

AoW3 Hero Development Mod

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September 30, 2015

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1 General Changes

- heroes have no more (class-specific) starting items, instead they have a class-dependant starting skill
- class hero boni stay unchanged
- defense, ranged and melee damage base stat upgrades increase in cost by 2 for each level (was 1)
- hero upgrades unlocking spells cost 1 point less (now 4, was 5)
- heroes can learn race-dependant abilities
- each class features 3 mutual exclusive specializations with 4 tiers which unlock different skills at each tier

2 Racial Abilities

2.1 Draconians

level	cost	description
1	1	+20% fire protection
3	4	+1 melee fire damage
5	4	fire spit
7	3	regeneration
9	1	+20% fire protection
11	5	immolating breath
13	7	fearsome

2.2 Dwarves

level	cost	description
1	1	+20% fire protection
3	4	throw axes
5	4	+1 melee fire damage
7	2	lava walking
9	1	+20% fire protection
11	4	defensive strike
13	6	fire aura

2.3 Elves

level	cost	description
1	2	+1 vision range upgrade
3	1	+20% shock protection
5	4	+1 melee shock damage
7	2	forest concealment
9	4	ranged command
11	4	inflict shocking
13	7	static shield

2.4 Frostlings

level	cost	description
1	1	+20% frost protection
3	4	throw snow ball
5	4	frost weapons
7	2	arctic concealment
9	2	+20% fire protection
11	4	inflict chilling
13	7	frost aura

2.5 Goblins

level	cost	description
1	1	+20% blight protection
3	4	+1 melee blight damage
5	4	throw filth
7	2	demolisher
9	1	+20% blight protection
11	4	+1 blight strength
13	6	inflict weakened

2.6 Humans

level	cost	description
1	1	+20% spirit protection
3	3	hurl net
5	4	+1 melee spirit damage
7	2	devastating charge
9	4	fleet command (mariner + fishing)
11	4	rallying cry
13	7	shield of light

2.7 Halflings

level	cost	description
1	1	forest concealment
3	4	shoot fireworks
5	2	backstab
7	5	nourishing meal
9	4	minor bard skills
9	4	memories of joy
11	3	path of life
13	3	slip away

2.8 Orcs

level	cost	description
1	1	barrens running
3	4	shout of intimidation
5	4	strangle
7	2	projectile resistance
9	4	polearm
11	5	mark blood sacrifice
13	6	killer instinct

2.9 Tigrans

level	cost	description
1	1	+20% fire protection
3	3	bloodthirsty
5	4	throw blades
7	2	forest concealment
9	1	+20% spirit protection
11	4	pounce
13	7	hastened

3 Class Skills

3.1 Arch Druid

Inherent skills:

- shoot shortbow

lvl	cost	name	type	description	requirements
1	1	+1 vision range	passive		
1	2	free movement	active		
1	5	druidry I	passive	+10 CP	
1	3	beastfriend I	passive	+1 def, +1 mdam	
1	3	hunter I	passive	+1 def, +1 phys rdam	
1	3	shaman I	passive	+1 res, +1 pois rdam	
1	2	befriend animal	active		beastfriend I
1	2	mind control immunity	passive		beastfriend I
1	4	savage rage	spell		beastfriend I
1	4	natural healer	leadership		beastfriend I
1	4	shoot longbow	active		hunter I
1	2	animal slayer	passive		hunter I
1	4	root spears	spell		hunter I
1	4	warm at night	leadership		hunter I
1	4	poison bolts	active		shaman I
1	4	entangling touch	active		shaman I
1	4	rust strike	spell		shaman I
1	4	natural immunity	leadership		shaman I
3	1	night vision	passive		
3	2	cure disease	active		
3	4	revive instinct	spell		
3	4	healing	active		
3	5	druidry II	passive	+10 CP	druidry I
5	1	20% spirit protection	passive		
5	3	swimming	passive		
5	3	true sight	passive		
5	7	druidry III	passive	+10 CP	druidry II
5	5	beastfriend II	passive	+1 def, +5 hp	beastfriend I
5	5	hunter II	passive	+1 res, +1 phys rdam	hunter I
5	5	shaman II	passive	+1 res, +1 pois mdam	shaman I
5	2	awaken spirit	active		beastfriend II
5	4	meditate	passive		beastfriend II
5	4	hornet swarm	spell		beastfriend II
5	3	nurturing hand	leadership	animals, monsters gain volunteer	beastfriend II
5	2	gut	active	destroy animal or monster corpse to gain 20 health, +2 mdam	hunter II
5	3	inflict bleeding wounds	passive		hunter II
5	4	revitalize	spell		hunter II
5	4	spirit of the land	leadership		hunter II
5	5	beast within	active	transform into random animal	shaman II
5	4	inflict enfeebling fever	passive		shaman II
5	4	twisting roots	spell		shaman II
5	4	nature's resistance	leadership		shaman II
7	2	undead slayer	passive		
7	7	druidry IV	passive	+10 CP	druidry III

