

Pict	Talent	Description
	Backstab	Assassin moves up stealthily behind the victim, causing it 17-17 damage and poisoning it. The Assassin then returns to its original location.
	Berserker	Barbarian enters a battle rage for 3 rounds. His Initiative, Attack and chance of Critical Hit are increased by 100%. However, in his violent rush into battle, he suffers a 50% reduction to Defense.
	Black Arrow	Discharges a magic arrow, which inflict 3-4 points of magic damage and removes one positive spell from the target.
	Bless	Blesses the target for 2 turns, causing it to inflict maximum damage with every blow. Decreases combat performance of undead troops.
	Blood Magic	Absorbs the life force of the enemy, causing 9-9 magic damage. If the enemy is a living being, then the Gorguana restores its own strength with the absorbed energy. This ability becomes active when the troop's numbers fall to half their original size.
	Bloody Madness	Rage overwhelms the mind of the Lizardman, who then lashes out in a circling blow at all surrounding troops, friend and foe alike. The swinging spear of the Lizardman is likely to cause bleeding. This ability becomes active when the troop's numbers fall to half their original size.
	Bloody Pentagram	Creates a bloody pentagram, which grants 2 points of Initiative and Morale to all friendly troops of level 1 through 4. The pentagram vanishes after 2 turns.
	Breed Gobots	Gives birth to a Gobot troop. Total Leadership of the troop: 80-80.
	Burrow	Brontor digs into the earth, foregoing its ability to move across the battlefield or respond to enemy attacks. In return it increases its Defense, and can perform long-range burrowing attacks.
	Capture Target	Dragon seizes an enemy who stands opposite from him, separated by one free cell. He drags the enemy toward him, inflicting 130-130 points of damage.
	Charm	A Demoness can attempt to charm any enemy troop within range. Any troop of humanoids whose total Leadership does not exceed 128 is susceptible to her spell. The charmed troop will fight on the side of the Demoness for 2 turns. If the Demoness fails to charm the troop, the troop instead suffers 10-18 points of damage.
	Cheer	All elves and humans in the army receive a bonus of 50% to their Attack and Initiative. Duration: 2.
	Circle Attack	Strikes the target with a sweeping attack, which hits all enemy troops in neighboring cells.
	Dancing Axes	Summons ghost axes, which inflict 20-25 points of magic damage. In addition, the shaman converts 80% of the inflicted damage into curative energy, healing his own troops.
	Demonic Beasts	The Demonologist selects a special cell to summon up a troop of Demons, who then fight on the side of the Demonologist. Total Leadership of the troop: 52-105.
	Dispel	Removes all spells from the target.
	Division	The Gobot troop withdraws into the earth and multiplies, increasing their numbers twofold. They emerge in a random location. This ability becomes active when the troop's number fall to half their original size.
	Double Shot	Discharges two arrows at once, inflicting double damage (8-10).
	Drain	Through a magical chant, the ogre strips an enemy troop of its Action Points.
	Drain	The book satisfies itself, consuming a surrounding friendly troop whose total health does not exceed 200/400/600 (Book of Evil level 1/2/3), thereby gaining 2 attacking spells.
	Driver's Whip	All miners in the army increase their Initiative and Speed by 3. The Foreman continues his move.
	Earthquake	Causes an earthquake, damaging all ground troops. The closer the troops stand to the Giant, the more damage they take. Neighboring troops take 60-80 points of damage.
	Elven Song	Dryad sings a song which inspires all Elven allies, increasing their Initiative by 3, for the duration of 5 rounds.
	Execution	Brutally inflicts 36-39 damage on an enemy troop. If the troop is destroyed entirely, all enemies temporarily lose 1 Initiative. In addition, enemies of level 1-4 have a 50% probability of panicking.
	Feed	A Gobot troop takes a bite out of a nearby enemy, inflicting 50-50 damage. The foul worms consume all they bite off, restoring their health and number. This ability becomes active when the troop's numbers fall to half their original size.
	Fighting Trance	The Mage falls into a fighting trance for 2 turns. Attacks, as well as the probability of Shock and Critical Attack are increased by 100%, but Defense is decreased by 50%. So long as the trance holds, the Mage is not able to use any other abilities.
	Fire Flood	Breathes a torrent of flame in a selected direction, inflicting 100-140 points of fire damage, with a 50% probability of burning the target.

