 mana +30 % of resistibility to a magic loss <i>(Gives an absolute increase of resistance)</i> (Moral=50, Normal) Grows: +30 for 6 magic crystals. Falls: after each fight on value= - ClassK * IntK . ClassK = 1 (For the magician), =2 (For paladin), =3 (For warrior); IntK = 3 (Intelligence< 10), =2 (10 ≤Intelligence< 20), =1 (Intelligence ≥ 20)
Iridescent cloak - a distinctive sign on the magician of a high rank. Besides magnificent protection in magic opposition, the cloak gives to the owner an additional resource of magic energy. If the owner of a cloak is not the magician, it will be difficult to it to master it. The live subject is very captious to a choice of the owner which magic forces it estimates in business. It turns out improvement from the Cape of the Magician .		

	The name	The description
	Raincoat of the Dragon Surprising draconian raincoat.	
	Race: no Level: 4 Cost: 37'000	+20 % of protection of the hero (<i>concerning base value</i>) +15 % to force of attacking spells
Raincoat from a web of virr-spiders. This web not only gives good protection, but also possesses unique property to strengthen magic.		
	Raincoat of Shades Short raincoat of dark grey colour, with thin runic letters on edge. Enters into the complete set of the Ancient Vampire .	
	Race: undead Level: 4 Cost: 55'000	-15 % of Attack to enemies in the afternoon and in the morning (<i>concerning base value</i>) -30 % of Attack to enemies at night and in the evening (<i>concerning base value</i>)
Once it is a raincoat was the most valuable relic of Guild of Thieves, while it not... Have stolen. Created of fog with the help for a long time the lost spells, the raincoat hides the owner in a shade and does its almost invisible.		
	Steam Armour Mechanical dwarven armour.	
	Race: dwarves Level: 5 Cost: 85'000	+30 % of attack and +30 % of protection to beings (<i>concerning base value</i>) -1 Influence speeds low soldiers of humanoids (<i>Moral=50, Normal</i>) Grows: never Falls: -5 after each fight
More likely, it not the armour, and the difficult mechanism which not only gives good protection, but also increases force of blows of the owner. From long use the mechanism wears out, and can come in worthlessness.		

Weapon

	The name	The description
	Training Sword Usual training sword.	
	Race: humans Level: 1 Cost: 800	+1 attacks
Such swords use at training of young soldiers or during time warm-up of exercises. Despite the dulled edge, in skilful hands this terrible enough weapon!		
	Road Staff Usual oak staff. Improves in the Staff of the Druid .	
	Race: no Level: 1 Cost: 4100	+1 intelligence
Long oak stick what are often used by travellers for simplification of a way.		
	Simple Sword Usual single-hand sword. Improves in Runic Sword .	
	Race: humans Level: 1 Cost: 4200	+1 attacks
Such swords are widely used by mercenaries and simple soldiers who do not presume to itself the best weapon.		
	Staff of the Pupil Graceful staff of the magician of the beginner. Improves in the Staff of the Adherent .	
	Race: humans Level: 1 Cost: 5000	+1 intelligence
This thin wooden staff with a silver knob is a distinctive sign on the pupil of the magician, than any magic weapon more likely.		
	Staff of the Adherent Decorated with runic symbols a staff of the adherent. Improves in the Staff of the Archimagus .	
	Race: humans Level: 2 Cost: 6000	+2 intelligence, +10 % of a loss the Lightning (+10 % of a loss to Archimagi)

The staff of the magician-journeyman represents considerable danger in hands able with it to address. The fighting spells caused with its help cause the strengthened loss, and the lightning, the attacking spell most popular among magicians is especially effective. It turns out improvement from [the Staff of the Pupil](#).

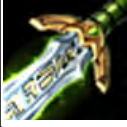


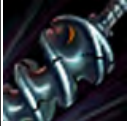
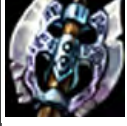
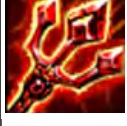
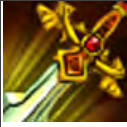
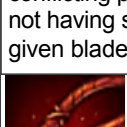
	The name	The description
	Staff of the Druid The bent oak staff with runic signs. Improves in the Staff of the Great Druid . Race: elves Level: 2 Cost: 7000	+2 intelligence
Such staff facilitates magic use, and is handed over to druids at dedication. However, and usual magicians successfully use these staves for creation of spells. It turns out improvement from the Road Staff .		
	Fury spear Spear with the jagged tip of blood-red colour. Enters into the complete set of Fighting Fury . Race: humans Level: 2 Cost: 8000	+2 attacks +20 % of a gain of fury in fight
This spear is captivated special spells, which enter the owner into a fighting trance and do by its rather dangerous opponent who does not know pains and fear.		
	Silver Rapier Long sword with a pattern on a silver edge. Race: humans Level: 2 Cost: 10'000	+30 % of attack to beings against undead (concerning current value)
The graceful sword decorated with patterns and jewelry, is considered more likely a symbol of a nobleman, than the fighting weapon. However the silver edge does by its excellent weapon against undead.		
	Fighting Hammer Fighting hammer of dwarven work. Race: dwarves Level: 2 Cost: 10'000	+3 attacks +3 attacks to dwarves
Dwarves successfully use a hammer possessing impressive weight both for fight, and for forge craft.		
	Elven Bow Long bent elven bow. Enters into the complete set of Elven King . Race: elves Level: 2 Cost: 10'000	+3 attacks to archers +15 % of physical loss to Archers
Nobody can be compared with elves in skill of manufacturing of onions. Such range and accuracy of shooting from the weapon not always manages to achieve even by means of magic.		
	Dagger of the Murderer Narrow long dagger with the poisoned edge. Race: no Level: 2 Cost: 11'000	+1 poison loss
Such dagger is easy for hiding in a sleeve and instantly to snatch out, to strike blow. Thanks to it, they are widely used by the murderers preliminary moistening an edge by snake poison.		
	Demetrius Class 1 Trident with a sign on a pentagram from strange red metal. Improves in Demetrius Class 2 . Race: demons Level: 3 Cost: 15'000	+2 attacks -5 % of the requirement of leadership for Demons (see <i>in addition</i>) Rolls: the Portal of Demons Quantity: 1
Shaped by demons in a volcano muzzle, this trident serves more likely as the magic tool for magicians-demonologus, than the weapon. The charms imposed on him allow to rule over demonic beings.		
	Ogre Cudgel The big roughly squared cudgel from a stone tree. Enters into the complete set of Ogre Leader . Race: orcs Level: 3 Cost: 10'000	+4 attacks +20 % of loss Ogres and to Giants (Moral=45, Normal) Grows: never. Falls: -2 after each fight.
The sizes and considerable weight of a cudgel, maded from a stone tree, necessarily force to like respect for force ogres, which with ease cope with this weapon. It is the first and, certainly, unsuccessful attempt of orks to create a live subject. To battle a cudgel very much does not love, contrary to thoughts of the founders.		
	Axe of the Kreg-destroyer Axe of the legendary Kreg-destroyer .	



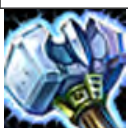

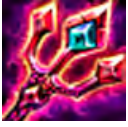






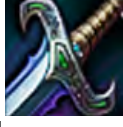
Race: no
Level: **3**
Cost: **16'500**

+3 attacks
+30 % to probability of critical blow **to soldiers with axes** (*the bonus increases to the flowing*)






According to a legend, with this axe the great leader and the hero, the Kreg-destroyer, at the head of small group of violent barbarians, has destroyed the whole army of gnomes, but was lost, crushed by bodies of dead enemies.

	The name	The description
	Runic Sword The sword, which is covered by flaring fleeces. Race: humans Level: 3 Cost: 17'000	+2 attacks +2 intelligence
Magic runes, covering a sword edge, allow its owner to use spells more effectively. It turns out improvement from the Simple Sword .		
	Knightly Sword Long knightly sword with engraved lengthways клинка the motto. Enters into the complete set of Knights Commander . Race: humans Level: 3 Cost: 17'000	+3 attacks to the hero +3 attacks Swordsmen , to Guardsmen and Knights (Total +6 attacks)
Family knightly sword with the weighted handle. Engraved on perfectly remained edge, the motto says: «Honour and Freedom!»		
	Piracy Halberd Piracy boarding weapon decorated with runes. Race: humans Level: 3 Cost: 20'000	+3 attacks +5 % of gold for battle
The weapon is shaped from a steel of excellent quality, and rinic the pattern is put on a halberd obviously not simple. Runes "Riches" and "Destruction" are saturated by magic force, and considerable!		
	Drill The surprising device made by dwarves. Race: dwarves Level: 3 Cost: 25'000	+25 % of a physical loss -1 initiatives Influences the armed soldiers of near fight
This tool was created for destruction of strong rocks, but with the same success it breaks boards and an armour.		
	Fighting Pole-axe Wide dwarven axe with a double edge. Race: dwarves Level: 3 Cost: 26000	+20 % of a physical loss to fighters with a cold steel
Two-edged axes demand considerable force at the reference, and are the favourite weapon of bearded soldiers-gnomes. The wide edge puts awful damages, with ease splitting boards and an armour.		
	Demetrius Class 2 Trident with a sign on a pentagram from strange red metal. Improves in Demetrius Class 3 . Race: demons Level: 4 Cost: 29'000	+3 attacks -10 % of the requirement of leadership for Demons (<i>see in addition</i>) Rolls: the Portal of Demons Quantity: 2
Shaped by demons in a volcano muzzle, this trident serves more likely as the magic tool for magicians-demonologus, than the weapon. The charms imposed on him allow to rule over demonic beings. It turns out improvement from Demetrius Class 1 .		
	Balance sword Long sword with strange smoky-grey blade in which it is reflected nothing. Race: no Level: 4 Cost: 32'000	+5 attacks (Moral=50, Normal) <u>Grows</u> : + 5 in army of the enemy was undead or demons . At achievement 100, turns to Light Sword . <u>Falls</u> : -5 In army of the enemy there were people or elves . At achievement 0, turns to the Darkness Sword .
This sword has been created by god-smith Gefar, as a prize for battle between representatives of forces of Light and Darkness. But the conflicting parties completely have exterminated each other, and the winner has not been revealed. The edge of a sword and remains grey, not having sided neither Darkness, nor Light. It is considered, that the acts the owner of a sword can incline it to this or that party, having given blade the finished form. The sword attentively observes, against what forces its owner battles.		
	Whip of Isshara The terrible fighting weapon passionate demoness Isshara. Race: demons Level: 4 Cost: 33'000	+2 attacks +20 % of loss Demonesses +1 fiery loss
Such whips Demonesses use as the fighting weapon, and most advantageously. Captivated by spells of Fiery Aura and the Painful Shock, these whips are very serious weapon.		

	The name	The description
	Staff of the Great Druid	The staff twined a grapevine topped with a figure of an owl.
	Race: elves Level: 4 Cost: 40'000	+4 intelligence +50 % of attack by an animal (concerning base value) (Moral=50, Normal) Grows: never. Falls: -1 after each fight. -3 if in army of the enemy there were animals.
The sacred relic of wood sorcerers, staff of the Supreme Druid, is a symbol not so much power, how many a sign of the higher wisdom and a unification with forces of the nature. As well as its founders-druids, this live staff does not love violence, and a life of everyone wood a being considers invaluable. It turns out improvement from the Staff of the Druid .		
	Sword of the Murderer of Dragons	The best weapon for all hunters on dragons.
	Race: humans Level: 4 Cost: 45'000	+5 attacks +50 % of attack to beings against dragons (concerning current value) (Moral=50, Normal) Grows: +5 in army of the enemy were dragons. Falls: -4 in army of the enemy there were no dragons.
The edge of a huge two-manual sword is slightly corroded by dragon blood. Even special spells could not save completely blade this surprising weapon created specially for murder of dragons. This live weapon wishes only one - to kill dragons, after all for this purpose the sword and has been created!		
	Hammer of the King	The hammer once belonging to the king of dwarves.
	Race: dwarves Level: 4 Cost: 45'000	+4 attacks -10 % of the requirement of leadership for gnomes. (See <i>in addition</i>) (Moral=50, Normal) Grows: +5 in army of the hero were only gnomes . +1 in army of the hero were both gnomes and beings of other races. Falls: -4 in army of the hero there was no gnome. -10 in army of the enemy there were gnomes.
This hammer belonged Torn Digor - to the king of gnomes earlier. It has presented this hammer to you as a gift, as a sign on the respect. Gnomes well know this hammer, and willingly enter army of its owner. Shaped personally hands of one them dwarven kings, the hammer despises all other races, and prefers to go into battle with soldiers of the mountain people.		
	Sword of the Gladiator	Sharp heavy blade, captivated by ancient magic.
	Race: humans Level: 4 Cost: 50'000	+4 attacks +15 furies Gives 10 runes of force after 50 victories.
Heavy sword of work of the ancient masters, created specially for the soldiers battling on arena for the life on a fun to crowd. In hands of the usual soldier such blade you will not see, the right to it it is necessary to deserve, having passed hundreds duels on arena and becoming one of Gladiators-champions.		
	Demetrius Class 3	Trident with a sign on a pentagram from strange red metal.
	Race: demons Level: 5 Cost: 66'000	+4 attacks -20 % of the requirement of leadership for Demons (see <i>in addition</i>) Rolls: the Portal of Demons Quantity: 4
Shaped by demons in a volcano muzzle, this trident serves more likely as the magic tool for magicians-demonologus, than the weapon. The charms imposed on him allow to rule over demonic beings. It turns out improvement from Demetrius Class 2 .		
	Sentence dagger	Well-known dagger of Hott.
	Race: humans Level: 5 Cost: 73'000	+20 % to probability of critical blow (the bonus increases to flowing)
The magic dagger created for legendary Hott, Murderers of Kings, the most skilful murderer for all Darion history.		
	Staff of the Archimagus	Staff from the blue crystal shone from magic filling it.
	Race: humans Level: 5 Cost: 76'000	+5 intelligence, +20 % of a loss the Lightning (+20 % of a loss to Archimagi) (Moral=80, High) Grows: never. Falls: -2 in army of the hero there were archimagi.
Having reached outstanding successes in studying of magic art, the magician receives a crystal staff, a symbol of its high status and the big magic power. Such staff is very terrible weapon in hands of the magician, strengthening fighting spells and duration of imposed magic effects. Being not usual, but magic and obstinate enough staff, he does not like to battle. It turns out improvement from the Staff of the Adherent .		

	The name	Описание
	Darkness sword Long sword with an edge of colour of night in which stars are reflected only.	
	Race: no Level: 5 Cost: 80'000	+5 attacks (+10 attacks at night and in the evening) -20 protection % (concerning base value) to people and elves (both to allies and enemies) (Moral= 50 , Normal) Grows: +5 in army of the enemy were people or elves. +2 in army of the hero was undead or demons . Falls: -5 in army of the enemy was undead or demons. -2 in army of the hero there were people or elves. At achievement 0 , turns to the Balance Sword .
Reforged by acts of the owner, the Sword of Balance has sided with Darkness, and now truly serves business of destruction of forces of Light, ruthlessly exterminating people and elves. At least, until its owner battles on the Darkness party.		
	Light sword Long sword with it is dazzling white blade, letting out light.	
	Race: no Level: 5 Cost: 30'000	+5 attacks (+10 attacks in the afternoon and in the morning) -20 protection % (concerning base value) to demons and undead (both to allies and enemies) (Moral= 50 , Normal) Grows: +5 in army of the enemy was undead or demons. +2 in army of the hero were People or Elves . Falls: -5 in army of the enemy there were people or elves. -2 in army of the hero was undead or demons. At achievement 0 , turns to the Balance Sword .
Reforged by acts of the owner, the Sword of Balance has sided with Light, and now truly serves business of destruction of forces of Harm, irreconcilably exterminating demons and undead. At least, until its owner battles on a part of the world.		
	Sword of Kerus Sword of the glorified magician and the king by which has been killed Archdemon Baal.	
	Race: humans Level: 5 Cost: 100'000	+3 attacks +3 intelligence +30 % of attack to beings against demons (concerning current value)
This blade one thousand years ago magician Kerus, future Darion king, has killed Archdemon Baal and has stopped intrusion of demons in Endoria. During deviation Kerus has lost the sword, which after destruction of the Fiery Bridge remained in the world of demons.		

Belts

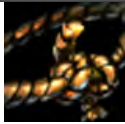







	The name	The description
	Simple Belt Usual leather belt.	
	Race: elves Level: 1 Cost: 3000	+1 protection
Usual belt which, nevertheless, thanks to metal inserts gives some protection.		
	Belt of the Ataman Wide leather belt with a silver buckle.	
	Race: humans Level: 1 Cost: 4200	+100 leaderships +5 attacks to robbers and pirates
Very few people will venture to put on himself such belt, after all it is a symbol of the power of the leader of the robbers, involving to itself special attention, both from the guards party, and from criminals.		
	Belt of the Snake Belt from the manufactured snake skin.	
	Race: no Level: 2 Cost: 5000	+5 mana
The snake skin well keeps magic thanks to what it is often used in manufacturing of magic subjects. This belt increases magic reserves of the owner.		
	Steel Strip Flexible steel strip with a fastener. Improves in the Steel Belt .	
	Race: humans Level: 1 Cost: 5250	+2 protection -1 attacks
The wide steel strip gives quite good protection, but constrains movements of the owner, preventing to attack in full force.		
	Runic Belt Silk belt with the embroidered fleeces of invulnerability.	



Race: no
Level: **2**
Cost: **6000**






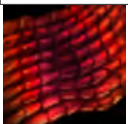


+2 protection

Thanks to magic runes this strip of silk not bad protects the owner.









	The name	The description
	Monastic Belt Hair cord with artful knot in the form of a creed. Enters into the complete set of the Monk .	
	Race: humans Level: 2 Cost: 6000	+4 mana +1 morals to Priests and Inquisitors
This belt is not only a humility and belief symbol, but also increases magic reserves of the owner. The owner of such belt is held in respect among priests and priests.		
	Nephrit Belt Wide belt with a fastener in the form of a spider.	
	Race: no Level: 2 Cost: 7000	+50 % of a loss to spiders +1 initiatives to spiders
The nephrite from which the fastener-spider is turned, irritates spiders and causes in them feeling of hunger and aggression, compelling to attack the enemy with the increased force.		
	Silver Chain Thin, but very strong silver chain.	
	Race: no Level: 2 Cost: 7700	+1 intelligence -2 protection undead (<i>both to allies, and enemies</i>)
Such chains dressed on a belt, are popular among magicians and fighters undead. After all, as is known, silver strengthens magic and frightens off dead persons, compelling them to strike less exact blows.		
	Belt of the Champion Exact copy of the winner of tournament of knights.	
	Race: humans Level: 2 Cost: 8000	+1 protection +150 leaderships
In spite of the fact that it is simply easy a distinguishable copy from the original, bought as an ornament, it looks very effectively!		
	Steel Belt Convenient and reliably protecting steel belt.	
	Race: humans Level: 2 Cost: 9000	+2 protection +100 leaderships
The belt from a good steel gives excellent protection and gives out in the owner of the one who is a good judge of good equipment and possesses considerable fighting experience. It turns out improvement from the Steel Strip .		
	Good luck belt Usual belt with embroidered rune of good luck.	
	Race: elves Level: 3 Cost: 17'000	+10 % to probability of critical blow (<i>the bonus increases to flowing</i>)
Fleeces on a belt gives to its owner good luck in fight, allowing to strike exact blows in not protected and vital places of the opponent.		
	Ogre Belt Heavy leather belt of the impressive sizes. Enters into the complete set of Ogre Leader .	
	Race: orcs Level: 3 Cost: 18'000	+4 protection
The huge leather belt reliably protects the owner from troubles.		
	Belt Well of Mana The magic belt decorated with sapphire.	
	Race: humans Level: 3 Cost: 21'000	+20 % to speed of restoration mana on a map (<i>see in addition</i>) +3 mana each round in fight Use: restores mana to a maximum. Charges: 3
Actually as "a god-send well» are called the sapphires filled with magic energy. Magicians can use this energy on the discretion when own stocks of forces at them will run low.		

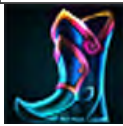





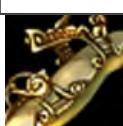
	The name	The description
	Iron Tooth Artificial limb of a tooth from firm silvery metal.	
	Race: humans Level: 1 Cost: 800	+20 leaderships
It is not known, who possessed earlier this tooth, but, similar, its owner was the big fan to fight. For certain of it were afraid and respected!		
	Valour symbol Breastplate in the form of a sword and an axe against a crown.	
	Race: humans Level: 1 Cost: 3500	+100 leaderships
The valour symbol is handed over to the soldiers who have caused a stir in battle.		
	Banner of the Griffin Banner with the royal griffin embroidered in gold.	
	Race: no Level: 2 Cost: 7000	-30 % of the requirement of leadership for griffins (see <i>in addition</i>)
King of Darion has presented this banner for merits before the country to griffin Arh, the commander of victorious army of the griffins who have acted on party Darion during Revolt Necromancers. Young Arh has become famous among the relatives, and the banner became for griffins a symbol of valour and outstanding commander talent.		
	Piracy Flag Piracy flag of rather frightening kind.	
	Race: humans Level: 2 Cost: 7500	+3 attacks to pirates and robbers
Having lifted such flag, you risk to pass not for absolutely legislative citizen. However, criminals of a various sort only will be glad to presence of "Cheerful Roger» as they name such flag.		
	Sign on the Diplomat Diplomatic sign in the form of a pigeon.	
	Race: humans Level: 2 Cost: 7500	+200 leaderships +10 % to force of a spell Peaceful disposition Rolls Peaceful disposition Quantity: 1 (Moral=50, Normal) Falls: leaves from under the control at use. Grows: never, it is restored at suppression.
The royal distinction of diplomatic service causes at surrounding inexplicable liking to the owner of a ring. Having battled to keepers, it is possible to take away the magic roll hidden in a sign.		
	Staff of the Officer The usual commander's staff. Improves in the Staff of the Colonel .	
	Race: humans Level: 2 Cost: 8000	+250 Leaderships
Decorated silver head, this bronze staff serves as a distinctive sign on the fighting officer.		
	Anger sign Stripe in the form of an animal head with eyes rubies. Enters into the complete set of Fighting Fury .	
	Race: no Level: 2 Cost: 8000	+5 furies Use: gives 20 furies 10 charges
The stripe impregnated with fury allocating the owner by fighting madness and indifference to a pain.		
	Silver Forge Graceful silver forge ancient elven works. Enters into the complete set of Elven King .	
	Race: elves Level: 3 Cost: 15'000	+1 initiatives to Elves -1 morals to Gnomes (only to allies) (Moral=50, Normal) Grows: +5 in army of the enemy were gnomes. Falls: -10 in army of the enemy were elves.

This silver forge conducted elven armies in fight in days of 300-year-old war with gnomes. Having caught its sound, elves go into battle more safely, and gnomes on the contrary, lose courage. From the founder this live tool has absorbed hatred to gnomes and love to defenders of elven woods.








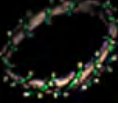

	The name	The description
	Bloody Tape The silk tape covered with dried up brown stains. Enters into the complete set of the General . Race: humans Level: 3 Cost: 17'000	+8 Furies.
It is considered, that exactly this tape was broken from the head by wounded general Karador, has adhered to a staff of a spear and has uplifted instead of the banner burnt by magic blow. And the blood-stained bandage fluttering on a wind became a new banner of victorious army Karador, then still the best general and Darion defender.		
	Staff of the Colonel Silver officer staff. Improves in the Staff of the General . Race: humans Level: 3 Cost: 22'000	+500 Leaderships
The silver commander staff is swept up from apart even in light of armour, thanks to the special spells allocating the commander among simple soldiers and officers. Perhaps, for this reason from arrows of enemy archers-snipers first minutes of fight commanders perish. It turns out improvement from the Staff of the Officer .		
	Gold Feather Gold feather of the king of griffins. Race: no Level: 3 Cost: 23'000	+1 speeds to Griffins and all beings 1 level
Griffins and low-level beings promptly go into battle, inspired with this symbol.		
	Heroism banner Banner with the image of an attacking griffin. Race: humans Level: 3 Cost: 24'000	+300 leaderships +1 initiatives to armies 1-3 levels
The attacking griffin long since is considered a fearlessness and justice symbol. However the founder of this banner did not begin to rely only on symbolics, and has embroidered some fleeces of Fearlessness on a panel.		
	Staff of the General The silver staff decorated with a ruby. Improves in the Staff of the Marshal . Race: humans Level: 4 Cost: 32'000	+750 leaderships
The captivated stone decorating a staff, allows the general to communicate by means of magic with the officers, and always to be in a course of the events occurring in the field of fight. Thus, the general staff from a simple symbol turns to very valuable and useful artefact. It turns out improvement from the Staff of the Colonel .		
	Banner of the Salamander Piece of exactly cut off skin of the Salamander. Race: demons Level: 4 Cost: 42'000	+20 % of protection against fire (<i>gives an absolute increase of resistance</i>)
Demons often use banners from a skin of various beings. Besides, unusual properties of a skin of a fiery lizard reliably protect an army from fiery attacks. Very useful property for the demons which clans constantly wage intestine wars.		
	Banner of True Belief Banner of paladins. Race: humans Level: 4 Cost: 60'000	+4 protection +800 leaderships -1 morals undead in army Gives 10 runes of spirit after 50 victories
Created and captivated by priests of Paladin Orden during far times of Revolt Necromancers, this banner gives to soldiers of light force and confidence of a victory.		
	Staff of the Marshal The gold staff covered with jewelry and pearls. Race: humans Level: 5 Cost: 65'000	+1000 leaderships +1 morals to human
Unlike the captivated general staff, the marshal staff does not contain any magic. However the belief of army in the marshal so is high, that without any magic one only presence of the marshal in the field of fight inspires fighters and pushes them on feats. It turns out improvement from the Staff of the General .		

Boots

	The name	The description
	Torn Boot The most usual boot with the torn off sole.	
	Race: no Level: 1 Cost: 700	+1 protection
This leather boot has much seen on the century. Surprisingly, but it is made of such strong skin that is still capable to protect the owner. Though the kind in such footwear at you will be as at the ragamuffin.		
	Boots Usual leather boots.	
	Race: no Level: 1 Cost: 3000	+1 protection
The most usual boots from a strong skin.		
	High Boots The high boots strengthened by steel inserts.	
	Race: no Level: 2 Cost: 6000	+2 protection
The long leather boots strengthened by inserts from flexible steel strips. Cheaply and reliably.		
	Boots of the Snake High boots from a snake skin.	
	Race: elves Level: 2 Cost: 6000	+1 protection +1 initiatives and speeds to snakes
These waterproof boots are created by elven masters especially for circulation on bogs and are especially popular among snake-hunters.		
	Steel Boots The sound boots strengthened by steel plates. Improve in Thorned Boots .	
	Race: dwarves Level: 1 Cost: 6000	+2 protection
Widespread kind of footwear among the skilled fighters appreciating work of dwarven masters.		
	Ogre Sandals Huge rough sandals. Enters into the complete set of Ogre Leader .	
	Race: orcs Level: 2 Cost: 8000	+1 speeds to Ogres and to Giants +2 protection
Maded from a huge integral piece of a stone, rough sandals as well as possible approach as footwear to ogres and to giants.		
	Jack boots High leather jack boots.	
	Race: no Level: 2 Cost: 8500	+1 speeds to pirates and robbers +10 % of gold for fight. (Moral=80, High) Grows: never. Falls: -5 after each fight.
The huge leather boots using the big popularity at pirates. Special spells not only do their waterproof, but also allow to find more gold. These captivated boots are not intended for battles, and quickly wear out in fight.		
	Thorned Boots Boots with steel plates and sharp thorns.	
	Race: dwarves Level: 2 Cost: 10'000	+1 attacks +2 protection
The welded steel thorns allow, at due skill, to use these boots as terrible enough weapon. It turns out improvement from Steel Boots .		

	The name	The description
	Kerian Boots The easy leather boots strengthened by powerful magic. Race: humans Level: 3 Cost: 13'000	+3 protection
Such boots captivated by the strongest paternosters were carried by soldiers-magicians of king Kerusa. It is said that they could go to them on the heated lava. However in due course the secret of manufacturing of fire-resistant boots has been lost, though they protect all from usual blows as reliably.		
	Boots of the Mystic High boots with the magic runes embroidered on them. Race: humans Level: 3 Cost: 15'000	+2 intelligence Strengthens spells Delay (-1 Speed in addition) and Acceleration (+1 Speed in addition)
These unusual boots are especially popular among magicians-travellers, thanks to the fleeces put on them facilitating road and use of spells of speed.		
	Knightly Boots Massive steel boots. Enters into the complete set of Knights Commander . Race: humans Level: 3 Cost: 18'000	+300 leaderships +5 Protection to Knights, Guardsmen, Swordsmen and to Cavalrymen
These boots are used only by soldiers, able to battle in heavy armour.		
	Flickering Boots Easy boots from scales of deep-water fish. Race: no Level: 3 Cost: 21'000	+15 % of resistibility to a physical loss (<i>gives an absolute increase of resistance</i>)
These boots are sewed from flickering scales of deep-water fish. These scales very slippery and strong.		
	Bronze Boots Very heavy boots. Race: no Level: 4 Cost: 30'000	+5 protection -1 speeds
Bronze boots are strong and good in protection, but carrying their hard business.		
	Boots of the Pilgrim The rough and thoroughly trampled boots. Enters into the complete set of the Monk . Race: no Level: 3 Cost: 30'000	+1 speeds to the slowest group.
These boots are much stronger, than seem, thanks to the imposed spells. The spell of the Easy Way allows their owner to get tired less in road.		
	Wind wings Graceful winged sandals from white gold. Race: no Level: 4 Cost: 35'000	+1 speeds to all flying and soaring beings
Weaving of sandals so thin, that they seem translucent, and on weight it is easier than air. It is considered, that they were presented to winged goddess Irea, Wind Keeper, by one of the lowest gods as a sign of the love. However the windy beauty has rejected a gift and has presented sandals attracted to it, the then elven king.		

Helmets








	The name	The description
	Clay Bowl Usual deep bowl from the burnt clay.	
	Race: no Level: 1 Cost: 700	+5 mana -1 intelligence
It is very silly - to drag on a head a clay bowl. However, any oddly these house utensils allow to accumulate more magic energy.		
	Straw Hat Usual country hat.	
	Race: humans Level: 1 Cost: 750	+20 leaderships
Utility of this headdress is very doubtful. But it is better so, than not to have anything.		
	Simple Helmet Usual metal helmet.	
	Race: no Level: 1 Cost: 3000	+1 protection
The semicircular metal helmet not bad protects a head.		
	Helmet of the Soldier Simple leather helmet with metal inserts.	
	Race: no Level: 1 Cost: 3200	+1 protection
The usual helmet strengthened by metal inserts. Such helmets are often used by free mercenaries and simple soldiers.		
	Concentration bandage Silk head bandage with a crystal slice. Enters into the complete set of the Monk .	
	Race: no Level: 1 Cost: 3500	+1 intelligence
Such bandages are used by magicians for concentration of attention, are very useful at meditations. Thanks to special properties of crystal to direct thoughts to the necessary channel		
	Hat of the Magician Usual hat, which is carried by magicians and exorcists.	
	Race: no Level: 2 Cost: 6000	+1 intelligence +1 protection
Such unusual hat characterises practising magicians.		
	Horned Helmet Ordinary metal helmet.	
	Race: no Level: 2 Cost: 7000	+2 protection
Barbarians, decorating their horns for intimidation of enemies, make such helmets.		
	Blackthorn hoop Hoop from a live blackthorn	
	Race: no Level: 2 Cost: 7500	+100 % of a loss to thorns +50 % of delay of loss of fury after fight (Moral= 50 , Normal) Grows: +2 was not Plants in army of the enemy. Falls: -20 in army of the enemy there were plants.
The close hoop sticks thorns into a head of the owner, not allowing the hoop carrier to cool down after hot fight and to lose the fighting heat. This live prickly branch loves heat of battles, but very much thinks much of a life of vegetative creations.		
	Kommander Helmet The easy helmet decorated with a colour plume.	





Race:
humans
Level: **2**
Cost: **10'000**



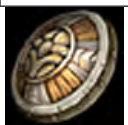



+1 protection
+200
leaderships

Brightly painted hair tail attached to a helmet, characterises the commander.









	The name	The description
	Full Helmet Strong steel helmet with a visor. Race: no Level: 3 Cost: 16'000	+4 protection
Such helmet gives excellent protection though a little and reduces the review of the owner.		
	Helmet of the Fighting Magician The bright leather helmet decorated with magic symbols. Race: humans Level: 3 Cost: 18'000	+3 intelligence +1 Protection
This easy and convenient helmet as well as possible approaches fighting magicians.		
	Pandemonik Mask Mask in a kind grinning muzzles demonic beings. Race: demons Level: 3 Cost: 20'000	+10 furies For 10000 gold turns to Pandemonik Face (Moral=90). (Moral=50, Normal) Grows: +1 after each fight. At achievement 100 , turns to Pandemonik Face (Moral=50). Falls: never.
Shaped in a flame of volcanoes demons-smiths, the mask shows Pandemonik face, one of the greatest demons-generals of the past. Pandemonik has become famous for that in an impulse of mad fury the challenge of the whole army has alone thrown down. And after two days of severe fight the enemy in confusion ran, having decided, that in terrified archidemon the God of War was installed. After that fight the general has disappeared without a trace, and some consider, that its mad spirit lives till now in this mask. Heat of fights feeds spirit of the general and is capable to return again it by a life.		
	Knightly Helmet The closed helmet with a visor and a bright colour plume. Enters into the complete set of Knights Commander . Race: humans Level: 3 Cost: 23'000	+3 protection +400 leaderships
The knightly tournament helmet decorated with feathers and numerous patterns. Not each knight presumes to itself a good tournament armour, and such helmet is a sign of knightly valour and ability.		
	Youth mask Magic mask from gold and silver. Race: no Level: 3 Cost: 27'000	+7 % of health to beings 1-3 levels
Surprising find - a mask of goddess Vakrista, the ugly mistress of sandy storms and droughts. Envying beauty of other goddesses, Vakrista has decided to bathe in the Gold Source, but has stinted gifts to its Owner. And hardly it has rinsed the person in a stream as water has there and then turned to a gold mask. Crying out from a pain and damning the Owner, the goddess has torn off a gold mask together with a part of the aura and in anger has thrown out it in Endoria. But wonderful properties of water of the Source still remain in this mask.		
	Helmet of the Miner Miner's helmet with very strong lantern. Race: dwarves Level: 3 Cost: 28'000	+500 leaderships +20 % of attack to armies at night and in the evening (<i>concerning base value</i>)
The powerful lighting lantern fixed on this helmet, allows your soldiers to attack more effectively at night.		
	Elven Crown Graceful crown from heavenly metal. Enters into the complete set of Elven King . Race: elves Level: 3 Cost: 30'000	+1000 leaderships +1 morals elves (Moral=30, Low) Grows: +1 after each fight. Falls: -8 in army of the enemy were elves . -4 in army of the hero was undead .
Openwork elven crown is not shaped, and by means of magic is weaved from the most thin fibres of precious metal. This symbol of the elven kings power inspires wood soldiers with one kind. The live crown very much thinks much of a life submitted and feeds hatred for live dead persons, generations of magic of Death.		


	The name	The description
	Prismatic Helmet Helmet of the strange form from rock crystal.	
	Race: humans Level: 4 Cost: 50'000	+5 mana +20 % to force of attacking spells
Prismatic helmets were used by fighting magicians in days of Sunset Empire to strengthen power of attacking spells. It is considered, that they possess still any unusual properties, however the secret of their manufacturing has been lost, and about the latent properties of this weapon of times of Sunset Empire it is possible to guess only.		
	Pandemonik Face The awful person perturbing the enemy by one kind.	
	Race: demons Level: 5 Cost: 60'000	+15 furies -1 initiatives to enemies If have paid for transformation from Mask Pandemonika (Moral=90, High), differently (Moral=50). Grows: +1 after each fight. At achievement 100 turns to Mask Pandemonik . Falls: never.
The demonic mask which has become impregnated with a pain and sufferings of uncountable battles as if has revived, and mad general Pandemonik looks from mask cuts at the enemy. This sight even in the bravest soldiers causes confusion and indecision - nobody would like to face desperate madness of the general-demon. Woken up to satisfy the thirst of battles spirit Pandemonik again will fall asleep when to be satiated with another's pain.		

