Heroes of Might and Magic (I-IV)
▯ Unit Supplement ▯

Table of Contents

▯ Unique Units ▯ 1
1. Castle: 1
2. Conflux: 2
3. Dungeon: 3
4. Fortress: 5
5. Inferno: 6
6. Necropolis: 7
7. Rampart: 8
8. Stronghold: 9
9. Tower: 10
▯ Shared Units ▯ 12

▯ Unique Units ▯

1. Castle:

Level 1:

Peasant (60 for 100 cp):

The weakest Unit available, Peasants carry only crude weapons when they're drafted to fight and must rely on superior numbers. They are however decent workers and can provide some income for their lord.

Stats: All horrible.
Ability: Generates 1 gold piece a day.

Squire (40 for 100 cp):

The most basic infantry of Castle Towns, the typically inexperienced Squires use heavy flails instead of more sophisticated weapons.

Stats: Decent attack, few hit points.
Ability: Has a chance to stun the enemy in melee, preventing any action for a short while.

Crossbowman (7 for 100 cp):

Ideal troops for garrisons, Crossbowmen make use of weapons that can reach far behind the enemy lines with great precision.

Stats: Slow and fragile, decent speed.
Ability: Ranged attack, over a long range without penalty for distance.

Level 2:

Pikeman (5 for 100 cp):

The backbone of human armies since the time of Morglin Ironfist, Pikemen can stop attackers dead in their tracks against a wall of lances.

Stats: Favors defense, a bit slow.
Ability: Can attack out of reach from melee attacks. Inflicts more damage against moving enemies depending on the distance the enemy moved to get there.

Swordsman (3 for 100 cp):
Utterly average, Swordsmen are serviceable both for defending shooters and rushing into the fray.

Stats: Solid all around.
Ability: None.

Level 3:
Crusader (1 for 100 cp):
Crusaders are fanatically devoted to the fight against evil. Their Death Ward enchantments make them especially effective against undead and demons.

Stats: Fast, with decent defense and an improved attack from its ability.
Ability: Strikes the enemy twice. Starts with Death Ward [Life], protecting it from Death Magic and doing more damage against Inferno and Necropolis troops.

Champion (1 for 200 cp):
The fearless nobility of Castle kingdoms. Champions need space for maneuvers if they want to take down the enemies quickly.

Stats: Very fast and strong, but slightly fragile.
Ability: Deals additional damage proportional to the distance covered to go hit the enemy.

Level 4:
Angel (1 for 700 cp):
Servants left by the Ancients, Angels are the ultimate soldiers of the light. They are both dreaded fighters and precious allies thanks to their powers of resurrection.

Stats: Excellent.
Ability: Flying. Can cast Resurrection, bringing an amount of recently dead troops back to life. Doesn't work on undead, elemental and mechanical creatures.

Shared Units:
Level 3: Griffin (2 for 100 cp), Priest (2 for 100 cp)

2. Conflux:

Several Conflux creatures are Elemental. They are immune to poison and mind-affecting Spells, positive or negative. Elemental immunities mean the creature takes no damage from spells and half-damage from physical attacks based on that element (such as a Dragon's breath).

Level 1:
Leprechaun (40 for 100 cp):
Reclusive little spirits with an affinity for treasures, Leprechauns are vulnerable and weak but have a strange power over Chance itself.

Stats: Terrible.
Ability: Can cast Fortune [Nature], making the target luckier and more likely to deal double damages.

Level 2:
Mermaid (5 for 100 cp):
Mermaid sighting are said to make sailors luckier, but reaching them is dangerous thanks to their mesmerizing charms.

Stats: Above average hit points, very useful ability.
Ability: Hitting the enemy in melee has a chance of casting a weaker version of Hypnotize [Order] on them, bringing them under control for one turn.

Satyr (5 for 100 cp):
It is said that Satyrs could die of sadness, should it ever reach them. They are joyous companions that can cheer up any friend.

Stats: Decent, good number of hit points.
Ability: Can cast Mirth [Life], increasing the target's Morale and making them more likely to act a second time.