lvl	cost	name	type	description	requirements
9	5	beastfriend III	passive	+1 def, +1 mdam	beastfriend II
9	5	hunter III	passive	+1 def, +1 phys rdam	hunter II
9	5	shaman III	passive	+1 res, +1 pois rdam	shaman II
9	7	druidry V	passive	+10 CP	druidry IV
9	3	tame monster	active	attempt to take control of target monster	beastfriend III
9	3	spiritual bond	active	hero and target animal or monster gain +2 smdam, +2 res	beastfriend III
9	4	call beast horde	spell		beastfriend III
9	2	sprint	active		hunter III
9	2	monster slayer	passive		hunter III
9	4	call ancestral spirits	spell		hunter III
9	7	call lightning	active		shaman III
9	4	vengeful vines	spell		shaman III
9	6	one with the trees	leadership		shaman III
11	9	druidry VI	passive	+10 CP	druidry V
13	9	druidry VII	passive	+10 CP	druidry VI
13	5	beastfriend IV	passive	+5 hp, +1 mdam	beastfriend III
13	5	hunter IV	passive	+1 res, +1 phys rdam	hunter III
13	5	shaman IV	passive	+1 res, +1 pomdam	shaman III
13	5	call familiar	active	summons random animal	beastfriend IV
13	5	strike of the pack leader	active	+1 mdam for each friendly animal and +2 mdam for each friendly monster in battle	beastfriend IV
13	6	hail of arrows	active	aoe one shot cripple or bleeding upon resist	hunter IV
13	7	seeker	passive		hunter IV
13	10	child of the allfather	active	transform into earth elemental	shaman IV
13	6	inflict entangled	passive		shaman IV

3.2 Dreadnought

Inherent skills:

- fire musket

lvl	cost	name	type	description	requirements
1	1	vision range upgrade	passive		
1	2	cure disease	active		
1	2	repair machine	active		
1	2	tunneling	passive		
1	4	force field	spell		
1	5	invention I	passive	+10 CP	
1	3	engineer I	passive	+1 res, +1 mdam	
1	3	saboteur I	passive	+1 res, +1 rdam	
1	3	siege tower I	passive	+1 def, +1 mdam	
1	2	rapid reload	active		engineer I
1	3	build roads	active		engineer I
1	4	repair fortification	spell		engineer I
1	4	forge aprons	leadership		engineer I
1	2	sabotage	active		saboteur I
1	2	demolisher	passive		saboteur I
1	4	flash bang	spell		saboteur I
1	4	lightning rod banner	leadership		saboteur I
1	3	ram	active		siege tower I
1	2	wall crushing	passive		siege tower I
1	4	overload	spell		siege tower I
1	4	imperial authority	leadership		siege tower I
3	5	invention II	passive	+10 CP	
5	3	true sight	passive		
5	7	invention III	passive	+10 CP	
5	5	engineer II	passive	+1 def, +1 rdam	engineer I
5	5	saboteur II	passive	+1 res, +1 fire rdam	saboteur I
5	5	siege tower II	passive	+1 def, +1 mdam	siege tower I
5	4	fire blunderbuss	active		engineer II
5	4	claim machine	active	take over machine	engineer II
5	4	reassemble	spell		engineer II
5	4	pest control squad	leadership		engineer II
5	3	flash bang	active		saboteur II
5	4	inflict immolation	passive		saboteur II
5	4	weapon kit	spell		saboteur II
5	4	infiltration squad	leadership		saboteur II
5	3	reinforced	passive		siege tower II
5	2	tree crusher	passive		siege tower II
5	4	dampening field	spell		siege tower II
5	4	wizard hunters	leadership		siege tower II
7	5	bestow iron heart	active		
7	7	invention IV	passive	+10 CP	invention III
9	7	invention V	passive	+10 CP	invention IV
9	5	engineer III	passive	+1 res, +1 mdam	engineer II
9	5	saboteur III	passive	+1 res, +1 rdam	saboteur II
9	5	siege tower III	passive	+1 def, +1 mdam	siege tower II
9	5	shoulder cannon	active	weaker cannon	engineer III
9	4	summon siege engine	spell		engineer III
9	3	greater repair machine	active	30 health machine heal	
9	2	sprint	active		saboteur III