Shields

	The name	The description
	Cart Wheel Usual wheel from a cart.	
	Race: humans Level: 1 Cost: 850	+2 protection -1 intelligence
The person dragging with self a huge wheel from a cart, looks from the party not absolutely normal. Nevertheless, to protect from blow of a sword or an axe it is quite capable!		
	Shield The shield strengthened by metal strips.	
	Race: no Level: 1 Cost: 3000	+1 protection
The usual wooden board that has been pulled together with metal tapes.		
	Round Shield Usual wooden shield.	
	Race: humans Level: 1 Cost: 3200	+1 protection
The round oak board fitted by a skin and strengthened by metal tapes. A good choice for the unpretentious soldier.		
	Shield of Policeman Shield with the royal arms.	
	Race: humans Level: 2 Cost: 6500	+2 protection
The distinctive sign on this board specifies, that before its owner there was a soldier of royal guards.		
	Big Shield The heavy metal shield.	
	Race: no Level: 2 Cost: 9000	+3 protection
Big rectangular shield, well protecting both from sword blows, and from an arrow or a throwing spear. The skilful soldiers who are a good judge of good protection prefer to use such boards.		
	Fighting Shield Upholstered with metal shield with sharp thorns.	
	Race: humans Level: 2 Cost: 9500	+2 protection +1 attacks

Wooden shield fettered by metal and supplied with sharp thorns. Skilful fighters use it not only for protection, but also in an attack.

	Название	Описание
	Knightly Shield Old broken shield with the family arms. Enters into the complete set of Knights Commander .	
	Race: humans Level: 2 Cost: 11'000	+1 protection +300 leaderships
Most likely, once this shield belonged to the knight from noble about what speaks the motto on the arms: «Without honour there is no glory, without valour - there is no honour!»		
	Shield of the Horseman Long cavalry shield.	
	Race: humans Level: 3 Cost: 15'000	+3 protection to the hero +5 protection to Cavalrymen
Big shield, intended specially for protection of the horseman. Too bulky for an effective utilisation the pedestrian soldiers.		
	Shield of the Hunter on Dragons Fire-resistant shield captivated by special spells.	
	Race: humans Level: 3 Cost: 16'500	+2 protection +20 % of resistibility to a fiery loss (<i>gives an absolute increase of resistance</i>)
Such boards are made in Magic Academy especially for the knights killing dragons.		
	Tower Shield Big shield, completely closing the soldier.	
	Race: humans Level: 3 Cost: 19'000	+2 protection to beings 1-2 levels +5 protection to beings 3-5 levels
Huge heavy rectangular shield that almost completely closes the soldier. Because of the big weight very few people can use it effectively.		
	Barbarian Shield Shield, protecting barbarians from blows and raising force of attack	
	Race: no Level: 3 Cost: 20'000	+3 protection +2 attacks
Strong wooden shield, fitted by a skin of any sea animal. The sharp canines covering a surface of a board, allow using it not only for protection, but also for an attack.		
	The mirror Defender Small mirror shield, in which depth moves shades.	
	Race: no Level: 4 Cost: 28'000	+20 % of resistibility to a magic loss (<i>gives an absolute increase of resistance</i>) +50 % to a loss of a spell the Pain Mirror Rolls the Mirror of the Pain 5 pieces Gives a roll in exchange for 5 crystals.
Mirror shield it is not capable to protect from sword or arrow blow, however and use it not in usual to fight, and in battle against magicians. A smooth surface and put on it руны weaken magic influence.		
	Paladin's Shield Silver shield with the image of a sacred symbol.	
	Race: humans Level: 4 Cost: 33'000	+4 protection -25 % of attack enemy undead (<i>concerning base value</i>) (Moral=50, Normal) Grows: +1 after each fight. +1 in army of the enemy were demons . +2 in army of the enemy was undead . Falls: -5 in army of the hero there were demons. -8 in army of the hero was undead.
Created in Paladins Orden, this shield is intended for battles against undead. Silver and Light sign result died in confusion, doing their attacks is weaker. But also in fight with the usual opponent such shield will not bring. Battles shield rather willingly, but trusts only to the owner who has been not soiled by dialogue with forces of Darkness.		
	Mephriil Shield Legendary shield that dwarven kings used in fights.	
	Race: dwarves Level: 5 Cost: 100'000	+8 protection -20 % of the requirement of leadership for dwarves (<i>see in addition</i>)
Mephriil shield is a shield-legend! It is capable to sustain practically any blow and it is considered non-destroyable. Such shield just right to the king.		

	The name	The description
	Shield of Rahha	Shield Rahha, the indestructible soldier-dragon , it is made by it of own skin.
	Race: no Level: 5 Cost: 100'000	+ 6 protection - 50 % of attack to enemy dragons (Concerning base value) Use: Takes soul of the dragon who is in a board. Initial dragon - Emerald. When shield it is empty, through some tens seconds after Receptions of new level by the hero, in a board the new dragon (<i>casual type</i>), which is found out It is possible to take.
Dragon Rahha who has risen against colleagues has made this shield of the dumped skin, and has presented to its true colleague, the knight Lota, to a fighter of dragons. By means of an ancient spell Lota managed to be ground in a soul board defeated dragons, and such soul can be taken to transform it into the furious dragon implicitly submitting to the owner of a board		

Special Items









	The name	The description
	Fried Rat	Fried rat with a crisp.
	Level: 1 Cost: 50	Use: for ever gives +2 to a maximum of Fury and Mana, and also for ever reduces Leadership of the hero on 50 (disappears after use)
Fried rats - a favourite delicacy of miners.		
	Fury potion	Tiny vial with a fury potion.
	Level: 1 Cost: 500	Restores 30 furies, but not above a maximum. (Disappears after use)
This tincture from the fly agarics, made under the recipe of northern barbarians, instantly results in fury even the coolest soldier.		
	Mana Potion	Tiny vial with a potion of mana.
	Level: 1 Cost: 500	Restores 50 mana, but not above a maximum (disappears after use)
Extract from the Dark blue Mushrooms, instantly filling mana. Small bottles with these a potion use the big popularity at fighting magicians, after all during fight the devastated magician, becomes absolutely helpless.		
	Dwarven Beer	Jug with strong barley beer.
	Level: 1 Cost: 500	Use: gives +20 Furies and -20 Mana Drinks: 3
Gnomes cook the excellent beer, which is quickly rushing to the head. Speech from it becomes incoherent, and movements not so exact, but bravery increases - on ten will suffice!		
	Gremlin's Castle	The tiny castle that gremlins have constructed.
	Level: 3 Cost: 3000	For 1000 gold it is possible to get in the lock.
This castle not simply small toy is the real gremlin's castle! With the internal rooms, ladders and secret rooms.		
	Source of Mana	The vessel filled with a mana potion.
	Level: 3 Cost: 15000	Gives mana, restoring current value to a maximum. Mana stock: 500
Such vessels filled with juice of Dark blue Mushrooms, much more conveniently, than vials with a potion, also they suffice on some uses. The empty vessel disappears not to burden the magician with a useless burden.		

Complete sets of Items

In the table informal names of complete sets of the subjects, the managements thought up by authors are resulted. In original game these names do not meet.

The complete set of the Monk	Consists of the Bandage of the Concentration , the Monastic Belt and Boots of the Pilgrim gives to the hero +2 Mana each round in fight.
The complete set of Archer's Commander	Consists of the Ale and Optical sight Keg Gives +30 % of probability of a critical shot to all archers . <i>(The bonus increases to the flowing)</i>
The complete set of Fighting Fury	Consists of the Spear of Fury , the Sign on Anger and the Devourer of Fury gives in addition +10 to a current maximum of fury.
The complete set of the General	Consists of the Treatise on Tactics and the Bloody Tape gives in addition +5 % of Experience in fight.
The complete set of Ogre Leader	Consists of the Cudgel , the Belt and Ogre Sandals looks extremely impressively and gives +2000 Leaderships.
The complete set of the Ancient Vampire	Consists of the Raincoat of Shades and the Ring of the Vampire gives +5 protection and attacks to Vampires
The complete set of Elven King	Consists of Elven Crown , Elven Bow , the Silver Chain armour , the Silver Forge gives +1 Morals to elves
The complete set of Knight's Commander	Consists of the Knightly Sword , the Board , the Helmet , the Armour and Boots reduces on 20 % the leadership requirement (see <i>in addition</i>) for swordsmen , guardsmen , cavalrymen , and knights .

Containers with Beings





	The name	The description
	Coffin	
	Level: 1 Cost: 80	Use: adds in army of the hero 3-5 Skeletons-Archers <i>(Disappears after use)</i>
The simple wooden coffin decorated with a simple carving. It is possible to get some skeletons from a coffin.		
	Eggs of the Dragon	
	Level: 1 Cost: 80	Use: adds in army of the hero 2-5 of Fiery Dragons <i>(Disappears after use)</i>
Bag-nest where in small eggs sit small dragons. Similar to huge dragonflies, dragons are visible through a translucent shell.		
	Egg of the Spider	
	Level: 1 Cost: 85	Use: adds in army of the hero 2-3 of Cave Spiders <i>(Disappears after use)</i>
The small egg tightened by a web. Some spiders just about will get out outside.		
	Baby Thorns	
	Level: 1 Cost: 130	Use: adds in army of the hero 5-8 Thorns-hunters . <i>(Disappears after use)</i>
Large prickly sprout of a live plant Thorns. The large green sprout covered with tiny thorns.		
	Egg of the Snake	
	Level: 1 Cost: 180	Use: adds in army of the hero 2-3 Snakes . <i>(Disappears after use)</i>
Snake egg with a yellowish shell. From huge snake egg some vipers can hatch at once.		
	Egg of the Griffin	
	Level: 1 Cost: 350	Use: adds in army of the hero 1 Griffin . <i>(Disappears after use)</i>
Brown in a speck egg of a griffin. From a baby bird of a griffin it is possible to grow up a furious winged predator.		
	Carved Coffin	
	Level: 3 Cost: 600	Use: adds in army of the hero 1-3 Vampires . <i>(Disappears after use)</i>
Expensive coffin decorated with gold and jewels. It is possible to find some vampires in it.		
	Baby Ent	



Level: **4**
Cost: **1300**

Use: adds in army of the hero **1 Ent.**
(Disappears after use)

The small wooden figure similar to the small little man.
This figure not that other, as small runaway from which can grow huge Ent.

	The name	The description
	Egg of the Bone Dragon	
	Level: 4 Cost: 5700	Use: adds in army of the hero 1 Bone dragon . (Disappears after use)
Badly smelling and ringed bony outgrowths egg of the Bone Dragon. A terrible state dead egg of the Bone Dragon.		
	Egg of the Emerald Dragon	
	Level: 4 Cost: 12000	Use: adds in army of the hero 1 Emerald Dragon . (Disappears after use)
Heavy egg of the Emerald Dragon. From this huge egg the present Emerald dragon can hatch.		
	Egg of the Red Dragon	
	Level: 4 Cost: 16000	Use: adds in army of the hero 1 Red Dragon . (Disappears after use)
Beautiful big egg of the Red Dragon. In huge egg the present Red Dragon sits.		
	Egg of the Black Dragon	
	Level: 5 Cost: 20000	Use: adds in army of the hero 1 Black Dragon . (Disappears after use).
Huge egg in which the young Black Dragon sits. From this huge egg the present Black dragon can hatch.		

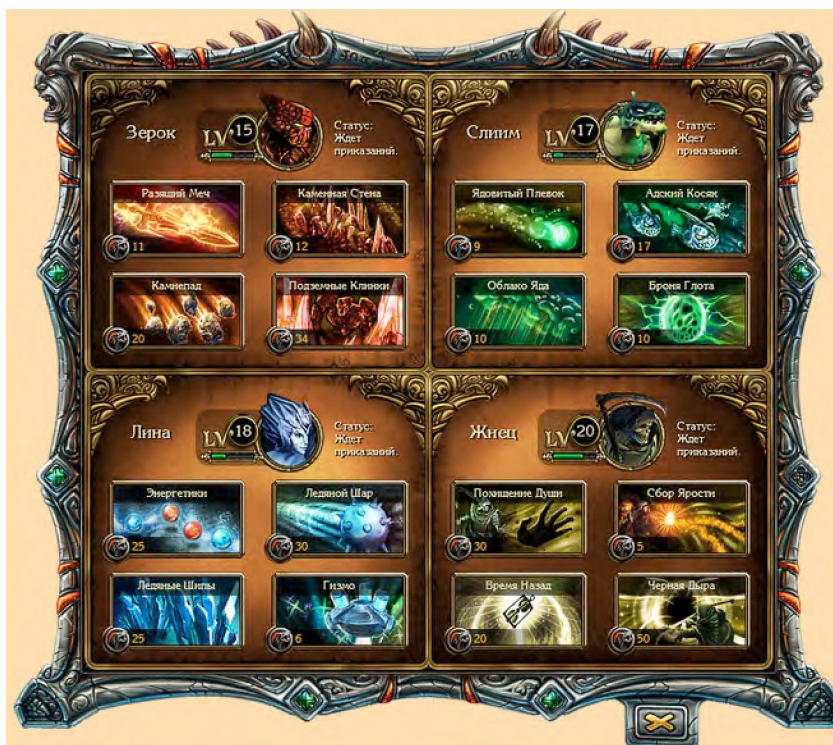
Explanatories to Tables of Subjects

In a case if it is not mentioned - on allied or enemy beings the subject operates - it operates only on allied (such subjects the majority).

In descriptions of some subjects groups of beings on which it operates are specified, exact structures for each group are resulted below.

The group name	The beings entering into group.
Fighters with a cold steel	Barbarian, Berserker, Black Knight, Demon, Dwarf, Swordsmen, Guardsman, Knight, Ork, Ork the Veteran, Pirate, Old salt, Skeleton, Vampire, Ancient Vampire, Werewolf Elf, Robber, Marauder, Peasant, Miner, Violent Goblin.
Vampires	Vampire, Ancient Vampire, Vampire (Bat), Ancient Vampire (Bat)
Soldiers with axes	Barbarian, Berserker, Decaying Zombie, Zombie, Demon, Dwarf, Goblin, Violent Goblin
She-fighters	Dryad, Demonessa, Wood Fairy, Lake Fairy
The armed soldiers of near fight	Archidemon, Barbarian, Berserker, Black Knight, Demon, Demonessa, Dwarf, Ent, Ancient Ent, Swordsmen, Guardsman, Ghost, Damned Ghost, Giant, Violent Goblin, Cavalryman, Imp, Imp the Mocker, Knight, Miner, Ogre, Ork, Ork the Veteran, Peasant, Pirate, Old salt, Robber, Marauder, Shaman, Skeleton, Vampire, Ancient Vampire, Werewolf Elf, Zombie, Decaying Zombie.
Snakes	Snake, Marsh Snake, Royal Snake
Flying and soaring	Beasteye, Black Dragon, Bone Dragon, Fiery Dragon, Lake Dragon, Dryad, Ghost, Damned Ghost, Emerald Dragon, Griffin, Wood Fairy, Lake Fairy, Evileye, Red Dragon, Vampire (Bat), Ancient Vampire (Bat).
Low soldiers humanoids	Alchemist, Skeleton-Archer, Archimagus, Barbarian, Berserker, Black Knight, Archer, Gunner, Goblin with the Catapult, Druid, Dryad, Dwarf, Elf, Pathfinder, Swordsmen, Guardsman, Goblin, Violent Goblin, Cavalryman, Imp, imp the Mocker, Knight, Miner, Necromancer, Ork, Ork the Veteran, Peasant, Pirate, Old salt, Priest, Inquisitor, Robber, Marauder, Shaman, Skeleton, Vampire, Werewolf Elf, Ancient Vampire, Zombie, Decaying Zombie, Demonessa, Wood Fairy, Lake Fairy.
Werewolves	Werewolf Wolf, Werewolf Elf
Spiders	Cave Spider, Fiery Spider, Dead Spider, Poisonous Spider

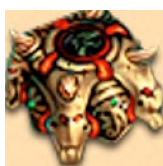
Pir ate s an d rob ber s	Pirate, Old salt, Robber, Marauder
Archers	Skeleton-Archer, Archer, Gunner, Goblin with the Catapult, Elf, Pathfinder, Goblin. (<i>Only for a subject</i> the Optical sight and the complete set of Archer's Commander)
Thorns	Thorn-hunter, Thorn-warrior, Royal Thorn



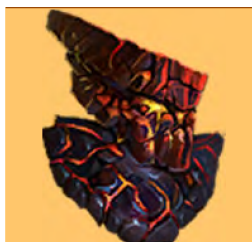
Having carried out of the third task of king Mark, your character receives the Casket in which there are four Spirits of Fury in the order. Spirits are powerful beings from other worlds which have got under action of magic of the Casket, and now can serve its owner, that is you, under certain conditions. At any moment, having come into a window of the hero, you can talk to each of Spirits, having cluck on its portrait. In conversation you can learn more about this being and try to convince him to submit to your orders.

To have an opportunity to use Spirit of Fury in fight, you should carry out its task. When Spirits take part in battle, they accumulate experience and receive levels. At level reception it is possible to improve one of abilities of Spirit, or to open new, yet not studied ability.

As well as the Magic Book, once for a round you can use the Fury Casket, having applied one of accessible attacks of its captives, Spirits of Fury. Each of Spirits can learn and develop four various abilities.



To apply ability of Spirit, it is necessary to spend Fury, an original equivalent mana. Fury grows during fight when groups exchange blows, and the more perishes beings at attack, the there will be a Fury gain more. For destruction of the whole group double Fury is given. The more strongly ability of Spirit, the more she demands Fury, and that the Spirit after uses her will longer have a rest. While the Spirit of Fury has a rest, it becomes inaccessible to a call, the most powerful attacks can "lull" Spirit on 5 rounds.



Zerok, Spirit of the Stone.

In the world semireasonable Zerok was the weapon intended for destruction of magicians. (All beings with the latent feature [the magician](#) receive a double loss from Zerok's attacks.) Created of splinters of the Black Star and impregnable for any magic, it as well as possible suits for this role. The spirit of the Stone will obey, if you destroy for it small group of magicians.

Abilities: [Striking Sword](#), [Stone Wall](#), [Rockfall](#), [Underground Blades](#)



Sliim, Spirit of Bogs.

The race of huge pangolins scraggs to which Sliim belongs, once occupied Endoria, but has been destroyed by the titans who have sent Great Winter. The crown prince of Great Bogs, Sliim will agree to name you the friend if you to satiety feed with its poisonous beings.

Abilities: [Poisonous Spittle](#), [Infernal Jamb](#), [Poison cloud](#), [Glot's Armour](#)



Lina, Spirit of Ice.

Fighting the magician from the world techno-magic, lost the body in severe to fight, Lina it is full of desire to return normal shape. It is ready to be employed on service if you help to charge its magic devices which energy almost was completely exhausted for centuries of an imprisonment.

Abilities: [Energizers](#), [Ice Sphere](#), [Ice Thorns](#), [Gizmo](#)



Reaper, Spirit of Death.

The terrible and powerful Guard of the Temple of Time, the Reaper searches for the lost Symbol of the Guard. Help it, and the Spirit of Death begins you to serve. The power over time and space, a life and the death, granted to all guards of the Temple, does the Reaper by rather useful assistant.

Abilities: [Soul abduction](#), [Fury gathering](#), [Time Back](#), [Black Hole](#)

Chapter IV

Wives and Children

The important and interesting feature of game is possibility to get a family -







the wife and children! The wife gives various useful bonuses to the hero or its army, and allows to put on more equipments, adding four additional slots under subjects, and they will differ at different wives. You, can always talk to the wife, having cluck on its portrait. In dialogue you can expel the wife or begin conversation [on children](#). If your wife agrees to get children soon you will have a child. It for ever occupies one of slots of wives and gives notable enough increases to parametres of your hero. In total at one wife can be to four children. Expelling the wife, remember: leaving, it will take away children, the subjects put on it and the one fifth part of your gold.





Children are born through **10** fights that have passed after conversation with the wife ("conception"). The wife suggests to give birth to the child through **5** fights after "wedding" or a birth of last child. If to agree with it - the child **10** fights will be born through the same. If to refuse - the wife more itself will not suggest to get the child until the child will not be born at the initiative of the hero.

For each of wives the list of children and an order of their birth (including number of slot at the wife) [are generated and remembered](#) at game start. And no actions of the hero and event during game can change it.







Wives

	Rina-zombie	Rina	Frog Feanora	Feanora
				
	The former girlfriend of ataman Hek. At present curse has transformed it into the zombie.	The former girlfriend of ataman Hek. Has unpleasant, but very useful property to turn to the zombie.	The former princess of frogs, and nowadays your fine wife.	The former princess of bogs and the patroness of frogs, and nowadays your wife. Feanora turns to a frog if not to talk to her 21 fight (for the first time - 13 fights).

Bo mu s	+1 Speeds +1 Initiatives to Undead (<i>allies</i>)	+1 Initiative to Pirates and Robbers (<i>To allies</i>)	+ 100 % of Attack to Snakes and to spiders (<i>allies</i>) (<i>Concerning the base Values</i>)	+ 3 Intelligence
Slo ts	Armor Boots Belt Artefact			Helmet Belt/artefact Artefact Artefact
Chi ldr en		Adamus, Angelika, Gavriil, Homere, Dmitry, John, Laura, Robert, Serg, Elly		Ajven, Ambrella, Angelika, Anna, Gavriil, Googlik, Gendalf, John, Laura, Neiron, Serg, Elly

	Mirabella	Gerda	Neoka	Xeona
				
	The aggressive and independent girl-pirate for which gain of heart you had to win most Kraken!	Dwarven Gerda though and not the beauty, but very hardworking and hardy.	Fine elf from a noble sort of the Ice Tears, rescued by you from necromancers.	Unrestrained, passionate and seductive Demonessesa Xeona.
Bonus	+100 % of Attack to Pirates and Robbers (Allies) (Concerning the base Values)	+1 morals to Dwarves (to allies)	+1 morals to Elves (allies)	+1 morals to Demons (allies)
Slots	Weapon Boots Belt Regalia	Shield/Regalia Boots Armor Regalia	Regalia Regalia Belt/Regalia Artefact	Weapon Boots Weapon Belt/Artefact
Children	Adamus, Alexander, Homere, John, Dmitry, Janna, Richard, Laura, Neiron, Robert, Elly, Emmanuel	Alexander, Ambrella, Angelika, Gavriil, Homere, John, Dmitry, Janna, Laura, Robert, Serg	Adamus, Ajven, Angelika, Googlik, Gendalf, Janna, Neiron, Elly, Emmanuel	Adamus, Alexander, Angelika, Homere, John, Janna, Laura, Richard, Emmanuel

Children

View	Name / Description / Mum	Bonus	Weight
	Adamus The disobedient and capricious child obviously considering with the centre of the world and demanding the big attention. Rina, Mirabella, Neoka, Xeona	+20 % of Attack	5
	Ajven The strong magician for certain will grow from this boy - his magic aura very powerful. Feanora, Neoka	+30% Mana	3
	Alexander The boy with strongly pronounced charisma. At once it is visible, that it of much Will reach! Mirabella, Gerda, Xeona	+10 % of Leadership	5
	Ambrella The clever and nice girl possessing abilities to magic. Feanora, Gerda	+4 Rolls to capacity of the Book of Magic	10
	Angelika This babe constantly mutters something, and at times this mutter leaves the present spells! Rina, Feanora, Gerda, Neoka, Xeona	+10 Mana	10
	Anna The surprising child with rare magic gift. Such people name magic wells. Feanora	+8 Rolls to capacity of the Book of Magic	5

View	Name / Description / Mum	Bonus	Weight
	Gavriil Named in honour of an angel, the kid is allocated by divine protective force. Rina, Feanora, Gerda	+5 Protection	10
	Homere Dull and even confused, but very strong little boy named in honour of one of titans. Rina, Mirabella, Gerda, Xeona	+3 Attacks	10
	Googlik The wonderful child with very clever and all an understanding sight. Feanora, Neoka	+5 Intelligence	5
	Gendalf Rather sharp boy, for the magic gift named in honour of the known magician-hero of bard songs. Feanora, Neoka	+20 % of Intelligence	5
	John The fussy and desperately biting kid. Such fingers in a mouth are better be not to putting! Rina, Feanora, Mirabella, Gerda, Xeona	+10 Furies	10
	Dmitry Very well-fad and comprehensively developed kid which all seizes hurriedly. Rina, Mirabella, Gerda	+10 % of experience in fight	10
	Janna This babe possesses penetrating glance She-fighters to which should obey. Mirabella, Gerda, Neoka, Xeona	+10% Leaderships	3
	Laura The quiet girl with good magic abilities. Rina, Feanora, Mirabella, Gerda, Xeona	+10% Mana	10
	Neiron Unusually beautiful and talented kid. Feanora, Mirabella, Neoka	+5 % of experience in fight	7
	Richard Strong and very brisk kid-fidget. The favourite of your commanders, indulging its attention Mirabella, Xeona.	+7% Leaderships	7
	Robert Well-developed kid. When will grow, for certain becomes the presents The commander! Rina, Mirabella, Gerda	+5% Leaderships	10
	Serg This child obviously was born under a lucky star, protecting it from an external world hardship. Rina, Feanora, Gerda	+20% Protection	7
	Elly The baby allocated with abilities to magic, especially to a levitation. Rina, Feanora, Mirabella, Neoka	+20% Mana	5



Emmanuel

Charming, but very much bite and the fussy babe.
Mirabella, Neoka, Xeona

+20 % of Fury

3

Chapter V

Fighting System

At collision with the enemy action is transferred on arena on which in a step-by-step mode armies of the player and it battle the opponent. Groups by turns make actions as the initiative: move, strike blows and use abilities. When all groups will make a course, the new round begins. Commanders-heroes of direct participation in fight not accept, they give to the armies bonuses to parameters and support their magic. Once for a round during the course group you can use the Book of Magic and the Fury Casket. Fight comes to an end, when one of the parties will lose all the armies. You can run away from a battlefield before the fight termination, but in case of defeat or having run away, you do not receive neither experience, nor money, will lose all armies. However, game on it does not come to an end, you instantly appear in Darion capital and can to continue game further.

Arenas



Battles pass on the special arenas different under the form, to the sizes and tactical features. What will be arena, depends on a place of the beginning of fight - whether there will be it a wood glade, castle walls or a ship deck. And in pacified subjects for you wait improbable and surprising under the form and design of arena. Besides arena structure, on fight tactics obstacles of various height, forms and the sizes, appearing on arenas also influence. Low prevent to go to the pedestrian soldiers, and high are insuperable and to flying beings. Also it is necessary to consider type and light exposure of arena. Beings possessing night sight and undead battle in darkness is better. The arena type also influences fighting characteristics of some beings. **Demons** are better protected on lava arenas, and on snow on the contrary, feel uncertainly. At **undead** raises moral on cemeteries.

Fury reception

Fury is added to the hero each time when one of groups in the field fight receives a loss. It can be as a result of attack of group of the hero or group of the enemy (including reciprocal blow), spell applications as the hero, and the enemy. An exception are attacks of Spirits of Fury - at them Fury of the hero does not grow (except direct attacks of **Ice Sphere** Lina). If blow or a spell amaze at once some the purposes - the Fury gain pays off separately for each of the groups which have received a loss.

Fury which the hero receives for blow, in direct ratio depends on its maximum value of Fury. That is, the more the maximum stock of Fury of the hero, the higher it will receive a gain of Fury with other things being equal. (It is possible to tell, that the Fury gain in fight goes in percentage concerning the maximum Fury of the hero.)

If blow kills last group of the enemy in the field of fight the bonus equal to Fury is given, received for this blow.

The detail about fury reception at blows can look [Calculation of the Gain of Fury](#) in section.

Besides, there are some more unique ways to receive Fury during fight - from talent of **inquisitors Sacred Anger**, abilities of the Reaper **Gathering of Fury** and Lina ability of **Energizers**.

Order of the Turns of Beings

Each round of fight consists of two phases:

- The basic phase;
- The second phase - in it the beings which have executed a command to "Wait" in the basic phase go.

In the second phase of a round of a being will go upside-down (that is, what went the first in the basic phase, will go the last to the second).

The order of a course of beings in the basic phase of a round is defined as follows:

The first beings with higher Initiative go. At equality of Initiatives - with higher Speed. At equality of Speeds - with higher level. At equality of levels - with smaller value of base Health. In a case if all these parameters are identical - beings of the enemy, then - beings of the hero at first go.

If some beings in one army have identical values of parameters - the order of their course is defined casually at the moment of the fight beginning, and till the end of fight will not vary (certainly, only in the event that Speed and the Initiative of these beings remain are invariable).

At check of Health of a being its base value is used, that is, all changes of health from spells [the Dwarf](#), [Peaceful disposition](#), [the Plague](#) from subjects [the Youth Mask](#), [the Ring of the Vampire](#) are ignored.

It is possible to look an order of a course of beings, having pressed key **Alt**, under each being there will be number showing sequence of a course in a current round. If instead of number there is a crossed out section - means, the being has already made the course.

Interactive Objects

Besides static barriers, in the field of fight can appear and interactive objects with which it is possible to co-operate and which are capable to influence battling groups. The type of such objects depends on arena.

Destroy or use such interactive object can both groups under control of the player, and opponents operated an artificial intellect, therefore sometimes happens more usefully to destroy such object that the enemy has not taken advantage of it. Skilful use of obstacles of arena and interactive objects allows to win the opponent of which in other conditions to overcome would be impossible.

Mine and Powder keg



Being are destroyed, these objects blow up, putting a loss to all beings around. Appear on seacoast, in mines of gnomes, locks and vaults.

Altar of lightnings



Amazes with magic categories all groups which have got to a scope of an altar.

Barrier



Wooden shield which serves as an obstacle for the pedestrian groups, it will not be destroyed yet. Appears on castle arenas.

Volcano



Brings down spells [the Fiery Sphere](#) or [the Fiery Rain](#) on casual group or group of the groups which have appeared nearby.

Sacred Statue.



In the field of the action the statue helps one casual group, imposing a spell [Blessing](#), [the Armour of the God](#), or curing it. These statues meet in temples and elven woods.

Chest



Usual chest pick up which any group standing near to it, including the enemy can.

Coffin



From the destroyed coffin there are skeletons which will battle on the party of what group it have been destroyed.

Ice Statue



This statue chooses the casual purpose in the field of the action. If it appears the gnome the statue accelerates it or blesses. All other beings she attacks a spell [the Geyser](#) or [the Ice Snake](#).

Hornet's nest



The plenty of furious wasps attacks one casual group in the field of the action, putting a physical loss.

Damned Cross



The cross attacks casual group in the field of the action, a spell [the Poisonous Skull](#), or [Weakness](#) or [Delay](#) conjures on it.

Totem of Death



Totem of Life



Kind Gremlin



The creation living in a subject. Uses magic weakening enemies and calls soldiers-allies. [\(Is more detailed\)](#)

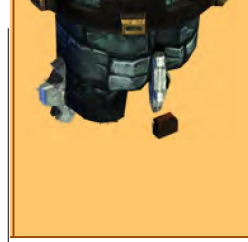
Malicious Gremlin



Spiteful creation living in a subject. Amazes enemies with powerful fighting spells. [\(Is more detailed\)](#)

Fighting totem, created by Ork shaman. Reduces speed of enemies and amazes with their magic in radius 2 hexes. (*More in detail*)

Protective totem, created by Ork shaman. Treats allied soldiers and increase their protection in radius 2 hexes. (*More in detail*)



Basic fighting unit is the group of beings named also "stack". In such group can



be from one to several thousand beings. The group will battle until its one soldier is live at least. Health and a caused loss for group are considered total, that is are multiplied by quantity of beings in group. All beings possess the parametres defining their fighting efficiency. Besides, beings can possess the unique features and abilities.

Race. Specifies in [a being accessory](#) to one of six races or to neutrals. Races differently concern to each other, and the beings which are in army of the player, influence on moral other soldiers. Besides, there are effects and the subjects in a special way operating on beings of certain race.

Level To some extent defines "force" of a being. Beings of high levels, as a rule, have the best parametres, and can be not subject some to effects, spells, features and talents of other beings, and also can have various side benefits in fights against the lowest levels.

Leadership. Shows, how many Leadership should be at the player to order one such being.

Moral. Characterises [moral a group condition](#). High moral spirit increases Attack and Protection of the soldier, and allows to strike critical blows more often. At low morals parametres are lowered also probability of critical blow decreases.

Attack. Efficiency of drawing of a loss. If attack attacking is more than purpose protection caused attacking a loss increases.

Protection. Efficiency of protection against attacks of the enemy. If attack attacking is less than purpose protection caused attacking a loss decreases.

The initiative. Shows speed of decision-making. If it above, the earlier a being goes, advancing less initiative.

Speed. Shows a maximum quantity of Points of Action which can be at group.

Action Points Group receives in the round beginning, according to the speed. They are spent for moving and on fulfilment of other actions by group. The step on one cage takes away one Point of Action, and drawing of blow or use of Talents takes away all current Points of Action.

Health. Defines survivability of a being. When current health becomes equal to zero, one being in group perishes.

Loss. Size of the loss put by one being at attack.

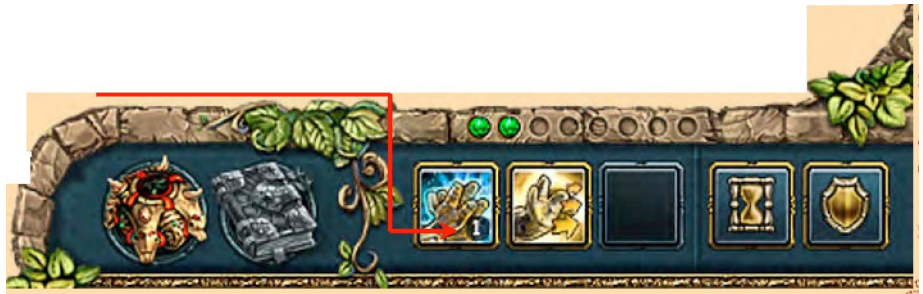
Loss types. One of properties of attack is [a type of a loss](#). The loss happens **physical**, **poisonous**, **fiery** **magic** and **astral**.

At everyone beings are resistibility to these types of a loss. If resistibility is equal to zero the group will receive a loss of the given type without changes. Resistibility above zero means, that from attacks with this type of a loss the group will receive less harm. If resistibility below zero attacks with this type of a loss will cause more harm.

Operating effects. During fight on group the various effects changing properties of group and rendering various actions on it can be imposed. Such effects are displayed by an icon in the list. Near to an icon the quantity of rounds which the effect will operate is specified. Being directed at this icon, it is possible to see [the effect description](#). The green framework allocates positive effects, and red - negative.

Features. These are passive properties of a being, which work constantly or work automatically at performance of certain conditions.

Talents. At a being can be to three Talents. These are abilities which can be applied at will in fight, using for this purpose buttons of activation of ability. Use of these abilities is spent by all Points of Action, except for some talents usually raising speed of a being. Talents can have quantity of the charges spent at their use. When charges come to an end, ability in this battle to use it is impossible more. There are also Talents which are recharged. At use of such ability it is blocked, but again *будетл* is accessible to application when there will pass the specified quantity of rounds.



All Talents will be recharged to following fight.

Beings and Races



Humans



Inhabitants of kingdom Darion **are at enmity** with undead and demons. People, it is universal soldiers who are equally good both in protection, and in an attack. Many of them carry the reservation and are trained to effective receptions, and priests and archmagi actively use magic.

Armies of humans: Peasants, Robbers, Marauders, Archers, Swordsmen, Guardsmen, Priests, Inquisitors, Cavalrymen, Knights and Archmagi.

Elves

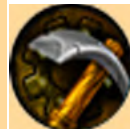


Inhabitants of woods Ellinia **test hostility** to dwarves, **are at enmity** with demons, **hate** undead. Wood beings make shock force elven armies. Elves do not like to be at war, possessing small health and protection. But they are fast and rely on magic of the nature, supplementing and strengthening each other.

Armies of elves: Wood Fairies, Lake Fairies, Dryads, Elves, Pathfinders, Druids, Werewolves Elves, Werewolves Wolves, Unicorns, Black Unicorns, Ents and Ancient Ents.



Dwarves



Representatives of race of gnomes and the giants living in Kordar mountains. They **test hostility** to elves, **are at enmity** with undead and **hate** demons. Mechanical devices created by gnomes are rather effective in fight. Gnomes are very sluggish, but small speed and the initiative they compensate the big health and force of blow.

Armies of gnomes: Miners, Gnomes, Alchemists, Gunners and Giants.

Undead



Dead persons **indifferently** concern all races. All of them possess resistibility to poison and vulnerability to sacred attacks, and **at night** and on cemeteries fighting qualities undead considerably raise. Force of army undead - in absence of a life in their dead bodies and in ability to recruit the ranks at the expense of vital forces of the enemy.

Armies of undead: Skeletons, Skeletons-Archers, Dead Spiders, Zombies, Decaying Zombie, Ghost, Damned Ghosts, Vampires, Vampires (Bats), Ancient Vampires, Ancient Vampires (Bats), Black Knights, Necromancers, Bone Dragons.





Demons



Demons are alien to this world. They strong magicians and dangerous soldiers, hardy and possessing shattering attacks. Demons consider other races as the lowest beings and **do not pay to them attention**. Born in the fiery world, they are protected from a fiery loss, but of a cold are afraid, therefore very uncertainly feel in winter conditions. The magic of demons is directed only on one: to bring confusion in numbers of the enemy and to break it!