Air Elemental (3 for 100 cp):
Air Elementals are just substantial enough to hit their enemies with electric charges while evading the counter attack.

Stats: Fast, with a great defensive ability.
Ability: Elemental, flying. Immune to air and lightning, melee attack deals Lightning damages. Double defense against physical attacks.

Water Elemental (2 for 100 cp):
The magic of the Water Elementals is based on their element's everchanging properties. They can cast a variety of curses or simply hurt their target with an Ice Bolt.

Stats: Poor hit points, attack and defense.
Ability: Elemental. Immune to water and ice, melee attack deals ice damages. Can cast Fatigue [Death], Ice Bolt [Order], Quicksand [Nature] and Weakness [Death].

Fire Elemental (2 for 100 cp):
Fire Elementals have an obvious affinity for warfare's most used element. Useful both in defense and offense.

Stats: Fast, hindered by distance.
Ability: Elemental, ranged. Immune to fire, deals fire damages at range or in melee.

Level 3:
Earth Elemental (2 for 100 cp):
Their capacity to move reflects the changes of the earth on a smaller scale. While not fast, they are incredibly hard to get rid off.

Stats: Good stats except for its horrible speed.
Ability: Elemental, immune to earth, magic resistant (by 50 percent).

Magic Elemental (1 for 100 cp):
Magic Elementals are controversial evidence toward a possible new element. Nothing but a flurry of ranged attacks can stop them from decimating enemy ranks with impunity.

Stats: Fast, generally decent stats.
Ability: Elemental, teleporting. Immune to enemy and ally spells. Does melee damage to all surrounding enemies without retaliation.

Shared Units:
Level 1: Sprite (30 for 100 cp)
Level 4: Phoenix (1 for 400 cp)

3. Dungeon:

Level 1:
Troglodyte (20 for 100 cp):
These eyeless amphibians dwell deep within the earth. The sense by which they perceive their environment is unknown.

Stats: Decent for its level.
Ability: Immune to spells and abilities based on sight.

Rogue (20 for 100 cp):
Robbers and spies, Rogues are ideal for ambushes against weak targets. They need to hit fast to avoid being overwhelmed.

Stats: Favors offense.
Ability: No counter attack from melee targets. Invisible to the enemy on the world map.

Level 2:
Evil Eye (4 for 100 cp):
The horrid creations of the mad Warlock Agar. Their tentacles deliver electric charges while their unique Eye can cause various misfortunes.

Stats: Solid in melee and at range.
Ability: Ranged. No melee penalty. Ranged attacks have a chance to cast a random level 1-2 curse on the target.

Medusa (2 for 100 cp):
Medusae search the battlefield, looking to lock eyes with the enemy. They are said to have brought ruin to ancient civilizations.

Stats: Poor stats, excellent abilities.
Ability: Ranged, unlimited shots, no melee penalty. Attacks can briefly turn the target to stone.

Level 3:
Minotaur (2 for 100 cp):
Strong and fearless, these brutes make for the perfect companions for raids. They are unparalleled masters of the battleaxe.

Stats: Average for its level.
Ability: Morale is always positive, has a small chance to completely block melee attacks.

Nightmare (1 for 100 cp):
Malevolent spirits in the shape of a horse. Their presence give horrible visions.

Stats: High hit points, good damages.
Ability: No counterstrike from the enemy, who instead flees a short distance away.

Manticore (1 for 200 cp):
Chimeras created as perfect predators, Manticores combine the strength of a lion, the wings of a bat and the paralyzing sting of a scorpion.

Stats: Relatively fragile, but fast.
Ability: Flying. Melee attacks have a chance to paralyze the target.

Level 4:
Black Dragon (1 for 700 cp):
Very few creatures can withstand a one-on-one fight from a Black Dragon. Their natural mystical properties are strong enough to make most spellcasters useless against them.

Stats: Very high stats all around.
Ability: Flying. Fire attack that covers a large area. Immune to all spells, from allies or enemies.