lvl	cost	name	type	description	requirements
9	2	salvage parts	active	destroy dead machine to gain +2 mdam, +100 moral (stacks)	siege tower III
9	4	choking fumes	spell		saboteur III
9	8	bomb squad	leadership	explosive death, fire bomb	saboteur III
9	3	20% physical protection	passive		siege tower III
9	5	defender	passive		siege tower III
11	9	invention VI	passive	+10 CP	invention V
13	9	invention VII	passive	+10 CP	invention VI
13	5	engineer IV	passive	+1 def, +1 rdam	engineer III
13	5	saboteur IV	passive	+1 res, +1 fire rdam	saboteur III
13	5	siege tower IV	passive	+1 def, +1 mdam	siege tower III
13	6	reassemble	active		engineer IV
13	8	mount golem	active	transform into golem	engineer IV
13	5	inflict explosive death	passive	11 fire check, 3 turns	saboteur IV
13	5	smoke screen	passive	personal smoke screen	saboteur IV
13	4	destabalized mana core	spell		saboteur IV
13	7	vigilant	passive		siege tower IV
13	6	fists of steel	passive	melee attacks have inflict deteriorate (machine) and impaired	siege tower IV

3.3 Necromancer

Inherent skills:

- black bolts
- heal undead
- raise corpse

lvl	cost	name	type	description	requirements
1	2	cause fear	active		
1	2	cave crawling	passive		
1	5	inflict despair	passive		
1	5	necromancy I	passive	+10 CP	
1	3	defiler I	passive	+1 res, +1 pois rdam	
1	3	lich I	passive	+1 pois mdam, +1 pois rdam	
1	3	vampire I	passive	+1 phys mdam, +1 pois mdam,	
1	3	throw curse	active		defiler I
1	4	inflict enfeebling fever	passive		defiler I
1	4	death ray	spell		defiler I
1	5	poison knowledge	leadership		defiler I
1	3	control undead	active		lich I
1	2	support slayer	passive		lich I
1	4	stiffen limbs	spell		lich I
1	4	grasp of death	leadership	+1 melee frost damage	lich I
1	2	backstab	passive		vampire I
1	2	life stealing	passive		vampire I
1	4	syphon life	spell		vampire I
1	4	melee command	leadership		vampire I
3	5	necromancy II	passive	+10 CP	necromancy I
5	5	exploit despair	passive		
5	7	necromancy III	passive	+10 CP	necromancy II
5	5	defiler II	passive	+1 res, +1 pois rdam	defiler I
5	5	lich II	passive	+1 frost mdam, rdam, undead 20% spirit weakness	lich I
5	5	vampire II	passive	+1 mdam, +1 def, undead 20% fire weakness	vampire I
5	2	petrifying touch	active		defiler II
5	4	energy drain	passive		defiler II
5	4	desecration	spell		defiler II
5	8	lingering poison	leadership	inflict exhausting fatigue	defiler II
5	4	rime fire	active	1 more damage than normal rime fire	lich II
5	3	devour corpse	active		lich II
5	5	lesser reanimate undead	active		lich II
5	3	pass wall	passive		lich II
5	4	raise dead	spell		lich II
5	5	protection from light	leadership		lich II
5	4	shadow step	active		vampire II
5	2	life stealing	passive		vampire II
5	4	dark gift	spell		vampire II
5	5	bane of the good	leadership		vampire II
7	7	necromancy IV	passive	+10 CP	necromancy III
9	7	necromancy V	passive	+10 CP	necromancy IV
9	5	defiler III	passive	+1 res, +1 pois rdam, heretic	defiler II
9	5	lich III	passive	+1 spirit mdam, rdam	lich II
9	5	vampire III	passive	+1 mdam, +1 frost mdam	vampire II