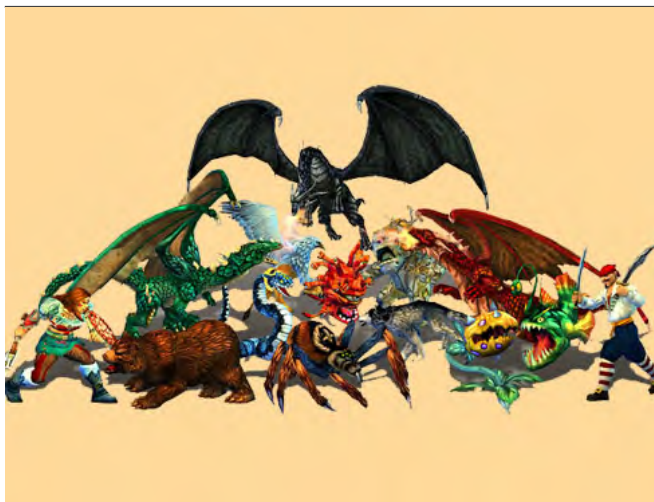
Armies of demons: [Imps](#), [Imp-mockers](#), [Cerberuses](#), [Demonesses](#), [Demons](#), [Archdemons](#).

Orks



Furious soldiers-nomads, orks **test hostility** to undead. They rely on a brute force, the high survivability and large number. At support of ominous magic of the shamans, orks furiously rush to fight.

Armies of orks: [Goblins](#), [Violent Goblins](#), [Orks](#), [Orks Veterans](#), [Goblins with the Catapult](#), [Ogre](#), [Shaman](#).







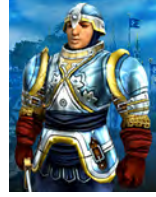
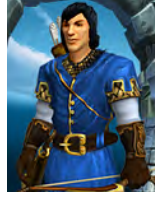
Neutrals

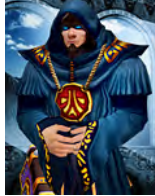


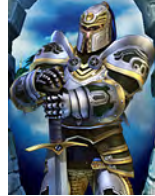



Those who does not allocate among other races of enemies or allies concern them. Neutral creations appreciate freedom and independence, and are ready to struggle for it. However, is among them and those who is ready to sell freedom to the one who pays more and nourishing feeds.

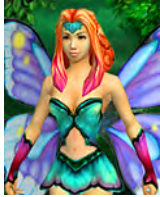
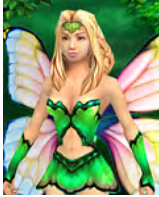




Neutral armies: [Pirates](#), [Old salts](#), [Barbarians](#), [Berserkers](#), [Sea Devils](#), [Thorns-hunters](#), [Thorns Soldiers](#), [Royal Thorns](#), [Fiery Dragons](#), [Lake Dragons](#), [Poisonous Spiders](#), [Cave Spiders](#), [Fiery Spiders](#), [Snakes](#), [Marsh Snakes](#), [Royal Snakes](#), [Wolves](#), [Hyenas](#), [Bears](#), [Polar bears](#), [Ancient Bears](#), [Griffins](#), [Evileyes](#), [Beasteyes](#), [Cyclops](#), [Emerald Dragons](#), [Red Dragons](#), [Black Dragons](#).



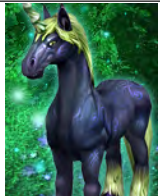
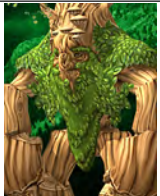
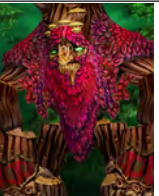
Humans

The name	Peasant	Robber	Marauder	Swordsman	Guardsmen	Archer
Appearance						
Cost	10	50	80	70	120	100
Level	1	1	2	2	3	2
Leadership	5	20	30	35	50	50
Attack	1	10	12	10	15	16
Protection	1	6	8	16	17	10
Protection + D	1	4	6	4	5	3
Initiative	3	4	5	3	4	4
Speed	2	2	2	3	3	2
Health	5	15	28	32	45	28
Loss	1-2	2-4	3-6	4-5	6-8	3-4 d6 s0.5 (2-3)
Physical				20	20	
Poisonous						
Magic						
Fiery						
Crete	10	10	12	8	12	10
Talents		Biting Blow p1 2-4 Greed z1	Biting Blow p1 3-6 Search z2 Run z1	(See <i>in addition</i>)	The strengthened Blow p2 9-12	Ice Arrow z1 3-4 + a frost (see <i>in addition</i>)
Features	Feeling of comradeship	The robber	The robber	Armour	Armour Commander	The marksman

The name	Priest	Inquisitor	Cavalryman	Knight	Archimagus
Appearance					
Cost	100	300	800	1000	900
Level	2	3	4	4	4
Leadership	50	100	180	180	200
Attack	10	16	29	27	20
Protection	10	16	25	27	24
Protection + D	3	4	4	6	4
Initiative	4	5	6	3	5
Speed	2	2	5	2	2
Health	26	50	130	160	90
Loss	2-4 d6 s0.5 (2-4)	5-7 d7 s0.5 (5-7)	12-16	14-18	5-7 Lightning (6-6)
Physical			20	30	
Poisonous					
Magic	10	10			50
Fiery			20	30	
Crete	5	10	12	15	7
Talents	Treatment z2 Blessing p1	Revival z1 Sacred Anger p2		(See <i>in addition</i>)	Magic Shield p1 Fighting Trance p2 Telekinesis z1
Features	Sacred Blow Sanctity There is no penalty in hand-to-hand	Sacred Blow Sanctity There is no penalty in hand-to-hand	Armour Cavalryman +10 % of a loss for hex Resistibility to fire	The steel Armour Valour Dragon Slayer 21-27	Lightning Protection against Magic Immunity to influence on Mind


Elves

The name	Lake Fairy	Wood Fairy	Dryad	Werewolf Elf	Werewolf Wolf	Elf
Appearance						
Cost	16	20	50	160	160	270
Level	1	1	2	3	3	3
Leadership	7	8	20	60	60	80
Attack	3	4	4	16	16	21
Protection	3	2	12	16	10	15
Protection + D	1	1	3	3	2	3
Initiative	6	5	4	5	5	5
Speed	5	4	3	2	4	2
Health	6	8	25	45	45	50
Loss	1-2	1-3	1-4	7-9	5-8	4- 5 (4-5)
Physical						
Poisonous						
Magic	25	25				
Fiery		-50				
Crete	15	10	3	20	20	10
Talents		Dispersion z1	To call Thorns p2 Elven Song z1 Lullaby p3	Transformation 2 p2	Wolf Howl z1 Transformation 1 p2	Double Shot p2 8-10 (See in addition)
Features	Soars Resistibility Magics The enemy does not answer Pollen of the fairy	Soars Resistibility Magics Weakness to Fire The enemy does not answer	Soars The beauty Charm The wood Fairy The enemy does not answer	Edges Night Sight Regeneration Tolerance	Night Sight Furiousness Regeneration Tolerance	The marksman The sniper There is no penalty in hand-to-hand

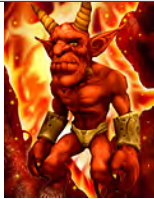
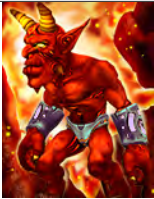

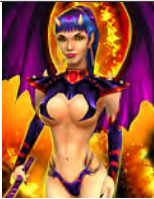
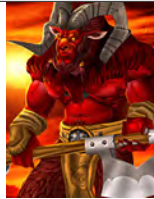
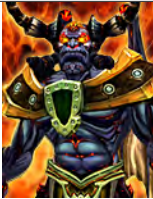
The name	Druid	Unicorn	Black Unicorn	Pathfinder	Ent	Ancient Ent
Appearance						
Cost	240	750	950	700	800	3600
Level	3	4	4	4	4	5
Leadership	110	130	150	150	260	1200
Attack	16	23	25	27	30	40
Protection	22	20	24	18	36	50
Protection + D	3	4	5	5	8	10
Initiative	2	4	5	6	2	1
Speed	2	5	4	2	2	1
Health	48	120	140	90	200	1000
Loss	4-8 дб s0.5 (2-4)	10-17	12-21	8-10 (8-10)	25-30	100-140
Physical					10	10
Poisonous					50	50
Magic	25	25	25			
Fiery					-100	-100
Crete	5	10	12	15	10	15
Talents	To call the Bear z1 Training z1			(See in addition)	Run z1 Plenty of Wasps p2 d4 s0.5 12-15 + 12-15	Plenty of Wasps z1 d4 s0.5 50-90 + 50-90 Appeal of Wasps p1

Features	Force of Wood Resistibility Magics Aura of Harmony	Resistibility Magics Light horn 10-17 + 3-6 The defender of Beauty	Resistibility Magics Light horn 12-21 + 4-7 Tolerance	The marksman The sniper There is no penalty in hand-to-hand Being-killer 12-15	Plant	Plant
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Dwarves


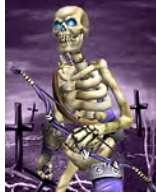
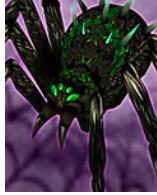


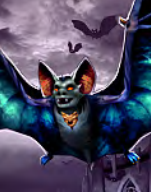

The name	Miner	Dwarf	Gunner	Alchemist	Giant
Appearance					
Cost	40	220	800	920	7000
Level	2	3	4	4	5
Leadership	20	80	220	260	1600
Attack	8	20	30	25	44
Protection	8	16	22	35	50
Protection + D	3	4	3	4	7
Initiative	3	4	6	5	5
Speed	2	2	2	2	1
Health	20	80	100	120	900
Loss	3-4	8-12	6-10 d7 s0.8 (6-10)	10-25 d3 (10-25)	70-100
Physical					
Poisonous				25	
Magic					
Fiery			10		
Crete	10	14	10	10	25
Talents	Run z1	Run z1	Turn p2 1 8-30 d7 s0.5	Poisonous potion z1 5-15 d7 s0.8 Fiery Water z1 10-20 d7 s0.8 Sacred Water z1 15-25 d7 s0.8	Run z1 Earthquake p1 40-50
Features	Night Sight		The marksman The obsidional Tool 12-20 d7 s0.5 There is no penalty in hand-to- hand	Resistibility to Poison Acid stream There is no penalty in hand-to-hand	Loves Emerald Dragons








Demons

The name	Imp	Imp the Mocker	Cerberus	Demonessa	Demon	Archidemon
Appearance						
Cost	80	120	210	400	600	6000
Level	2	2	3	4	4	5
Leadership	40	60	90	160	250	1600
Attack	16	16	18	26	33	52
Protection	12	16	18	24	33	52
Protection + D	3	4	3	4	6	6
Initiative	5	6	5	6	4	7
Speed	4	3	4	2	3	9
Health	25	45	90	80	200	666
Loss	3-6	4-7	8-12	10-18	1-3 lvl: 32-42 4-5 lvl: 22-28	88-99
Physical					10	10
Poisonous						
Magic						
Fiery	50	50	50	50	50	80
Crete	12	12	15	15	15	15
Talents	Fiery Sphere z2 3-6	Fiery Sphere z2 4-7 Sneer p4		Distant Blow p1 10-18 Seducing p2 Infernal Exchange p3	Run z1 The bloody Pentagram z1 Appeal of Demons z1	

Features	Demon Comes back The enemy does not answer	Demon Comes back The enemy does not answer	Demon Three heads	Demon The beauty	Demon The violent Domination	Demon Teleportation Immunity to Fire Clarification
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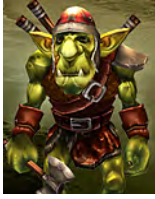

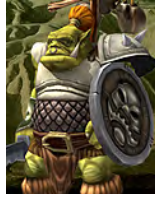
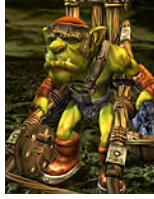
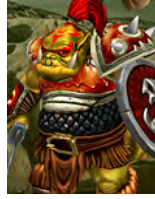


Undead

The name	Skeleton	Skeleton -Archer	Dead spider	Zombie	Decaying zombie	Vampire (Bat)	Vampire
Appearance							
Cost	20	24	15	60	80	160	160
Level	1	1	1	2	2	3	3
Leadership	12	14	13	30	40	80	80
Attack	3	3	4	9	13	20	20
Protection	2	2	2	13	15	15	20
Protection + D	2	1	1	3	3	3	4
Initiative	3	4	4	2	1	6	5
Speed	2	2	3	2	2	4	2
Health	12	8	13	30	40	40	50
Loss	2-3	2-3 d5 s0.5 (1-2)	2-3	3-5	5-7	5-8	6-12
Physical							
Poisonous	50	50	50	50	50	50	50
Magic							
Fiery	-10	-10	-10	-10	-10	-10	-10
Crete	10	10	10	10	12	5	20
Talents	Run z1	The poisoned Arrow z1 2-3 d5 s0.5 Black Arrow z1 3-4 d5 s0.5 (See <i>in addition</i>)		Run z1	Run z1	Transformation 3 p1	Transformation 4 p1
Features	Undead The bone	Undead The marksman The bone	Undead The damned	Undead	Undead Decays	Undead Soars Vampirism The enemy not answers	Undead Regeneration The enemy not answers

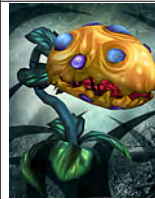
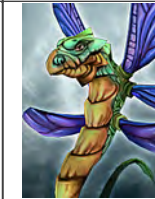
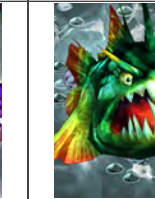
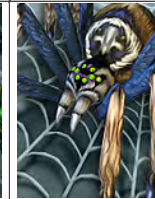
The name	Ghost	Damned Ghost	Black Knight	Ancient Vampire (Bat)	Ancient Vampire	Necromancer	Bone Dragon
Appearance							
Cost	160	280	1000	460	460	600	3200
Level	3	3	4	4	4	4	5
Leadership	80	130	150	180	180	200	1300
Attack	18	21	25	25	25	30	43
Protection	13	17	25	20	25	30	43
Protection + D	1	1	5	3	5	5	6
Initiative	4	6	3	7	6	7	6
Speed	4	4	2	5	2	2	7
Health	40	60	160	90	110	140	600
Loss	4-8	6-9	12-16	8-12	10-18	8-12 d6 s0.5 (7-10)	50-65
Physical	50	50	30				
Poisonous	50	50	50	50	50	50	50
Magic						10	
Fiery							
Crete	15	20	15	10	20	10	10
Talents		Cry p4	Run z1	Transformation 3 p1	Transformation 4 p1	Magic lock z1 To lift Undead z3 Plague z1	Poisonous Cloud p2 60-80

Features	Undead Soars The phantom Absorption Souls	Undead Soars The phantom Absorption Souls	Undead The steel armour Dark commander The accruing Anger	Undead Soars Vampirism The enemy not Answers	Undead Regeneration The enemy not Answers Death deceit	Undead Darkness cloud	Undead The bone Flies
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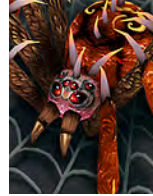
Orks

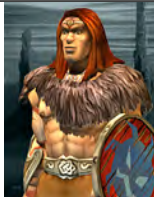
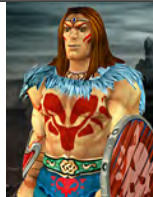

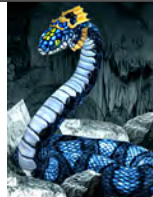


The name	Goblin	Violent Goblin	Ork	Goblin with the Catapult	Ork the Veteran	Shaman	Ogre
Appearance							
Cost	50	60	90	180	280	600	3000
Level	2	2	3	3	4	4	5
Leadership	35	40	60	120	140	200	900
Attack	16	14	16	23	25	24	41
Protection	10	14	17	15	25	32	41
Protection + D	2	3	4	3	6	5	7
Initiative	4	6	4	4	6	5	3
Speed	2	3	2	2	3	3	2
Health	20	38	65	80	110	160	580
Loss	2-4 d4 s0.5 (2-4)	3-8	7-10	5-9 d5 s0.8 (3-5)	15-20	15-18	50-70
Physical			10		10		10
Poisonous							10
Magic							
Fiery				-50			10
Crete	10	20	10	10	20	10	15
Talents		Run z1	Run z1	The fiery Shell p2 6-10	Run z1	Dance of Edges p2 20-25 Totem of Life p3 Totem of Death p3	Ogre Fury p3
Features	The marksman There is no penalty in The hand-to-hand			The marksman The obsidional Tool 10-18 d6 s0.8 Weakness to Fire	Counterattack		Commander of Orks

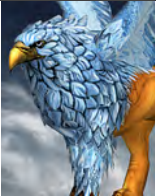
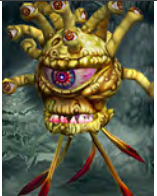


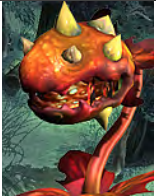
Neutrals


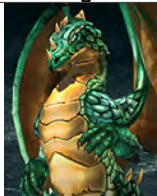
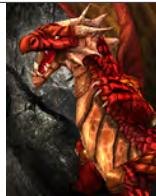
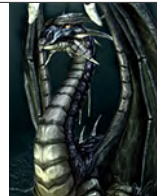
The name	Thorn-hunter	Thorn-soldier	Lake Dragon	Fiery Dragon	Sea Devil	Poisonous Spider	Cave Spider
Appearance							
Cost	10	10	12	14	20	20	24
Level	1	1	1	1	1	1	1
Leadership	8	8	9	9	12	12	14
Attack	4	4	3	3	6	5	4
Protection	1	3	1	1	4	1	4
Protection + D	1	2	1	1	1	1	1
Initiative	2	4	6	5	6	4	2
Speed	3	3	4	3	3	3	3
Health	5	8	6	6	10	10	14
Loss	1-2 d4 s0.5 (1-2)	1-3	1-3	1-3	1-3	2-3	2-4
Physical							20
Poisonous	50	50				80	
Magic			30				
Fiery	-100	-100		30	20	-10	-10
Crete	5	12	12	12	30	12	12
Talents	Sowing z1	Sowing z1		Haste p1			Web z2

Features	Plant The marksman Eyeless There is no penalty in hand-to-hand	Plant Eyeless	Soars Resistibility to Magics Weakness	Soars Resistibility to fire	The sea Night Sight The terrible Critical blow Resistibility to fire	Immunity to poison The poisonous	The underground The stone Skin
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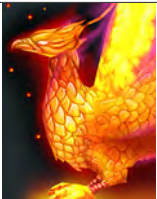
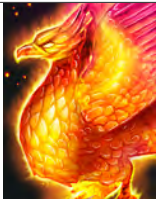


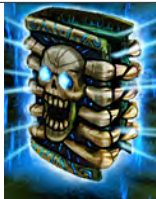
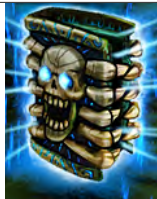

The name	Hyena	Pirate	Marsh Snake	Wolf	Snake	Fiery Spider
Appearance						
Cost	40	50	60	60	70	60
Level	2	2	2	2	2	2
Leadership	20	25	28	30	30	30
Attack	8	8	12	10	14	12
Protection	8	4	8	6	8	12
Protection + D	2	1	2	2	2	3
Initiative	4	4	4	5	5	6
Speed	3	3	2	3	2	3
Health	14	20	25	15	28	27
Loss	3-4	3-5	3-5	3-6	3-6	4-5
Physical						
Poisonous			80		50	50
Magic						
Fiery	-10			-10		25
Crete	10	15	12	10	15	16
Talents	Preparation p1		Throw 1 p1 4-6	Wolf Howl z1	Throw 2 p1 4-7	Web z2
Features	Night Sight Corpser	The gold digger The sea	Immunity to Poison The poisonous	Night Sight Furiousness	Protection against Poison	Protection against Poison Resistibility to fire Immunity to influence on Mind

The name	Barbarian	Berserker	The old salt	Royal Snake	Bear	Ancient Bear
Appearance						
Cost	60	70	100	220	160	240
Level	2	2	3	3	3	3
Leadership	35	35	40	60	70	80
Attack	10	20	18	18	14	18
Protection	8	4	10	18	16	20
Protection + D	1	1	2	3	4	3
Initiative	3	6	5	6	2	3
Speed	3	3	2	3	2	2
Health	30	30	34	52	60	70
Loss	4-6	4-6	5-7	6-10	7-10	9-12
Physical				10		10
Poisonous				80		
Magic						
Fiery					-10	-10
Crete	15	30	20	25	20	30
Talents	Berserker z1	Run z1	Run z1 Furious Attack p1 5-7	Throw 1 p1 8-11	Run z1	Run z1
Features	The tempered	Berserker The tempered Immunity to To influence on Reason	The gold digger The sea	The poisonous Immunity to Poison The enemy does not answer	Critical Blow Beinging Hibernation	Critical Blow Beinging Hibernation

The name	Griffin	Beasteye	Polar bear	Evileye	Royal Thorn
Appearance					
Cost	260	460	540	620	600
Level	3	3	4	4	4
Leadership	80	140	150	180	380
Attack	18	20	22	22	30
Protection	18	24	26	28	30
Protection + D	5	3	4	3	6
Initiative	5	4	4	5	2
Speed	5	3	2	3	1
Health	90	50	120	70	280
Loss	5-10	5-12 d6 s0.5 (5-12)	12-22	8-15 d7 s0.5 (8-15)	20-30 d6 s0.5 (30-40)
Physical	10		10		
Poisonous					50
Magic	20				
Fiery			-10		-100
Crete	12	15	30	20	20
Talents	Division		Run z1	The Reason control z1	Budding p3
Features	Animal Flies The violent Resistibility Magics	Soars The marksman Lulling Beam The underground Immunity to To influence on Reason There is no penalty in The hand-to-hand	Animal Critical Blow Beinging Hibernation The tempered	Soars The marksman Lulling Beam The underground Immunity to To influence on Reason There is no penalty in The hand-to-hand	Plant The marksman Eyeless There is no penalty in The hand-to-hand

The name	Cyclops	Emerald Dragon	Red Dragon	Black Dragon
Appearance				
Cost	5000	9000	12000	15000
Level	5	5	5	5
Leadership	1400	1600	2000	2500
Attack	40	43	53	56
Protection	47	49	53	56
Protection + D	10	6	7	8
Initiative	1	7	6	7
Speed	2	6	7	8
Health	520	700	770	800
Loss	50-60 (70-80)	80-110	100-120	110-130
Physical	30	10	10	15
Poisonous	60			
Magic		30	30	80
Fiery	30	50	80	80
Crete	10	10	20	20
Talents	Deafening Clap z1 60-70 Push p2 80-100	Purpose capture p2 130-130 Source Mana p3 50-70	Flame stream p2 100-140	Fire power p2 110-140
Features	The marksman The sniper The stone There is no penalty in The hand-to-hand	Flies Hates Giants 160-220 Protection against Fire Resistibility Magics Immunity to influence on Reason	Flies Breath of the Dragon Immunity to Fire Resistibility Magics Immunity to To influence on Reason	Flies Breath of the Dragon The power of the Dragon Immunity to influence on Reason Immunity to Magic Immunity to Fire

Summoned Beings





The name	Young Phoenix	Adult Phoenix	Ancient Phoenix	Lina's Orb	Harm book I	Harm book II	Harm book III
Appearance							
Race	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
Cost							
Level	3	4	5	5	3	4	5
Leadership							
Attack	15	20	30	40	15	20	25
Protection	10	15	20	40	15	20	25
Protection + D	3	4	5	2	3	3	3
Initiative	5	6	7	2	3	4	5
Speed	5	6	7	2	2	2	2
Health	200	400	800	300	200	400	600
Loss	40-60	70-100	140-240	Loss	20-50	30-75	50-120
Physical				25			
Poisonous					50	50	50
Magic	80	80	80	80	80	80	80
Fiery	80	80	80	-100	-100	-100	-100
Crete	20	30	40	20	10	20	25
Talents					Casual Spell z1 Absorption z1	Casual Spell z1 Absorption z1	Casual Spell z1 Absorption z1
Features	Revival Flies Fiery Storm Arson of 30 % Immunity to fire Immunity to Magics	Revival Flies Fiery Storm Arson of 50 % Immunity to fire Immunity to Magics	Revival Flies Fiery Storm Arson of 70 % Immunity to fire Immunity to Magics	Sphere The ice Immunity to Magics The enemy not Answers Immunity to To influence on Reason	The usual Spells Protection against Poison Immunity to Magics Immunity to To influence on Reason Vulnerability to To fire Eyeless	The strong Spells Protection against Poison Immunity to Magics Immunity to To influence on Reason Vulnerability to To fire Eyeless	The powerful Spells Protection against Poison Immunity to Magics Immunity to To influence on Reason Vulnerability to To fire Eyeless

Explanatories to the Table of Beings

Some beings can have additional talents. It can occur, if the hero learns ability [Training](#) then depending on its level new talents will be accessible.

Ability level	Beings	Talents
1	Swordsman	The strengthened blow p2
2	Archer	Fiery arrow z1
3	The knight	Circular blow p2

On the beings, shooting of bows ([Archer](#), [Skeleton-Archer](#), [Elf](#), [Pathfinder](#)), it is possible to impose the spell [the Arrow of the Dragon](#), thus at them appears talent [the Arrow of the Dragon](#).

5-8 (5-8)	 Physical loss	d6 s0.5	For marksmen: a distance of direct shooting and the penalty If the distance is more Loss (5-8) for hand-to-hand attack of marksmen
2-4 d6 s0.5 (2-4)	 Magic loss	Talents:	
10-25 d3 (10-25)	 Poisonous loss	z2	Charges: 2 . Talent it is possible to use only the limited number of times for fight
Fiery sphere 3-5	 Fiery loss	p3	Recharge: 3 The talent can be used many times for fight. Some courses for a talent recharge are necessary.
Protection + D shows how much base protection of a being when it executes a command increases to be protected.			

Features of Beings

The name	The beings having given feature Description of feature
Aura of Harmony	Druid All elves in army is received by +1 Morals. (Except for druids)
Eyeless	Thorn-hunter , Thorn-soldier , Royal Thorn , Evil Book I , Evil Book II , Evil Book III Possesses immunity to spells Blinding , Accuracy , Veil . Feels presence and can attack invisible beings (groups on which the spell is imposed Invisibility).
Berserker	Berserker Always is in a berserker condition and consequently it is uncontrollable.
Furiousness	Wolf (10 %) Werewolf the Wolf (20 %) With certain probability infects at attack by Furiousness .
Armour	Swordsman , Guardsmen , Cavalryman Good resistibility to a physical loss. (20 %)
Vampirism	Vampire (Bat) , Ancient Vampire (Bat) Absorbs a part taken away from the enemy at health attack, restoring the own. Victims are revived. 100 % of the put loss increase to total units of health Group of vampires, then the number live and wounded is recalculated. Quantity of vampires in group not Can become above quantity on the fight beginning. I.e., the analogue of "Revival" on group is applied Vampires, it restores units of a life of a stack in quantity = 100 % of the put loss.
The power of the Dragon	Black Dragon Presence of such powerful opponent, as the Black Dragon, Spikes fear into hearts of enemies 1-4 levels, and reduces their initiative on 1
Comes back	Imp , Imp-mocker After blow drawing comes back.
Revival	Young Phoenix , Adult Phoenix , Ancient Phoenix Perishing can revive once from ashes. When on fighting arena the course will pass to a corpse of a phoenix The talent Revival will be accessible. The player can choose an opportunity for revival of the Phoenix.
The enemy does not answer	Wood Fairy , Lake Fairy , Dryad , Imp , Imp-mocker , Vampire , Ancient Vampire , Vampire (Bat) , Ancient Vampire (Bat) , Royal Snake . The enemy does not answer blow.
The robber	Robber , Marauder Moral armies of people 1-2 levels in army it is lowered on 1.
Demon	Imp , Imp-mocker , Cerberus , Demonessa , Demon , ArchiDemon Demonic creations from other world possess protection against fire (resistibility of 50 %), Immunity to spells Treatment , the Plague , Hell Breath , Call Necromancer and Life Light ; to talents Revival and Lift Undead . On lava arenas Protection is increased by 50 %, on the snow is lowered on 50 %.
Valour	The knight The self-trust gives +1 Morals.
Domination	Demon Puts in addition 50 % of a loss on beings 1-3 levels.
The wood Fairy	Dryad Ents and Thorns in army will receive +1 Morals.
Breath of the Dragon	Red Dragon , Black Dragon Amazes with the breath the target and group standing up for it.
The tempered	Barbarian , Berserker , Polar bear The loss from spells the Ice Snake and the Geyser , and also from talent the Ice Arrow is lowered on 25 %. Cannot be frozen. On snow arenas Protection is increased by 50 %.
Protection against Magic	The archimagus Resistibility to a magic loss of 50 %.
Protection against Fire	Emerald Dragon Resistibility to a fiery loss of 50 %.
Protection against Poison	Snake , Fiery Spider , Evil Book I , Evil Book II , Evil Book III Resistibility to a poisonous loss of 50 %.

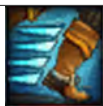





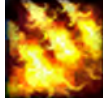





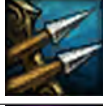
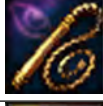
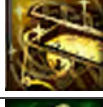

The name	The beings having given feature Description of feature
The defender of Beauty	Unicorn Fairies and Dryads receive +2 Morals.
The killer of Beings	Pathfinder Puts 150 % of a loss to Animals.
The gold digger	Pirate, Old salt Increases by 10 % the gold found on a card: in chests, gold small groups, «confidential places» (stubs, skeletons etc.). Gold from the chests opened in the field, does not increase fight. Does not influence the gold given for quests and fights. Operates, even when the group is in a reserve.
Immunity to influence on Reason	Archimagus, Fiery Spider, Evileye, Beasteye, Emerald Dragon, Red Dragon, Black Dragon, Berserker, Lina's Orb, Evil Book I, Evil Book II, Evil Book III Do not operate Spells : Berserker, Hypnosis, Fright and Magic Fetters ; talents : Training, Wolf Howl, Reason Control, Lullaby and Seducing ; features affecting reason of the purpose: Lulling Beam, Terrible, Charm
Immunity to Magic	Black Dragon, Lina's Orb, Young Phoenix, Adult Phoenix, Ancient Phoenix, Evil Book I, Evil Book II, Evil Book III Resistibility to a magic loss of 80 %. Spells (an exception the Plague and the Armageddon) do not operate.
Immunity to Fire	Archidemon, Red Dragon, Black Dragon, Lina's Orb, Young Phoenix, Adult Phoenix, Ancient Phoenix Resistibility to a fiery loss of 80 %. It is impossible to set fire
Immunity to Poison	Poisonous Spider, Marsh Snake, Royal Snake Resistibility to a poisonous loss of 80 %. It is impossible to poison.
The cavalryman	Cavalryman Being dispersed on a straight line, increases a loss by 10 % from base value for each passed cage (For 1 cage of + 10 % of a loss, for 2 cages of + 20 % of a loss and so on).
Stone Skin	Cave Spider Resistibility to a physical loss of 20 %.
Stone	Cyclops The stone creation recovered by magic, is sluggish, but possesses resistibility to fire (30 %), poison (60 %) and a physical loss (30 %). Has immunity to influence on reason , to treatment and revival spells.
Commander	Guardsmen Moral of Archers and Swordsmen +1.
Ork Commander	Ogre Orks and Goblins receive +1 Morals.
Counterattack	Ork-veteran If the enemy has answered attack the ork strikes one more blow to the enemy. Does not work against enemies with meek attack.
The bone	Skeleton, Skeleton-Archer, Bone Dragon Receives only 30 % of a loss from arrows (all kinds of shooting attacks and talents of Pathfinders, Elves, Archers and Skeletons-Archers are considered).
The beauty	Dryad, Demonessa All men-humanoids (except Shamans) with probability of 30 % miss, struck by beauty girls.
Critical Blow	Bear (20 %), (the Ancient Bear, the Polar bear, the Sea Devil of 30 %) With a high probability at attack strikes critical blow.
The ice	Lina's Orb Being created of ice, the sphere receives less loss from physical attacks (Resistance of 25 %) and a higher loss from fire (the Double loss).
Edges	Werewolf Elf The jagged edges of the werewolf at attack with probability of 100 % put severe wounds (except a case, When he answers blow), causing decrease in fighting capacity of the purpose .
Flies	Bone Dragon, Griffin, Emerald Dragon, Red Dragon, Black Dragon, Young Phoenix, Adult Phoenix, Ancient Phoenix Can fly low obstacles or roughnesses of a relief.
Loves Emerald Dragons	Giant Considers emerald dragons exclusively tasty and useful. Moral of giants raises (+1).

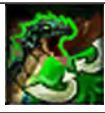
The name	The beings having given feature Description of feature
Lightning	The archimagus Amazes the enemy with a lightning on any distance. The magic loss causes and can with probability of 25 % cause a shock at the purpose.
The sea	Sea Devil , the Pirate , the Old salt At battle on the sea - raised moral (+2).
Powerful Spells	Evil Book III Uses powerful attacking and weakening spells, uses Reason and Distortion paternosters. Force level: III.
Accruing Anger	The black knight Each time, attacking the enemy, receives a bonus +3 to a loss and +3 % to chance of critical blow. The maximum bonus +15 to a loss and +15 % to critical blow.
Undead	All Groups Undead Being the revived dead person, possesses properties: Protection against Poison (resistibility of 50 %). +50 % of Attack at night and in the evening , and also in vaults (concerning base value). +1 Moral on cemeteries. 200 % of the Loss from sacred attacks. Immunity to influence on reason , Immunity to some spells (Bless , Revival , Armour of the God , Victim , Weakness), to talents (Vampirism , Dance of Edges) and features Soul Abduction , to effects (the Bleeding , Furiousness , Curse). The spell Treatment causes a loss. The plague - does not influence undead parametres, but is transferred from it on others.
The violent	Demon , the Griffin Always answers attack of the enemy.
Hates Giants	Emerald Dragon The doubled loss causes on giants. Spoils moral if in army there are giants. (-2)
There is no penalty in the hand-to-hand	Priest , Inquisitor , Elf , Pathfinder , Gunner , Alchemist , Goblin , Thorn the Hunter , Royal Thorn , Cyclops In the hand-to-hand the same loss causes, as well as at remote attack. At Royal Thorns and the Cyclops the hand-to-hand loss is more than shooting.
Night Sight	Werewolf Elf , Werewolf the Wolf , Miner , Sea Devil , Hyena , Wolf At night and in the evening , and also in vaults Attack is increased by 50 % from base value.
Darkness cloud	Necromancer The distance attacks, hitting the target and the next groups magic (the next groups receive 50 % Loss). Allied armies also receive a loss from a cloud. All amazed beings are damned .
Death deceit	Ancient Vampire Avoids critical blows, being dissolved in shades.
Usual Spells	Evil Book I Uses weak attacking and weakening spells. Force level: I.
Fiery Storm	Young Phoenix , Adult Phoenix , Ancient Phoenix Attacks fire three purposes simultaneously, setting fire to them.
Beinging	Bear , Ancient Bear , Polar bear When the bear receives a loss (except a case when answer its blow), its attack increases on 100 % concerning base value on 1 course.
The obsidional Tool	Gunner , Goblin with the Catapult Puts on obstacles , barriers and Gremlin Towers of 200 % of a loss base attack
Charm	Dryad At attack with probability of 20 % fascinates the man - the humanoid 1-3 levels, And it battles on the party of the dryad 2 courses.
Clarification	Archidemon Removes from itself all negative effects in the beginning of the course.
Corpse-eater	Hyena Can reach group of the died beings out of reach radius, receiving on it In addition 2 Points of Action.
Soars	Wood Fairy , Lake Fairy , Dryad , Ghost , Damned ghost , Vampire (Bat) , Ancient Vampire (Bat) , Fiery Dragon , Lake Dragon , Evileye , Beasteye Can fly low obstacles or roughnesses of a relief.
Soul absorption	Ghost , Damned Ghost Number of group of ghosts grows at the expense of absorption of souls of the killed enemies. (See in addition)

The name	The beings having given feature Description of feature
The underground	Cave Spider , Evileye , Beasteye In vaults Attack is increased by 50 %.
The commander of Darkness	Black knight Moral of undead in army +1 (except for black knights).
The damned	Dead Spider Attacking the enemy, with probability of 50 % damns it.
Pollen of the Fairy	Lake Fairy With probability of 30 % at attack imposes Weakness on 1 course.
Decays	The decaying Zombie At destruction lets out the ptomaine infecting with a plague the next groups (The plague is imposed at 2nd level of magic of Chaos).
Plant	Ent , Ancient Ent , Thorn-hunter , Thorn-soldier , Royal Thorn Plants do not possess reason and an animal flesh with what their features are connected: Vulnerability to Fire (200 % of a loss). Protection against Poison (50 % of a loss). Immunity to influence on the reason , to some spells (Treatment , Revival , the Plague , Weakness , Call Necromancer), to talents (Revival to Lift Undead), features (Vampirism , Soul Absorption), to effects the Bleeding , Furiousness , the Shock .
Regeneration	Werewolf Elf , Werewolf the Wolf , Vampire , Ancient Vampire Each course restores health to a maximum.
Light horn	Unicorn , Black Unicorn Puts in addition 30 % of a magic loss on undead and to demons .
Sacred Blow	The priest , the Inquisitor Attacks from distance, letting out the magic shell, the causing doubled loss undead .
Sanctity	The priest , the Inquisitor Does not receive the penalty to morals from presence undead in army.
Force of Wood	The druid Attacks from distance, letting out the magic shell which is hitting the target and next groups (50 %). Does not put a loss to allies who are near to the purpose.
Strong Spells	Evil Book II Uses strong attacking and weakening spells and curses. Force level: II .
Weakness	Lake Dragon With probability of 30 % at attack imposes a spell Weakness on 1 course.
Weakness to Fire	The wood Fairy , Goblin with the Catapult Fire puts 150 % of a loss.
The sniper	Elf , Pathfinder , Cyclops There is no penalty for distance at remote attack.
Resistibility of Magic	The wood Fairy , the Lake Fairy , the Druid , Unicorn , Black Unicorn (for all of 25 %) Lake Dragon (30 %), Griffin (20 %), Emerald Dragon (30 %), Red Dragon (30 %) Resistibility to a magic loss.
Resistibility to Fire	Fiery Spider (25 %), the Cavalryman (20 %), Fiery Dragon (30 %), Sea Devil (20 %) Resistibility to a fiery loss.
Resistibility to Poison	The alchemist Resistibility to a poisonous loss (25 %).
Hibernation	Bear , Ancient Bear , Polar bear Falls asleep from inactivity on 2 courses. "Inactivity" considers command performance to protected", provided that the bear has not executed more than any actions in a current round (movement, talent application). Wakes up, receiving a loss. When sleeps , each course restores health to a maximum.
Steel Armour	Knight , Black Knight High resistibility to a physical loss. (30 %)
The terrible	Sea Devil At attack, with probability of 30 %, tries to frighten the opponent 1-3 levels on 2 courses. The frightened enemy does not answer blow. Does not operate on undead and on immune to influence on reason
Archer	Archer , Elf , Pathfinder , Gunner , Goblin , Goblin with the Catapult , Skeleton-Archer , Thorn-hunter , Royal Thorn , Evileye , Beasteye , Cyclops The basic attack of a being is remote shooting or throwing.