Shared Units:
Level 1: Centaur (20 for 100 cp), Orc (7 for 100 cp), Harpy (7 for 100 cp)
Level 2: Gargoyle (5 for 100 cp)
Level 3: Griffin (2 for 100 cp), Efreet (1 for 100 cp)
Level 4: Hydra (1 for 400 cp)

4. Fortress:

Level 1:
Gnoll (10 for 100 cp):
Hyena-like Gnoll tribes provide the grunt work of Fortress Towns. They are dependable melee fighters.

Stats: Above average.
Ability: None.

Lizardman (10 for 100 cp):
The dominant race within the deep jungles that make up Fortress territory. While nowhere near as good as Elves, they are skilled hunters with blowpipes and bows.

Stats: Decent.
Ability: Ranged. Shoots twice in a row.

Level 2:
Dragonfly (4 for 100 cp):
These oversized bugs' are used to go harass the enemy with venomous stings. They build enormous hives within the canopy.

Stats: Very fast.
Ability: Flying. Melee attacks cast Weakness [Death].

Level 3:
Basilisk (2 for 100 cp):
These six-legged lizards share with Medusae a gaze that turns organic beings to stone, though it requires smaller distances.

Stats: Solid.
Ability: Melee attacks can briefly turn the target to stone.

Waspwort (1 for 100 cp):
Waspworts are mobile, giant carnivorous plants. They can spit a debilitating poison that will make the prey unable to defend itself by the time they catch up to them.

Stats: Good shooter, but slow.
Ability: Shooter, melee and ranged attacks cast Weakness [Death].

Gorgon (1 for 100 cp):
Despite their cow-like appearance, Gorgons are more closely related to Basilisks. Their deadliest weapon is not their poisonous breath, but their gaze that can straight-up kill the unfortunate.

Stats: Decent, useful level 4 killer.
Ability: Melee attacks have a small chance to directly kill a few of the targets.

Wyvern (1 for 200 cp):
Wyverns are pseudo-Dragons that are occasionally used as mounts by daring lizardmen. They cannot breathe fire, but have an equally dangerous sting on their tail.

Stats: Fast but fragile.
Ability: Flying. Melee attacks have a chance to inflict a Poison status effect.

Level 4:
Mantis (1 for 400 cp):
While fearsome, these giant specimens are just the result of natural evolution. They have the same hunting method as their smaller cousins.

Stats: All good, except for hit points.
Ability: Flying. Attacks first, even when defending. Melee attacks prevent the target from moving away.

Gargantuan (1 for 600 cp):
Closely related to the Behemoth, the Gargantuan combines its formidable endurance and massive strength to tear through enemies with claws and thrown boulders.

Stats: Sturdy. Does devastating damages to large armies thanks to its abilities.
Ability: Ranged. Shoots twice in a row, projectiles can hit multiple targets at once. No melee penalty.

Shared Units:
Level 4: Hydra (1 for 400 cp)

5. Inferno:

Level 1:
Imp (20 for 100 cp):
While having the personality of loathsome pest, Imps are prized as familiars by the Kreegans for their ability to leech mana.

Stats: Merely fast.
Ability: Its presence drains mana from enemy spellcasters to allies.

Level 2:
Gog (5 for 100 cp):
A lot of Kreegan footsoldiers have a natural affinity for fire and can toss explosive fireballs with precision.

Stats: Good aggressive shooter.
Ability: Ranged. Enemies adjacent to the target suffer Fire damages.

Cerberus (4 for 100 cp):
These mutated hounds are pets and warbeasts of choice for the Kreegans. The presence of numerous enemies only serve to make their heads more ravenous.

Stats: Average, slanted toward offense due to its ability.
Ability: No retaliation from enemies. Attack using its three heads, hitting multiple targets if possible.

Horned Demon (3 for 100 cp):
True Demons are older inhabitants of these worlds than the Kreegans are. They typically reside in their own plane but have passed an alliance with the invaders.

Stats: Decently fast, otherwise average.
Ability: None.

Level 3:
Pit Fiend (1 for 100 cp):
Kreegan overseers that keep the slaves in check. Through unholy pacts, they are known to lengthen the latter's servitude beyond death by turning their souls into new Demons.

