

Pet Dragon Abilities		Blue	Red	Violet	Green	Bronze	Yellow	Pink	Max Level = 60			
		+1 Initiative to animals	+5 Rage	+1 Attack	+1 Intellect	+1 Defense	+2% Critical Hit chance	+5 Mana				
<div>Crushing Blow</div> 		Your dragon attacks the target, causing it 90-100 physical damage. If the target is of level 1-3, it will push the target in the selected direction. The strength of the push: 1.										
	Base	Damage	Damage	Damage	Damage	Damage	Damage	Cost	Rapid			
Rest	1	-	-	-	-	-	+1	-	-1			
Rage	4	+1	+2	+3	+4	+5	+6	-5	-			
Damage	90-100	130-150	200-300	400-500	800-900	1300-1400	1900-2000	-	-			
Push	1	-	-	+1	-	-	+1	-	-			
<div>Treasure searcher</div> 		Your dragon uses its talons to dig up a cell. You can direct him to excavate such targets as a chest of gold or even a hornet's nest. Chest: 1 piece. Objects: 0 pieces.										
	Base	Loc	Loc	Loc	Cost							
Rest	1	-	-	-	-							
Rage	4	+2	+3	+4	-5							
Chests	1	+1	-	+1	-							
Objects	0	0	+1	+1	-							
<div>Ball of Lightning</div> 		Your dragon demonstrates the wonders of magic, calling a ball of lightning onto the battlefield. The ball pursues the enemy, hitting with a third level lightning spell, causing magical damage equal to 10-15% of the overall health of the troop (level 3). There is a 20% chance to shock the target.										
	Base	Attack	Attack	Attack	Shock	Shock	Shock					
Rest	1	-	-	+1	-	-	-					
Rage	15	+2	+3	+5	+2	+3	+5					
Damage	10-15%	10-20%	10-27%	20-42%	-> +2%	-> +2%	-> +2%					
Shock	20%	+2%	+2%	+2%	+6%	+8%	+10%					
<div>Mana Accelerator</div> 		Your dragon spreads charges accross the battlefield, each of which give 1 Action Point to any troop that recovers it, and 7 Mana to the hero.										
	Base	Mana	Mana	Mana	Mana	Act Pt	Cost					
Rest	1	-	-	-	-	-	-					
Rage	8	+3	+5	+7	+9	+3	-10					
Act Pt	1	-	-	-	-	+1	-					
Mana	7	+3	+4	+5	+6	-	-					
<div>Mystic Egg</div> 		A large dragon egg which next round will hatch a troop of creatures 1-2 level of 100 Leadership + 50% of the hero's Leadership - assuming, of course, that nobody breaks the egg in the meantime.										
	Base	Troop %	Troop %	Troop B	Troop B	Troop B	Level	Level				
Rest	2	-	-	-	-	-	-	-				
Rage	15	+5	+7	+3	+4	+5	+2	+3				
Level	1-2	-	-	-	-	-	1-4	2-5				
Base L	100	-	-	+200	+400	+600	-	-				
Pst L	50%	+20%	+20%	-	-	-	-	-				
<div>Stone Wall</div> 		Your dragon builds a stone wall across three cells, which can protect friendly troops from the rapid approach of enemies. The wall has 150 health and 20 Defense.										
	Base	Defense	Defense	Defense	Health	Health	Health	Health	Health			
Rest	2	-	-	-	-	-	-	-	-			
Rage	6	+2	+3	+4	+1	+2	+3	+4	+5			
Health	150	-	-	-	+100	+250	+500	+1000	+2000			
Defense	20	+10	+10	+10	-	-	-	-	-			
<div>Dragon Dive</div> 		Your dragon rockets skyward, then hurtles down, dive-bombing the selected cell. This causes blast damage to enemies near the point of impact, and pushes them back one cell. Damage at center: 300-600.										
	Base	Damage	Damage	Damage	Damage	Cost	Rapid					
Rest	1	-	-	-	+1	-	-1					
Rage	20	+9	+10	+11	+12	-10	-					
Damage	300-600	600-900	900-1300	1300-1700	1900-2400	-	-					
<div>Fiery Phantoms</div> 		Your dragon unleashes its fury, calling up fiery phantoms that cause 1600-1900 astral damage to all units in the selected area. Allies receive 80% damage.										
	Base	Damage	Damage	Damage	Damage	Allies	Allies	Allies	Cost			
Rest	1	-	+1	+1	+1	-1	-1	-1	-			
Rage	50	+10	+10	+10	+10	-	-	-	-10			
Damage	1600-1900	1900-2300	2300-2700	2700-3300	3000-3700	-	-	-	-			
Allies	80%	-	-	-	-	-20%	-20%	-20%	-			
Cells	19	-	-	-	-	-	-	-	-			
<div>Lava Call</div> 		Your dragon absorbs the tides of Rage and transforms them into boiling lava, causing enemies 1000-1200 points of damage by fire. Number of targets: 3.										
	Base	Damage	Damage	Damage	Damage	Damage	Targets	Targets	Targets	Targets	Cost	
Rest	2	-	-	-	-	+1	-	-	-	-	-	
Rage	35	+5	+6	+7	+8	+9	+8	+7	+6	+5	-10	
Damage	1000-1200	1300-1500	1800-2000	2300-2600	2900-3200	3600-3800	-	-	-	-	-	
Pillars	3	-	-	-	-	-	+1	+1	+1	+1	-	