The name	The beings having given feature Description of feature
Acid stream	The alchemist Lets out an acid stream, on a distance to 3 hexes, burning all on the way. The enemy does not answer this attack. The alchemist receives some bonuses of marksmen .
Teleportation	Archidemon Instantly moves, ignoring any obstacles.
Tolerance	Werewolf Elf , Werewolf the Wolf , Black Unicorn Suffers presence undead in army, not receiving the morals penalty.
Three Headed	Cerberus Attacks at once three purposes before itself.
Dragon Slayer	The knight The increased loss on dragons (+ 50 %) and firmness to fire (resistibility 30 %).
Lulling Beam	Evileye , Beasteeye The distance attacks a beam lulling the opponent on 1 course. Opponents of 1st level are lulled with probability of 100 %, 2nd - 50 %, 3rd - 25 %, 4th - 10 %. Opponents of 5th level cannot be lulled.
Vulnerability to Fire	Evil Book I , Evil Book II , Evil Book III Receives the doubled loss from fire.
The phantom	Ghost , Damned Ghost Receives half of loss from physical attacks (resistibility of 50 %) and passes through obstacles.
Feeling of comradeship	The peasant For each 30 peasants group Attack in fight grows in group on 1 , but the total bonus is no more 10 .
Sphere	Lina's Orb Moves only on a straight line and stops, facing any obstacle. For each cage of the dispersal, loss caused by a sphere increases by 100 %.
The poisonous	Poisonous Spider (50 %), Marsh Snake (30 %), Royal Snake (30 %) With certain probability at attack imposes the Poisoning on 3 courses.
Eternal Ashes (The latent feature)	Fiery Dragon , Lake Dragon , Sea Devil , Marsh Snake , Royal Snake , Snake , Evileye , Beasteeye , Young Phoenix , Adult Phoenix , Ancient Phoenix From this kind of beings it is impossible to lift undead a spell Call Necromancer and talent to Lift Undead
Goal I eat (The latent feature)	Young Phoenix , Adult Phoenix , Ancient Phoenix , Evil Book I , Evil Book II , Evil Book III , Lina's Orb , Cyclops Artificial lifeless creation. Immunity to some spells (Treatment , Revival , the Plague , Weakness , Call Necromancer), to talents (Dance of Edges to Lift Undead) to features (Pollen of Fairies , Weakness , Vampirism , Soul Absorption), to effects the Bleeding , Furiousness , the Shock .
The humanoid (The latent feature)	All humanoids of a male except: Undead , Archidemon , Shaman On a being can operate talent the Seducing and features the Beauty and Charm
Dragon (The latent feature)	Bone Dragon , Emerald Dragon , Red Dragon , Black Dragon Under the influence of a spell the Murderer of Dragons puts a being of more loss. Receives the various Bonuses and penalties from the artefacts operating on dragons.
Animal (Animal) (The latent feature)	Werewolf the Wolf , Unicorn , Black Unicorn , Fiery Dragon , Lake Dragon , Hyena , Wolf , Bear , Ancient Bear , Polar bear , Marsh Snake , Snake , Griffin , Royal Snake On a being the talent Training operates. Receives from beings with feature killer of beings in addition 50 % of a loss. Receives various bonuses and penalties from the artefacts operating on animals.
Archer (The latent feature)	Archer , Elf , Pathfinder , Skeleton-Archer The being shoots from onions and on it is possible to impose a spell Arrow of the Dragon
The magician (The latent feature)	Priest , Inquisitor , Shaman , Druid , Archimagus , Necromancer The given being possesses ability to apply unique spells and effects. The spirit of stone Zerok causes to it the doubled loss.

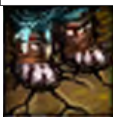


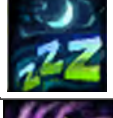


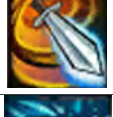
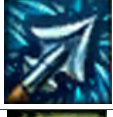
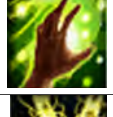
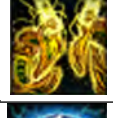
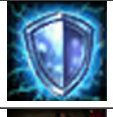
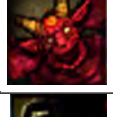
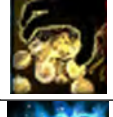


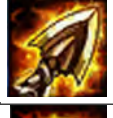


Talents of beings

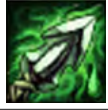
	The name	The description
	Run	Promptly rushes to the enemy, receiving for this purpose in addition 2 points of action .
	Berserker	The barbarian runs into a condition of fighting madness on 3 rounds, for this time it becomes uncontrollable. Its initiative, attack and probability of critical blow are increased by 100 % , and on 50 % protection is lowered. The initiative, attack and protection change concerning base value. Application of talent does not finish a group course.
	Bless	Blesses the purpose on 2 courses, allowing it to cause the maximum loss base attacks. If it is applied on undead on 2 courses imposes effect « Sacred Fetters » (Attack and Protection decrease on 30 % concerning base values). At imposing removes effect " Weakness ". It can not be applied on demons .
	Fighting Trance	The archimagus runs into a fighting trance on 2 courses. The loss, probability of a shock and critical blow are increased by 100 % , protection is lowered on 50 % . In a trance it is impossible to use other talents. Attacking abilities of the archimagus are strengthened. The probability of a shock becomes equal 50 % . The loss and protection change concerning base values. Application of talent does not finish a group course.
	Throw1	Rushes on the enemy, attacking through one free cage. The loss causes and poisons (probability Poisonings - 100 %), the enemy does not answer this blow. Marsh Snakes put 4-6 losses poison , Royal Snakes 8-11 losses
	Throw2	Rushes on the enemy, attacking through one free cage. The loss 4-7 causes and deafens (probability of devocalization - 100 %), the enemy do not answer this blow. Beings of 5th level cannot be deafened.
	Fire power	In flight the dragon lets out under itself a flame, putting 110-140 fiery losses to all groups which have got under blow.
	Revival	The phoenix revives from ashes with full health.
	Wolf Howl	Publishes awful howl. On beings 1-2 levels are imposed effect " Fear " on 2 courses Operates on people (including нейтралов type of pirates and barbarians), elves and gnomes . Besides, with probability of 50 % they will pass the following course.
	Cry	Publishes a cry rejecting enemies of 1-3 levels in radius 2 hexes, Also puts 6-9 physical losses which force falls with distance. To the beings standing closely to Damned Ghosts , 100 % of a loss are put; To the beings which are through a cage - 50 % of a loss. The cry rejects, but does not put a loss undead and to beings with immunity to influence on reason . On beings of 4-4-5th level the cry does not operate - both does not reject, and does not put a loss.
	Revival	Revives the lost fighters in the chosen group, restoring 7 health. Does not operate on undead , demons , plants and golems .
	Distant Blow	Attacks a whip through one cage if it is free. Puts 10-18 losses, the enemy does not answer this blow.
	Double Shot	Lets out at once two arrows, putting a double base loss equal 8-10 .
	Training	Wins over group of animals 1-3 levels with total leadership to 80 % from total leadership of group of druids. This group 2 rounds battles on the party of the Druid .
	Greed	Conducted by thirst of a profit the Robber instantly moves to any chest on arena. Application of talent does not finish a group course.
	Sowing	Grows up group of thorns from the fallen group laying in the next cage. Total leadership of the grown up group: 2-4 for every thorn from group. The group of Thorns-soldiers or Thorns-hunters is equiprobably caused.



Purpose capture


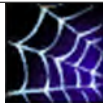




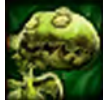



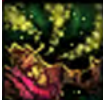


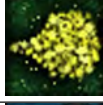


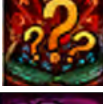

The enemy standing from it through one free cage suffices, draws it to itself and puts **130-130** losses.

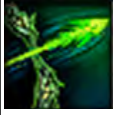
	The name	The description
	Earthquake	Causes earthquake. All land armies receive a loss. Than more close they stand to the Giant , The there is more than damage. The next groups receive 40-50 losses, The others - on 10 % of a loss it is less for each cage of distance to the giant. For example, the purposes standing near to the giant, will receive 100 % of a loss; Through 1 cage - 90 %; Through 2 cages - 80 % etc.
	Infernal Exchange	Interchanges the position of any two groups. Cannot be applied on Archidemons and on group Demonesses applying this talent.
	Source of Mana	Puts 50-70 magic losses to all enemies near to itself and exhausts from them mana, giving to its hero. Gives 1 unit of mana for each 100 units of a loss (a rounding off down to whole). It is considered only the real caused loss.
	Lullaby	The bewitching voice of the Dryad lulls armies 1-3 levels on 2 courses. Does not operate on beings with immunity to influence on reason .
	The Reason control	The beret under the control reason of a being, also forces it to attack the chosen enemy. Can take Under the control group of the or enemy soldiers 1-4 levels and with total Leadership to 100 % from total leadership of Evieleyes group . Does not operate on the beings, possessing immunity to influence on reason . The talent cannot be used against group at which does not remain action points .
	Bloody Pentagram	Creates the bloody pentagram giving +2 initiatives and morals to all demons - to allies of 1-4 levels. The pentagram disappears through 2 courses. Application of talent does not finish a group course.
	Circular Blow	The knight puts 15-20 units of a physical loss to all enemies standing in the next cages. If it is used against dragons then the loss will be 23-30 . The talent appears at the Knight , only when the hero will study ability Training level 3.
	Ice Arrow	Lets out an ice arrow, putting 3-4 physical losses and slowing down the purpose. On the enemy the effect of the Frost (-1 by the Speed during 3 courses) is imposed. Beings Young Phoenix , Adult Phoenix , Ancient Phoenix , Lina's Orb cannot be frozen.
	Healing	Restores 10 health to the chosen group. It cannot be applied on demons , a plant and undead .
	Magic lock	Blocks possibility of application of any talents of the purpose on 2 courses.
	Magic Shield	Gives the purposes magic protection on 3 courses, twice reducing a loss received by the purpose. It is impossible to use on beings with immunity to magic .
	Sneer	Teases the enemy who has not made a course 1-4 levels, deducing it from itself. The angered enemy tries to destroy at once the offender.
	Search	Searches the beings which have fallen in fight in search of gold. Gives as much gold, how many would give the casual chest which is on this field of fight.
	Deafening Clap	Puts 60-70 losses and deafens the purpose (probability of devocalization - 100 %). Beings of 5th level to deafen it is impossible.
	Fiery Water	Throws a large bottle with a combustibile potion, putting 10-20 losses fire and setting fire to the purpose. Probability of an arson - 100 %.
	Fiery Arrow	Archer lets out a fiery arrow, putting 4-5 fiery losses and setting fire to the purpose Probability of an arson - 100 %. The talent appears at Archer , only when the hero will study ability Training level 2
	Fiery Shell	Uses the blowing up shell putting 6-10 fiery losses of the purpose and its neighbours (50 % of a loss are put to neighbours). With probability of 50 % sets fire to the purposes.
	Fiery Sphere	Throws in the enemy the fiery sphere, a causing loss fire of the purpose and to the next groups (30 % of a loss are put to neighbours). Imps put 3-6 fiery losses ; Imps-mockers - 4-7 fiery losses .



**The poisoned
Arrow**



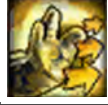


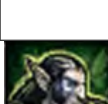
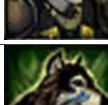
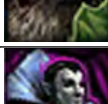
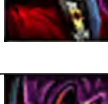
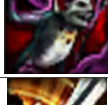
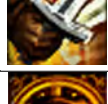
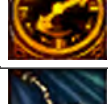
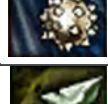
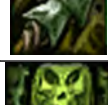
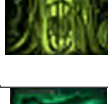
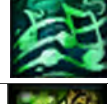
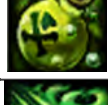
Lets out the poisoned arrow, putting **2-3 losses poison** and poisoning the purpose (probability of a poisoning - **100 %**).



	The name	The description
	Turn	Charges and lets out at once three kernels, putting 18-30 losses of the purpose.
	Web	On 2 courses confuses the enemy standing nearby in a web. The purpose cannot move.
	Absorption	The book is sated, absorbing next allied group, total health which is less 200/400/600 , for the Book 1-3 levels, and also receives 2 attacking spells. Can absorb and the armies called during fight (the called thorns, lifted undead etc.). Cannot absorb beings of 5th level.
	Preparation	The hyena prepares for deadly attack, and all blows struck in this round by all means will the critical . Application of talent does not finish a group course.
	To lift Undead	Lifts group of the died beings in the form of group corresponding to them undead. Total leadership of the lifted group does not exceed 60 % from total leadership of group Necromancers, thus cannot be revived soldiers more than was in the lost group. (See <i>in addition</i>)
	Flame stream	Exhales in the chosen direction a stream of the flame which is putting 100-140 fiery losses and setting fire with probability 50% .
	Budding	Grows up group of thorns in a free next cage. Total leadership grown up group: 150-300 for everyone royal Thorn. The group of Thorns-soldiers or Thorns-hunters is equiprobably caused.
	To call the Bear	Calls group of bears which battles on the party of the druid till the end of fight, or will not be lost yet. Total health of group: 15-20 for each druid. The group of Bears or Ancient Bears is equiprobably caused.
	To call Thorns	Calls group of thorns which battles on the party of the dryad till the end of fight, or will not be lost yet. Total leadership of group: 8-10 for each dryad. The group of Thorns-soldiers or Thorns-hunters is equiprobably caused.
	Appeal of Demons	Calls in the next cage group of demons 1-4 levels. Total leadership of the called group of 20 %-30 % from total leadership of group of Demons . The group of any demons from 1 to 4 levels can be equiprobably caused.
	Appeal of Wasps	Calls a new plenty of wasps which then can let out on the enemy. It can be applied at any moment, each call adds one charge « the Plenty of Wasps ».
	Division	The group shares on two parts. Application of talent does not finish a group course. The group consisting of 1 Griffin , cannot apply this talent. Both half of divided group cannot apply this talent till the end of fight.
	Dispersion	Removes all spells and effects from the chosen group.
	Plenty of wasps	Lets out a plenty of the wasps stinging the enemy both causing to the purpose a usual and poisonous loss . Ent puts 12-15 physical and 12-15 poisonous losses . Ancient Ent puts 50-90 physical and 50-90 poisonous losses .
	Sacred Water	It is used only against undead. Throws a large bottle with the sacred water, putting 15-25 losses magic and on 2 courses are imposed by effect « Sacred Fetters » (Attack and Protection decrease on 30 % concerning base values).
	Sacred Anger	Gives to the hero of 5-10 Furies , on 2 courses blesses the purpose and gives property «Sacred anger» (150 % of a loss on undead). At application on undead, on 2 courses imposes effect « Sacred fetters » (Attack and Protection decrease on 30 % concerning base values). The group puts 150 % of a loss undead.
	Casual Spell	Amazes the chosen enemy with a casual attacking spell, or imposes on it a negative effect. (See <i>in addition</i>).
	Seducing	Tries to tempt the enemy soldiers who are through a free cage. Can tempt group of humanoids with total leadership to 80 % from total leadership group Demonesses , and it 2 rounds will battle on party Demonesses. If to tempt the purpose not possible, Demonesses puts 10-18 losses. Does not operate on beings of 5th level.



Arrow of the Dragon

The arrows shaped by dragons cause **an astral loss**, ignoring distance, and also protection And all resistibility of the purpose. Magic arrows do not receive bonuses of a loss from the majority Spells and subjects.
The talent is added only **to Arhers** if on group have conjured a spell of the Dragon.
Loss: **Archer 3-4, Skeleton-Archer 2-3, Elf 4-5, Pathfinder 8-10**

	The name	The description
	Dance of Edges	Calls the illusive axes putting 20-25 losses by magic . 80 % of the put loss the Shaman transforms into salutary energy, which is fifty-fifty distributed between the wounded allies, restoring it health. Salutary energy "is not drunk" from undead , plants and golems .
	Telekinesis	Moves allied or enemy group on a free cage in any direction.
	Push	Puts 80-100 losses and pushes away the opponent on one cage. Do not operate on beings 5 levels.
	Totem of Life	The shaman establishes totem, giving protection to allies and each course treating them. Action radius: 2 . Health: 7 for every shaman in group. In action totem radius: allies 1-4 levels receive +20 % of Protection; in the beginning of the course totem treats all allies 1-4 levels on 7 units of a life for every shaman in group.
	Totem of Death	The shaman establishes totem, reducing speed of enemies and each course attacking them. Action radius: 2 . Health: 10 for everyone shaman in group. In action totem radius: 1-4 levels decrease for 1 Speed of enemy groups; in the beginning of the course totem 1-4 levels cause to all enemy groups a loss of 5-8 units of a physical loss for everyone shaman in group.
	Transformation 1	The werewolf the Wolf turns to the human. In shape of the person it not so is mobile, but possesses the big protection and puts more loss, causing the Bleeding at live beings. During transformation all imposed spells and effects cancelles. Application of talent does not finish a group course.
	Transformation 2	Werewolf Elf turns to a wolf. Canines cause less loss, than Edges , but the wolf moves faster the person. Also the wolf can use ability Wolf Howl . During transformation all imposed spells and effects cancelles. Application of talent does not finish a group course.
	Transformation 3	The vampire from a bat again turns to the person. Thus it loses ability to Soar And Vampirism , but receives the Regeneration , the increased health and a loss. During transformation all imposed spells and effects cancelles. Application of talent does not finish a group course.
	Transformation 4	The ancient Vampire turns to a bat that has less health and puts less loss, but is able to Soar and Vampirism possesses ability. During transformation all imposed spells and effects cancelles. Application of talent does not finish a group course.
	Strengthened Blow	Makes the strengthened attack, putting there is more than loss. Swordsmen put 6-9 losses, Guardsmen - 9-12 losses. The talent appears at MSwordsmen , only when the hero will study ability Training 1 level.
	Haste	Doubles quantity of points of action (AP).
	Biting Blow	Strikes blow by a chain through one cage if it is free. The enemy does not answer this blow. The robber puts 2-4 losses, the Marauder - 3-6 losses.
	Black Arrow	Lets out the magic arrow putting 3-4 losses by magic and removing one casual useful spell from the purpose.
	Plague	Infects all armies on arena with the Plague. The plague reduces attack, protection and group health (except undead). The spell " Plague " at 2nd level, duration - 2 courses is imposed; Health, Attack and Protection Go down on 20 %.
	Elven Song	The dryad sings a song, which sounds increase by 3 Initiative of elves-allies on 5 rounds.
	Poisonous Potion	Throws a large bottle with poison which puts 5-15 losses poison of the purpose and to the next armies (to neighbours 30 % of a loss are put). Poisons the purposes with probability of 100 %.
	Poisonous Cloud	Lets out the poisonous cloud putting 60-80 losses by poison by all around. With probability of 90 % poisons the purposes.

	Furious Attack	Makes furious blow at once on three cages, putting 5-7 losses on each purpose.
	Ogre Fury	Ogre runs into fighting fury and receives 2 points of action . Attack to 100 % increases by 2 courses concerning flowing (not base) values. During talent application the effect of a spell Weakness cancels. Application of talent does not finish a group course.






















The description of Operating Effects



All imposed effects have duration in rounds. Duration of the effect imposed on a being, decreases on 1 at once after the being completely finishes the course in a current round. (If the being executes a command to "Wait" - duration at once does not decrease; it will be reduced only after the being will make a course in the second phase of a round.)

For example, duration of effect = 2 rounds; the effect is imposed on a being at the moment of its course. Right after end of a course of it of a being duration of effect will decrease to 1 round; and after end of a following course of a being the effect will cancel.

* **Red framework** - negative, **green** - a positive effect.

** Effects from totemov, bosses and abilities of Spirits of Fury are not specified

View	The name	The description	Duration
	Berserker	Attack and the group Initiative are increased by 100 % , and Protection is lowered on 50 % . Does not submit to orders.	3
	Furiousness	The group left from under the control, and will attack the nearest group, or another's.	1
	Fighting Trance	(Archimagus) Attack, the Loss, probability of critical blow and a shock by lightning are increased twice. Protection is lowered twice. The archimagus cannot use the talents, being in a trance.	2
	Burning	Reduces Protection on 20 % . Each course group receives 5-15 losses fire.	3
	Frost	Reduces Speed of group on 1 .	3
	Bleeding	Reduces Attack and Protection live beings on 30%	1
	Magic lock	Blocks talents of group.	2
	Magic Shield	Twice reduces a loss received by group.	3
	Accruing Anger	The loss caused by group is increased on 3 , Probability of drawing of critical blow are increased by 3 % . Effect is cumulative.	10
	Devocalization	Reduces Speed and the Initiative on 1 . Blocks talents of group.	1
	Animal Fury	Increases Attack to bears by 100 % till the end of a round.	1
	Poisoning	Reduces Attack to 20 % . Each course group receives 5-15 losses poison.	3
	Charm	The group temporarily is under the control of the opponent and submits to its orders.	2
	Web	Does not allow to group to move, but it can make other actions.	2
	Preparation	The hyena will strike critical blows with probability of 100 % till the end of the course.	1
	Curse	Reduces Moral group on 1 . (do not operate on beings 5 level and undead)	3
	Sacred Anger	The loss put by this group on undead, is strengthened on 50%	2
	Sacred Fetters	Reduces base Attack and Protection undead on 30%	2
	Weakness	Reduces base Attack of group on 50% .	1
	Dream	The group sleeps and cannot make any actions. Wakes up, when receives a loss. The special: 1) Bears in a dream are treated. 2) Evileyes and Beasteyes impose on group a special lulling to slip, which does not vanish, even if the sleeping group has received a loss. 3) Dryads talent the Lullaby lulls armies 1-3 levels on 2 courses.	1
	Fear	The frightened group, does not attack beings, above itself on level and does not submit to orders of the player.	2
	Shock	Reduces the Initiative on 1 . The amazed group still has 1 point of action .	1

	Elven Song	Increases the Initiative elves on 3 .	5
	Ogre Fury	Increases Attack of Ogres on 100% .	2



Chapter VI

The world of Adventures

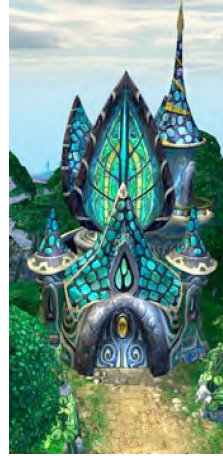
On a map of adventures all events occur in real time, in real time our character travels all over the world, groups of opponents patrol protected territories, day is replaced at night. Change of time of days carries not only the decorative character, many beings battle at night much better, than in the afternoon. By means of a key "Blank" it is possible to include a game pause, and time will stop. In this mode it is possible to study easy surrounding conditions, to work with the magic book, magazine of tasks and a window of the character. On locations and between them the character moves overland on a horse or on water if will buy a boat. To travel between continents, it is necessary to take advantage of services of special transport - a dirigible balloon, a submarine, a train or the passenger ship. And even other worlds it is possible to get to some special



places by means of magic portals. In the wanderings you will meet set of objects and beings with which it is possible to cooperate. These are various buildings, the characters, the scattered treasures and many other things.


Buildings

During your wanderings, to you there can be buildings - shops and dwellings of beings in which it is possible to employ armies. In such buildings also there live characters with whom it is possible to communicate, receiving tasks and to trade. The list of the goods at dealers extensive enough, besides armies they trade in spells and subjects



Castles

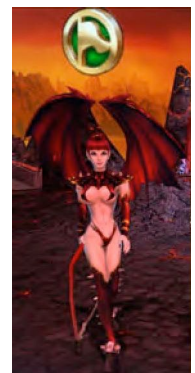


Castles is special type of buildings on a map. Unlike usual structures, castles are marked with a special symbol  on a global map and possess the unique interface. In the lock there is capacious enough shop of subjects, armies and spells, and also there can be some governors with whom there is a possibility to talk and receive at them the task. Besides, the castle, this unique place where the player can sell subjects available for it and for a while to leave armies in special garrison. The garrison is calculated on three groups, and thus quantity of beings in them is not limited. The armies left in garrison will be in it while the player will not take away them.



Non-Player Characters

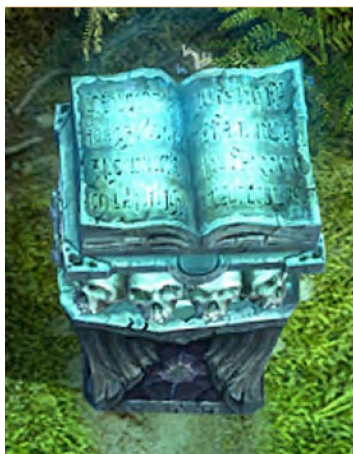
To non-player characters with whom the player but which do not accept direct participation in adventures of the protagonist co-operates concern. They are governors of castles, dealers in shops or simply standing on a card of adventures characters to whom it is possible to talk. In conversation with them you can learn any valuable information or receive the task. The basic source of not subject tasks, is non-player characters.

Carrying out their commissions, you can open for yourselves access to new shops or more valuable armies and subjects at dealers. However, the return situation when after performance of the task you lose possibility to trade with any characters is possible also.



As portals are called the special transitions, allowing to move between locations or between rooms in one location. They can look differently, depending on the appointment - whether conducts a portal in the next location, whether it means descent in a vault or in general moves the player to other world as it do, for example, Books of Death or the Fiery Gate.

All such transitions are designated on a world card by special symbols . The sign "ladder"  means, that such transition conducts on bottom or top map levels.



Treasures and Treasures


Traveling, you can find various resources and the



treasures scattered on secluded corners of a map of adventures. You can find gold, magic crystals, rune talent and scrolls with spells. The separate mention is deserved by Banners, collecting which, you for ever increase parameter Leadership of the hero. It is possible to find gold, a subject, a roll in chests with a spell, a magic crystal or rune talent. The more expensively the chest, the above probability to find in it something valuable looks.



One of the important game elements is search of treasures. As a treasure is called any valuable treasure hidden under the earth.

When your character is near to the dug treasure there is the special perceptible special effect marking a place where it is necessary to dig. Having pressed the button "shovel"  (D) you will see, how from under the earth the dug chest jumps out. Now its valuable contents belong to you!

Besides usual treasures which disappears in the earths Endoria much, there are special treasures for which search the map of treasures is necessarily necessary to you. If the necessary map is not present, you cannot dig out a treasure even if precisely know a place where it is buried.



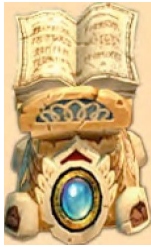
Objects on the Map

Besides buildings and portals, on a map of adventures it is possible to find set of the interactive objects which use gives additional resources and increase of parameters of the character. After use such objects are marked as visited, repeatedly to take advantage of such object it is impossible, except for recharged mana and furies fountains.

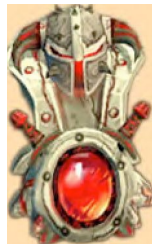
Explanation of "levels" of resources (gold, Leadership, experience) and the information on that, how get out casual subjects and rolls, it is possible to look in the head «[Generation of objects on a map](#)». The explanatory can be looked value of "weight" of variants of compensation in the end of this chapter.

Altars and Fountains

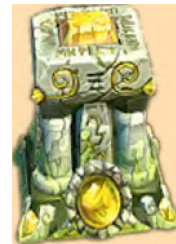
Altar of Knowledge



Fight altar



Ancient altar

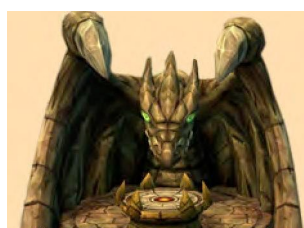


Weight	Contents
10	+1 Intelligence
10	+4 Mana

Experience sanctuary

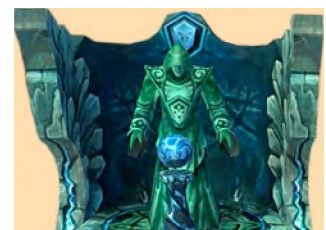
Weight	Contents
10	+1 Attack
10	+1 Protection

Fury sanctuary



Always gives experience (3 level).

Sanctuary of knowledge





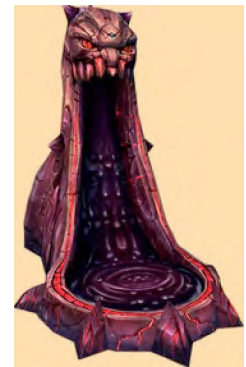
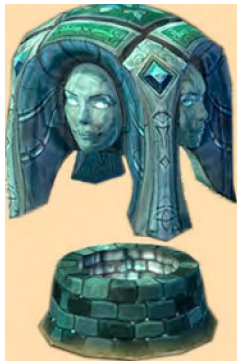
Always gives +5 Furies.

Pleasure fountain

Always gives +4 Mana.

Fury fountain

Always gives experience (4 level). **Well of desires(1)**



Weight	Contents
20	Experience (3 level)
20	Gold (3-4 level)
9	3 random type runes

10	Random subject
10	2-3 random scrolls

Always gives **1 rune** of random type.

Increases to a maximum Fury of the hero. It is recharged through 7 fights spent by the hero.

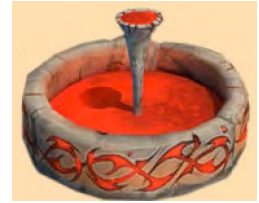
Magic fountain



Magic fountain



Rage fountain



Restores to maximum Mana of the hero. It is recharged through **10** fights spent by the hero.

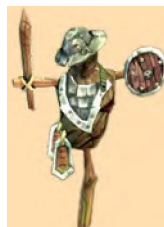
Training target



Always gives +1 to Attack.

Restores to maximum Mana of the hero. It is recharged through **5** fights, spent by the hero.

Training stuffed animal



Always gives +1 to Protection.

Increases to a maximum Rage of the hero. It is recharged through **10** fights spent by the hero.

Magic absorber

Always gives +1 Intelligence.

Chest (1), (2)



Weight	Contents
30	Gold (2-3 level)
13	Gold (4 level)
5	Gold (5 level)
5-10	1-3 Crystals
5	1 Rune of random type
1-3	Random item
15	1-2 Random scrolls
5	3-4 Random scrolls

Chest (1), (2)



Weight	Contents
20	Gold (3 level)
13	Gold (4 level)
5	Gold (5 level)
5-10	2-3 Crystals
5	2-3 Rune of random type
1-2	Random item
5	3-4 Random scrolls

Chest (2)



Stone bowl



Weight	Contents
13	Gold (4 level)
5	Gold (5 level)
5	2-3 Crystals
5	1 Rune of random type
2	Random item
15	2-3 Random scrolls
5	3-4 Random scrolls

Weight	Contents
20	Empty
20	Gold (1-2 level)
20	Gold (3 level)
10	1-2 Crystals
10	1 Random scroll of schools "Chaos" and «Change»

Sarcophagus



Sarcophagus



Weight	Contents
20	Empty
20	Gold (3-4 level)
5	Gold (5 level)
2	Random item
10	1-2 Random scroll of schools "Chaos" and «Change»
10	10-30 Skeletons (weight 10) or 10-30 Skeletons-Archers (weight 10)
3	4-20 Vampires (weight 70) or 2-10 Ancient Vampires (weight 30)

Weight	Contents
20	Empty
20	Gold (3-4 level)
5	Gold (5 level)
2	Random item
10	1-2 Random scroll of schools "Chaos" and «Change»
20	10-30 Skeletons (weight 10) or 10-30 Skeletons-Archers (weight 10)
5	Armies: 4-20 Vampires (weight 70) or 2-10 Ancient Vampires (weight 30)

Sarcophagus



Sarcophagus



Weight	Contents
35	Empty
25	Gold (3 level)
5	Gold (4 level)
2	Random item
5	10-30 Skeletons (weight 10) or 10-30 Skeletons-Archers (weight 10)
1	4-20 Vampires (weight 70) or 2-10 Ancient Vampires (weight 30)

Weight	Contents
20	Empty
30	Gold (3-4 level)
5	Gold (4 level) or Leadership (5 level)
2	Random item
10	1 Random scroll
10	10-30 Skeletons (weight 10) or 10-30 Skeletons-Archers (weight 10)
3	4-20 Vampires (weight 70) or 2-10 Ancient Vampires (weight 30)

Treasure



The dug chest, with a treasure.

Weight	Contents
30	Gold (2-3 level)
13	Gold (4 level)
5	Gold (5 level)
5	1-3 Crystals
5	1 Rune of random type
1	Random item
15	1-2 Random scrolls
5	3-4 Random scrolls

Hiding place in a tree



Weight	Contents
20	Empty
30	Gold (1-2 level)
10	Gold (3 level)
10	1-2 Crystals
5	Random item
20	2-3 Random scrolls

Hiding place in a tree



Hiding place in a tree



Weight	Contents
30	Empty
30	Gold (1-2 level)
10	Gold (2-3 level)
3	Random item
3	1 Random scroll

Weight	Contents
30	Empty
35	Gold (1-2 level)
20	Gold (3 level)
10	Random item

Tomb



Gravestone



Weight	Contents
20	Empty
20	Gold (1-2 level)
10	Gold (2-3 level)
10-20	5-15 Zombie
15	10-20 Skeletons-Archers
15	5-15 Skeletons

Weight	Contents
20	Empty
20	Gold (1-2 level)
10	Gold (2-3 level)
15	10-20 Skeletons-Archers
15	5-15 Zombie
10	5-25 Skeletons

Broken Gravestone



Skeleton (1)



Weight	Contents
20	Empty
20	Gold (1-2 level)
10	Gold (2-3 level)
15	10-20 Skeletons-Archers
15	10-20 Skeletons

Weight	Contents
30	Empty
20	Gold (1-2 level)
10	Gold (2-3 level)
5	1 Crystal
3	Random item
10	1 Random scroll
10	10-30 Skeletons (weight 10) or 10-30 Skeletons-Archers (weight 10)

Old tomb

Skeleton



Weight	Contents
20	Gold (1-2 level)
10	Gold (2-3 level)
5	1 Crystal

Weight	Contents
20	Empty
20	Gold (1-2 level)
10	Gold (2-3 level)
20	10-20 Skeletons-Archers

Resources

Banner (blue)



Banner (green)



Banner (red)



Always gives Leadership (2 level).

Always gives Leadership (3 level).

Always gives Leadership (4 level).

Gold



Always gives gold (1-2 level).

Magic crystal

Scroll



Always gives 1 random scroll.

Magic crystal

Bag (1)



Always gives 2-3 random scrolls.

Magic crystal



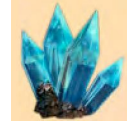
Always gives 1 crystal.

Force Rune



Always gives 2 crystals.

Spirit Rune



Always gives 3 crystals.

Magic Rune



Always gives 1 rune of Force.

Always gives 1 rune of Spirit.

Always gives 1 rune of Magic.

Containers with Beings

Dragon Nest



Always gives 1 Egg of the Black Dragon.