Stats: Mediocre, but its special is especially effective with lot of low-level allies.
Ability: Can resurrect fallen allies as Horned Demons.

Ice Demon (1 for 100 cp):
Demons like all sort of temperature extremes. The chilling presence of Ice Demons manifests even before their summoning ritual is complete.

Stats: Good attack and defense.
Ability: Immune to Ice, Ice-based melee attack. Has a chance to freeze the enemy for one or two rounds.

Venom Spawn (1 for 200 cp):
Only the vilest of incantations can bring forth these formless wretches. Contact with any part of the slime they're made from is dangerous to the living.

Stats: Good all around.
Ability: Ranged. Ranged and melee attacks inflict a Poison [Death] status effect until the end of the battle.

Level 4:
Devil (1 for 700 cp):
Prideful tyrants of remote hells. They can apply their dimensional powers to themselves or to their direct servants.

Stats: While not the fastest Unit, its teleportation gives it absolute movement range. Otherwise very good stats.
Ability: Can teleport all across the battlefield. Has Life Ward [Death]. Can cast the spell Summon Ice Demon [Death].

Shared Units:
Level 2: Gargoyle (5 for 100 cp)
Level 3: Efreet (1 for 100 cp)

6. Necropolis:

All Necropolis creatures are Undead. They are unaffected by morale (but their presence gives a small penalty to allies), and immune to poison and mind spells.

Level 1:
Skeleton (20 for 100 cp):
Mindless puppets animated with only the most economical form of Necromancy. They can reach absurd numbers if the raw material is plentiful.

Stats: Decent for its level.
Ability: Undead. Ranged attacks are half as effective against them.

Zombie (10 for 100 cp):
More substantial than their bony counterparts, Zombies are frustratingly hard to put down and their contact causes sickness. They are however sluggish and lethargic and can take a while to cross the battlefield.

Stats: High hit points, decent attack and defense, but inconveniently slow.
Ability: Undead. Melee attacks have a chance to lower the attack and defense of the target.

Level 2:
Wight (5 for 100 cp):
Unlike the even more dangerous Ghosts, Wights aren't the remnant of a specific person but are instead created from the energy left by the passing of souls.

Stats: Fast and durable.
Ability: Flying, Undead. Double defense against physical attacks. Diminishes the enemy's mana reserves each turn.

Mummy (3 for 100 cp):
While not all royalties, they are excavated from ancient tombs. They curse anyone in their path.

Stats: Good hit points and damages.
Ability: Undead. Melee attacks hit the target with Curse [Death], reducing their damage.

Level 3:

Vampire (1 for 100 cp):

Essential allies to the Necromancer. They can turn into bats and drain life energy. They do not like sunlight, but only the sunrise is fatal.

Stats: Low hit points, other stats are good. Its main strength is its ability.
Ability: Flying, Undead. Half of the damages dealt against living enemies heal the stack, possibly resurrecting recently dead vampires.

Lich (1 for 100 cp):

While this setting's Liches do not have phylacteries to make them even harder to kill, the condition is still incredibly attractive to Necromancers. They are the only shooters among the Undead, a priceless strategic asset.

Stats: Fast and sturdy.
Ability: Ranged, Undead. Ranged attacks hit adjacent living units with death energies.

Dread Knight (1 for 200 cp):

Amidst their mindless servants, Necromancers need experienced warriors. Dread Knights combine a martial upbringing during their life with immortal undeath to perfect their swordsmanship.

Stats: Above average stats.
Ability: Undead. Has a small chance to do double damages. Cumulative with Luck effects for four times the damages.

Level 4:

Bone Dragon (1 for 400 cp):

Necromancer have an obvious interest in the mythical Dragon graveyards. The beasts are reconstituted from various bones and their strong spirit is twisted into a bane against the living.

Stats: Not as impressive as regular Dragons, but good abilities.
Ability: Flying, Undead. Ranged attacks are half as effective against them. Gives a small penalty to enemy morale. Melee attacks have a small chance to age the enemy, reducing the hit points of the entire stack.