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	Fire Missile	The troop uses explosive missiles which inflicts 8-13 points of fire damage to the target and all neighboring troops. These missiles have a 50% chance of burning the enemy target.
	Fire Water	Throws a bottle of flammable liquid, which inflicts 10-20 points of fire damage and burns the target.
	Fireball	Throws a Fireball, which hits the target and all neighboring troops, inflicting 3-6 points of Fire Damage.
	Flaming Arrow	Discharges a flaming arrow, inflicting 4-5 points of Fire damage and burning the target.
	Fury Attack	Allows the creature to strike 3 cells at once, inflicting 5-7 points of damage to each target.
	Germination	A Thorn unit grows an allied troop by seeding any neighboring cell. Total Leadership of the troop: 150-300.
	Greed	Driven by a lust for gold, the robber can move quickly to any treasure chest in the combat arena.
	Harpoon	Droid harpoons an enemy standing in front of him at a distance of 2-5 cells, causing 10-14 damage. Enemy cannot counter-attack.
	Haste	Doubles the quantity of Action Points.
	Healing	The selected troop recovers 10 points of health.
	Heavenly Guard	Summons a Heavenly Guard troop to a random nearby cell. Total Leadership of the troop: 150.
	Holy Anger	Blesses a friendly troop, inspiring it with divine anger towards Demons and the undead. In addition, it grants the hero 3-10 Rage. Reduces the fighting capabilities of enemy undead.
	Holy Water	Throws a bottle of holy water which inflicts 15-25 points of magic damage to undead creatures, and decreases their combat capability. Can only be used against the undead.
	Howl	Lets loose a long, terrifying howl, frightening all humans, elves and dwarves level 1-2, with a 50% chance of forcing them to skip their turn.
	Hunter's Mark	Places magical Hunter Targets upon all enemies. Any archers shooting at the enemy will inflict critical damage.
	Ice Arrow	Discharges an Ice Arrow, inflicting 3-4 points of damage and freezing the target.
	Infernal Exchange	Swaps any two troops with each other.
	Initiation	Transforms all regular Gobots into Strong Adult Gobots.
	Lay Egg	Place an egg on the battlefield. When the egg hatches, it will produce a new troop, 50% of the size of the troop that spawned it.
	Leap	If there is a direct line to an enemy troop, the Cerberus can leap upon the enemy and attack.
	Lullaby	The hypnotizing voice of the dryad lulls enemy troops of level 1-3 to sleep for 1 turn. Does not affect creatures immune to Mind spells.
	Magic Lock	Blocks all the special attacks and abilities of the target.
	Magic Shield	Gives the target a magical defense for 3 turns, during which time the target will take only half of any damage suffered.
	Mana Leech	Sucks all magical energy from an area, inflicting 50-70 points of magical damage to all nearby enemies. The magical energy is then used to replenish the Mana of the hero.
	Mark of Blood	Places a magical marker on an enemy troop, which causes it to receive double damage for 2 rounds.
	Mind Control	The troop seizes control of the mind of an enemy troop, forcing it to attack a selected enemy. It can take control of any enemy troop of level 1-4, and total Leadership no more than 180. This has no effects on troops immune to Mind attacks .
	Murder	Assassin performs a special attack, which causes 13-13 damage. If the attack destroys the entire troop, the killer receives 2 more Action Points, and re-loads the skill Backstab.
	Ogre's Rage	Ogre falls into a battle rage and receives 1 Action Point. The Ogre's Attack rises by 100%, for 2 rounds.
	Pacify	In a single strike, causes 70-90 damage and puts the target into a stupor. The Initiative of the victim drops to 1, and it becomes weakened, capable of inflicting only minimal damage.

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	Pass	Zombies offer up their remaining Action Points to an allied troop. If that troop has already moved, it receives a second turn.
	Plague	Infects all nearby forces with a foul plague. This plague reduces the troop's Attack, Defence, and Health. Has no negative effects on the undead.
	Poison Arrow	Discharges a poison arrow, inflicting 2-3 points of poison damage and poisoning the target.
	Poison Cloud	Spreads forth a cloud of poison, which inflicts 60-80 points of poison damage on any nearby troop, with a 90% chance of poisoning them.
	Potion of Poison	Throws a bottle of poison, which inflicts 5-15 points of poison damage to the target and all neighboring troops, as well as poisoning the targets.