Dragon Nest

Dragon Nest



Always gives 1 Egg of the Bone Dragon.

Coffin

Dragon Nest



Always gives 1 Egg of the Emerald Dragon.

Snake Nest

Dragon Nest



Always gives 1 Egg of the Red Dragon.

Spidery Nest





Always gives [Eggs of the Dragon](#)

Weight	Contents
40	1 Item
30	2 Items
15	3 Items

Ent Sprout



Always gives 1 [Ent Sprout](#)

Always gives 1 [Coffin](#).

Carved Coffin



Always gives 1 [Carved Coffin](#).



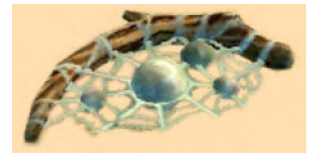
Always gives [Egg of the Snake](#)

Weight	Contents
40	1 Item
20	2 Items
15	3 Items
10	4 Items

Thorn Sprout



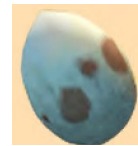
Always gives 1 [Thorn Sprout](#).



Always gives [Egg of the Spider](#)

Weight	Contents
50	1 Item
25	2 Items
20	3 Items

Griffin Egg



Always gives 1 [Griffin Egg](#).

(1) In game there are some objects looking in the same way as these, but their contents are created under little bit differing tables.

(2) Contents of chests in the field of fight are set by own principles. Details are resulted in section Generation of Objects «[Chests in the battlefield](#)».

«**Weight**» sets probability of occurrence of a variant in object of the given type. The more "weight" - the more probability.

Example for object «the Old tomb». Weight of variants: 20 - empty, 20 - gold (1-2 level), 10 - gold (2-3 level), 20 - **Skeletons-Arches** (10-20). The sum of all scales will be = 20+20+10+20 = 70.

From this we receive probabilities of variants: 20/70=29 % - it is empty; 20/70=29 % - gold (1-2 level), 10/70=14 % - gold (2-3 level), 20/70=29 % - **Skeletons-Archers** (10-20).

Except the objects described in this section, there is a set quest interactive objects, interaction with which is connected with performance of certain tasks. It can be the various closed doors, any devices and mechanisms, statues and mystical symbols, ancient pictures and much-many other things.

Enemy Heroes



Sometimes, wandering on the world, it is possible to come across enemy heroes. They are unique characters, each of which has history and motives to hate the player whom they will necessarily try to attack. Visually they can be distinguished on unique model and a luminescence around. And in the help on group of the hero its portrait and parameters will be specified.

In fight the enemy hero gives bonuses to the armies, increasing their parameters, and uses spells, supporting army magic. The group headed by the hero, is much stronger usual, but also the award for a victory over it will be above.

Bosses

In game it is possible to meet opponents who considerably differ from all other enemies. These creations are called as "bosses", they so are huge, that occupies half of arena and are capable to overcome the whole army alone. Battle with the boss occurs on the special arena, which feature these beings willingly use in fight. In the presence of bosses Spirits of Fury refuse to leave the Casket, both many spells of the hero and talents of beings on these giants simply do not operate. Each such opponent-boss, is a tactical puzzle, after all they possess unique abilities and a special manner of conducting the fight, considerably differing from the habitual. In total you can battle to three bosses: the Giant Turtle, Kraken and Spider Queen.

Giant Turtle



The giant turtle possesses not only the big health, but the powerful armor giving to it protection against physical attacks. The beak it causes a huge loss, and got under blow of a powerful paw soldiers fly away back, knocked down. However, and in remote to fight the turtle is not less dangerous. Falling in all weight on the earth, it causes the present earthquake amazing of all land being, and the magic of **Slow** allows it not to admit to itself enemies too close.

Kraken



Huge monster from depths of the ocean, woken by unknown forces, Kraken with the feelers it is capable to amaze at once set of the purposes. Its each feeler lives the separate life, and only having deprived Kraken all feelers, it is possible to consider it defeated. Kraken is able to cause to itself to the aid on some groups of Sea Devils for time, getting them it is direct from water and throwing on a ship deck.

Spider Queen



Fast and impregnable for poisons, the huge spider prefers not to enter itself battle, and to call to the aid servants of spiders. Having felt life threat, the spider disappears under the earth and there and then appears in other place, falling on nothing the suspecting opponent all power from a back. Blows of powerful paws of a spider are amazed at once with two purposes, and each sting is mortally poisonous.



Starting parameters of the hero depend on a class of the hero and from level of complexity of game.

Warrior

	Easy	Normal	Hard	Impossible
Leadership	1050	420	210	210
Attack	2	2	2	2
Defense	1	1	1	1
Intellect	0	0	0	0
Mana	15	13	10	10
Rage	30	25	20	20
Gold	10000	4000	2000	2000
Might Runes	14	8	6	6
Spirit Runes	10	4	2	2
Magic Runes	8	2	0	0
Crystals	15	6	3	3
Size of the Book	6	4	3	3

Starting abilities: [Anger](#), [Training](#).

Starting spells: [Haste](#) (3 scrolls).

Starting armies: [4 Archers](#), [6 Swordsmen](#), [3 Bears](#).

Paladin

	Easy	Normal	Hard	Impossible
Leadership	800	320	160	160
Attack	1	1	1	1
Defense	1	1	1	1
Intellect	1	1	1	1
Mana	23	19	15	15
Rage	23	19	15	15
Gold	7500	3000	1500	1500
Might Runes	10	4	2	2
Spirit Runes	12	6	4	4
Magic Runes	10	4	2	2
Crystals	50	20	10	10
Size of the Book	8	6	4	4

Starting abilities: [Investigation](#), [Sacred Anger](#).

Starting spells: [Treatment](#) (1 level), [Bless](#) (2 scrolls), [Resurrection](#) (1 scroll).

Starting armies: [3 Archers](#), [3 Priests](#), [32 Peasants](#).

Mage

	Easy	Normal	Hard	Impossible
Leadership	600	240	120	120
Attack	0	0	0	0
Defense	0	0	0	0
Intellect	3	3	3	3
Mana	30	25	20	20
Rage	15	13	10	10
Gold	5000	2000	1000	1000
Might Runes	9	3	1	1
Spirit Runes	9	3	1	1
Magic Runes	14	8	6	6
Crystals	100	40	20	20
Size of the Book	10	7	5	5

Starting abilities: [Wisdom](#), [Meditation](#).

Starting spells: [Slow](#) (1 level), [Fiery Sphere](#) (1 level), [Defencelessness](#) (1 level), [Fiery Arrow](#) (2 rolls), [Treatment](#) (1 roll).

Starting armies: [15 Wood Fairies](#), [24 Peasants](#), [13 Lake Dragons](#).

The Experience table

The quantity of experience at which new level of the hero is reached, depends on level of complexity of game. Factors of the level of experience necessary for reception concerning normal level of complexity the following:

Easy	Normal	Hard	Impossible
0,5	1,0	1,3	1,7

As a result, the table of experience for different levels of complexity has such appearance:

Level	Easy	Normal	Hard	Impossible
1	0	0	0	0
2	50	100	130	170
3	185	370	481	629
4	450	900	1170	1530
5	900	1800	2340	3060
6	1550	3100	4030	5270
7	2450	4900	6370	8330
8	3650	7300	9490	12410
9	5200	10400	13520	17680
10	7000	14000	18200	23800
11	9500	19000	24700	32300
12	12500	25000	32500	42500
13	16000	32000	41600	54400
14	20000	40000	52000	68000
15	25000	50000	65000	85000
16	30000	60000	78000	102000
17	37500	75000	97500	127500
18	45000	90000	117000	153000
19	53000	106000	137800	180200
20	62500	125000	162500	212500
21	73000	146000	189800	248200
22	85000	170000	221000	289000
23	98500	197000	256100	334900
24	113500	227000	295100	385900
25	130500	261000	339300	443700
26	150000	300000	390000	510000
27	170000	340000	442000	578000
28	194000	388000	504400	659600
29	220000	440000	572000	748000
30	250000	500000	650000	850000
31	500000	1000000	1300000	1700000

The hero ceases to receive experience after reception of **31st** level.

Reception of Runes

At reception of level to the hero it is given on some runes of each type, their quantity depends on a class of the hero and from level of complexity of game. For each class of heroes there are a limited number of combinations of runes that he can receive at level increase.

Warrior

Variant №	Might Runes	Spirit Runes	Magic Runes
1	4	1	2
2	4	2	1
3	5	2	0
4	4	3	1
5	4	2	2
6	5	1	2

Paladin

Variant №	Might Runes	Spirit Runes	Magic Runes
1	1	4	2
2	2	4	2
3	2	4	2
4	3	4	0
5	0	4	3
6	2	5	1

Mage

Variant №	Might Runes	Spirit Runes	Magic Runes
1	1	2	4
2	2	1	4
3	0	1	6
4	1	3	4
5	3	1	4

6	2	1	5
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The choice of a concrete combination of runes (that is, lines of the table), offered at level increase occurs in the next way.

In the game beginning the random line of the table (a line N) gets out and casually "direction" of search of the table - direct or return gets out. If "direction" - direct at the first increase of level the hero will receive a combination of runes from a line N, at the second - from a line N+1, at the third - from N+2 etc. If will reach the table end the hero, will continue to receive combinations of runes, since the table beginning. If "direction" - the return at first the hero will receive a combination of runes from a line N, then N-1, then N-2 etc. At achievement of the beginning of the table, the hero continues to receive combinations of runes, since the table end.

At "Easy" level of complexity to the hero it will be given **1** additional profile rune at each increase of level (to the Warrior - Might rune, to the Paladin - Spirit rune, to the Mage - Magic rune).

Example for the Warrior. Complexity level - "Normal". We will admit in the beginning to game **2nd** line of the table and return "direction" of delivery of runes has dropped out.

At **2nd** level the Warrior will receive a combination of runes from **2nd** line of the table (**4** Might Runes, **2** Spirit Runes, **1** Magic Rune); at **3rd** level - from **1st** line of the table (**4** Might Runes, **1** Spirit Rune, **2** Magic Runes); on **4th** - from **6th** line; on **5th** - from **5th** line etc.

Improvement of Parameters

At level reception it is offered to improve one of two offered parameters.

The probability of the offer of this or that characteristic depends on a class of the hero. The probability is defined by characteristic "weight" - the more "weight", the more probability. "Weight" of different characteristics is resulted in the table:

	Warrior	Paladin	Mage
Leadership	Special	Special	Special
Attack	40	30	10
Defense	30	30	20
Intellect	10	20	40
Mana	10	20	40
Rage	40	30	20

Example for the Warrior. The sum of all scales= **40+30+10+10+40 = 130**. Probability of appearance of Attack - **40/130 = 31%**; Defense - **30/130 = 23%**; Intellect - **10/130 = 8%** etc.

Attack, Defense and Intellect at a choice raise on **+1**.

Value on which raises Mana and Rage, depend on a class of the hero and complexity level.

Dependence on a class the following:

	Warrior	Paladin	Mage
Mana	4	5	6
Rage	6	5	4

Besides, at Easy level of complexity it is given on **+2** more Mana and Rage; on "Normal" - on **+1** it is more. An exception of the general rules is Leadership.

First, it is offered at the first increase of level and then each time when the hero at the previous increase of level has not raised Leadership (and it is not important - has not chosen if it was offered or it was not offered absolutely).

Secondly, the quantity of offered Leadership depends on a class and current level of the hero. The formula following:

$$\text{Quantity_Leaderships} = \text{The_base_Leadership} * \text{Level_of_hero}$$

where:

Level_of_hero - number of level, which is received at present by the hero;

The_base_Leadership depends on a class of the hero:

Warrior	Paladin	Mage
60	50	40

For example, to the Warrior at reception of **3rd** level it will be offered **60*3 = 180** Leaderships.

Besides, each 5th level two parameters that at the previous levels the hero raised least (except for Leadership) are offered the hero for increase. Leadership increase has higher priority - for example if the hero did not take Leadership at 14th level on 15th it Leadership and one parameter which it raised most less often at the previous 14 levels will be offered.

The size of the Book of Spells increases on **1**, for every several levels. For the Warrior - for each **7** levels, for Paladin - for each **6** levels, for the Mage - for each **5** levels.

Also, the book capacity can be increased:

- Development of ability **Wisdom** (+2 scrolls to capacity for each level of ability)
- By means of a bonus from **children** (**Ambrella** +4 scrolls, **Anna** of +8 scrolls)
- By means of a subject **the Case**, (+5 scrolls to capacity).

The experience, which hero will receive for fight, directly depends on the sum of values of Leadership of all killed beings of the enemy. More precisely - experience is equal 1.8 % from total Leadership of the killed beings if not to consider various modifiers.

Experience received from fights can be raised at the expense of abilities of the hero [the Keeper of Light](#) and [Training](#) and at the expense of some subjects and children.

For a victory over the enemy hero or the boss additional experience is given.

Received experience does not depend on level of complexity of game. The reason of it that at complexity increase the table of the experience necessary for reception of levels "is stretched".

The experience, that hero will receive for fight, is calculated under the following formula:

$$\text{TotalExp} = \text{RoundExp}(\text{EnemyExp} + \text{BossExp}) * \text{SkillItemK} * \text{EnemyHeroK}$$

Where:

EnemyExp - Experience for the killed enemies;

BossExp - Experience for the killed boss;

SkillItemK - Bonus to experience from subjects, children and abilities of the hero:

$$\text{SkillItemK} = (1 + \text{LearningSkillK}/100 + (\text{ItemsK1} + \text{ItemsK2} + \dots + \text{ItemsKN})/100)$$

Where:

LearningSkillK = 10/15/20 on 1/2/3 levels of ability Training;

ItemsKi - Bonus from subjects and children:

Subject [the Treatise on Tactics](#) = 10;

[The complete set of the General](#) (The treatise on Tactics and [the Bloody Tape](#)) = 5;

The child [Dmitry](#) = 10;

The child [Neuron](#) = 5;

EnemyHeroK - Bonus to experience for a victory over the enemy hero.

If there was a fight with usual army of the enemy, without the hero, **EnemyHeroK** = 1, otherwise:

$$\text{EnemyHeroK} = 1.5 + 0.03 * \text{EnemyHeroLevel}$$

Where:

EnemyHeroLevel - Level of the enemy hero. For example, at the enemy hero of 1st level it will be given at 1.53 time of more experience, at the hero of 30th level - in 2,4 times it is more;

RoundExp() - Function of a rounding off of experience of the hero. Carries out a rounding off upwards to the nearest number, multiple 10. For example, at experience 32 will execute a rounding off to 40.

Experience for the killed enemies is calculated under the following formula:

$$\text{EnemyExp} = \text{StackExp}_1 + \text{StackExp}_2 + \dots + \text{StackExp}_N$$

Where:

StackExp_i - Experience for the killed enemy group i;

N - Quantity of enemy groups in the field of fight.

Every **StackExp** is calculated under the formula:

$$\text{StackExp} = \text{UnitExp} * \text{Killed} * \text{HolyKnightSkillK}$$

Where:

UnitExp - The value of experience given for one being from group. It is calculated under the formula:

$$\text{UnitExp} = \text{UnitLeadership} * \text{LeadToExpK}$$

Where:

UnitLeadership - Leadership of one being from group (tables of beings see);

LeadToExpK - Factor for transformation of Leadership of a being to experience which is given for it. This factor - the balancing constant set in resources of game - LeadToExpK = 0.018. (That is, the base experience given for a being = of 1,8 % from value of its Leadership.)

Killed - Quantity of beings in the killed group;

HolyKnightSkillK = 1.05/1.10/1.15 on 1/2/3 levels of ability the Keeper of Light provided that this group - undead or demons (That is, it is given +5%/+10%/+15% experience for the killed group of undead/demons). If group is not undead and not demons - it is equal 1.

Experience for bosses is given the following:

Giant Turtle	500
Kraken	3000
Spider Queen	6000

Example.

Level of complexities - «Normal».

The hero has a skill [Training](#) (1st level) and skill [the Keeper of Light](#) (2nd level).

In fight 2 enemy groups have been killed: 5 [Swordsmen](#) and 3 [Zombies](#).

Calculation.

At first we count EnemyExp - experience for the killed enemies.

At killed Swordsmen: $\text{UnitExp} = \text{UnitLeadership} * 0.018 = 35 * 0.018 = 0.63$; Killed = 5; $\text{HolyKnightSkillK} = 1.0$ (Group not undead and not a demon):

$$\text{StackExp} = \text{UnitExp} * \text{Killed} * \text{HolyKnightSkillK} = 0.63 * 5 * 1.0 = 3.15$$

At the killed Zombies: $\text{UnitLeadership} * 0.018 = 30 * 0.018 = 0.54$, Killed = 3, $\text{HolyKnightSkillK} = 1.1$ (Group - undead and ability the Keeper of Light is developed to 2nd level): $\text{StackExp} = 0.54 * 3 * 1.1 = 1.78$

The total experience for the killed enemies $\text{EnemyExp} = 3.15 + 1.78 = 4.93$

We count definitive value of experience for fight.

BossExp - Fight was not with the boss - equally 0.

SkillItemK - At the hero Training is developed to 1st level (10% a bonus), subjects and children are not present:

$$\text{SkillItemK} = 1 + 10/100 + 0/100 = 1.1;$$

EnemyHeroK - the enemy hero is not present - $\text{EnemyHeroK} = 1.0$.

We substitute all values in the formula:

$$\begin{aligned} \text{TotalExp} &= \text{RoundExp}(\text{EnemyExp} + \text{BossExp}) * \text{SkillItemK} * \text{EnemyHeroK} = \\ &= \text{RoundExp}(4.93 + 0) * 1.1 * 1.0 = 10 * 1.1 * 1.0 = 11. \end{aligned}$$

As a result, 11 experiences for this fight will be given the hero.

Gold for the Victory in Fight

Gold which the hero will receive for fight, depends on total cost of all killed beings of the enemy, cost of the lost armies from army of the hero, level of complexity of game and set of other parameters. Actually, the certain percent from cost of all beings killed in fight (both enemies, and allies) is given to the hero. Level of complexity of game makes considerable impact on received gold - with complexity increase the size of indemnification for the lost allies decreases, and also the gold received in fight as a whole decreases.

Gold received after fight can be raised at the expense of abilities of the hero [the Keeper of Light](#) and [Trophies](#) and at the expense of some subjects ([Jack boots](#), [the Piracy Halberd](#)).

For a victory over [the enemy hero](#) the notable bonus to the received gold is given.

Than more difficult location on which there passes fight (that is, the further the hero has got in game), the is less given gold for a victory over army of the same structure. So game balances fast growth of number of armies of the enemy at increase of complexity of locations.

The total of the gold received for fight, is calculated under the formula:

$$\text{TotalGold} = \text{RoundGold}(0.20 * \text{DifficultyK} * (\text{EnemyGold} + \text{LossesGold}))$$

Where:

EnemyGold - Gold for the killed enemies;

LossesGold - The gold compensating losses in army of the hero;

DifficultyK - The multiplier depending on level of complexity of game.

It is equal 4.0/1.0/0.77/0.6 on Easy/Normal/Hard/Impossible complexity;

RoundGold() - The function approximating received gold. How RoundGold (X) will approximate value X, depends on value X:

Value X	Rounding off
< 1000	Ceil(X,10)
1000-1999	Ceil(X,50)
2000-9999	Ceil(X,100)
>= 10000	Ceil(X,500)

Here **Ceil(X,Y)** - Rounding off of number X upwards to the nearest whole, multiple Y.

For example, $\text{RoundGold}(655) = \text{Ceil}(655,50) = 700$.

Gold for the killed enemies is calculated in 2 stages. At 1st stage the "pure" gold received for enemies calculated; on 2nd - to "pure" gold numerous modifiers are applied.

Stage 1. "Pure" gold for the killed enemies is calculated under the formula:

$$\text{RawEnemyGold} = \text{StackGold}_1 + \text{StackGold}_2 + \dots + \text{StackGold}_N$$

Where:

StackGold_i - "Pure" gold for the killed enemy group i;

N - Quantity of enemy groups in the field of fight.

Every **StackGold** is calculated under the formula:

$$\text{StackGold} = \text{UnitCost} * \text{Killed} * \text{HolyKnightSkillK}$$

Where:

UnitCost - The price of purchase of one being from group (tables of beings see);

Killed - Quantity of beings in the killed group;

HolyKnightSkillK = 1.2/1.3/1.4 on 1/2/3 levels of ability the Keeper of Light provided that this group - undead or demons (That is, it is given +20%/+30%/+40% gold for the killed group of undead/demons). If group not undead and not demons - it is equal 1.

Stage 2. To "pure" gold modifiers are applied:

$$\text{EnemyGold} = \text{RawEnemyGold} * \text{SkillItemK} * \text{LocationDiffK} * \text{EnemyHeroK}$$

Where:

SkillItemK - Bonus to gold from subjects and abilities of the hero:

$$\text{SkillItemK} = (1 + \text{CharmSkillK}/100 + (\text{ItemsK1} + \text{ItemsK2} + \dots + \text{ItemsKN})/100)$$

Where:

CharmSkillK = 10/20/30 on 1/2/3 levels of ability Trophies;

ItemsKi - Bonus from subjects:

Jack boots = 10;

Piracy Halberd = 5.

LocationDiffK - The multiplier depending on complexity of a location on which there passed fight:

$$\text{LocationDiffK} = 1/(1 + 2.5 * \text{LocationDiff}/100)$$

Where:

LocationDiff - Complexity of a location (see [the table of complexities of locations](#)). For example, in initial locations gold goes down slightly, and in the most difficult locations (in the end of game) will be lowered in 3.5 times;

EnemyHeroK - Bonus to gold for a victory over the enemy hero. If there was a fight with usual army of the enemy, without the hero, **EnemyHeroK** = 1, otherwise:

$$\text{EnemyHeroK} = 1.5 + 0.03 * \text{EnemyHeroLevel}$$

Where:

EnemyHeroLevel - Level of the enemy hero. For example, at the enemy hero of 1st level it will be given at 1.53 time of more gold, at the hero of 30th level - in 2,4 times it is more.

The gold compensating losses in army of the hero, is calculated under the formula:

$$\text{LossesGold} = \text{LossesCost} * \text{CompensK}$$

Where:

LossesCost - The total price of purchase of all lost beings from army of the hero (tables of beings see);

CompensK - Multiplier of indemnification of the losses, depending on complexity level. It is equal 1.0/1.0/0.5/0.0 on Easy/Normal/Hard/Impossible complexity.

Example.

Complexity level - «Normal».

The hero has a skill [Trophies](#) (1st level) and skill [the Keeper of Light](#) (2nd level).

Fight passed in Greenwort (complexity of a location = 5). In fight 2 enemy groups have been killed: 5 [Swordsmen](#) and 3 [Zombies](#). The group of 4 Swordsmen has been lost.

Calculation.

At first we count **EnemyGold** - gold for the killed enemies.

Stage 1. "Pure" gold. At killed Swordsmen: **UnitCost** = 70 (from [the table](#)), **Killed** = 5, **HolyKnightSkillK** = 1.0 (group not undead and not [a demon](#)): **StackGold** = **UnitCost** * **Killed** * **HolyKnightSkillK** = 70 * 5 * 1.0 = 350

At the killed Zombies: **UnitCost** = 60 (from [the table](#)), **Killed** = 3, **HolyKnightSkillK** = 1.3 (Group - undead and ability the Keeper of Light is developed to 2nd level): **StackGold** = 60 * 3 * 1.3 = 234

The total "pure" gold: **RawEnemyGold** = 350 + 234 = 584

Stage 2. We apply modifiers. **SkillItemK** - Subjects are not present, ability Trophies at 1st level (10% a bonus): **SkillItemK** = 1 + 10/100 + 0/100 = 1.1; **LocationDiffK** - Complexity of Greenwort = 5 (from the table) - **LocationDiffK** = 1/(1 + 2.5 * **LocationDiff**/100) = 1/(1 + 2.5 * 5/100) = 0.89;

EnemyHeroK – the enemy hero is not present - **EnemyHeroK** = 1.0.

We count gold for enemies: **EnemyGold** = **RawEnemyGold** * **SkillItemK** * **LocationDiffK** * **EnemyHeroK** = 584 * 1.1 * 0.89 * 1 = 571.74

We count LossesGold - gold for losses in fight.
 It has been lost 4 Swordsmen. Their total cost - LossesCost = 4 * 70 = 280.
 CompensK = 1.0 for "Normal" complexity.

Total, LossesGold = LossesCost * CompensK = 280 * 1.0 = 280.

We count definitive quantity of gold that will be received by the hero.

DifficultyK = 1.0 for "Normal" complexity.

TotalGold = RoundGold(0.20 * DifficultyK * (EnemyGold + LossesGold)) = RoundGold(0.20 * 1.0 * (571.74 + 280)) = RoundGold(170.35) = 180.

As a result, 180 gold for this fight will be given the hero.

Leadership

Decrease in requirements of leadership.

Some subjects and abilities of the hero reduce value of Leadership of beings of certain type.
 It leads to that in army it is possible to employ more than such beings.

As examples can serve a subject [the Hammer of the King](#) (reduces Leadership at all [dwarves](#) on **10 %**) and ability [the Iron Fist](#) (reduces leadership [Swordsmen](#), [Guardsmen](#), [Cavalrymen](#) and [Knights](#) on **10-20 %** depending on ability level). Value of Leadership of a being after decrease is calculated under the formula:

$$\text{Result_Leadership} = \text{ceil}(\text{The_base_Leadership} * (100\% - \text{Percent}))$$

Where:

- The_base_Leadership** - This is base leadership of a being (tables of beings see);
- Percent** - Decrease in Leadership from a subject or ability;
- ceil()** - The function approximating number upwards to the nearest whole.

As a matter of fact, decrease in the requirement of Leadership on X % is an increase of a maximum quantity of beings in 100 % / (100 %-X) time. For example, decrease in requirements of Leadership of a being on 20 % will allow to take in 100 % / (100 %-20 %) = 1.25 times of more beings of this type.

Example.

At [Swordsmen](#) base Leadership = 35. The hero with Leadership = 1000 can employ to 1000/35 = 28 Swordsmen. We will admit, the hero has developed ability [the Iron Fist](#) to 2nd level (decrease in Swordsmen Leadership on 15 %). New Leadership of Swordsmen will calculate under the formula:

$$\text{Result_Leadership} = \text{ceil}(35 * (100\% - 15\%)) = \text{ceil}(29,75) = 30$$

The hero with the same value of Leadership = 1000 can already employ 1000/30 = 33 Swordsmen.

Leadership from flags is calculated under the formula:

$$\text{The_total_Leadership} = \text{The_base_Leadership} * \text{The_modifier_Complexities_Map}.$$

It does not depend on level of game's complexity.

The_base_Leadership:

- Blue flag: **12-18**
- Green flag: **20-26**
- Red flag: **28-34**

For example, in Morshan Swamps (25) the red flag will give complexity random (28; 34) * 2 = 56-68 leaderships ([The Table of complexity of locations](#) see).

Leadership for a title.

The leadership increase for a title does not depend on a class of the hero (mage/paladin/warrior) and complexity level. <i>On the right the size by which leadership of the hero increases at title reception is specified.</i>	Viscount	+100
	Baron	+500
	Count	+1500
	Lord	+2000

The quantity of Fury which will be received by the hero for blow, depends on its maximum stock of Fury. Actually, the hero receives Fury in percentage of this value. The important role the quantity of the armies killed by blow (is more exact plays also, their percent from the general number of enemies on the fight beginning).

For attacks against armies of the hero it is given in 2 times of more fury, than for attacks against the enemy. If the loss is caused by a spell to fury it is given even less. Besides, received Fury influence still set of conditions: level of complexity of game, complexity of fight etc.

If blow had been killed or finished group for such blow double fury is given. Additional fury for blow which has finished the fight, equal to the fury received for this finishing blow is besides, given.

The Warrior has the unique ability [Anger](#) allowing him to receive twice more fury for blow.

The fight is more tightened, the less given to fury. Game, thus, limits use various cheater tactics.

The Fury gain for blow is calculated in three stages. On the first the "pure" gain of Fury is calculated - it depends only on the maximum Fury of the hero and quantity of the armies that have suffered a loss from blow (is more exact, their percent from total of armies on the fight beginning). On the second - various modifiers are applied. On the third - addition of special bonuses and final settlement.

Stage 1. Pure Fury is calculated under the formula:

$$\text{RawRage} = \text{HeroMaxRage} * \text{Killed Percent}$$

where:

HeroMaxRage - The maximum value of Fury of the hero;

KilledPercent - Depends on the relation of force of the killed beings to force of enemy army before fight (that is, as a matter of fact, from percent of the killed beings). It is calculated under the formula:

$$\text{KilledPercent} = \text{Killed} * \text{UnitLeadership} / \text{EnemyLeadership}$$

where:

UnitLeadership - Value of Leadership of one being from group;

EnemyLeadership - Total leadership of enemy army before fight;

Killed - Number of the killed beings taking into account wounded (that is, the number has a fractional part) If the group has been completely destroyed by blow **Killed** = quantity of beings in group before blow, differently calculated under the formula:

$$\text{Killed} = \text{Damage} / \text{UnitHP}$$

where:

Damage - Loss that is put by blow on group;

UnitHP - Value of Health of one being from group.

Stage 2. To "pure" Fury various modifiers are applied:

$$\text{RawRage2} = \text{RawRage} * \text{EnemyStrK} * \text{SideK} * \text{AttackTypeK} * \text{RoundK} * \text{SkillItemK} * \text{DifficultyK}$$

where:

EnemyStrK – The multiplier, depends on a parity of forces of the enemy and the hero before fight (that is, as a matter of fact, from complexities of fight; and the more strongly army of the enemy, the faster the hero types Fury). If the army of the enemy is weaker (its total leadership less than total leadership of army of the hero):

$$\text{EnemyStrK} = \text{EnemyLeadership} / \text{AllyLeadership}$$

where:

EnemyLeadership - Total leadership of enemy army before fight;

AllyLeadership - Total leadership of army of the hero before fight.

If the army of the enemy is stronger:

$$\text{EnemyStrK} = 1 + ((\text{EnemyLeadership} / \text{AllyLeadership}) / 3)$$

Multiplier **EnemyStrK** is limited by a range [0.5; 2.0]. For example, at equal armies **EnemyStrK** it will be equal 1.0; at army of the enemy which is stronger in 3 or more times it is equal 2; at army of the enemy which in 2 or more times is weaker - 0.5.

SideK - The multiplier depends on what group - the hero or the enemy - receives a loss:

1.0 - if the loss receives group of the hero;

0.5 - if the loss receives group of the enemy.

AttackTypeK - The multiplier depends on type of the attack, caused a loss:

1.0 - If the loss is put by hand-to-hand either shooting attack or talent;

0.5 - If the loss is put by a spell;

0.0 - If the loss is put by spirit attack (any, except attack [of the Ice Sphere](#)).

RoundK - The multiplier depends on current number of a round of fight (the fight is long tightened, the less given to Fury):

- 1.0 - From 1 on 9 round;
- 0.5 - From 10 on 14 round;
- 0.25 - From 15 to 19 round;
- 0.0 - Beginning 20 rounds and till the end of fight.

SkillItemK - Bonus to Fury from abilities of the hero (only unique ability of the warrior **Anger**) and subjects:

$$\text{SkillItemK} = 1 + \text{SkillK}/100 + (\text{ItemK1} + \text{ItemK2} + \dots)/100$$

where:

SkillK - depends on ability **The Anger**: 25/50/100 on 1/2/3 Ability level. The bonus from ability is applied only in that case when the group of the hero causes a loss to group of the enemy; in all other cases - it is not applied;

ItemK - Depends on the subjects increasing a gain of Fury: for **the Fury Spear** - 20, for **the Pain Skull** - 50.

DifficultyK - The multiplier depends on level of complexity of game: 2.0 - Easy; 1.0 - Normal; 0.85 - Hard; 0.7 - Impossible.

If after application of all modifiers **RawRage2** becomes less than 1.0, but it is more 0.2, then **RawRage2** = 1.0.

Stage 3. Final settlement of a gain of Fury:

$$\text{TotalRage} = \text{round}(\text{RawRage2} + \text{AllyLossesK}) * \text{StackKilledK}$$

where **AllyLossesK** - Bonus to Fury if by attack it has been killed, at least one being of the hero:

1 - if the being of the hero has been killed; 0 - in other cases.

StackKilledK - Bonus multiplier, if the group has been killed (or finished) by blow:

2.0 - if the group has been killed/finished; 1.0 - in other cases.

round() - Function of a rounding off of number to the nearest whole.

Example

Army of the hero: 5 **Swordsmen**; the Maximum Fury of the hero = 50; the hero has an ability **Anger** at 2nd level. In army of the enemy 10 **Swordsmen**. Game passes at normal level of complexity.

Leadership of one Swordsman = 35, Health = 32.

There is 1st round of fight. **Swordsmen** of the hero attack and put 100 losses to **Swordsmen** of the enemy.

Stage 1.

$\text{RawRage} = \text{HeroMaxRage} * \text{KilledPercent}$.

$\text{HeroMaxRage} = 50$.

KilledPercent - The group of the enemy has survived after blow - is counted:

$\text{Killed} = \text{Damage}/\text{UnitHP} = 100/32 = 3.125$

$\text{EnemyLeadership} - \text{Total leadership of enemies before fight} = 10 * 35 = 350$
 $\text{KilledPercent} = \text{Killed} * \text{UnitLeadership} / \text{EnemyLeadership} = 3.125 * 35 / 350 = 0.313$

$\text{RawRage} = 50 * 0.313 = 15.625$

Stage 2.

$\text{RawRage2} = \text{RawRage} * \text{EnemyStrK} * \text{SideK} * \text{AttackTypeK} * \text{RoundK} * \text{SkillItemK} * \text{DifficultyK}$

EnemyStrK - Enemies are stronger:

$\text{EnemyStrK} = 1 + ((\text{EnemyLeadership}/\text{AllyLeadership})/3) = 1 + (((10*35)/(5*35))/3) = 1+2/3 = 1.667$

SideK - Enemies receive a loss = 0.5

AttackTypeK - Hand-to-hand attack = 1.0

RoundK - 1st round = 1.0

SkillItemK - The hero has an ability **Anger** at 2nd level and our armies cause a loss to the enemy:

$\text{SkillItemK} = 1 + 50/100 = 1.5$

DifficultyK - Normal complexity = 1.0

$\text{RawRage2} = 15.625 * 1.667 * 0.5 * 1.0 * 1.0 * 1.5 * 1.0 = 19.535$

RawRage2 Does not get to a range [0.2; 1.0] - therefore remains without changes - **RawRage2** = 19.535.

Stage 3.

TotalRage = round(RawRage2 + AllyLossesK) * StackKilledK

AllyLossesK - Our armies have not lost any being (as attack was against enemies) = 0

StackKilledK - The group has not been killed by attack = 1.0

TotalRage = round(19.535 + 0) * 1 = 20.

The hero will receive 20 Rage as a result of this attack.

Development of Spirits of Rage

Abilities of Spirits of Rage

When the Spirit receives new ability, it will be weak enough. But, with Spirit development, this ability will become all stronger and stronger, if at level increases to choose improvements for it. *Abilities of spirits of fury are presented in the form of separate tables for each spirit. Explanations on a format of tables are below made.*

The description of a column Improvement

For each ability of Spirit there is an own set of improvements. Improvements are distributed on several "development branches» - each of branches is responsible for improvement of any separate parameter of this ability (damage, Rage expenses etc.). For each of branches there are some levels of development - to each of them there corresponds separate improvement.

There are following branches of development of abilities of Spirits:

Loss 1, Loss 2, ... - Increase in a loss from the given ability. Simultaneously with it the experience received by Spirit for use of ability increases, and expenses of the Fury demanded for use ability increase. (**Striking Sword, Rockfall, Underground Blades, Poisonous Spittle, Infernal Jamb, Soul Abduction, Fury Gathering, Black Hole**)

Fury 1, Fury 2, ... - reduction of expenses of the Fury demanded for use ability (at all abilities, except **Energizers** and **Fury Gathering**).

Rest 1, Rest 2, ... - reduction of time of rest of Spirit after ability use (at all abilities)

Time 1, Time 2 - increase in time of stay at arena of object which is caused by ability. Simultaneously with it expenses of the Fury demanded for use ability increase. (**Stone Wall**).

Attack 1, Attack 2, ... - increase in a loss for object that is caused by ability. Simultaneously with it the experience received by Spirit for use of ability increases, and expenses of the Fury demanded for use ability increase. At the Ice Sphere protective properties in addition a little raise, at Gizmo - force of treatment a little raises. (**Cloud of Poison, Ice Sphere, Gizmo**)

Health 1, Health 2, ... - increase in health of object that is caused by ability. Simultaneously with it the experience received by Spirit for use of ability increases, and expenses of the Fury demanded for use ability increase. At the Ice Sphere attacking properties in addition a little raise. (**Stone Wall, Glot's Armor, Ice Sphere**)

AttacksNumber 1, AttacksNumber 2 - increase in quantity of attacks that will be made by the object caused by ability, before the disappearance. Simultaneously with it the experience received by Spirit for use of ability increases, and expenses of the Fury demanded for use ability increase. (**Poison cloud**).