7. Rampart:

Level 2:

Tiger (4 for 100 cp):

They are intelligent enough to communicate with Druids and pass down ancient lore to their cubs. Their reflexes are just as good as their smaller cousins.

Stats: Decent all around.
Ability: Attacks first, even when defending.

Elf (4 for 100 cp):

One of the oldest races fostered by the Ancients. Their keen senses and bond with their environment has given them an edge throughout their long history.

Stats: Fast but fragile, with its ability improving its offensive potential.
Ability: Ranged, shoots twice in a row.

Pegasus Rider (3 for 100 cp):

The winged cavalry of the Elves favors mobility over heavier armor. They do compensate this weakness with numerous anti-magic charms.

Stats: Nothing special outside of speed.
Ability: Flying. All enemy spells cost twice as much mana.

Level 3:
Dendroid (2 for 100 cp):
These sapient trees use flexible roots to both move and ensnare the enemy. They are typically left in garrison or over sacred sites rather than taken to battle.

Stats: High defense and hit points, very low speed.
Ability: Melee attacks prevent the target from moving away.

Unicorn (1 for 100 cp):
A symbol of purity, solitary retreat, and pride. Their horn is a deadly weapon and their hair is so white that it can cause temporary blindness.

Stats: Good.
Ability: Melee attacks have a chance to cast Blind [Order], making the enemy unable to act until the spell wear off or it gets attacked.

Level 4:
Faerie Dragon (1 for 600 cp):
Wise and venerable, Faerie Dragons are less warlike than their more famous cousins. They are born from clear ponds from the will of Nature itself.

Stats: Less hit points and attack than a Black Dragon, but still impressive. Rely on spells over physical attacks.
Ability: Flying. Has Magic Mirror [Chaos], which makes enemy spells also hit the caster. Can cast Confusion, Cloud of Confusion, Fire Bolt, Fire Ring and Lightning [Chaos].

Shared Units:
Level 1: Sprite (30 for 100 cp), Centaur (20 for 100 cp), Wolf (6 for 100 cp)
Level 2: Dwarf (6 for 100 cp)
Level 3: Griffin (2 for 100 cp), Priest (2 for 100 cp)
Level 4: Phoenix (1 for 400 cp)

8. Stronghold:

Level 1:
Berserker (50 for 100 cp):
Barbarians are all expected to be able to fight. Their warrior spirit makes them fearsome in battle, but it also means that they sneer at basic concepts like "discipline" or "sense of preservation".
Stats: Good damages, attack and hit points given how cheap it is, but hindered by its ability.
Ability: Stop obeying orders during battle and will simply charge and attack.

Goblin (20 for 100 cp):
They are found everywhere and make good adventurer fodder. Surprisingly strong for their size.

Stats: Good attack and speed, low defense.
Ability: None.

Level 2:
Nomad (5 for 100 cp):
Nomads have made theirs territories harsh enough to discourage any permanent settlement. Their horses are unusually swift even on difficult terrain.

Stats: Decent, bias toward offense and speed.
Ability: Attacks first, even when defending. No penalty of movement in battle or on the adventure map no matter the terrain.

Ogre (2 for 100 cp):
Ogres are part of the ruling class among the Barbarians. Their blood magic makes their warrior prowess even more impressive.

Stats: Solid all around, just on the slow side.
Ability: Can cast Bloodlust [Chaos], making the target better at melee combat.

Level 3:
Troll (1 for 100 cp):
The Troll is incredibly hard to put down on account of its formidable build and the regenerative properties of its flesh.

Stats: Lots of hit points, otherwise decent.
Ability: Has Regeneration [Life], regaining hit points when hurt.

Cyclops (1 for 200 cp):
Despite their presumably dubious depth perception, the sheer strength of a cyclops is enough to make them competent improvised catapults. Their eye is rumored to have magical properties.

Stats: Balanced.
Ability: Ranged. No Melee Penalty. Can hit walls during sieges. Melee attacks have a chance to paralyze.

Level 4:
Behemoth (1 for 500 cp):
These massive predators are hunted down as challenge during the Festival of Life. Their huge claws are so sharp they seem to tear through armor and hide.