lvl	cost	name	type	description	requirements
9	5	inflict curse	passive		defiler III
9	8	deadly poison	leadership	inflict severely poisoned	defiler III
9	4	mark of death	spell		defiler III
9	7	necromantic aura	passive		lich III
9	8	undying	passive		lich III
9	4	scourge of undead	spell		lich III
9	3	vampire's kiss	active	turn friendly unit into vampire	vampire III
9	2	life stealing	passive		vampire III
9	4	floating	passive		vampire III
9	7	inflict ghoul curse	passive		vampire III
11	9	necromancy VI	passive	+10 CP	necromancy V
13	9	necromancy VII	passive	+10 CP	necromancy VI
13	5	defiler IV	passive	+1 res, +1 pois rdam	defiler III
13	5	lich IV	passive	+1 pois, frost, spirit mdam	lich III
13	5	vampire IV	passive	+1 mdam, +1 spirit mdam	vampire III
13	10	embodiment of filth	active	transform into blight elemental	defiler IV
13	7	inflict petrified	passive		defiler IV
13	10	greater reanimate undead	active		lich IV
13	5	invoke death	active		lich IV
13	4	undying army	spell		lich IV
13	6	tireless	passive		vampire IV
13	8	total awareness	passive		vampire IV

3.4 Rogue

Inherent skills:

- shoot darts

lvl	cost	name	type	description	requirements
1	1	night vision	passive		
1	2	armor piercing	passive		
1	2	break control	active		
1	2	sabotage	active		
1	2	undead slayer	passive		
1	4	dirty half dozen	leadership		
1	4	panic attack	spell		
1	5	cloak and dagger I	passive	+10 CP	
1	3	assassin I	passive	+1 res, +1 pois mdam	
1	3	duelist I	passive	+1 def, +1 mdam	
1	3	trickster I	passive	+1 res, +1 rdam	
1	2	sprint	active		
1	2	cause fear	active		
1	4	throw dagger	active	4 phys 4 poison damage inflict severely poisoned doesn't consume action points	assassin I
1	3	inflict bleeding wounds	passive		assassin I
1	4	rain of poison blades	spell		assassin I
1	4	counterpoison	leadership		assassin I
1	3	challenge	active	attempt to taunt marks enemy as 'challenged'	duelist I
1	3	first strike	passive		duelist I
1	4	quick dash	spell		duelist I
1	4	weapon finesse	leadership		duelist I
1	3	dust in the eye	active	attempt to blind foes will break guard aoe like blunder buss	trickster I
1	2	taunt	active		trickster I
1	4	inflict misfortune	passive		trickster I
1	4	blind	spell		trickster I
1	4	infiltration squad	leadership		trickster I
3	5	cloak and dagger II	passive	+10 CP	cloak and dagger I
5	2	free movement	passive		
5	7	cloak and dagger III	passive	+10 CP	cloak and dagger II
5	6	stealth commander	leadership		
5	5	assassin II	passive	+1 rdam, +1 def	assassin I
5	5	duelist II	passive	+1 mdam, +1 def	duelist I
5	5	trickster II	passive	+1 rdam, +1 res	trickster I
5	5	assassin's strike	active		assassin II
5	5	inflict severely poisoned	passive		assassin II
5	4	shadow form	spell		assassin II
5	4	poison knowledge	leadership		assassin II
5	3	martial arts	passive		duelist II
5	2	fierce challenge	passive	+3 phys, +3 fire melee damage vs challenged targets	duelist II
5	4	moving target	spell		duelist II
5	4	stronger than steel	leadership		duelist II
5	2	throw net	active		trickster II
5	3	throw pixie dust	active	bomb attack, 1 phys 2 each other channel, random debuff	trickster II