Treatment 1, Treatment 2, ... - increase in force of treatment for Gizmo. Simultaneously with it the experience received by Spirit for use of ability increases, and expenses of the Fury demanded for use ability increase. At Gimo attacking properties in addition a little raise. (**Gizmo**)

Poisoning 1, Poisoning 2 - increase in a loss Poison from a Poisoning imposed by the Poisonous Spittle. Simultaneously with it the experience received by Spirit for use of ability increases, and expenses of the Fury demanded for use ability increase. (**Poisonous Spittle**)

Area 1, Area 2 - increase in area of defeat at this ability. Expenses of the Fury demanded for use ability thus increase. (**Rockfall**)

Number 1, Number 2 - number increase energizers that will appear on arena. Simultaneously with it the experience received by Spirit for use of ability increases, and expenses of the Fury demanded for use ability increase. (**Energizers**)

Bonus 1, Bonus 2 - increase in quantity of fury and mana, received from energizers. Simultaneously with it the experience received by Spirit for use of ability increases, and expenses of the Fury demanded for use ability increase. (**Energizers**)

Target 1, Target 2, ... - increases in a maximum level of the target - on which it is possible to apply ability. Simultaneously with it the experience received by Spirit for use of ability increases, and expenses of the Fury demanded for use ability increase. (**Time Back**)

Base - it is given at once at reception of the given ability by Spirit (at all abilities).

Values of parameter the Experience, resulted in the table, are a base experience that is used at calculation of total value of experience, which will receive Spirit for ability use. (See [the table](#))

The description of a column "Improvement Description"

In the description of improvements there are both absolute, and relative changes for ability parameters.

Absolute changes are presented in the form of the usual numbers following the name of parameter.
At absolute change of parameter new value simply replaces the old.

Relative changes of parameters of ability are presented in the form of numbers with a previous sign + or -. This number shows value on which the parameter concerning the current value at the moment of level increase will change.

As a rule, if in one branch of development of ability there is a relative change of parameter for the same parameter there is a relative change and in one of the next branches of this ability.

For example, for ability [the Striking Sword](#) value of parameter Fury in Base improvement = 7. We will admit, for the present moment of time at Spirit the branch the Loss to 5th level and a branch Fury to 1st level is developed.

Value of parameter Fury in this case will be = $7 + (1+1+2+2+3)-5 = 11$. At reception of one more improvement from a branch the Loss (total it will be developed to 6th level) value of parameter Fury becomes = $11+3 = 14$.

The description of a column Requirement

For reception of improvement of the next level it is necessary to receive improvements of all previous levels in the given branch of development. (For example, for reception of improvement the Loss 3 it is necessary to receive before the Loss 1 and the Loss 2). Besides, often for reception of the next level of improvement it is necessary, that current development of Spirit corresponded to certain additional requirements.

Additional requirements happen following types:

Is minimum necessary level of Spirit. It is designated as **Level N** (for example, Level 9). Improvement can be offered to Spirit in case its level N or above (also the level here joins, which Spirit turns out in a present situation).

Is minimum necessary level of development of one of the next branches of this ability of Spirit. It is designated as **<The_name_Improvements> N** (for example, **Loss 3, Health 6**). This improvement can be offered only volume in case at Spirit the demanded branch is developed to the specified level (or, in other words, the Spirit has already got earlier the improvement specified in requirements).

Expenses of fury for use of the given ability more than certain value. It is designated as **Fury Expense> N**. Ability should cost more than N Fury units that this ability could be offered.

About a choice of improvements at achievement by Spirit of new level

At reception of level by Spirit the list is made of all improvements of all abilities for which all requirements to reception by the current moment are fulfilled. After that in a random way (to all improvements of probability are identical) 2 improvements get out of this list and are offered on a choice to the player.

There is an exception - if the Spirit reaches the level minimum necessary for reception of new ability this ability will be compulsorily offered instead of one of "casual" variants. If the player refuses reception of this ability, in the future it will compulsorily not be offered, and will be brought in the general list on a level with other improvements.

Example

[Sliim](#) receives 6th level. At it abilities are already developed thus: [Poisonous Spittle](#): **Loss 2** and **Rest 1**. [Infernal jamb](#): **Loss 1**.

Possible variants (meeting all requirements):

[Glot's Armor](#), **Base**: **Level 6** is required - it is offered compulsorily
(The level is minimum necessary for reception of this ability is reached)

[Poisonous Spittle](#), **Loss 3**: [Poisonous Spittle](#), **Loss 2** is required

[Poisonous Spittle](#), **Poisoning 1**: **Level 4** is required


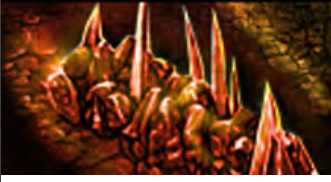


[Infernal jamb](#), **Loss 2**: [Infernal jamb](#), **Loss 1** is required

[Poison cloud](#), **Base**: **Level 4** is required (and it was not taken at 4th level of Spirit).

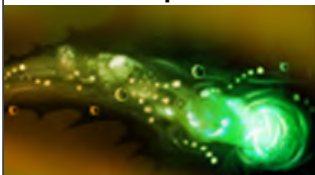


[Glot's Armor](#), **Base** is offered compulsorily as one of variants.

The second variant gets out in a random way of the remained 4 improvements.

Abilities of Zerok

Ability	Improvement	Improvement description	Requirements
 <p>The physical loss causing to group turns to a sword from a stone. Magicians receive the doubled loss.</p> <p>The maximum improvement: Loss 470-550 Fury 9 Base experience 29 Rest 1</p>	Basic	Loss: 80-100 Fury: 7 Experience: 5 Rest: 3	The starting
	Loss 1	Loss: 120-150 Fury: +1 Experience: 8	
	Loss 2	Loss: 170-210 Fury: +1 Experience: 11	
	Loss 3	Loss: 230-280 Fury: +2 Experience: 14	Level 5
	Loss 4	Loss: 300-360 Fury: +2 Experience: 18	Level 8
	Loss 5	Loss: 380-450 Fury: +3 Experience: 23	Level 11
	Loss 6	Loss: 470-550 Fury: +3 Experience: 29	Level 14
	Fury 1	Fury: -4	Loss 3
	Fury 2	Fury: -6	Loss 5
	Rest 1	Rest: 2	Level 6
	Rest 2	Rest: 1	Level 16
	 <p>Establishes in the field of fight a stone wall which costs until it will not destroy, or lifetime will not end. The wall has 3 Protection.</p> <p>The maximum improvement: Health 2500 Fury 28 Base experience 37 Rest 2 Time of a life 4 rounds</p>	Basic	Health: 100 Fury: 10 Experience: 10 Rest: 4 Time of a life: 2
Health 1		Health: 300 Fury: + 3 Experience: 15	
Health 2		Health: 600 Fury: + 4 Experience: 20	
Health 3		Health: 1200 Fury: + 5 Experience: 27	
Health 4		Health: 2500 Fury: + 6 Experience: 37	
Fury 1		Fury: -5	Health 2
Fury 2		Fury: -5	Health 3
Rest 1		Rest: 3	Level 7
Rest 2		Rest: 2	Level 14
Time 1		Life time: 3 Fury: + 5	
Time 2		Life time: 4 Fury: + 5	
 <p>Brings down a rain from stones, putting a physical loss to all enemies in the specified area. Magicians receive the doubled loss.</p> <p>The maximum improvement: Loss 480-930 Fury 32 Base experience 33 Rest 2 Area 19 hexes</p>		Basic	Loss: 90-150 Fury: 14 Experience: 15 Rest: 4 Area: 3
	Loss 1	Loss: 130-230 Fury: + 3 Experience: 18	
	Loss 2	Loss: 180-330 Fury: + 3 Experience: 21	
	Loss 3	Loss: 240-450 Fury: + 3 Experience: 24	
	Loss 4	Loss: 310-590 Fury: + 3 Experience: 27	Level 11
	Loss 5	Loss: 390-750 Fury: + 3 Experience: 30	Level 15
	Loss 6	Loss: 480-930 Fury: + 3 Experience: 33	Level 19
	Fury 1	Fury: -5	Loss 3
	Fury 2	Fury: -5	Loss 5
	Rest 1	Rest: 3	Level 7
	Rest 2	Rest: 2	Level 19
	Area 1	Area: 7 Fury: + 5	Level 11
Area 2	Area: 19 Fury: + 5	Level 16	
 <p>Shakes a battlefield, causing the sharpest stone edges from under the earth, causing a physical loss to enemy soldiers. Magicians receive the doubled loss.</p> <p>The maximum improvement: Loss 820-1210 Fury 40 Base experience 40 Rest 3</p>	Basic	Loss: 100-160 Fury: 26 Experience: 20 Rest: 5	Level 8
	Loss 1	Loss: 170-260 Fury: + 4 Experience: 23	
	Loss 2	Loss: 260-390 Fury: + 4 Experience: 26	
	Loss 3	Loss: 370-550 Fury: + 4 Experience: 29	Level 12
	Loss 4	Loss: 500-740 Fury: + 4 Experience: 32	Level 14
	Loss 5	Loss: 650-960 Fury: + 4 Experience: 36	Level 19
	Loss 6	Loss: 820-1210 Fury: + 4 Experience: 40	Level 26
	Fury 1	Fury: -5	Loss 2
	Fury 2	Fury: -5	Loss 4
	Rest 1	Rest: 4	Level 11
	Rest 2	Rest: 3	Level 21

Abilities of Sliim

Ability	Improvement	Improvement description	Requirements
<p>Poisonous Spittle</p>  <p>Hits the target a poisonous spittle, putting a loss poison and poisoning the purpose. The poisoned target attacks more poorly, and receives a loss poison each course.</p> <p>The maximum improvement: Loss 380-410 Poisoning 100-120 Fury 12 Base experience 25 Rest 1 Time of a poisoning 3 rounds</p>	Basic	Loss: 50-80 Fury: 5 Rest: 3 Experience: 5 Poisoning: 30-40 Time of a poisoning: 3	The starting
	Loss 1	Loss: 80-110 Fury: +1 Experience: +2	
	Loss 2	Loss: 120-150 Fury: +1 Experience: +2	
	Loss 3	Loss: 170-200 Fury: +2 Experience: +2	
	Loss 4	Loss: 230-260 Fury: +2 Experience: +2	Level 10
	Loss 5	Loss: 300-330 Fury: +3 Experience: +2	Level 16
	Loss 6	Loss: 380-410 Fury: +3 Experience: +2	Level 20
	Fury 1	Fury: -5	Loss 3
	Fury 2	Fury: -5	Loss 5
	Rest 1	Rest: 2	Level 3
	Rest 2	Rest: 1	Level 13
	Poisoning 1	Poisoning: 40-60 Fury: +2 Experience: +4	Level 4
	Poisoning 2	Poisoning: 100-120 Fury: +3 Experience: +4	Level 6
	<p>Infernal Jamb</p>  <p>Calls five predatory fishes, floating a wedge and causing a physical loss all on the way.</p> <p>The maximum improvement: Loss 400-450 Fury 26 Base experience 34 Rest 1</p>	Basic	Loss: 150-200 Fury: 15 Experience: 10 Rest: 3
Loss 1		Loss: 190-240 Fury: +1 Experience: 13	
Loss 2		Loss: 230-280 Fury: +2 Experience: 16	
Loss 3		Loss: 270-320 Fury: +3 Experience: 20	Level 8
Loss 4		Loss: 310-360 Fury: +4 Experience: 24	Level 11
Loss 5		Loss: 350-400 Fury: +5 Experience: 29	Level 15
Loss 6		Loss: 400-450 Fury: +6 Experience: 34	Level 20
Fury 1		Fury: -5	Loss 2
Fury 2		Fury: -5	Loss 4
Rest 1		Rest: 2	Level 10
Rest 2		Rest: 1	Level 23
<p>Poison cloud</p>  <p>Causes a poisonous cloud which moves across the field towards a congestion of enemies. The cloud causes a loss poison to all who will get to it. The loss is put after a course of everyone of a being in the field of fight. (See <i>in addition</i>)</p>		Basic	Loss: 20-40 Fury: 8 Experience: 10 Rest: 4 AttacksNumber: 5
	Loss 1	Loss: 30-60 Fury: +2 Experience: +5	
	Loss 2	Loss: 50-100 Fury: +3 Experience: +6	
	Loss 3	Loss: 80-160 Fury: +4 Experience: +7	Level 12
	Loss 4	Loss: 120-240 Fury: +5 Experience: +8	Level 16
	Fury 1	Fury: -5	Loss 2
	Fury 2	Fury: -5	Loss 3

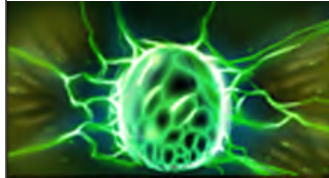
course of everyone of a being in the field of fight. (See *in addition*)

The maximum improvement:

Loss **120-240**
 Fury **16**
 Base experience **50**
 Rest **2**
 AttacksNumber: **9**

Rest 1	Rest: 3	Level 9
Rest 2	Rest: 2	Level 13
AttacksNumber 1	Fury: +2 Experience: +7 AttacksNumber: 7	Level 10
AttacksNumber 2	Fury: +2 Experience: +7 AttacksNumber: 9	Level 13

Glot's Armour






Surrounds allied group with protection which takes up a loss received by group. But this protection interferes with group movement.

The maximum improvement:

Health **2300**
 Fury **30**
 Base experience **50**
 Rest **3**
 Time of a life **4** rounds

Basic	Health: 400 Fury: 7 Experience: 20 Rest: 5 Time of a life: 4	Level 6
Health 1	Health: 600 Fury: + 3 Experience: 25	
Health 2	Health: 800 Fury: + 4 Experience: 30	
Health 3	Health: 1000 Fury: + 5 Experience: 35	Level 9
Health 4	Health: 1200 Fury: + 6 Experience: 40	Level 11
Health 5	Health: 1700 Fury: + 7 Experience: 45	Level 16
Health 6	Health: 2300 Fury: + 8 Experience: 50	Level 21
Fury 1	Fury: -5	Health 2
Fury 2	Fury: -5	Health 4
Rest 1	Rest: 4	Level 11
Rest 2	Rest: 3	Level 13

Abilities of Lina

Ability	Improvement	Improvement description	Requirements
Energizers  Places in the field of fight a little energizers, giving to the hero mana and fury. The group lifting energizer receives 1 AP. The maximum improvement: Quantity of energizers 6 Bonus of 10 mana/furies Fury 45 Base experience 55 Rest 3	Basic	Quantity: 2 Bonus: 4 Fury: 10 Experience: 20 Rest: 5	The starting
	Number 1	Quantity: 3 Fury: + 5 Experience: + 5	
	Number 2	Quantity: 4 Fury: + 5 Experience: + 5	
	Number 3	Quantity: 5 Fury: + 5 Experience: + 5	Level 11
	Number 4	Quantity: 6 Fury: + 5 Experience: + 5	Level 21
	Bonus 1	Bonus: 6 Fury: + 5 Experience: + 5	Number 1
	Bonus 2	Bonus: 8 Fury: + 5 Experience: + 5	Level 11
	Bonus 3	Bonus: 10 Fury: + 5 Experience: + 5	Level 21
	Rest 1	Rest: 4	Level 6
	Rest 2	Rest: 3	Level 16
Ice Sphere  Calls in the field of fight an ice sphere- powerful fighting unit. Being dispersed across the field, it causes a physical loss to the enemy. For each cage of the dispersal, a loss caused by a sphere increases by +100 % (relative base) The maximum improvement: Loss 350-400 Health 1800 Fury 60 Base experience 50 Rest 2	Basic	Loss: 110-130 Health: 300 Fury: 10 Experience: 20 Rest: 4	Level 2
	Attack 1	Loss: + [50-60] Health: +100 Fury: +10 Experience: + 5	
	Attack 2	Loss: + [70-80] Health: +100 Fury: +10 Experience: + 5	
	Attack 3	Loss: + [90-100] Health: +100 Fury: +10 Experience: + 5	Level 16
	Protection 1	Loss: + [10-10] Health: +200 Fury: +10 Experience: +5	
	Protection 2	Loss: + [10-10] Health: +400 Fury: +10 Experience: +5	
	Protection 3	Loss: + [10-10] Health: +600 Fury: +10 Experience: +5	Level 14
	Fury 1	Fury: -5	Level 7 Expenses of Fury >10
	Fury 2	Fury: -5	Level 11 Fury expenses >10
	Rest 1	Rest: 3	Level 10
Rest 2	Rest: 2	Level 21	
Ice Thorns  Concludes area of 3 hexes in prison from fragile ice thorns. Each thorn has 1 unit of Health. The maximum improvement: Fury 15 Base experience 30 Rest 2	Basic	Fury: 30 Experience: 30 Rest: 5	Level 4
	Fury 1	Fury: 25	Level 7
	Fury 2	Fury: 20	Level 11
	Fury 3	Fury: 15	Level 19
	Rest 1	Rest: 4	Level 8
	Rest 2	Rest: 3	Level 13
	Rest 3	Rest: 2	Level 17
	Basic	Loss: 100-300 Treatment: 140 Fury: 7 Experience: 20 Rest: 4	Level 6
Attack 1	Loss: +[100-300] Treatment: +20 Fury: +5 Experience: +5		
Attack 2	Loss: +[200-400] Treatment: +20 Fury: +5 Experience: +5		
Attack 3	Loss: +[300-500] Treatment: +20 Fury: +5 Experience: +5 Removes useful spells from enemies		
Attack 4	Loss: +[400-600] Treatment: +20 Fury: +5 Experience: +5 Reduces AP	Level 16	
Treatment 1	Loss: +[50-100] Treatment: +80 Fury: +2 Experience: +5		
Treatment 2	Loss: +[50-100] Treatment: +100 Fury: +2 Experience: +5		
Treatment 3	Loss: +[50-100] Treatment: +120 Fury: +2 Experience: +5 Removes harmful spells from allies		
Treatment 4	Loss: +[50-100] Treatment: +140 Fury: +2 Experience: +5 Gives AP	Level 16	
Fury 1	Fury: -5	Level 13 Expenses of Fury >10	
Fury 2	Fury: -5	Level of 19 Expenses of Fury >10	

Base experience **60**

Rest **2**

Life time: **3** "attacks" against the enemy

Rest 1	Rest: 3	Level 9
Rest 2	Rest: 2	Level 12

Abilities of the Reaper

Ability	Improvement	Improvement description	Requirements
 <p>Extends soul from the purpose, destroying % from quantity of enemies in group (is more exact - % from total Health of group). Does not operate on undead, golems and Plants. (Loss type - astral)</p> <p>The maximum improvement: Will die: 50 % Fury 70 Base experience 15 Rest 1</p>	Basic	Will die: 10 % Fury: 10 Experience: 7 Rest: 3	The starting
	Loss 1	Will die: 20 % Fury: +5 Experience: 9	
	Loss 2	Will die: 30 % Fury: +15 Experience: 11	
	Loss 3	Will die: 40 % Fury: +25 Experience: 13	Level 13
	Loss 4	Will die: 50 % Fury: +35 Experience: 15	Level 17
	Fury 1	Fury: -10	Loss 1
	Fury 2	Fury: -10	Loss 3
	Rest 1	Rest: 2	Level 8
	Rest 2	Rest: 1	Level 19
	 <p>The astral loss causes and exhausts Fury at all enemies in the field of 19 hexes.</p> <p>The maximum improvement: Loss 170-300 Gives furies 40 Fury 5 Base experience 22 Rest 3</p>	Basic	Loss: 50-180 Gives furies: 10 Fury: 5 Experience: 10 Rest: 5
Loss 1		Loss: 70-200 Gives furies: 15 Experience: 12	
Loss 2		Loss: 90-220 Gives furies: 20 Experience: 14	
Loss 3		Loss: 110-240 Gives furies: 25 Experience: 16	
Loss 4		Loss: 130-260 Gives furies: 30 Experience: 18	Level 11
Loss 5		Loss: 150-280 Gives furies: 35 Experience: 20	Level 13
Loss 6		Loss: 170-300 Gives furies: 40 Experience: 22	Level 15
Rest 1		Rest: 4	Level 9
Rest 2		Rest: 3	Level 19
 <p>Returns group to a condition in which it was on the beginning of last round.</p> <p>The maximum improvement: Level of the target 1-5 Fury 20 Base experience 44 Rest 3</p>		Basic	Level: 1-1 Fury: 20 Experience: 20 Rest: 5
	Target 1	Level: 1-2 Fury: +5 Experience: 26	
	Target 2	Level: 1-3 Fury: +5 Experience: 32	
	Target 3	Level: 1-4 Fury: +5 Experience: 38	Level 8
	Target 4	Level: 1-5 Fury: +5 Experience: 44	Level 13
	Fury 1	Fury: -10	Target 1
	Fury 2	Fury: -10	Target 3
	Rest 1	Rest: 4	Level 10
	Rest 2	Rest: 3	Level 15
	 <p>The astral loss causes to all enemies. The above level of enemy beings, the higher they receive a loss. 12,5 %/25 %/37,5 %/50 % of a loss are put to enemies of 2/3/4/5 levels in addition.</p> <p>The maximum improvement: Loss 1100-1500 Fury 80 Base experience 27 Rest 2</p>	Basic	Loss: 300-700 Fury: 40 Experience: 15 Rest: 5
Loss 1		Loss: 500-900 Fury: +15 Experience: 18	
Loss 2		Loss: 700-1100 Fury: +15 Experience: 21	
Loss 3		Loss: 900-1300 Fury: +15 Experience: 24	Level 13
Loss 4		Loss: 1100-1500 Fury: +15 Experience: 27	Level 16
Fury 1		Fury: -10	Loss 1
Fury 2		Fury: -10	Loss 2 Level 16
Rest 1		Rest: 4	Level 11
Rest 2		Rest: 3	Level 14
Rest 3		Rest: 2	Level 18

Behavior of Gizmo in the field of fight.

In the field of fight can be a little Gizmo simultaneously (but on one cage there can not be more than one).

At Gizmo the Initiative = 1. It can move to the target that is on distance to 5 cages on a straight line and to influence it.

The target on which will operate Gizmo, chooses on the algorithm described below.

The admissible targets for Gizmo is:

- **the ally**, but only in case it needs to be treated (and capacity of treatment at least on 1/3 will be claimed), or at it have come to an end AP (and Gizmo is able to restore AP), or on the ally it is imposed though one harmful effect of a spell (and Gizmo is able to remove harmful effects);
- **any enemy**.

If on one cage with Gizmo there is an admissible target with probability of 33 % it will influence this target. If the probability "has not worked", but Gizmo for the course cannot get any other admissible target, then:

- If the nearest purpose further than 6 cages on a straight line remains on a place and operates on the purpose under itself;

- If the nearest purpose is closer than 6 cages on a straight line, but Gizmo all the same it does not get:

The probability of 50 % - that will operate on the purpose under itself;
The probability of 50 % - that will depart to the nearest target.

Otherwise (if under Gizmo there are no targets or the target is, but probability, that Gizmo remains over it, "has not worked") - Gizmo simply flies in a direction to the nearest target. If the course has sufficed it to reach (5 cages on a straight line) it influences this target.

On a picture the red point designates current position Gizmo, and dark blue area in which it can influence the targets.

At "influence" on ally Gizmo does at once 3 actions:

- Treats (in any case, even if it is wounded only on 1 unit of Health);
- If there is a **Treatment 3**: removes all harmful effects of spells (if though one such effect is imposed on a being);
- If there is a **Treatment 4**: increases flowing AP on 1 (and it is not important - resembled a unit or not resembled while).

At "influence" on the enemy does at once 3 actions:

- The loss causes (In any case);
- If there is an **Attack 3**: removes all positive effects of spells (if though one such effect is imposed on a being);
- If there is an **Attack 4**: reduces flowing AP on 1 (only in case at the enemy remains 2 or more AP).

Gizmo disappears from a battlefield after has spent 3 "influences" on the enemy (various effects of one "influence" are not considered for separate "influences"). The quantity of "influences" on ally units does not influence in any way time of "leaving" Gizmo.

In addition about the Poison Cloud

The cloud moves exactly on 1 cage and then the loss causes at end of each course of each group and object in the field of fight.

The cage towards which the cloud will move, depends on its "weight". The weight defines "saturation" of enemies round a cage. It is calculated as follows.

If on a cage there is an enemy group its "weight" is equal 1.5 (if the enemy group there is not present that = 0); for each enemy group which is on adjoining 6 cages "weight" increases for 1. For example, if on a cage there is an enemy group and on the cages next to it there are two more cage "weight" will be = $1.5+1+1=3.5$.

The size and level of groups do not influence "weight". Besides, at "weight" calculation various hostile objects in the field of fight (for example, [Gremlin's Towers](#)) are not taken into consideration.

The cloud moves in a direction to a cage with greatest "weight". If two cages have identical "weight", that usually gets out, which at the left (depends on intragame numbering of cages on fight arena - more often it goes from below upwards, from left to right).

Experience that receives Spirit for blow, depends on base quantity of the experience given for the fact of application of ability, quantity and force of the killed enemies (if ability causes a loss) and set of the other parameters changing received experience in the big or smaller party.

The ability which uses spirit is more strongly developed, the more experience will be given for its application (see [the table](#)).

The additional parameters influencing experience of spirit, the following: complexity of fight (that is, a parity of forces on the fight beginning), a current parity of forces (but it is not considered by the first call of Spirit in fight), ability of the hero [Master of Spirits](#), a class of the hero (at [the Magician](#) Spirits develop more slowly, at [the Warrior](#) - faster).

Besides, game balances level of each Spirit so that it was approximately equal to level of the hero (if at Spirit level less, than at the hero - it receives more experience for the same action; if level is more - experience less).

Calculation of experience that spirits of fury receive for application of abilities occurs in 2 stages. On 1st it is considered pure value of experience (considering value of experience for application of ability from the table, quantity and force of the killed enemies). On the second - to pure value of experience various modifiers are applied.

Stage 1. Calculation of pure experience for spirit (experience taking into account base value of experience and additional experience for the enemies killed by blow).

If the spirit is caused first time for fight:

$$\text{RawExp} = \text{BaseExp} * K + \text{KiledUnitExp}$$

where:

BaseExp - The base value of experience received by spirit for blow. Undertakes from the table resulted in section of Ability of spirits of fury;

K - The factor is necessary that to the player there was no sense to cause spirits many times in the end of fight, at the remained one enemy group.

If the spirit is caused first time for fight, $K = 1$ (that is, experience does not change). If the spirit was already caused in it to fight - the relation of force of current army of the enemy to force of current army of the player (and if the spirit is caused on business - when the enemy army is still strong experience to spirit decreases slightly or does not decrease absolutely) is considered. If the army of the enemy is stronger than army of the hero, $K = 1$, differently:

$$K = \text{CurEnemyLeadership} / \text{CurAllyLeadership}$$

where:

CurEnemyLeadership - Total leadership of all remained beings of the enemy;

CurAllyLeadership - Total leadership of all remained beings of the player.

KiledUnitExp - Experience for the killed enemies at spirit attack (the experience given to the hero is calculated by the same rules, as for murder of enemies). That is

$$\text{KiledUnitExp} = \text{The_total_Leadership_killed} * \text{exp_from_lead_k}$$

where:

exp_from_lead_k = 0.018 (It is the balancing constant set in resources of game).

That is, experience = 1,8 % from total leadership of the killed enemies.

Value **KiledUnitExp** is limited from above by the value depending on current level of the hero. Restriction is calculated under the formula:

$$\text{LimitKiledUnitExp} = \text{LevelDiffExp} / (\text{SpiritLevel}/5+2)$$

where:

SpiritLevel - Current level of spirit;

LevelDiffExp is calculated under the formula:

$$\text{LevelDiffExp} = \text{Experience_Level}_{\text{SpiritLevel}+1} - \text{Experience_Level}_{\text{SpiritLevel}},$$

where:

Experience_Level_n - Value of experience at which the spirit receives level **n** (see [the Table of experience of spirits of fury](#))

For example, if current level of spirit = 2, then $\text{LevelDiffExp} = (\text{Experience_Level}_3 - \text{Experience_Level}_2) = 80-30 = 50$.

$\text{LimitTotalUnitExp} = 50 / (2/5+2) = 20,8$.

Besides, total value **RawExp** is limited from above - it cannot be more than in 3 times above base value of experience for attack. That is, it is limited by value $(3*\text{BaseExp})$.

In addition about Gizmo



Stage 2 To pure experience various modifiers are applied, and total value of experience of spirit turns out.

$$\text{TotalExp} = \text{RawExp} * \text{SkillK} * \text{ClassK} * \text{EnemyStrengthK} * \text{HeroSpiritLevelK}$$

where:

SkillK - It is equal 1.1/1.2/1.3 on 1/2/3 level of ability of the hero [Master of Spirits](#). (That is gives +10 % / +20 % / +30 % to experience).

ClassK - Factor of dependence on a class of the hero. For the warrior = 1.0 (i.e. reduction of experience of spirit is not present); for paladin = 0.8 (the spirit receives 80 % of experience); for the mage = 0.5 (the spirit receives 50 % of experience).

EnemyStrengthK - The factor considering the relation of forces of army of the enemy and army of the hero in the beginning of fight. (That is depends on complexity of fight). The formula:

$$\text{EnemyStrengthK} = \text{EnemyLeadership}/(\text{HeroLeadership}*5)$$

where:

EnemyLeadership - Total leadership of enemy army before fight (that is, losses of enemy army in fight are not considered);

HeroLeadership - Value of Leadership of the hero. Expression (**HeroLeadership*5**) designates as much as possible admissible force of army of the hero at the given value of leadership and at 5 groups of its army completely filled all.

EnemyStrengthK is limited by a range [0.5; 2.0].

HeroSpiritLevelK - Factor for balancing of levels of the hero and spirit. If levels of the hero and spirit are equal - Factor = 1; if level of the hero in 2 times is more than spirit level - the spirit types experience in 2 times faster etc. The formula:

$$\text{HeroLevelK} = \text{HeroLevel}/\text{SpiritLevel}$$

HeroSpiritLevelK is limited from above by value 3.

Total value of experience of spirit TotalExp is approximated to the nearest whole.

Example of calculation of experience of spirit

Initial conditions before fight:

The hero - the warrior of 5th level, 500 Leaderships, 3rd level of ability [Master of Spirits](#); spirit of fury - [Zerok](#) 3rd level; Army of the hero - 10 Swordsmen; Army of the enemy - 15 Swordsmen.

Current condition in fight:

At the hero remains 10 Swordsmen, at the enemy - 5 Swordsmen. Zerok was already caused in flowing to fight, now it is caused once again - [the Striking Sword](#) of 1st level (base experience = 5) is applied; "sword" kills 2 Swordsmen.

Stage 1. Pure experience.

From the table: BaseExp = 5 for 1st level of «the Striking sword».

We count **K**. The spirit was already caused, therefore we count the relation of forces of current armies.

Total leadership of army of the hero 10 * 35 = 350, armies of the enemy 5 * 35 = 175. (here 35 - is Leadership of one Swordsmen).

$$K = 175/350 = 0,5$$

We count KiledUnitExp. As by spirit attack it is killed 2 Swordsmen:

$$\text{KiledUnitExp} = 2 * 35 * 0,018 = 1,26$$

We check restriction from above for KiledUnitExp.

We count

$$\text{LimitKiledUnitExp} = (\text{Experience_Level}_4 - \text{Experience_Level}_3) / (3/5+2) = (150-80) / 2,6 = 26,9. \text{ We check: } 1,26 < 26,9. \text{ All is normal - for KiledUnitExp there is a value } 1,26.$$

We count pure experience of spirit:

$$\text{RawExp} = \text{BaseExp} * K + \text{KiledUnitExp} = 5 * 0,5 + 1,26 = 3,76$$

We check restriction from above for RawExp: RawExp < BaseExp * 3.

$$3,76 < 5*3. \text{ All is normal - total value RawExp} = 3,76.$$

Stage 2. Total experience of spirit.

SkillK = 1,3. As at the hero 3rd level of ability [Master of Spirits](#).

ClassK = 1,0. The hero - is the warrior.

We count EnemyStrengthK.

Force of army of the enemy before fight EnemyLeadership = 15 * 35 = 525.

Leadership of the hero = 500.

$$\text{EnemyStrengthK} = \text{EnemyLeadership}/(\text{HeroLeadership} * 5) = 525 / (500*5) = 0,21.$$

We check restriction EnemyStrengthK on a range [0,5; 2,0]. Does not get to a range - we replace with value of the bottom border of a range = 0,5. Total EnemyStrengthK = 0,5.

We count HeroSpiritLevelK.

$\text{HeroSpiritLevelK} = \text{HeroLevel} / \text{SpiritLevel} = 5/3 = 1,67$

We check restriction from above $1,67 < 3$. All is normal - total HeroSpiritLevelK = 1,67.

All is ready to calculation of total value of experience of spirit:

$\text{TotalExp} = \text{RawExp} * \text{SkillK} * \text{ClassK} * \text{EnemyStrengthK} * \text{HeroSpiritLevelK} = 3,76 * 1,3 * 1,0 * 0,5 * 1,67 = 4,07$

We approximate TotalExp to the nearest whole. It turns out 4. As a result Zerok will receive 4 units of experience.

The table of Experience of Spirits of Rage

For all four spirits of rage there is a uniform table of experience.

The spirit ceases to receive experience after reception of 30th level.

The quantity of experience at which new level of spirit is reached, depends on level of complexity of game.

Factors of the level of experience necessary for reception concerning normal level of complexity the following:

Easy	Normal	Hard	Impossible
0,5	1,0	1,15	1,3

As a result, the table of experience for different levels of complexity has such appearance:

Level	Easy	Normal	Hard	Impossible
1	0	0	0	0
2	15	30	34	39
3	40	80	92	104
4	75	150	172	195
5	125	250	287	325
6	190	380	437	494
7	265	530	609	689
8	355	710	816	923
9	460	920	1058	1196
10	585	1170	1345	1521
11	725	1450	1667	1885
12	885	1770	2035	2301
13	1065	2130	2449	2769
14	1260	2520	2898	3276
15	1480	2960	3404	3848
16	1720	3440	3956	4472
17	1980	3960	4554	5148
18	2265	4530	5209	5889
19	2570	5140	5911	6682
20	2900	5800	6670	7540
21	3255	6510	7486	8463
22	3640	7280	8372	9464
23	4050	8100	9315	10530
24	4485	8970	10315	11661
25	4950	9900	11385	12870
26	5445	10890	12523	14157
27	5970	11940	13731	15522
28	6525	13050	15007	16965
29	7110	14220	16353	18486
30	7730	15460	17779	20098

In game there are 5 types of a loss and 4 types of resistibility to a loss. Four types of a loss coincide with resistibility types: **the physical**; **the magic**; **the fiery**; **the poisonous**. The fifth type of a loss - **astral**. For it there is no corresponding type of resistibility.

All loss that can be put in game - from attacks of beings, from spells, from spirits of fury and all the rest - belongs to one of these five types. And if the being has resistibility to the given type of a loss the part of loss will be blocked.

Resistibility against each type of a loss is set in percentage. It can be as positive (a being partially blocks a loss of the given type), and negative (a being receives an additional loss of the given type). For example, if at a being resistibility to fire = **80 %** then **20 %** of a loss from attacks with type "fiery" (as from the beings which attacks cause a loss fire, and from fiery spells) will be put to a being only.

The maximum value of resistibility to a loss of any type = 95 %.

In game the type of a loss put by a being is displayed in a window of the information on group, in the form of an icon near to the characteristic "Loss". Resistibility to different types of a loss is displayed in the same window, in the help appearing at prompting of the cursor of the mouse on the characteristic "Protection" ([Explanatory to the Table of Beings](#) see).

In section [«Beings and Races»](#) it is possible to look type of the loss put by a being, and values of resistibility of a being to each of loss types.

Loss from Beings

The loss that will put a being is defined by its characteristic Loss ("a base loss" of beings). Parameter Attack raises a base loss, and parameters of the enemy Defense and Resistibility to a loss of this type - lower.

If Attack of a being is more than Protection of the enemy the loss raises several times (on 3,33 % for unit of a difference of Attack and Defense). For example, if Attack to 15 units is more than Defense, the loss will increase in 1,5 times; on 30 - in 2 times etc. The Loss cannot become more than in 3 times big, than base value of a loss (the Attack and Defense difference thus = 60).

If Defense of the enemy is more than being Attack the loss goes down several times (see detailed calculation of a loss). For example, at Defense higher Attacks to 15 there will be loss 1,5 times less (differently - on third less); on 30 - in 2 times less etc. The Loss there cannot be less than in 3 times smaller, than a base value of a loss (the Defense and Attack difference thus = 60).

In addition various abilities of beings, abilities of the hero etc. can influence a loss. For example, [Knights](#) will cause an additional loss on dragons, and [Inquisitors](#) - additional loss [to Undead](#).