Stats: Stats are good, with lot of hit points and damages.
Ability: Ignore most of the target defense stat during melee.

Shared Units:
Level 1: Centaur (20 for 100 cp), Orc (7 for 100 cp), Harpy (7 for 100 cp), Wolf (6 for 100 cp)
Level 3: Thunderbird (1 for 200 cp)

9. Tower:

Some Tower creatures are Mechanical. They are immune to mind and poison spells and are not considered living for purposes of healing or Necromancy.

Level 1:
Halfling (30 for 100 cp):
Halflings are an insular race that Wizards keep under their protection from the outside world. Their slings usually lack punch, except when they hit precise spots against bigger creatures.

Stats: Poor.
Ability: Ranged. Does extra damage against level 4 creatures.

Gremlin (20 for 100 cp):
Artisans at work in every Tower factory, Gremlins know Golems inside out. They use hammers as tools and improvised projectiles during battle.

Stats: Slow and weak. Has only few shots without an ammo cart.
Ability: Ranged. Can heal Mechanical units.

Level 2:

Boar (6 for 100 cp):

Visitors often wonder as to the presence of swines among the otherwise clean and elegant Towers. The more disrespectful among them get the privilege of discovering the true reason.

Stats: Very fast.
Ability: None.

Golem (3 for 100 cp):

Golems come in a variety of materials, but all of them are supposed to emulate the perfection of life. They incorporate a variety of charms to keep them working and to prevent magic from disrupting the process.

Stats: Slow, otherwise all around useful.
Ability: Mechanical. Enemy spells are half as effective.

Level 3:

Mage (2 for 100 cp):

The dutiful students of Wizards, their enrollment in Tower mage guilds leave them liable to be drafted. Most of them choose to study enough offensive to justify saying far away from the enemy.

Stats: Good attack, poor defense and hit points.
Ability: Ranged, no melee penalty. Can cast Blur, Magic Fist [Order], Curse, Poison and Raise Skeletons [Death].

Genie (1 for 100 cp):

Ethereal spirits from the Plane of Air, Genies live a very long time and are known for their dutiful and honorable attitude. They are said to have a direct connection to magic itself.

Stats: Poor for its level, its strength is in its spells.
Ability: Flying. Can cast Cowardice, Create Illusion, Ice Bolt [Order], Slow [Death], Mirth and Song of Peace [Life]. Can also cast a random blessing Spell on allies.

Naga (1 for 200 cp):

Many-armed snake people. Nagas practice a unique form of fencing that leave their opponent parrying blows after blows instead of hitting back.

Stats: Good, rather fast.
Ability: Melee attacks cannot be retaliated against.

Level 4:

Dragon-Golem (1 for 600 cp):

The Dragons-Golems are a creation of the Red Dwarves' clans. They are a relatively model that seeks to apply the strengths of a Golem on a bigger scale.

Stats: Great, especially fast.
Ability: Mechanical. Enemy spells are half as effective. Attacks first, even when defending.

Titan (1 for 600 cp):

Eternal rivals of the Dragons, with a strong mind that is ineffable to the younger races. They are keepers of a strange art that capture lightning inside projectiles.

Stats: Excellent stats, the best shooter available.
Ability: Ranged. No melee penalty. Lightning-type attack. Immune to mind-affecting spells and has Chaos Ward [Life].

Shared Units:

Level 2: Dwarf (6 for 100 cp), Gargoyle (5 for 100 cp)
Level 3: Thunderbird (1 for 200 cp)

▯ Shared Units ▯

Level 1:

Sprite (30 for 100 cp – Conflux and Rampart):

A very basic emanation of the sheer creative power of Nature, Sprites are born "beneath the petals of a flower under the light of the full moon".

Stats: Fast but very fragile.
Ability: Flying, no melee retaliation from enemies.

Centaur (20 for 100 cp –Dungeon, Rampart and Stronghold):

Centaurs take advantage of their unique biology through guerilla tactics. They are a straightforward people that respect strength and can blend into a variety of Factions.