lvl	cost	name	type	description	requirements
5	4	cunning escape	spell		trickster II
5	5	bard skills	leadership		trickster II
7	2	coup de grace	passive		
7	3	pass wall	passive		
7	7	cloak and dagger IV	passive	+10 CP	cloak and dagger III
9	5	charm	active		
9	5	inflict crippling wounds	passive		
9	7	cloak and dagger V	passive	+10 CP	cloak and dagger IV
9	5	assassin III	passive	+1 res, +1 pois mdam	assassin II
9	5	duelist III	passive	+1 def, +1 mdam	duelist II
9	5	trickster III	passive	+1 res, +1 rdam	trickster II
9	4	shadow step	active		assassin III
9	3	salt the wound	passive	+3 phys dam vs bleeding	assassin III
9	4	sadism	spell		assassin III
9	5	urban stealth commander	leadership		assassin III
9	3	guard breaker	passive		duelist III
9	3	victor's fame	passive	gains 'victorious' buff upon defeating challenged target +2 melee, +100 moral, heals 10 health	duelist III
9	4	mass battlefield panic	spell		duelist III
9	3	cunning escape	active		trickster III
9	4	inflict dazzled	passive		trickster III
9	4	smoke screen	spell		trickster III
11	9	cloak and dagger VI	passive	+10 CP	cloak and dagger V
11	6	assassins of kings	leadership		
13	9	cloak and dagger VII	passive	+10 CP	cloak and dagger VI
13	5	assassin IV	passive	+1 def, +1 rdam	assassin III
13	5	duelist IV	passive	+1 def, +1 mdam, -1 rdam	duelist III
13	5	trickster IV	passive	+1 res, +1 mdam	trickster III
13	10	descend into darkness	active	transform into shadow stalker	assassin IV
13	3	festering poison	passive	+3 poison dmg vs. poisoned	assassin IV
13	4	challenging cry	astive	3 hex aoe, works like challenge	duelist IV
13	7	total awareness	passive		duelist IV
13	6	master of mischief	passive	attacks inflict random debuff (can not be resisted)	trickster IV
13	7	lucky	passive		trickster IV

3.5 Sorcerer

Inherent skills:

- lightning shock

lvl	cost	name	type	description	requirements
1	1	20% shock protection	passive		
1	2	break control	active		
1	2	dispel magic	active		
1	2	steal enchantment	active		
1	5	sorcery I	passive	+10 CP	
1	3	illusionist I	passive	+1 res, +1 shock rdam	
1	3	medium I	passive	+1 res, +1 frost mdam	
1	3	warlock I	passive	+1 mdam, +1 shock mdam	
1	4	phantom bolts	active	4 shock 4 spirit, 3 shot	illusionist I
1	3	projectile reflection	passive		illusionist I
1	4	harmonizing energy	spell		illusionist I
1	4	spririt shield	leadership		illusionist I
1	4	fairy fire	active		medium I
1	5	avatar of water	active	healing aura (heals 10% health 1 hex around hero per turn), frost shards, 60% frost protection, 60% fire weakness, removes other aspects water elemental charge	medium I
1	4	frost strength upgrade	passive		medium I
1	4	star blades	spell		medium I
1	4	magic affinity	leadership		medium I
1	2	stunning touch	active		warlock I
1	3	armored	passive		warlock I
1	4	sphere of protection	spell		warlock I
1	4	charged army	leadership		warlock I
3	4	dragon slayer party	leadership		
3	5	sorcery II	passive	+10 CP	sorcery I
5	3	true sight	passive		
5	3	mend magical being	active		
5	4	floating	passive		
5	4	strong will	passive		
5	7	sorcery III	passive	+10 CP	sorcery II
5	5	illusionist II	passive	+1 res, +1 spirit rdam	illusionist I
5	5	medium II	passive	+1 res, +1 frost mdam	medium I
5	5	warlock II	passive	+1 mdam, +1 shock mdam	warlock I
5	4	phantasmal image	active		illusionist II
5	5	inflict dazzled	passive		illusionist II
5	4	arcane binding	spell		illusionist II
5	4	focused minds	leadership	mind control immunity	illusionist II
5	5	avatar of fire	active	+10 fire mdam, -8 phys mdam, 60% fire prot, frost weakness inflict immolation, exp. death fire elemental charge	medium II
5	4	fire strength upgrade	passive		medium II
5	4	cosmic spray	spell		medium II
5	5	elemental protection	leadership	shock, fire, frost protection	medium II
5	4	cast fireball	active	6 phys, 6 fire, cast no action points	warlock II