The loss that puts one group of beings on another is calculated in two stages. **The first stage** - calculated a pure loss that will put group. **The second stage** - to a pure loss is applied the modifier from Attack of attacking group and Defense of defending group. Calculation of a pure loss (the first stage) occurs under the following formula:

$$\text{The_pure_Loss} = \text{Size_Group} * \text{random}(\text{Min_Loss}; \text{Max_Loss}) * (1 - \text{Resist}\% / 100\%)$$

where:

Size_Group - Quantity of beings in attacking group;

Min_Loss and **Max_Loss** - The minimum and maximum value of the characteristic Loss of attacking group;

random(Min_Loss; Max_Loss) - Random number in a range **[Min_Loss; Max_Loss]**;

Resist% - Value of resistibility (in percentage) defending group to type of a loss that puts attacking group.

At calculation of total value of a loss (the second stage) to a "pure" loss the modifier of a loss depending on a difference of Attack attacking and Defense defending groups is applied. Here two variants are possible.

If Attack attacking > Defense defending:

$$\text{The_loss_modifier} = (1 + (\text{Attack} - \text{Defense}) * 0,0333).$$

The_loss_modifier is limited by value = 3 (if at calculation the number has turned out more than 3 it compulsorily decreases to value = 3). The maximum value of the modifier is reached at the Attack and Defense difference = 60.

If Attack attacking < Defense defending:

$$\text{The_loss_modifier} = 1 / (1 + (\text{Attack} - \text{Defense}) * 0,0333);$$

The_loss_modifier is limited by value = 0,333 (if at calculation the number has turned out less than 0,333, it compulsorily increases to value 0,333). The maximum value of the modifier is reached at the Defense and Attack difference = 60.

The total loss which will put group, is calculated under the formula:

$$\text{The_total_Loss} = \text{The_pure_Loss} * \text{The_loss_modifier}.$$

Example of calculation of the loss put by beings

The group of 100 **Inquisitors** attacks group of 10 **Black Dragons**. At group of Inquisitors: Attack = 16, the Loss = 5-7 (type - magic). At group of Black Dragons: Defense = 56, Resistibility to a magic type loss = 80 %.

The first stage.

The_pure_Loss = $100 * \text{random}(5; 7) * (1 - 80\%/100\%)$.

Let's admit, $\text{random}(5; 7)$ has given number = 6.

The_pure_Loss = $100 * 6 * 0,2 = 120$

The second stage.

Defense of Dragons > Attacks of Inquisitors: The_loss_modifier = $1 / (1 + (56 - 16) * 0,0333) = 0,428816$

The_total_Loss = $120 * 0,428816 = 51$.

As a result, 51 unit of health will be taken away from group of Black Dragons.

Critical Loss

At critical blow the group of beings puts a higher loss, but base attack can be critical only.

First, in this case in the formula of calculation of a loss the maximum value of the characteristic of group "Loss" (as though the group was under effect of spell **Bless**) is used.

Secondly, the total loss is multiplied by the modifier from 1,3 to 1,7, depending on current value of Rage of the hero (only for groups from army of the hero; for enemies a multiplier always = 1,5). The multiplier of a critical loss turns out scaling of current value of Fury from a scale [0; Max_Rage] in a scale [1,3; 1,7]:

$$\text{The_modifier_Critical_Loss} = 1,3 + \text{Current_Rage} / \text{Max_Rage} * (1,7 - 1,3)$$

For example, at current Rage = 0 modifier will be =1,3;

At the maximum Rage - 1,7;

At current Rage = 50% from a maximum - 1,5.

At everyone beings in game there is the latent characteristic "Crit" (see [the table](#)); this characteristic means probability of that at being attack the critical loss will be caused. This characteristic can be changed various subjects, abilities and talents of beings. For example, the subject [the Sentence Dagger](#) increases Crit on +20 all armies in armies of the hero, and ability of the Black Knight [Accruing Anger](#) increases Crit on +3 for each blow. At calculation of total value of probability of critical blow current value of Crit, with already applied modifiers from subjects/talents/abilities will be used.

The probability of causing of a critical loss also depends on current value of Rage of the hero and from Morals of group (both dependences - only for beings from army of the hero). The formula following:

$$\text{The_total_Probability} = \text{Current_Crit} * \text{The_modifier_From_Rage} * \text{The_modifier_From_Morals}$$

The_modifier_From_Rage turns out scaling of current value of Rage from a scale [0; Max_Rage] in a scale [0,7; 1,3]. The formula:

$$\text{The_modifier_From_Rage} = 0,7 + \text{Current_Rage} / \text{Max_Rage} * (1,3 - 0,7).$$

For example, if current value of Rage = 0, the modifier = 0,7. If current value of Rage = maximum (i.e. the Rage circle is completely filled), the modifier = 1,3. If current Rage = to half maximum, the modifier = 1.

The_modifier_From_Morals turns out from current value of Morals of group under the table:

Morals	The_modifier_From_Morals
-3	0
-2	0,5
-1	0,75
0	1
+1	1,25
+2	1,5
+3	2

Example of calculation of a critical loss

Conditions - the same, as in the previous example - the group of **Inquisitors** attacks group of **Black Dragons**.

Additional conditions: Current Rage of the hero = 5; Max_Rage = 25;

Crit of the Inquisitor = 10% (value from the table of beings); Morals of group of Inquisitors = +2.

The hero has a subject [the Sentence Dagger](#).

The probability of a critical loss is calculated as follows:

Base Crit of Inquisitors increases by 20% from the Sentence Dagger. Current Crete = 10 % + 20 % = 30 %

The_modifier_From_Rage = $0,7 + 5/25 * (1,3-0,7) = 0,82$

The_modifier_From_Morals = 1,5

The_total_Probability = $30\% * 0,82 * 1,5 = 36,9\%$

Loss calculation in case has occurred critical blow:

The_pure_Loss = $100 * 7 * (1 - 80\%/100\%) = 140$.

The_total_Loss = $140 * 0,428816 = 60$

The_modifier_Critical_Loss = $1,3 + 5/25 * (1,7 - 1,3) = 1,38$

The_total_Critical_Loss = $60 * 1,38 = 82$

Loss from Spells

1. For the majority of the spells causing a direct loss, a loss is calculated by a similar principle. Here the full list of such spells: [Magic Pole-axe](#), [Lightning](#), [Trap](#), [Sword-phantom](#), [Geyser](#), [Fiery Arrow](#), [Poisonous Skull](#), [Oil Fog](#), [Fiery Sphere](#), [Ice Snake](#), [Kamikaze](#), [Fiery Rain](#), [Armageddon](#).

The formula of calculation of a loss the following:

$$\text{Loss_Spells} = \text{round5}(\text{The_base_Loss} * \text{The_modifier_Intellect} * \text{The_modifier_Subjects_Abilities}) * (1 - \text{Resist\%/100\%})$$

where:

The_base_Loss - Value of a base loss of a spell from [the table of spells](#). In the table values of a base loss for each of 3 levels of a spell are resulted; at loss calculation the necessary gets out;

The_modifier_Intellect - The multiplier depending on the characteristic of the hero Intellect;

The_modifier_Subjects_Abilities - The multiplier depending on abilities of the hero and subjects put on the hero;

round5(X) - The function used for a rounding off of a loss to equal numbers.

It approximates number X to within 5 (for example, 31-32 will be approximated to 30; 33-37 - to 35; 38-39 - to 40).

Exception - if $\text{mod}(\text{Loss}; 100) < 7$ the loss will be approximated down to the nearest hundred (here **mod (X; Y)** - a remainder of division of number X on number Y).

The_modifier_Intellect is calculated under the formula:

$$\text{The_modifier_Intellect} = (1+0,1 * \text{Intellect}) * (1 + 0,1 * \text{floor}(\text{Intellect}/7))$$

where:

floor(X) - Rounding off of number X down to the nearest whole. The formula means, that for each unit of Intellect the base loss of a spell increases by 10%. In addition, for each full 7 units of Intellect - on 10%, but the total loss of a spell increases, not the base.

The_modifier_Subjects_Abilities - is calculated under the formula:

$$\text{The_modifier_Subjects_Abilities} = 1 + 0.01 * (\text{Bonus_Abilities_Subject_1} + \text{Bonus_Abilities_Subject_2} + \dots + \text{Bonus_Abilities_Subject_N})$$

where:

Bonus_Abilities_Subject_X - The bonus from a subject or ability of the hero that strengthen an applied spell (a bonus is set in percentage).

On all spells described in this section, ability [the Destroyer](#) from a branch "Magic" operates. At 1/2/3 level of ability the bonus of +15% / + 30% / + 50% is given. Bonuses which are given by subjects is, for example, a bonus in 15% to all shock spells from a subject [the Raincoat of the Dragon](#) or a bonus in 15% to the spells, causing a fiery loss from a subject [the Flame Necklace](#).

Example of calculation of a loss from a spell

1. The spell [Fiery sphere](#) is applied by the hero on 3rd level of Ability [Magic of Chaos](#). Intellect of the hero = 15. The hero has a skill [the Destroyer](#) of 3rd level and a subject [the Raincoat of the Dragon](#). The spell group-target has 30 % of resistibility to a fiery loss.

Value of a base loss of a spell undertakes from the table - 360
(Let's admit, the target is the central point of a fiery sphere).

The_modifier_Intellect = $(1+0,1 * 15) * (1+0,1 * \text{floor}(15/7)) = 2,5 * 1,2 = 3$

On The_modifier_Subjects_Abilities influence ability [the Destroyer](#) (50% bonus at 3rd level of ability) and a subject [the Raincoat of the Dragon](#) (+15% bonus):

The_modifier_Subjects_Abilities = $1+0.01 * (50+15) = 1,65$

Loss_Spells = $\text{round5}(360 * 3 * 1,65) * (1 - 30\%/100\%) = 1780 * 0,7 = 1246$.

As a result 1246 units of a loss will be put.

2. Calculation of a loss for other spells occurs in another way:

Spell Treatment

$$\text{Loss_Spells} = \text{round5}(\text{The_base_Loss} * (1 + 0.1 * \text{Intellect}) * (1 + 0.01 * \text{The_healer})) * (1 - \text{Resist\%/100\%})$$

where:

The_healer is ability [the Healer](#) from a branch "Magic". At 1/2/3 level of ability the bonus of +15% /+20% /+25% is given

Differences from the formula in 1:

Instead of ability [the Destroyer](#) - is used the Healer;

There is no bonus of 10% for each full 7 units of Intellect;

There are no subjects giving increase.

Spell Life Light

$$\text{Loss_Spells} = \text{round5}(\text{The_base_Loss} * (1 + 0.1 * \text{Intellect}) * (1 + 0.1 * \text{floor}(\text{Intellect}/7)) * (1 + 0.01 * (\text{The_healer} + \text{Subjects}))) * (1 - \text{Resist\%/100\%})$$

Differences from the formula in 1:

Instead of ability the Destroyer - is used the Healer.

Spell the Victim

$$\text{Loss_Spells} = \text{round5}(\text{The_base_Loss} * (1 + 0.1 * \text{Intellect}) * (1 + 0.01 * (\text{The_destroyer} + \text{Subjects}))) * (1 - \text{Resist\%/100\%})$$

Differences from the formula in 1:

There is no bonus of 10% for each full 7 units of Intellect.

Spell the Pain Mirror

$$\text{Loss_Spells} = \text{round5}(\text{Received_Loss} * \text{Total_Percent}/100) * (1 - \text{Resist\%/100\%})$$

where:

$$\text{Total_Percent} = \text{The_base_Percent} * (1 + 0.01 * (\text{The_destroyer} + \text{Subjects})) + \text{Subject33} + \text{floor}(\text{Intellect}/2)$$

where:

Received_Loss is the real loss received by group. For example, if the enemy has killed group from 20 completely healthy [peasants](#), having put 10000 losses, in calculations it is used $20 * 5 = 100$ losses;

The_base_Percent - Base percent of a returned loss at a spell. At 1/2/3 level of a spell it is equal 75%/100%/125%

Subject33 - Subject [the Mirror Defender](#): +50% to a loss from a spell a pain Mirror.

Example of calculation of a loss from a spell

The enemy group last attack has killed 200 completely healthy peasants.

The spell [the Pain Mirror](#) is applied by the hero on 2nd level of ability [Magic of Chaos](#). Intellect of the hero = 14. The hero has an ability [the Destroyer](#) of 3rd level and subjects [the Prismatic Helmet](#) and [the Mirror Defender](#). At the group, which has killed peasants, is of 30% of resistibility to a magic loss.

$$\text{Total_Percent} = 100 * (1 + 0.01 * (50 + 20)) + 50 + \text{floor}(14/2) = 170 + 50 + 7 = 227$$

$$\text{Loss_Spells} = \text{round5}(1000 * 227/100) * (1 - 30\%/100\%) = 2270 * 0.7 = 1589$$

Branching of a charge of a lightning

Level 1: [the Lightning](#) is not divided.

Level 2: the Lightning is divided 2 times.

Level 3: the Lightning is divided 4 times.

On each phase of division the loss to groups from the list of the purposes, generated on the previous phase is caused. After loss drawing the list of the purposes for the following phase is created. And so on. On each phase the loss decreases in 2 times concerning the previous phase.

On 0th phase in the list of the purposes the group that is a main objective of a spell is brought only.

Drawing up of the list of the purposes of phase N occurs by a following principle:

For each group the group gets out of the list of the purposes of phase N-1, the distance to which is minimum (but no more, than 4 cages). If on the same distance there are some more groups - all of them get out. All groups chosen thus are put into the list of the purposes of phase N. The group cannot be put into the list of the purposes if it already was in the list of the purposes of one of the previous phases.

Each of the lightning purposes can be shocked with the probability specified below (the probability of a shock does not decrease at lightning divisions):

Level 1: the Shock: 15% + Int/2, but are no more 100%

Level 2: the Shock: 30% + Int/2, but are no more 100 %

Level 3: the Shock: 45% + Int/2, but are no more 100 %

Morals

Morals of Subjects

At values of morals from **1 (Awful)** to **100 (Excellent)** subject submits to the hero. If the morals fall to **0**, the subject will rebel and will cease to give bonuses. To return it to a working condition it is possible having battled with keepers of a subject on special arena, thus, **having pacified** a subject. In most cases, after that, the morals become equal **50**.

Morals change occurs at the moment of the fight termination and after that does not vary up to the termination of following fight. It is necessary to remember, that the morals can change only at put on the hero subjects, and laying in a backpack are not considered.

For each live subject there is a set of conditions at which its morals change. If during fight some conditions their effects of change of morals develop were executed simultaneously. But there is an exception to the rules - some subjects have "crossed" conditions.

Example 1, at **the Hammer of the King**: **+5** if in army of the hero there were only **gnomes**; **+1** if were both gnomes and beings of other races; **-4** if in army of the hero there was no gnome. Such "crossed" conditions do not develop among themselves, but develop with all the others.

Example 2 for a subject **Elvin Crown**.

The events influencing morals:

- If in army of the enemy were **elves**: **- 8**.
- If in army of the hero was **undead**: **- 4**.
- In the end of each fight: **+1**.

If in army of the enemy was not elves, and in army of the hero was not undead after fight the morals will change on **+1**.








If in army of the enemy were elves, and in army of the hero was not undead after fight the morals will change on **-8+1 = -7**.

If in army of the enemy were elves, in army of the hero was undead, after fight the morals will change on **-8-4+1 = -11**.

The same event is applied only **1** time at morals calculation. For example, if in fight to kill some different beings of race elves after fight all the same will be only **-8** to morals for «Elvin Crown».

Morals of Beings in Army

The morals characterize a moral condition of group. The high moral spirit increases Attack and Defense of group, and allows it to strike **critical blows** more often. The low moral spirit reduces Attack and Defense of group, and reduces chance to strike critical blow. The morals of group can be:

High		+3	Attack and Defense +30% , +100% to chance to strike critical blow
Good		+2	Attack and Defense +20% , +50% to chance to strike critical blow
Positive		+1	Attack and Defense +10% , +25% to chance to strike critical blow
Neutral		0	The neutral. Bonuses are not present
Low		-1	Attack and Defense -10% , -25% to chance to strike critical blow
Bad		-2	Attack and Defense -20% , -50% to chance to strike critical blow
Critical		-3	Attack and Defense -30% , -100% to chance to strike critical blow

The note: Armies of the enemy do not receive bonuses and penalties from morals.

Initially morals of group are neutral also its change depends on following reasons:

- Ability of the hero;
- The wife of the hero;
- District on which there is a battle.
- Mutual relation of the races which are present at army of the hero;
- Features of beings to change own or another's morals;
- Talents of beings;
- The subjects dressed on the hero;

Ability of the hero.

Tolerance level 1:

Soldiers are ready to suffer presence Undead in army without morals decrease.

Tolerance level 2:

Soldiers are ready to suffer presence **Undead** and **Demons** in army without morals decrease.

The wife of the hero.

Gerda +1 Morals receive all gnomes in army.

Neoka +1 Morals receive all elves in army.

Xeona +1 Morals receive all demons in army.

District on which there is a battle.

The sea

+2 Morals to [Sea Devil](#), [Pirate](#), [Old salt](#) (feature [Sea](#))

Cemetery

+1 Morals to [Undead](#) (feature [Undead](#))

Mutual relation of races.

	Humans: Presence of demons at army. Morals -2 Presence of undead at army. Morals -2	Orks: In army of the hero only groups of orks - Morals +1 Presence of undead at army. Morals -1
0 Peace or indifference -1 Test hostility -2 Are at enmity -3 Hate	Elves: In army of the hero only elves groups - morals +1; Presence of dwarves at army. Morals -1 Presence of demons at army. Morals -2 Presence of undead at army. Morals -3	Dwarves: In army of the hero only groups of dwarves - Morals +1 Presence of elves at army. Morals -1 Presence of undead at army. Morals -2 Presence of demons at army. Morals -3
	Demons: Demons consider other races as the lowest beings, not paying on them of attention.	Undead: Dead equally indifferently concern all races.

Features of Beings.



The name	At whom is	The influence description	On whom operates
Tolerance	Werewolf-elf , Werewolf-wolf , Black Unicorn	Suffers presence of undead in army, not receiving the morals penalty.	Werewolf-elf , Werewolf-wolf , Black Unicorn
Sanctity	Priest , Inquisitor	Does not receive the penalty of morals from presence of undead in army.	Priest , Inquisitor
Valour	Knight	The self-trust gives +1 Morals.	Knight

The robber	Robber, Marauder	The morals of armies of humans 1-2 levels in army are lowered on 1 .	Peasant, Archer, Swordsmen, Priest
The commander	Guardsmen	Morals of Archers and Swordsmen in army +1 .	Archer, Swordsmen
The wood Fairy	Dryad	Presence of the wood fairy at army. Morals +1 .	Royal Thorn, Thorn-hunter, Thorn-warrior, Ent, Ancient Ent
Aura of Harmony	Druid	All Elves in army is received by +1 Morals.	All Elves, except Druid
The defender of Beauty	Unicorn	Fairies and Dryads receive +2 Morals.	Wood Fairy, Lake Fairy, Dryad
Ork Commander	Ogre	Presence of Ogre at army. Morals +1 .	All Orks, except Ogre and Shaman .
Hates Giants	Emerald Dragon	Presence of Giants at army. Morals -2 .	Emerald Dragon
Loves Emerald Dragons	Giant	Presence of Emerald Dragons at army. Morals +1 .	Giant
The dark commander	Black Knight	Morals of undead in army +1 .	All Undead , except Black Knight .
The damned	Dead Spider	Attacking the enemy, with probability of 50% damns it. The Curse reduces Morals of group on 1 on 3 rounds	On all a being 1-4 levels, except Undead .
Darkness cloud	Necromancer	Attacks from distance, hitting the target and next groups by magic. The amazed beings are damned . The Curse reduces Morals of group on 1 on 3 rounds	On all a being 1-4 levels, except Undead .

Talents of Beings.

Bloody Pentagram (Demon)

Creates the bloody pentagram giving to demons-allies of 2 initiatives and morals. The pentagram disappears through **2** turns.

Subjects.

Ruby Angi	+3 morals to all She-Fighters .
Staff of the Marshal	+1 morals to Humans
Banner of true belief	-1 morals to Undead in army
Monastic belt	+1 morals to Priests and Inquisitors
Ale keg	+1 morals to Dwarves
Elven Crown	+1 morals to Elves
Ring of the vampire	-1 morals to Elves in the army
Knightly armour	+1 morals to Knights, Guardsmen, Swordsmen and to Cavalrymen
The complete set from Elven Crown, Elven Onions, Silver Chain armor, Silver Forge	+1 morals to Elves .

All objects on all locations are created at the moment of the game beginning. During this moment the type of object that will be created, and also type and a rate of commission on its selection/visiting is defined.

Resources

If for object has dropped out, that one of three types of resources will be generated: gold, leadership or experience, the quantity of resources is defined by following rules.

The quantity of resources depends on two components:

1. Level of the resource given by object. In total there are **5** levels of a resource (**1** - the smallest compensation; **5** - the greatest compensation). Admissible levels of resources of object are set in its table of possible variants of compensation (see section [Objects on the Map](#));

2. «Complexities» of locations on which there is an object. Complexity of a location is set by number from **0** to **100** (**0** - the most simple; **100** - the most difficult). The table in which complexities of various locations in game are shown is below resulted:

Location	Complexity	Location	Complexity
Greenwort	5	Mehgard	45
Verlon Forest	15	Magic Valley	55
Marshan Swamps	25	Great Wood	65
Arlania	15	Valley of Thousand Rivers	55
Western Islands	25	Roots of the Life Tree	65
Eastern Islands	25	Haas's labyrinth	95
Upper Hadar	35	Grey Heathland	75
Lower Hadar	35	Death valley	85
Ardan Peaks	45	Demonis	95
Taron Mines	45	Murok	95

The quantity of resources received from object on a map is calculated under the formula:

$$\text{Quantity_Resources} = \text{The_base_Quantity} * \text{The_modifier_Complexities.}$$

The_modifier_Complexities depends on complexity of district and it is defined under the table:

Complexity	Gold modifier	Leaderships modifier	Experience modifier
0-10	1	1	1
11-20	2	1	2
21-30	4	2	3
31-40	8	2,5	5
41-50	14	3	10
51-60	20	3,5	20
61-70	25	4	40
71-80	30	4,5	60
81-90	40	5	80
91-100	50	5	100

The_base_Quantity is defined by level of a resource and it is set under tables:

Level	Gold	Leadership	Experience
1	80-150	4-10	15-30
2	200-300	12-18	30-50
3	400-600	20-26	50-70
4	800-1000	28-34	70-90
5	1200-1600	36-42	90-110

Example 1. A leadership flag (Green) on the Western islands. For a green flag of leadership the variant «Leadership, 3 level» (see section [Objects on the Map](#)) is always created.

We find under the table base quantity for Leadership of 3rd level: 20-26.

Complexity of the Western islands - 25. We find under the table a multiplier of Leadership for "complexity" 25: 2.

The quantity of leadership from this flag will be = [20; 26] * 2 = [40; 52].

That is, at generation for a flag Leadership = to a random number from a range from 40 to 52 will be set.

Example 2. A chest in Mehgard. For chests it is a lot of variants of generation of contents. We will admit, the variant «Gold, 4 level» has dropped out. Base quantity of gold for 4th level: 800-1000. "Complexity" of Mehgard - 45. A multiplier of gold for "complexity" 45: 14.

Quantities of gold in a chest will be = [800; 1000] * 14 = [11200; 14000].

That is, at generation for a chest gold = to a random number from a range from 11200 to 14000 will be set.

Subjects and Scrolls

For subjects and scrolls there is a gradation from 5 "levels" too (*tables of subjects and spells see*). Than better a subject/ spell - that above its level.

Unlike level of resources, level of subjects/scrolls is not set in the table of variants of compensation for object on a map, and depends only on complexity of district. For each complexity of district there is a set of probabilities for generation of subjects/ scrolls of 1-5 levels. The following table sets probabilities:

Complexity	1 level	2 level	3 level	4 level	5 level
0-10	80	20	0	0	0
11-20	70	30	0	0	0
21-30	50	40	10	0	0
31-40	40	40	15	5	0
41-50	30	34	24	10	2
51-60	24	28	28	15	5
61-70	15	25	30	20	10
71-80	10	20	30	25	15
81-90	5	15	30	30	20
91-100	0	5	25	40	30

Chests in the field of Fight

Contents of chests in the field of fight, unlike contents of chests on a map, are generated at the moment of the fight beginning. Contents of a chest in the field of fight do not depend on its appearance - generation of any chest always occurs on the same probabilities:

Weight	Contents	The comment
1	Random subject	Subject level depends on map level on which there is a battle.
4	Crystals: 1 (weight 100), 2 (weight 10), 3 (weight 3)	1 crystal - 89 %, 2 crystals - 9 %, 3 crystals - 2 %.
5	1 Rune of random type	
16	Random scrolls: 1 (weight 80), 2 (weight 15), 3 (weight 5).	Scroll level depends on map level on which there is a battle.
74	Gold, 1-3 level.	

Miscellaneous

As force of enemy army is defined.

Quantity of beings in group at 2nd level of ability Investigation		Force of army in game is a total leadership of all beings of army. For each enemy army on a map its force concerning force of army of the hero is displayed. Dependence of the inscription defining force, on the relation	The relation of forces	Inscription
1-9	Several	Force of enemy army / Force of the hero army is resulted in the right part of the table. Besides, if enemy army the hero supervises, its force increases by 5% for each level of the enemy hero. For example, if the enemy hero of 20th level, force of its army is in 2 times more.	< 0,3	Very weak
10-19	Few		0,3-0,6	Weak
20-49	Group		0,6-0,8	Little bit more poorly
50-99	Lot		0,8-1,0	Equal on force
100-249	Horde		1,0-1,15	Little bit more strongly
250-999	Darkness		1,15-1,5	Strong
≥ 1000	Legion		1,5-2,0	Very strong
			2,0-3,0	The killing
		>3,0	The invincible	

Restoration of Mana on a map.

Base speed of restoration of mana of the hero - 5% from max stock of mana for each 10 seconds (or 30% a minute) but it is not less 1.

Speed of mana restoration is influenced by the following:

- Easy/Normal/Hard/Impossible complexity of game gives a multiplier **2,0/1,0/0,8/0,5** to speed of restoration;
- At **1/2/3** levels of ability [Meditation](#) (a branch "[Magic](#)") speed increases in **1,3/1,6/2,0** times.
- If current Rage of the hero = **0** mana is restored in **3** times faster.

Example.

Hard level of complexity; at the hero 3rd level of [Meditation](#); current Rage is equal 0.

For each 10 seconds $5\% * 0,8 * 2,0 * 3 = 24\%$ mana from max stock will be restored, or $24\% * 6 = 144\%$ mana in a minute.

Rage falling on a map.

Base speed of falling of fury of the hero -5% from max fury stock for each 10 seconds (or 30% a minute), but are not less 1.

Speed of falling of fury is influenced by the following:

- Easy/Normal/Hard/Impossible complexity of game gives a multiplier 0,5/1,0/1,25/2,0 to speed of falling;
- The subject [the Blackthorn Hoop](#) slows down speed of falling in 2 times.

Example.

Hard level of complexity; the hero has a Blackthorn Hoop.

For each 10 seconds fury will fall on $5\% * 1,25 / 2 = 3,125\%$ from max fury stock, or $3,125\% * 6 = 18,75\%$ of fury a minute.

Gain of Mana and Rage in fight.

Through 10 rounds of fight there is to 2 times a smaller gain of mana/fury for a turn.

Through 15 rounds - in 4 times. Through 20 - mana/fury do not grow.

It does not concern restoration of mana/fury as a result of application of spells or abilities of spirits of fury or talents of beings (examples - a spell [the Magic Source](#), ability of the Reaper [Fury Gathering](#), talent of the Emerald Dragon [Source Mana](#))

In addition about a spell Call of Necromancer.

If from a being it is possible to lift some kinds of undead (for example, from [Archimagi](#) it is possible to lift [Ancient Vampires](#) or [Necromancers](#)) the random kind equiprobably gets out.

The beings having latent feature [Eternal Ashes](#), cannot be the purpose of the given spell.

Undead	Rises from
Skeleton	Wood Fairy , Lake Fairy , Dryad , Werewolf Elf , Druid , Robber , Peasant , Swordsmen , Goblin , Violent Goblin , Marauder , Pirate , Old salt , Skeleton
Skeleton-Archer	Archer , Elf , Pathfinder , Skeleton-Archer
Dead Spider	Cave Spider , Fiery Spider , Dead Spider , Poisonous Spider
Zombie	Werewolf Elf , Druid , Werewolf the Wolf , Robber , Swordsmen , Zombie , Miner , Barbarian , Ork , Ork the Veteran
Decaying Zombie	Guardsmen , Decaying Zombie , Dwarf , Gunner , Alchemist , Goblin with the Catapult , Berserker , Ogre , Ork the Veteran
Ghost	Druid , Griffin , Alchemist , Giant , Hyena , Goblin with the Catapult , Bear , Wolf
Damned ghost	Polar Bear , Ancient Bear , Ogre , Shaman , Unicorn , Black Unicorn
Vampire	Vampire (Bat) , Werewolf Elf , Cavalryman , Knight , Vampire , Guardsmen , Old salt , Priest , Inquisitor
Ancient Vampire	Ancient Vampire (Bat) , Archimagus , Ancient Vampire
Black Knight	Cavalryman , Knight , Black Knight
Necromancer	Druid , Archimagus , Necromancer
Bone Dragon	Bone Dragon , Black Dragon , Emerald Dragon , Red Dragon

In addition about talent to Lift Undead.

The principle of the choice, what type of [undead](#) will be lifted - same, as at a spell [Call of Necromancer](#). (See [the table above](#)) From [Priests](#) and [Inquisitors](#) [Priests](#) and [Inquisitors](#) rise accordingly, and their group comes over to the side, opposite to group lifted them [Necromancers](#). If the [Necromancer](#) group cannot lift at least one being of the necessary type (for example, 1 [Necromancer](#) tries to lift [Bone Dragons](#)) the group of [Skeletons](#) (total leadership of group of [Skeletons](#) rises is calculated by the same rules).

In addition about a spell Invisibility.

The spell does not cancelled, if the being uses a command to wait or be protected.

The spell cancelled from group if the invisible being attacks the enemy or applies the talent, demanding to choose the target (any - whether it be the target for attack, or the cage where to cause a reinforcement etc.). If the talent is applied at once, without a target choice - the spell does not cancelled. Beings with feature [Eyeless](#) always "see" invisible beings.

In addition about feature Soul Absorption.

Usual ghosts "overtake" 30% of the put loss into a life, damned - 50%. New ghosts in group are created only if "overtaken" units of a life suffice to create a new ghost with a full life (that is, for usual ghosts it is necessary to "overtake" 40 units of a life, for damned - 60 units of a life; it corresponds to the put loss in 134 for usual and 120 for damned). If the "overtaken" units of a life does not suffice for a raising of the whole ghost - the "top" ghost in group is treated, but new is not created (and are still treated on the rest for not used "overtaken" units of a life after calculation of lifted quantity).

In case of destruction of attacked group, the number of new ghosts will calculate proceeding from total health of group-target before attack, thus, the caused loss in this case has no value.

Ghosts are not revived at loss drawing to [undead](#), to [plants](#), to [golems](#) and to different [objects in the field of fight](#).

In addition about talent [the Random Spell.](#)

The random spell gets out of the list (but useless spells for the current target are eliminated: on bosses shock spells are applied only; on undead hypnosis is not applied etc.).

The spell is applied at magic level equal to Book level. For example, [the Evil Book 2nd level](#) applies Order/Chaos/Change spells at **2nd** level.

To Book spells bonuses from Intellect / of Abilities / of subjects of the hero are applied.

Lists of spells for the Evil Book **1-3** levels are below resulted. (The sign «+» means, that the spell is added to the Book at this level, a sign «-» - that the spell is cleaned).

The Evil book, level I	The Evil book, level II	The Evil book, level III
Slow	+ Sword-phantom	- Slow
Defencelessness	+ Weakness	+ Ram
Magic pole-axe	+ Oil Fog	- Oil Fog
Fiery Arrow	- Fiery Arrow	+ Hypnosis
Poisonous Skull	+ Fright	+ Blinding
	+ Lightning	+ Effect the Lulling to slip (the effect is similar to Evil Beholder's feature the Lulling beam)
	+ Ill fate	
	+ Dwarf	

In addition about ability [Diplomacy.](#)

Beings from some armies will not join under any conditions. These are armies that for interaction with the player have special installations of game. For example, the griffins protecting nests in Arlania; the armies connected with quests and a plot etc.

Enemies, who can join, break into **2** groups.

In the first - those for which joining all potential of ability will be used (accurate information: when the number of enemies which ability allows to attach, is more or to equally number of enemies which allows to attach leadership of the hero).

In the second - all the others. If **1st** group not empty - from it gets out a random being which will be attached. If empty - that random being gets out of **2nd** group.

The quantity of beings which will be attached, is defined under the formula:

$$\text{Quantity_Beings} = \text{floor}(\text{Size_Group_Enemy} * \text{Force_Ability})$$

where:

Size_Group_Enemy - Number of beings in group of the enemy;

Force_Ability - Depends on [Diplomacy](#) level - **5%/10%/15%** at **1/2/3** levels;

floor () - function of a rounding off of number down to the nearest whole.

Quantity_Beings is limited from above by the value calculated under the formula:

$$\text{Restriction_Quantity} = \text{floor}(\text{Leadership_Hero} / \text{Leadership_Beings}) - \text{Current_Quantity}$$

where:

Leadership_Hero, Leadership_Beings - values of Leadership of the hero and attached beings accordingly;

Current_Quantity - current quantity of beings of this type in army of the hero.

That is, after joining of beings the size of group cannot become big, than leadership allows.

The armies that are in a reserve of the hero are not considered at ability work.

Example.

Conditions: Leadership of the hero = 9000, in army of the hero is:

2 Black Dragons (leadership of one = 2500) and **4 Cyclops** (leadership of one =1400).

At the hero ability [Diplomacy](#) is developed to 3rd level (15% of beings join).

The hero attacks army with **30 Black Dragons** and **10 Cyclops**.

Calculation: In army of the hero and the enemy two identical kinds of beings - Dragons and a Cyclops.

Dragons get to 1st group: ability allows to attach $\text{floor}(30 * 0,15) = 4$ beings;

Leadership of the hero allows to attach $\text{floor}(9000/2500) - 2 = 1$ being. $4 \geq 1$.

Cyclops gets to 2nd group: ability allows to attach $\text{floor}(10 * 0,15) = 1$ being;

Leadership of the hero allows to attach $\text{floor}(9000/1400) - 4 = 2$ beings. $1 < 2$.

The first group not empty - from it gets out a random being.

Variant only one - Dragons. The quantity of the joined is calculated:

$\text{Quantity_Beings} = \text{floor}(30 * 0,15) = 4$.

Restriction from above is calculated:

$\text{Restriction_Quantity} = \text{floor}(9000 / 2500) - 2 = 1$.

Restriction is applied - as a result 1 Black Dragon will be attached to army of the hero.

In addition about ability Necromancy.

The group with the maximum total leadership of the lost beings picks out. The quantity of beings which will be revived, is calculated under the formula:

$$\text{Number_Revived} = \text{floor}(\text{Number_Killed} * \text{Force_Abilities}/100)$$

where:

Number_Killed - Number of the beings lost by group in fight;

Force_Abilities - A random number from a range for current level of ability **Necromancy**:

1 level - 15-20 %; 2 level - 20-30 %; 3 level - 30-40 %.

floor () - function of a rounding off down to the nearest whole.

There are no restrictions on type of beings - any beings can be revived (undead, plants etc.). In addition ability strengthens a spell **Call of Necromancer** on 10%/20%/30% at 1/2/3 level.

Example. Conditions: At the hero 3rd level of ability Necromancy. During fight in army of the hero was lost 10 Swordsmen (leadership of one = 35) and 4 Elves (Leadership of one = 80).

Calculation: For 3rd level of Necromancy the random number gets out of a range [30%; 40%]. We will admit, number 32% "has dropped out".

The group with the maximum total leadership of victims is searched: for Swordsmen the "lost" Leadership = 10*35 = 350; for Elves - 4 * 80 = 320. Swordsmen will be revived.

Swordsmen quantity, which will be revived, is calculated:

$$\text{Number_Revived} = \text{floor}(\text{Number_Killed} * \text{Force_Abilities}/100) = \text{floor}(10 * 32/100) = \text{floor}(3,2) = 3.$$

It will be revived 3 Swordsmen.

Structure of days and time in game.

One hour per game corresponds to 100 seconds of real time, and 1 day in game - to 40 minutes of real time.

	Time in game	Real time
Morning	3:00-7:00	6 minutes 40 seconds
Day	7:00-21:00	23 minutes 20 seconds
Evening	21:00-24:00	5 minutes
Night	0:00-3:00	5 minutes

Generation of probability of a birth of the certain child.

All weight of children at one wife develop, and "cube" rushes. In whose range the number has dropped out, that child is born. For example: children with scales 3, 5, 5, 10 in the sum 23, "cube" from 1 to 23 rushes, if the number from 1 to 3 has dropped out that the first will be born, if from 4 to 8 that the second, if from 9 to 13 the third, if from 14 to 23 that the fourth. Therefore at children with weight of 10 chances to "drop out" much more.