Stats: Good hit points and damages.
Ability: Ranged, no melee penalties. Has a short range that reduces the damages of ranged attacks over moderate distance.

Orc (7 for 100 cp – Dungeon and Stronghold):

Vaguely swine-looking humanoids related to Goblins and Ogres, Orcs have more cunning than either. They favor battleaxes, but will use any weapon available when it comes to pushing their weight around.

Stats: Above average, with a bias toward offense.
Ability: Ranged, no melee penalties. Has only few shots.

Harpy (7 for 100 cp – Dungeon and Stronghold):

Harpies build their nest in remote areas where they're unlikely to encounter anything but lone targets. They harass their preys with their talons before fleeing and coming back again, a hit-and-run tactics that enterprising warlords can use in warfare.

Stats: Poor damages, otherwise decent stats.
Ability: Flying, no melee retaliation from enemies. Can immediately go back to its previous position following a melee attack.

Wolf (6 for 100 cp – Rampart and Stronghold):

A common predator that Druids and Barbarians have an easy time training. They must fight in packs to avoid being overwhelmed by actual soldiers.

Stats: Mobile, aggressive thanks to its ability.
Ability: Attacks twice.

Level 2:

Dwarf (6 for 100 cp – Rampart and Tower):

Ancient pacts with Sorceresses might explain why this world's Dwarves have a better than usual relationship with Elves. However, in the modern era they are slowly transitioning to mines closer to civilization and industry.

Stats: Slow and bulky.
Ability: Magic resistance.

Gargoyle (5 for 100 cp – Dungeon, Inferno and Tower):

Violent spirits trapped within sculptures of stone and obsidian. They are usually created or awakened by sorcerers and assigned to a specific task that leaves them plenty of time to sleep.

Stats: Good movement and defense, poor offensively.
Ability: Flying, Elemental (unaffected by mind spells and poison).

Level 3:

Griffin (2 for 100 cp – Castle, Dungeon and Rampart):

Found all over the world, this chimeric creature was experimented with by Warlocks but the vast majority of breeds seems to have been a result of natural evolution. They are tireless defenders.

Stats: Good hit points and speed. Good defensive ability.
Ability: Flying. Can retaliate every time it is attacked instead of once a battle turn.

Priest (2 for 100 cp – Castle and Rampart):

While every culture has its own spirituality, Monks and Druids are known for their ability to channel divine energy into projectiles.

Stats: Average.
Ability: Ranged, has Death Ward [Life], making it more useful against Death-aligned opponents.

Efreet (1 for 100 cp – Dungeon and Inferno):

These spirits are associated with fire and have an old rivalry with Genies. They prefer to use brute strength over magic tricks.

Stats: Good speed and great ability, though a bit fragile.
Ability: Flying. Fire-type attack and resistance. Is protected by a Fire Shield that damages the enemy whenever the Efreet is hit in melee.

Thunderbird (1 for 200 cp – Stronghold and Tower):

A giant eagle with the ability to call forth thunderstorms. They do not meddle in the affairs of other races and will only join an army for the sake of repaying a favor.

Stats: Good all around but deceptively lacking in hit points.
Ability: Flying. Melee attacks have a chance to hit the target with the Lightning [Chaos] spell, bypassing defense.

Level 4:

Hydra (1 for 400 cp – Dungeon and Fortress):

The dreaded Hydra is said to be a cousin to the Dragons, but it relies on its improbable number of ravenous heads rather than fire.

Stats: Defense oriented thanks to its ability and terrible speed, otherwise great.
Ability: Does melee damage to all surrounding enemies without retaliation.

Phoenix (1 for 400 cp – Conflux and Rampart):

The Phoenix is a mirror image of Nature, always stuck between death and rebirth. It has all the cleansing potential of a forest fire.

Stats: Relatively weak, but fast and with great abilities.
Ability: Flying, fire resistance, breath attack that deals fire damage over several enemies. Once a battle, can cast Rebirth with a random chance to resurrect a portion of its stack killed this battle. The ability is automatically cast if the entire stack is dead.