lvl	cost	name	type	description	requirements
5	5	enchanted armor	passive		warlock II armored
5	4	chain lightning	spell		warlock II
5	5	soldier hunters	leadership	+2 dmg vs infantry, cavalry, pikeman	warlock II
7	7	sorcery IV	passive	+10 CP	sorcery III
9	4	double gravity	spell		
9	7	sorcery V	passive	+10 CP	sorcery IV
9	5	illusionist III	passive	+1 res, +1 shock rdam	illusionist II
9	5	medium III	passive	+1 def, +1 shock mdam	medium II
9	5	warlock III	passive	+1 mdam, +1 shock mdam	warlock II
9	3	phantasmal shift	active	teleport to image, free action	illusionist III
9	5	inflict spirit breaking	passive		illusionist III
9	4	mass stasis	spell		illusionist III
9	10	master illusionist	leadership		illusionist III
9	5	avatar of air	active	60% shock prot, 40% phys weak static shield, hastened, inflict stun air elemental charge	medium III
9	4	shock strength upgrade	passive		medium III
9	4	static sphere	spell		medium III
9	4	phase	active		warlock III
9	4	inflict stun	passive		warlock III
9	4	static electricity	spell		warlock III
11	9	sorcery VI	passive	+10 CP	sorcery V
13	9	sorcery VII	passive	+10 CP	sorcery VI
13	5	illusionist IV	passive	+1 res, +1 spirit rdam	illusionist III
13	5	medium IV	passive	+1 res, +1 mdam	medium III
13	5	warlock IV	passive	+1 mdam, +1 shock mdam	warlock III
13	8	phantasmal army	active	2 images per turn for 4 turns (global spell)	illusionist IV
13	5	phantom explosion	active	phantasmal images explode for 10 shock, 10 spirit dmg aoe	illusionist IV
13	5	avatar of earth	active	+10 phys mdam, -10 rest mdam, stone skin, defender, 80% shock, blight weakness earth elemental charge	medium IV
13	8	elemental discharge	active	aoe, 10 dmg per different elemental charge	medium IV
13	10	thunderstorm	active		warlock IV
13	6	meteoric armor	passive		warlock IV enchanted armor
13	4	chaos rift	spell		warlock IV

3.6 Theocrat

Inherent skills:

- spirit blast

lvl	cost	name	type	description	requirements
1	2	cure disease	active		
1	2	undead slayer	passive		
1	4	healing	active		
1	5	divine channeling I	passive	+10 CP	
1	3	monk I	passive	+3 spirit -2 phys mdam, +1 res	
1	3	paladin I	passive	+1 mdam, +1 def	
1	3	priest I	passive	+1 spirit rdam, +1 res	
1	2	absorb pain	active		monk I
1	4	meditate	passive		monk I
1	4	slayer's doubt	spell		monk I
1	4	aura of resistance	leadership		monk I
1	2	shield	passive		paladin I
1	2	monster slayer	passive		paladin I
1	4	smite	spell		paladin I
1	4	sacred arms	leadership		paladin I
1	2	touch of faith	active		priest I
1	4	spirit ray	active		priest I
1	4	divine protection	spell		priest I
1	4	healing aura	leadership		priest I
3	2	turn undead	active		
3	4	strong will	passive		
3	5	divine channeling II	passive	+10 CP	divine channeling I
5	2	break control	active		
5	7	divine channeling III	passive	+10 CP	divine channeling II
5	5	monk II	passive	+1 spirit rdam, +1 def	monk I
5	5	paladin II	passive	+1 spirit mdam, +1 def	paladin I
5	5	priest II	passive	+1 spirit rdam, +1 res	priest I
5	3	martial arts	passive		monk II
5	5	inflict spirit breaking	passive		monk II
5	4	mighty meek	spell		monk II
5	4	vow of poverty	leadership		monk II
5	4	shield bash	active	no retaliation, attempt daze guard after use	paladin II
5	3	armored	passive		paladin II
5	4	instant wrath	spell		paladin II
5	5	holy champions	leadership		paladin II
5	3	denounce heretic	active		priest II
5	4	inspiring aura	passive		priest II
5	4	purifying burst	spell		priest II
5	4	chaplain	leadership		priest II
7	7	divine channeling IV	passive	+10 CP	divine channeling III
9	7	divine channeling V	passive	+10 CP	divine channeling IV
9	5	monk III	passive	+3 spirit, -2 phys mdam, +1 res	monk II
9	5	paladin III	passive	+1 mdam, +1 def	paladin II
9	5	priest III	passive	+1 spirit rdam, +1 res	priest II
9	3	teachings of humility	active	turn friendly into monk	monk III
9	5	inflict daze	passive		monk III
9	4	rebirth	spell		monk III

lvl	cost	name	type	description	requirements
9	4	blade of justice	passive	melee attacks mark as heretic	paladin III
9	4	bane of the unnatural	passive	+3 fire, spirit dmg vs undead, summoned, magical origin	paladin III
9	4	blessing of health	spell		paladin III
9	5	convert	active		priest III
9	5	cleansing wave	active	aoe non-phys dispel	priest III
9	4	power of the word	spell		priest III
11	9	divine channeling VI	passive	+10 CP	divine channeling V
13	5	monk IV	passive	+1 spirit rdam, +1 def	monk III
13	5	paladin IV	passive	+1 sprirt mdam, +1 def	paladin III
13	5	priest IV	passive	+1 spirit rdam, +1 res	priest III
13	10	ascension of the pure	active	transform into spirit elem	monk IV
13	8	total awareness	passive		monk IV
13	8	divine vengeance	active		paladin IV
13	4	holy war	spell		paladin IV
13	10	divine justicars	leadership	devout + righteous zeal	paladin IV
13	6	smiting prayer bolts	active		priest IV
13	10	divine blessing	passive	resurgence	priest IV
13	9	divine channeling VII	passive	+10 CP	divine channeling VI

3.7 Warlord

Inherent skills:

- shoot heavy crossbow

lvl	cost	name	type	description	requirements
1	2	armor piercing	passive		
1	2	blood honor	leadership		
1	2	break control	active		
1	2	wall climbing	passive		
1	5	warfare I	passive	+10 CP	
1	3	pillager I	passive	+1 rdam, +1 def	
1	3	tacticain I	passive	+1 mdam, +1 res	
1	3	warrior I	passive	+1 mdam, +1 def	
1	4	flaming arrows	active	6 phys 2 fire, 3 shot	pillager I
1	3	inflict bleeding wounds	passive		pillager I
1	4	berserk	spell		pillager I
1	4	ranged command	leadership		pillager I
1	5	tactical order: charge	active	friendly unit aoe +4 mp, devastating charge, guard breaker, -2 def, -2 res remove other orders	tacticain I
1	4	last stand	spell		tacticain I
1	3	open field training	leadership	barrens running	tacticain I
1	4	defense command	leadership		tacticain I
1	2	war cry	active		warrior I
1	2	overwhelm	passive		warrior I
1	4	lion's courage	spell		warrior I
1	4	melee command	leadership		warrior I
3	1	20% fire protection	passive		
3	2	giant slayer	passive		
3	2	martial arts	passive		
3	2	monster slayer	passive		
3	5	warfare II	passive	+10 CP	warfare I
5	1	20% frost protection	passive		
5	2	dragon slayer	passive		
5	5	charge command	leadership		
5	7	warfare III	passive	+10 CP	warfare II
5	5	pillager II	passive	+1 fire rdam, +1 res	pillager I
5	5	tacticain II	passive	+1 rdam, +1 def	tacticain I
5	5	warrior II	passive	+2 mdam	warrior I
5	2	sprint	active		pillager II
5	4	inflict immolation	passive		pillager II
5	4	shout of intimidation	spell		pillager II
5	4	sharing the loot	leadership	volunteer	pillager II
5	5	tactical order: take cover	active	friendly target aoe +3 def, +3 res against non-flanking ranged attacks, -2 rdam, remove other orders	tacticain II
5	4	steadfast ward	spell		tacticain II
5	4	hazardous terrain training	leadership	forestry, wetland walking	tacticain II
5	4	field medic	leadership		tacticain II
5	3	first strike	passive		warrior II
5	4	phoenix warrior	spell		warrior II
5	3	guard breaker	passive		warrior II
5	5	warmonger	leadership	victory rush (stacks)	warrior II

lvl	cost	name	type	description	requirements
7	7	warfare IV	passive	+10 CP	warfare III
9	7	warfare V	passive	+10 CP	warfare IV
9	5	pillager III	passive	+1 rdam, +1 def	pillager II
9	5	tactician III	passive	+1 mdam, +1 res	tactician II
9	5	warrior III	passive	+1 mdam, +1 def	warrior II
9	5	enslave	active	mind control (phys check) on success caught in net	pillager III
9	3	strong draw	passive	no long ranged penalty	pillager III
9	4	golden horde	leadership	cavalry gains vigorous mounts	pillager III
9	4	bloodbath	spell		pillager III
9	5	tactical order: hold the lines	active	friendly target aoe defender, first strike, +2 mdam, immobilized remove other orders	tactician III
9	4	relentless army	spell		tactician III
9	5	altitude training	leadership	mountaineering	tactician III
9	6	toughness	leadership		tactician III
9	6	tireless	passive		warrior III
9	4	killing spree	spell		warrior III
9	10	blood brothers	leadership		warrior III
11	9	warfare VI	passive	+10 CP	warfare V
13	5	pillager IV	passive	+1 fire rdam, +1 res	pillager III
13	6	infamous	passive	inflict panicked	pillager IV
13	6	scorch command	leadership	sabotage, shoot flaming arrows, immolating projectiles	pillager IV
13	5	tactician IV	passive	+1 rdam, +1 def	tactician III
13	5	warrior IV	passive	+2 mdam	warrior III
13	5	tactical order: take the walls	active	friendly target aoe advanced wall climbing, wall crushing, demolisher remove other orders	tactician IV
13	8	tactical masterpiece	active	'charge' -> sprint (2 turns) 'cover' -> proj res (2 turns) 'hold' -> heal 15 hp 'take' -> gain 20% mp	tactician IV
13	7	last stand	active	steadfast ward (2 turns)	warrior IV
13	4	killing momentum	passive		warrior IV
13	9	warfare VII	passive	+10 CP	warfare VI

4 Compatibility

- the mod should be compatible with any mod that doesn't directly change heroes, leaders or hero upgrades
- heroes and leaders from custom scenarios are only partially compatible with the mod
- check the mod page on steam for linked compatibility patches for other mods

How to make a hero or leader fully compatible with the mod:

1. remove the class-dependent ranged item
2. give the hero the 'Race X Hero (flag)' upgrade, where Race X is the race of that hero (e.g. an orc hero needs the 'Orc Hero (flag)' upgrade)
3. adjust the extra skill points of the hero to match the used skillpoints (so that he doesn't start with additional skillpoints)
4. (optional): give the hero the new 0 cost starting ranged attack