For a birth of each child gold is given.

The quantity of gold is calculated under the formula:

$$\text{Gold} = 500 * \text{Number} * \text{Level}$$

where:

Number - number of the child who was born at this wife;

Level - number of the hero level.

The general

Both types of towers have the same resistibility to different types of a loss and identical value of Health.

Resistibility to a loss:

Physical	0
Poisonous	20
Magic	80
Fiery	0

Gremlin Health is defined under the formula:

$$\text{Health} = \text{Health_Defenders} * \text{ItemLevelK}$$

where:

Health_Defenders - total Health of all armies protecting a subject;
ItemLevelK depends on level of a item and it is defined under the table:

Level	ItemLevelK
1	0.1
2	0.125
3	0.15
4	0.175
5	0.2

Levels of subjects can be looked in the tables resulted in the section [Equipment](#).

On Gremlins Towers the majority of spells (practically, what cause a direct loss operate only) does not operate.

Beings with ability [the Obsidional Tool](#) ([Gunner](#), [Goblin with the Catapult](#)) cause to towers a double loss.

Kind Gremlin

Characteristics

Defense = 5 * Item_level
 Initiative = 5 + Item_level
 Intellect = 1

Answer attacks, pushing away attacking group on 1 cage.

Spells

Kind Gremlin is able to apply following spells:

The name	Level
Resurrection	*
Haste	3
Slow	3

If spell level is designated as «*» is means, that spell level depends on item level:

Item level	Spell level
1	1
2	1
3	2
4	2
5	3

Besides, Kind Gremlin can cause additional armies. The random type of beings gets out of this item defenders. Then the group of such beings with total health = 1/3 from tower health is caused.

Mad Gremlin

Characteristics

Defense = 3 * Item_level
 Initiative = 3 + Item_level
 Intellect = 1

Answer attacks, applying a spell the Lightning on attacking (force of a spell - same, as well as at usual application, but a lightning not branching).

Spells

Mad Gremlin is able to apply following spells:

The name	Level
Lightning	*
Fiery Sphere	*
Weakness	1
Armour of the God	*
Ill fate	*
Ram	*

If spell level is designated as «*» is means, that spell level depends on subject level:

Item level	Spell level
1	1
2	1
3	2
4	2
5	3

Having chosen in the game menu "**Option**" point, you will open a window in which it is possible to adjust parameters of productivity of game, having changed graphics and sound options.

The general

Radar rotation. Switches on and off compass turn on a radar.

Rollers at start. Includes and disconnects display of rollers with a game and developer logo at start.

Graphics

Resolution. Higher quality of the image of game and the interface is provided on "native" resolutions of the monitor. The choice of the resolution to speed of game influences slightly.

Frequency of refreshing of the screen. Frequency of refreshing of the image on the monitor.

Speed of animation in fight. Accelerates animation of beings and disconnects in fight the cinema chamber. Probably incorrect display of some visual and sound effects.

Range of rendering. Changes a distance on which objects and a landscape are displayed. The range above, the productivity less.

Quality of water. Changes quality of rendering waters. High quality reduces productivity.

Anisotropic filtration. Raises clearness of structures in the distance. Slightly influences productivity.

Antialiasing. Smooths edges of objects, eliminating effect of "ladder". Influences productivity of game.

Shades. Switches off or changes quality of shades, the above the resolutions, the edges of shades are more accurate and smooth. Inclusion of shades essentially reduces productivity. Change of quality of shades influences speed of game a little.

Quality of structures. Landscape. Changes detailed elaboration of textures of a landscape. Influences quality of textures, speed of loading and volume of used video memory. Strongly influences productivity.

Quality of textures. Objects. Changes detailed elaboration of textures of objects. Influences quality of structures, speed of loading and volume of used video memory.

Quality of textures. Beings. Changes detailed elaboration of textures of beings. Influences quality of textures, speed of loading and volume of used video memory. Productivity does not influence almost.

Vertical synchronisation. Should be necessarily included at LCD displays since synchronisation considerably improves a picture at movement of the character. Productivity practically does not influence.

Sound

Music. On / Off music playing

Sound. On / Off playing of sounds

Hotkeys

Adventure mode	Battle mode
Esc - Menu	Esc - Menu
F2/F3 - Game save / loading	Home - The chamber by default
F5/F8 - Quick save / loading	D, Space - To rise in Defense.
Space - On / Off an active pause	W, Enter - To Wait.
H - Hero window	A - On / Off autobattle
B, C - Spell Book	B, C - Spell Book.
Q - Quest log	R - Window of Rage Spirits
M - Map	↕↔ - To displace the chamber center
D - To Dig for a treasure	Ctrl - To show an order of units turns
	Alt - On / Off constant display of an order of turns





How to execute quests of Spirits of Rage?

It is necessary to feed **Sliim** with beings (from the army), which have a feature **Poisonous**. In total **34 Poisonous Spiders** (the price for all **680** gold) or **25 Marsh Snakes** (the price for all **1500** gold) or **17 Royal Snakes** (the price for all **3740** gold) are necessary. For feeding, it is necessary in dialogue with Sliim to choose point about meal. After Sliim agree to serve the hero, to feed him it is not necessary any more, he is not starves.

For **Zerok** it is necessary to win group of magicians that he will call.

Lina will find the generator for additional charge of the gadgets in the earths of dwarves as soon as the player leaves Kreiston Mines.

The quest **of the Reaper** will be automatically executed after castle Bogachcho capture. It is a subject quest, therefore you do not pass it.

In the castle where a skeleton head should be found, the torch from a secret door does not turn.

Try other torch, probably, you stand not at that door. To turn a torch it is possible only after returning of a head for a skeleton.

Where to find Rotten Heck?

In the first location - Greenwort - in a dugout in the northwest. It is possible to swim up from the sea, it is possible to pass a footpath which is going north near to a portal in Morshan Swamps.

Where to find an input in mines in which the Lucky hides?

Location East Islands of Freedom, on road from Red Beard hut in mountains. Red Beard Hut, by the way, costs at coast of one of the greatest islands, in such bay. In mountains there will be a cave. The input is patrolled by the security guard, not to notice it difficult.

I have bought a key for twenty thousand and have found out in Bartolomju Bart's sarcophagus. That further?

The old pirate with decent army will wait for the hero on one of East Islands of Freedom. Knock to it on the revived head - receive a prize and money.

The dying pirate has given a card with instructions on treasure (a quest "Tear of the Captain"). Where to search?

In an artifact arrangement there is some accident, but usually it is in Arlania, near to Island of Griffins.

How to get to dwarves from Kreiston mines?

Near to the lock of a rebellious baron there is a flying lift. We get on it, we run on the small tunnel - and we at dwarves.

Quest, with a riddle of two dwarves - it is necessary to compare runes with figures. Where to press?

Approach a picture. Near to gnomes there is a such stone arithmometer. It is necessary to arrange runes in a correct order on it. To learn an arrangement order talks to the young dwarf. He will show you the scheme. Track, from what rune, to what figure there is a path. It is necessary to press on the rune image or near to it.

That for black balls of fire in the Valley of Thousand Rivers - evils?

Hands touch to evils it is not necessary - will lose a part of fighters. In the Magic Valley in a tower about lake there lives the sorcerer; he will give a quest that will allow to get rid from all evils without effort.

The Elven bard has asked to revenge for a beloved. Murderers have banged, where to search for the bard?

The calmed bard was departed near to the favourite. To close a quest and to receive the award, click on his gravestone.

In the underground sea I was swallowed by a whale, after I have got out, can I get once again in a whale?

No, this is unique place, also it is possible to get there only once for current game.

How to win Karador?








The universal recipe does not exist. We recommend:

- To search for artefacts against **undead**,
- To execute a quest of the Tree of the Life (the received spell **Life Light** will help to win the general)
- To grasp with itself **of thorns** - they are capable to absorb corpses
- Easier to stand armies on the killed groups of the opponent that it could not lift them.
- Very much **Priests, Inquisitors, Unicorns** and **Black Unicorns** will help - all of them put to undead the increased loss.
- The crystal is very convenient for unrolling **Ice Sphere** of Lina - if it sweeps through all field will remove nearby **5k** health.
- On a crystal it is possible to conjure **Magic Fetters** (from the Book of Spells or by **Nekromants** group) - then it will cease to lift undead for some time.

Quest Items




Some subjects that you will receive during quests, it is possible to use, and the table with the list of such items and variants of their use is below resulted.

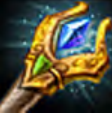
Name / Description

	<p>Diamond the Pure Eye The biggest diamond in Endoria! "The pure Eye" in 87 carat.</p>
<p>Quest: Head of the Kook family. Group of islands in the northwest of the Western Islands. Give bandana to younger son Brandon, in exchange receive a map where diamond is buried. The advantage of this diamond only one - it costs huge money! The cost is 50'000</p>	
	<p>Artefact The heavy knightly boot that have been fairly impaired a little by a rust. Similar that this boot has lain in a chest not one year. The rust has thoroughly worked at it, and through a hole in a heel it is visible, that at a boot a double bottom.</p>
<p>Quest: Final tests To be trained in the training center. Carrying out of the third task to find the dug chest with a subject. It is possible to try to pull out 100 gold coins hidden under a double bottom. Subsequently it will be possible to return or not to return money to the Iron Master. The player will receive a part of this money for honesty, for a deceit - it is necessary to return all of them. Paladin it is not capable to lie, about what will tell. Half can be appropriated with impunity.</p>	
	<p>Keg with beer Excellent dwarven beer.</p>
<p>Quest: Right beer. Innkeeper Dalas gives the subject in Ardan Peaks. Restores Rage to a maximum. 1 use.</p>	
	<p>Head of Kanatos Head of barbarous god Kanatos. Small god Kanatos own hands have torn off to itself a head to make impression upon barbarians and to become their deity.</p>
<p>To take from a stone pedestal in the east of East Islands, near dwelling of barbarians. To sell for 35'000 or to exchange for the Shield of the Barbarian at Barbarian Leader in Verlon Forest (on coast).</p>	
	<p>Spell "Power of Water" Scroll with a spell, capable to lift weight from a sea-bottom. This unique spell though is created by Endoria magicians, but in its basis one of few deciphered spells of Wanderers lays.</p>
<p>The latent quest (it is not displayed in log). Northwest island on East Islands. A tower of the Sorcerer. Cann Torius will sell it to you for 1000 gold. It is impossible to sell a scroll back. Being by the ship the western coast of island with the Tower of the Sorcerer, will have a message to use a scroll. From depths the ship-shop the Lunar Phantom of captain Krez Keller, which trades undead and artifacts will rise.</p>	
	<p>Map of Endoria This card was drawn by king Fandor, the greatest traveler, the first traveled all Endoria and made its detailed map.</p>
<p>The latent quest (it is not displayed in log). It is necessary to visit all obelisks of Fandor. 13 pieces all them. Darion: Greenwort 2, Marshan Swamps 1; Arlania - 1; Verlon Forest - 2; Freedom islands: The western islands 2; East islands 1; Kordar: Upper Hadar 1; Ardan Peaks 1; Ellinia: Great wood 1; The world of the dead: Grey heathland 1; When visit all obelisks, go in Upper Hadar to the Pyramid. Talk to the keeper and will get in a pyramid where the card lays. For it king Mark gives 250 000 gold, Master Trigius (Magic Academy in Verlon Forest) will give 9 different spells (Gifting, Resurrection, Lightning, Hypnosis, Blinding, Geyser, Ram, Call of Necromancer, Fiery Rain) The dwarven king Tom Digorn will give out Mephrl Shield, and the elven Queen Violetta will allocate on ten runes of each kind.</p>	
	<p>The book The ominous book taken from a Necromancer's body. The book looks as the most usual Book of Death - bloody letters, patterns from skulls and ominous symbols. It However, looks too new, villages even still smell as ink. It is strange.</p>

Quest: Final tests

To be trained in the training center. Carrying out of the second task to take the book from Necromancer.
The hero of a class [the Magician](#) gets 1 scroll with a spell [Weakness](#). 1 use.

	Name / Description
	<p>The Evil book The magic book belonging to Necromancer Quorum. This magic book not simply seems live - it really live, and is rather dangerous.</p>
<p>Quest: the Run away Book. The item is received after fight with the Book, in Grey Heathlands. The hero receives 1 roll with a spell the Evil Book. 1 use.</p>	
	<p>Purse Rather weighty leather sack with donations to a temple. The sack is to the full hammered by coins, and, similar, that here among gold not that copper - any silver coin cannot be found.</p>
<p>Quest: Temple donations. Item we take in the Knightly Temple from Aron Demion. The warrior can try to open a purse and to pull out all or a part of money. In any case if the press is broken the player will accuse of larceny. Consequences - the failed quest and in the Temple it is necessary to pay money for absolution. Paladin will read, that the belief does not allow him to touch temple money. The magician if at him is a scroll Dispersion can open a purse. To close it is necessary by means of magic then, if to take only half of money, losses will notice nobody. If the press simply to put into place or to take all money consequences will be the same, as for the warrior.</p>	
	<p>Annals of the Lost City. The ancient manuscripts which are of interest unless for studying of Darion history.</p>
<p>Quest: the Lost Scrolls. The subject is found in a crypt in Marshan Swamps. The hero receives 1 scroll with a spell Call of Necromancer. 1 use.</p>	
	<p>Wing of the Dragon The strong translucent wing belonging to a strange hybrid of an insect and an animal that name dragons or huge dragonflies.</p>
<p>The latent quest (it is not displayed in log) Greenwort, village, Maria's hut. Attack Lake and Fiery Dragons on a card in Darion, after a victory receives a wing. For each three wings Maria gives one magic crystal that is useful to you for studying or improvement of spells.</p>	
	<p>Leaves (manuscripts) Some the leaves that have turned yellow from time which have been used up by different handwriting. It is possible to read them! In these papers the information for the inspector of a menagerie, contains how to plant Evil Beholders.</p>
<p>Quest: Cultivation of Evil Beholders. The subject is given in Verlon Forest by Archon. It is possible to esteem notes of various authors about cultivation of Evil Beholders.</p>	
	<p>The magic Recipe Strange magic scroll with any recipe. From a scroll not clear luminescence proceeds, it is spotted by mysterious runes. Possibly, it is intended for magicians.</p>
<p>The latent quest (it is not displayed in log) The recipe can be found at excavation of treasures. In Magic Academy in Verlon Forest can make an artifact for you under this recipe, and also will pay gold for the recipe. The recipe the Scaly Armor will buy for 1500 gold. Manufacturing 500 gold, 2 might runes and 2 crystals of magic. The recipe the Silver Rapier will buy for 4000 gold. Manufacturing 2000 gold, 5 runes of spirit and 5 crystals of magic. The recipe Wind Wings will buy for 8000 gold. Manufacturing 10000 gold, 10 runes of magic and 10 crystals of magic.</p>	
	<p>Rejuvenating Potion Small bottle with a shone magic potion. In this small bottle improbable magic - an elixir, recovering health and a youth is concluded!</p>
<p>Quest: Carl and Martha The subject gives Old Chvah, in Marshan Swamps. The chain beginning in Arlania at the brother of the king - of astrologist Carl Leonar. (Any effect, only this text) You took a vial in a hand and have reflected. On the one hand health a piece useful. But on the other hand considering for what it the probability to turn to the helpless baby is intended, too high. It is a little having thought, you have decided, that health and the youth for years forward still will suffice to you.</p>	

	Name / Description
	<p>Dummy The worldly-wise dummy representing the princess. This wooden doll with straw hair is dressed in any tatter representing a dress of the princess. Numerous traces of hands, feet and even teeth specify that the unfortunate doll play a role of the princess already many years.</p>
<p>Quest: Final tests To be trained in the training center. Carrying out of the first task to take away a dummy from the earth. It is possible to cut out the inscription on a doll.</p>	
	<p>Buckberry (non correct translation, "bear's plant" from Russian!!!) Flowers with a sharp stupefying smell. For a long time it is known, that bears dig out and chew roots of Buckberry. Its pungent smell and sweet taste stupefies bears from what they become playful and good-natured.</p>
<p>Quest: the Run away bear. The item is given in Greenwort in the Hall menagerie. Forever gives +2 to the Fury maximum. 1 use.</p>	
	<p>Staff of Velizar The Druid staff, possesses force only in hands of the druid-elf. A magic staff of the druid. Unlike staffs of magicians, druids do not do the staffs, and carefully grow up by means of magic from sprouts magic elven trees.</p>
<p>Quest: Black Unicorns. Druid Velizar in Death valley gives the subject. Gives 1 Rune of Spirit. 1 use.</p>	
	<p>Sprout Sprout of the Tree of the Life that needs to be planted in the Dead World at the Death Tree. This magic sprout has so much life that can turn back death.</p>
<p>Quest: Sprout of Life Tree. The subject gives the Life Tree in Great Wood. Gives +1 Intellect. 1 use.</p>	
	<p>Tear of the Titan Tear of Titans possesses the rare properties. Heavenly metal of which so dwarves are proud, is that other, as the melted Tears of Titans.</p>
<p>Quest: Tear of the Titan On small island, in the east of East islands at dying captain Monte Rodriguez. To define on a map where the treasure is dug and to dig out it. Then will go to a tavern Stone Darilles, located in Upper Hadar (To the left of an exit from Krejston Mines) and to talk to the smith. The award: Experience and a scroll with a spell the Geyser.</p>	
	<p>Bag of Norik Bag with a heap of any differences collected by the zombie on all cemetery. From a bag the terrifying smell proceeds, any bones stick out of it and matter scraps hang down.</p>
<p>Quest: Trash from a cemetery. This task is given by the Alchemist in Morshan Swamps if you admit to it diversion before inform witch Chvah on performance of a quest the Elixir of the Worthless Stench. A subject we take from zombie Norik in Morshan Swamps on a cemetery. Gives 500 gold and still in addition (150 or 250) gold. 1 use.</p>	
	<p>Elixir of the Worthless Stench Densely closed vial with a liquid of unpleasant color. Even through densely covered cover it is possible to catch simply terrifying smell that exhales this elixir.</p>
<p>Quest: the Elixir of the Worthless Stench. The subject is received from witch Chvah in Morshan Swamps. Gives 200 experiences. 1 use</p>	
	<p>Elven water Small bottle with elven river water.</p>
<p>Quest: the Freezing stream. The subject is given in the Valley of Thousand Rivers by river fairy Diana. Restores Mana to a maximum. 3 uses.</p>	

How to sell scrolls?

Since the version of game **1.6** scrolls can be sold, but only in castles. For this purpose open the book of spells (key **B**), on the chosen scroll click the right key of the mouse, then establish quantity of scrolls for sale. The price will be shown at the top of a window before the spell name. Scrolls are on sale for **20%** from the cost. If there is an ability **Trade** - for **30%/40%/50%** at **1/2/3** level of ability.

I cannot buy a scroll from the dealer, what to do?

Check up, whether money and capacity of the Book of magic suffices you. At cursor prompting on the button the Magic emerges the help in which it is told how many at you now scrolls and their maximum quantity.

Where to buy or find certain units, rolls, artefacts, etc.?

All is generated in a random way at start of new game. Filling of chests in the field of fight too is casual. Generation variants (and their probabilities) shops, objects on a map and other are initially set only. But there are some places in game that are always created equally - for example, the shops, selling thorns in Greenwort, a site of some treasures and altars.

Whether armies in castles are updated?

Yes, usually at reception of a following title or end of the quest connected with this place. If number of a being in the lock is designated as "much", their reserve is inexhaustible.

Whether revives Necromancy ability of live units after fight?

Yes, revives.

I cannot reach a chest (rune, gold, a crystal), the hero does not wish to go there.

Try to approach to a subject using keys $\uparrow\downarrow$. In very rare cases to some subjects happens it is impossible to reach even thus, it is a game bug.

What maximum level in game?

Maximum level of the hero is **31**, spirits of rage - **30**.

Speak, since a patch 1.2 somewhere it is possible to buy crystals of magic and runes...

Yes, at the prince of dwarves Tibold, in mines under Ardan Peaks. He is the subject character, you do not pass. In the beginning both crystals and runes go on **100000**, but each following goods of the same type cost for **100000** more expensively. I. e. the first Magic rune will manage in hundred thousand, the second - in two hundred, the third - in three hundred and so on.

How to upgrade units?

It is possible to upgrade only **Priests** to **Inquisitors** and only after reception of ability **Inquisition**.

What defines leadership?

Leadership defines a maximum quantity of beings of each kind in army of the hero. Not all army, namely each kind of beings. If at the hero leadership **1000**, it can employ **100** beings A, demanding **10** Leaderships, **20** beings B, demanding **50** Leaderships, and one being C, demanding **750** Leaderships. As the player will divide these kinds of beings on groups, from the point of view of calculation of leadership of value has no.

On what complexity level influences?

At a choice of level of complexity the emerging help stands out - there all is written.

How to improve artefacts?

To improve it is possible not all artefacts.

If it is possible - it is written on it. The right button on artefact - and to press to Improve.

After that there will be a fight with gremlins and monsters. The better the subject, the more that monsters and the more thickly gremlins.

Management and the Interface

At spell prompting on the purpose the loss is not displayed

Check up the version of your game, such help is in version **1.3** or above.

Where and how to sell subjects, armies?

In any castle, having pressed a item the right button. In the dropping out menu point will "Sell". It is impossible to sell armies.

How to divide group?

To allocate group (left click). On empty slots in army will appear arrows <-> (in the bottom part). Click on them and divide as you wish. It is possible to precisely change number of already divided groups the same way.

How to force beings to "hatch" from eggs, sprouts, coffins and other embryos?

To press right mouse button on object -> point «Use».

How to learn a spell from a scroll?

To press the round button to the right of the scroll image in the magic book. If it not dark blue, but grayish - it is impossible learn while: there are no abilities or magic crystals.

Order of turns of units - Alt

Static window of the information on enemy group in fight - **Shift + LMB**

To impose a spell on level more low, than it is studied - to clamp **Ctrl**; on two levels more low - to clamp **Shift**.

Cheat-Codes

Since the version of game **1.6** it is possible to use so-called cheat-codes. Remember that use of codes is marked in a saved file! For input of codes it is necessary to cause the console a combination of keys "Shift + ~" (Shift and a tilde simultaneously)

For example, **money -10000** will take away from you **10'000** gold, and **money 50000** will add **50'000**

Command	Description
money <sum>	To add or take away sum gold from the player.
boat	To summon a boat.
name <name>	To rename the hero.
doublearmy <slot>	Doubles quantity of armies in specified slot (1..5). Without slot number instructions all groups double.
levelup	The hero receives experience and the following level.
leadership <sum>	To add sum leaderships.
magicbook	Gives to the hero all spells at 1st level and in the form of scrolls.
crystal <sum>	Gives sum magic crystals.
clearwife	Deletes all children at the wife.
rune <sum>	Gives sum Runes of Talent of each type.
spirit <sum>	All Spirits of Rage that are available for the player will receive sum levels. A maximum is 30 .
mana <sum>	Increases a maximum of Mana of the hero to sum . Without sum simply restores all Mana.
rage <sum>	Increases a maximum of Rage of the hero to sum . Without sum simply restores all Rage.

The world beginning

In the beginning there was no neither spaces, nor time, only gods, missed in infinity. And was, has not appeared yet among gods wise Arhon, wished to begin time course. And he has created Time Ocean - so there was a space and time, but in them there was no sense while Arhon has not created the first live world floating on Great Ocean and bearing in seeds of a life. He named it Kraa.

Looking at the surprising world created by Arhon, other gods have understood how much it perfectly, and have started to create the worlds. So have appeared Teana, Endoria, Ultrax, Demonis and set of other various and unique worlds floating on Ocean.

Creation of Endoria

Endoria has been created by the third. This world on whim of the founder has appeared from snow-white egg. Seeds have sprouted lives here, having created set of freakish forms of the life, one of which has appeared much more strongly others the Furious pangolins living in poisonous bogs and naming scragges, have crept out of bogs, devouring each other and other creatures. Having wished to world Endoria of good and prosperity, gods have created huge reasonable beings - titans.

But titans have soon felt the semidivine essence, have destroyed poor scragges and began to create to itself servants, awful pity parodies to beings created by gods. Not only that titans have created awful orks so they also have decided to allocate with eternal existence the creations, having created the death world, and, thereby, having deceived time. Then titans have opened portals in other worlds, and have made absolute chaos.

But gods not for long suffered similar amateur performance so once the earth underfoot titans was opened wide, and they have completely disappeared. Instead of them, gods have created in Endoria three new races: human, elves, dwarves. Beginners were engaged at once in repartition of the earth and destroyed all beings created by titans. Orks, however, to interrupt it was not possible: these children have turned out very hardy and have defended the right to existence.

Ancient history

- Age of Creation of the World (10000 years);*
- Regeneration Age (5000 years);*
- Age of Discovering (3000 years);*

The newest history

- Era of Sunset Empire (500 years);*
- Vague Times (300 years);*
- Crusade (70 years);*
- Revolt of orks (30 years);*
- Modern Era (100 years)*

Ancient history

Age of Creation of the World (10000 years)

- Creation of Endoria. Occurrence of plants, animal.*
- Creation of reasonable race of scragges. Occurrence of the first states. Development of magic arts. The beginning of infinite marsh wars.*
- Gods create titans, the powerful beings possessing a divine spark and capable to create. Scragges begin war with titans. Titans arrange scragges Great Winter, and almost all live freezes. One of scragges, prince Sliim, has appeared frozen in a block of ice both has been then found by demons and ground in a casket.*
- Creation by titans of own beings, including orks.*
- Titans conceive to make the creations immortal. They try to bypass the laws established by gods and create the world to which beings get after death. The magic of this world transforms died in something that is not subject to time, and, actually, does immortal.*

- *Titans open portals in other worlds. Transition of various beings from the world in the world, contrary to will of gods begins. So, dragons, inhabitants very severe, but also unimaginably beautiful Ultrax, get in Endoria. Thanks to a favorable climate, huge lizards get good posterity.*
- *Gods are annoyed by activity of titans. The Earth breaks up under their feet, and those who has not fallen, gods turn into a stone, for edification of other reasonable beings. The titan Set which actually thought up and has embodied idea of the World of Death becomes an exception. Gods conclude it in its child, forever doing by its captive of the world of death and dooming on inexpressible sufferings.*

Regeneration Age (5000 years)

- *Gods start to fill the world anew. First of all, they create reasonable races - human, dwarves and elves, and occupy them three new continents: Northern, Southern and East.*
- *New races in struggle for territory face creations of titans and destroy them. Nevertheless, a part of the beings that have come from other worlds, for example, dragons, and at the same time and the orks created by titans, defend the right to a life in Endoria.*
- *After repartition of territories there are first states and borders. Civil wars and struggle for the power begin.*

Age of Discovering (3000 years)

- *People leave in the sea and start to master archipelago to the north of Southern continent (the future Islands of Freedom), and then come to elves. The first meeting comes to an end with skirmish with one of elven clans. Elves too think of external expansion and start to build fleet.*
- *Magicians of dwarves create the First Magic Portal in other world. The Fiery Ship, the world of blood-thirsty demons which make attacks on other worlds, grasping or ruining them appears this world Demonis. The army of demons interferes in Endoria through the Portal. Dwarves lock the creation. Intrusion of demons creates to dwarves such troubles, that they officially forbid use of magic and start to move progress towards a science and technics.*

- The steam ships of dwarves face the elven ships, and war begins - elves despise gnomes, rejected magic of ancestors and preferring gloomy caves to solar woods. Also they are frightened by the technical achievements of dwarves breaking laws of magic.*
- External threat compels elves to unite. The Elven people from hundred princedoms and clans create the uniform state - Ellinia. As name also continent. Elves grasp freedom Islands.*
- On continent Darion, in Guild of Magicians Heon (kingdom of magicians) create chair of Magic of Death. The new chair studies transition in the world Dead, created by titans, and also use of magic of death. Archimages of chair name necromancers.*
- Leonar, the king of one of Darion states, goes to elves to conclude an armistice. Then with the same mission it goes to dwarves. As a result it is in the union with elves and dwarves, and the last stop open war though relations between them still remain very strained. Other states of people, seeing achievements of king Leonar, suggest it to unite all countries of continent under the power. The authority of the king so is great, that Uniform Kingdom Darion is soon created. The founder of Leonars dynasty becomes its first king Leonar I.*
- Leonar's grandson, king Fandor Leonar I, goes to round-the-world travel. He creates detailed map of Endoria first in history.*
- Dynasty Leonars corrects some centuries while throne Darion force is not grasped by general Orto Mellis. To stop indignation of Darion people of that on a throne there has ascended the person not noble blood, the general gives out the daughter, Elena Mellis, in marriage for one of dukes and transfers the power to it. So to the power dynasty Mellis comes. Its representatives will govern Darion before the intrusion of demons.*
- The first finds specifying are found that in Endoria there were mighty magicians from other worlds. Finds say that these magicians use subjects and the spells created in other worlds and under other laws, and is obvious under laws of the different worlds. Magicians name Wanderers, for their passion to study the different worlds. They possess the spells used on travel. Secrets of magic of Wanderers are too difficult for understanding, therefore their spells exist only in scrolls.*

The newest history

Era of Sunset Empire (500 years)

- *Demons from the world once opened by dwarves, do not leave Endoria without the attention. They create the Fiery Bridge, uniter Endoria and Demonis, and send on it army of conquerors. So it turns out, that the bridge leaves on Darion territory, and to meet demons it is necessary people. Demons destroy cities and burn out woods. Governors of the earths ask the help from the king, but the ruling king, Orto Mellis, nicknamed the Coward, collects all armies in capital, cowardly expecting an attack of demons. Hopeless war lasts 10 years.*
- *At the head of incorporated army of Darion there is magician Kerus, in whose veins blood of Leonar dynasty flows. It with small group of the knights tempered in uncountable fights, fighting magicians and griffins gets into the world of demons and destroys the governor of the sixth house most Archidemon Baal. The fiery bridge is turned into ruins; Kerus army comes back, having grasped it is a lot of trophies, including Pandora Box. The winner celebrate, cowardly Mellis runs from capital, and the throne again comes back to Leonar dynasty.*
- *King Kerus becomes the absolute governor of all Darion. It attaches magic kingdom Heon and kingdom of griffins Arlania to the kingdom.*
- *The Academy of Magic of Darion is created. Studying of demonic artefacts, including Pandora Box is entrusted to it. Having realised, what power of a thing can give to the owners, magicians develop a high-grade production cycle of creation of Live subjects. All kingdoms of Endoria aspire to make friends with Darion and to get access to secrets of manufacturing of Live subjects.*
- *Next 500 years of board Kerus Leonar and its descendants, historians name the Golden Age, and reached unknown power during these times Darion - Sunset Empire.*

Vague Times (300 years)

- *Kings of Darion weaken. The governors who have got used to calmness bathe in luxury, not noticing development of other world.*
- *The first weakness of people notice elves and try to intrude on Darion territory to crush under itself the weakened empire. The elven ships land armies, not meeting resistance - governors of the earths battle for themselves, many and at all come over to the elves side.*
- *Darion the Magic Academy renders the unexpected help to the king of Darion Larg Leonar. Magicians of chair of Death spend through the Valley Death army of the king and after two days of a march on the country dead army Darion knights together with necromancers leaves through Life Transitions directly in heart of Ellinia, also strikes blow directly to not protected capital. Elves are horrified by one kind of the was army - after all for these two day of transition awful creatures of the Valley have destroyed half of army of people, however necromancers have recovered the fallen soldiers, and have put them in a system near to the live. People take elven capital by storm. According to peace treaty conditions, the elven army is dismissed for 100 years.*
- *As a sign of reconciliation elves return to people a part of islands, being between Darion and Ellinia. There is a new state created by pirates and named Islands of Freedom.*
- *King Larg Leonar frightened of stories about the power of magicians-necromancers and the advisers hints, declares necromancy out of the law. At the king there are inquisitors, special service of hunters for necromancers. Witch-hunt, and all magicians of chair of Death begins expel from Darion.*
- *Right after exclusions of magicians-necromancers on Darion territory the severe plague comes. Half of population perishes, king Larg dies. Fight for a throne between set of cousin and three times removed uncles begins.*
- *The plague is carried on all Endoria. Severe dwarves kill the infected relatives to stop distribution of illness and burn out the whole underground cities. Magic Wood of elves gives them a medicine. It rescues the survived dwarves and people.*

Crusade (70 years)

- *In all ends of Endoria the Gate of Death conducting in the world of the dead open. It comes back necromancers, expelled of guild of magicians. The plague specially sent by them, has killed half of inhabitants and has put at disposal of masters of Death huge army of the dead. All over the world dead persons rise from the tombs.*
- *Human, elves and dwarves unite in the face of the general enemy. Bloody war in which at live practically there are no chances begins. Paladin's Orden is created; its soldiers are blest by gods on fight with undead.*
- *The war outcome comes unexpectedly. King of Darion, Vilor Eliar, goes to priests of the Pyramid of Discovery, and receives manuscript of Fandor Leonar I, allowing to create spell Zerron found it in excavation on islands of titans. Having made a call ceremony, Vilor becomes blind, but finds Sight Zerron. Now, opening empty eye-sockets, Vilor incinerates any being that has come to world of Endoria from the outside. Vilor alone destroys the whole undead army, and Paladin's Orden destroys the gate conducting in the World Dead.*
- *Necromancers almost do not resist. They run, leaving the doomed soldiers. The part of necromancers is forever sealed in the Death World.*

Revolt of orks (30 years)

- *The race of the orks that created by titans and have been tired out in the fruitless earths, tries to return former power. Not long thinking, they attack the nearest to them elven coast. To speed and ability of elven archers they oppose specially deduced huge ogres, instead of skilful magicians they have the shamans owning ancient spells of titans.*
- *Elves ask the help from dwarves, but dwarves deny assistance. The gallant people have got tired to be at war and wish to heal the wounds. Then elves ask about the help of people. Blind king Vilor Eliar, sends the best commander, General Karador, wasted a family during necromancers revolt.*

- Karador, ordering incorporated army of people and elves, supersedes orks back in the fruitless earths. Orks capitulate. But Karador, blinded thirst of blood, accuses orks of complicity necromancers. On it basis its subordinates begin rough handlings over people and elves, sympathizing orks. Under numerous requests of elves, the king withdraws Karador back, but that refuses to obey, while will not finish business. At last Vilor Eliar accepts the compelled decision on arrest Karador and then gives the order on its execution.

Modern Age (100 years)

- Because of geopolitical interests elves gradually keep away from people. People start to co-operate actively with dwarves in sphere of a science and technologies. The aero-system of dirigible balloons connecting all three capitals is created. Kings of Darion and Kordar so are amicable among themselves, that people start to lease the mines to dwarves. The expelled orks shy build the embassy on Freedom Islands. Anybody does not interfere with them, all wish to live in peace.
- In the Valley of magicians, with a view of studying the other-side world, Death Gate was unpacked. Darion and Kordar declare to elves the official protest. But negotiations are tightened for long years.
- Islands of Freedom wish to be really free from a crown Darion. Governors of islands, replacing each other under the pressure of kings of Darion, all sooner or later start to think of own crown. Not receiving it, they cover all rascals and publish the most ridiculous laws in the territory. So the territory of islands turns in present piracy state that nevertheless officially has been not recognized.
- Something strange starts to occur in the world. In Ellinia territory from Death Gate suddenly there is revived general Karador. While elves try to be protected somehow, on the other hand them attack orks who, not entering fight with undead forces, start to cut down in large quantity trees of Magic wood.
- People are going to help elves, but suddenly there is a conflict with dwarves. The dwarves do not give a rent for rent of mines. Moreover, there is an armed clash between armies of two countries. War ripens, and people do not thinking about elves.

- *Dwarves with amazement find out, that someone opens the Demonic Portal sealed thousand years ago. It leads to the war at underground levels. To demons it is cold on a surface that gives to dwarves of advantage and possibility to constrain demons.*
- *King of Darion, Mark Wise, should untie all knot of problems. Means for war, and for a world establishment in all Endoria are necessary to the state. And while the king collects taxes from the citizens, the person who will fill up treasury from the outside is necessary to it. The king types knights, hunters for treasures!*
- *To king Mark it is not allowed to have the child by nature, his wife has died, and he could not marry another. Realising importance of continuation of a sort, the king addresses to gods of Endoria with the request for the successor. And the sky gives him a small basket with the little girl whom the king names Ameli, in honour of a star shining in a sky.*



ИДЕАЛЬНУЮ КОПИЮ
СМОТРЕТЬ В ПРЕДЛАЖЕНИИ:

НОВЫЙ БОСС БУРИЛЬЩИК

Тип: Великий Механический Босс.
Формат и вес: Специальный.
Тип шасси: механический, на паровой тяге.
Корпус: металлический, стандартный.
Механизм: управляет тремя буровыми станциями.
Оружие: Большая механическая буровая станция.
Правила эксплуатации: Увидеть,
Накрыть и Убить!



IC KATAURI

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