	Prayer	Heals and resurrects itself and any neighboring allies, restoring 24 health. Any nearby Demon or undead suffer 14-16 magic damage and run away in fear. Capable of resurrecting dead troops, plants, and even machinery. Valid for creatures of level 1-4.
	Preparation	The Hyena carefully prepares for attack. All of its attacks this round will be Critical.
	Primal Fear	Lizardmen lets loose a terrible roar, and all enemy troops of lower Leadership suffers 10-40 damage and lose half their Action Points. Has no effect on troops who are immune to Mind attacks.
	Push	Pushes the enemy back and inflicts 80-100 points of damage.
	Rain of Fire	A dragon soars across the field, spreading a blanket of flame that causes 110-140 points of fire damage to any troop it touches. Each creature has a 80% probability of being burned.
	Raise Undead	Raises a number of undead allies from any vanquished troop. The number of creatures which rise from the dead cannot exceed the number of creatures in the fallen troop, and its total Leadership cannot exceed 120.
	Ram	Brontor stampedes in a given direction until it runs into an obstacle. While running it picks up speed and force. The run itself causes 15-18 base damage, which is increased by 20% for each intervening cell.
	Random Spell	Strikes a randomly selected enemy troop with a magical attack, or imposes on it a negative effect.
	Ravenous	Ravenously hungry Lizardmen ravage the corpse of a fallen troop, completely restoring their Health and Action Points.
	Repair	Repair damaged machinery, fixing the target for 44 health units.
	Resurrection	Ressurrects the dead soldiers of an allied unit, restoring 7 health. Has no effect on demons or the undead.
	Running	A troop receives additional 2 Action Points to rush the enemy.
	Salvo	Loads and discharges three cannonballs at once, inflicting 18-30 points of damage to the target.
	Scream	Lets loose a blood-curdling scream, which pushes back any level 1-3 enemy creatures within the area of 2 cells. Inflicts damage to any enemy in range, and up to 6-9 points of damage to enemies in neighboring cells.
	Second Wind	Grants another turn to an allied troop which has already moved. Allies can be level 1-4, but the target troop must have a total leadership no greater than 660. The use of this skill does not terminate the Paladin's turn. Has no effect on the undead.
	Separation	The troop is separated into two parts.
	Smashing Blow	Attacks the enemy fiercely, inflicting damage (Swordsmen: 6-10, Guardsman: 9-12).
	Sneer	Taunts an enemy of level 1-4 who hasn't yet made his move, infuriating him. The enemy troop immediately rushes to kill the offender.
	Sowing	A Thorn unit grows an allied troop by seeding a neighboring cell which contains a fallen troop. Total Leadership of the troop: 2-4.
	Strike	The snake strikes at the enemy target, attacking across one free cell, inflicting damage (Swamp Snake: 4-6, Snake: 4-7, Royal Snake: 8-11) and poisoning the enemy. The enemy cannot counter-attack.
	Strike	The Miner's don't wish to fight! Their Defense is increased by 100% and all effects are removed. Miners stop countering enemy attacks. All foremen are granted the effect of "Anger", which increases their chance of Critical Hit, along with both Speed and Initiative.
	Stun	Stuns the target, inflicting 70-70 points of damage.
	Summon Bear	Calls a troop of Bears, which will fight alongside the Druid to the death, or until the end of the battle. Total health of the troop: 20-25.

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	Summon Demons	Calls to a neighboring cell a troop of demonic servants of level 1-4, who fight on their own. The total Leadership of the new troop will be 90.
	Summon Swarm	Summons another swarm of wasps, and lets them loose upon the enemy.
	Summon Thorns	Summons a troop of Thorns, which will fight alongside the Dryad to the death, or until the end of the battle. Total Leadership of the troop: 8-10.
	Surface	Brontor returns to the surface. It becomes mobile once more, but loses its protection and its burrow attack.
	Swarm	Summons a swarm of wasps, which sting the target and inflict physical damage (Ent: 12-15, Ancient Ent: 50-90), as well as poison damage (Ent: 12-15, Ancient Ent: 50-90).
	Swift Stroke	Swiftly strikes across an empty cell, doing 3-4 damage. The enemy cannot counter-attack.
	Telekinesis	Moves a friendly or enemy troop one cell in any direction, provided the target cell is free.
	Thread of Life	Steals the vital energy of an enemy troop, causing it 14-18 damage. 40% of this life energy is then used to aid an allied troop, reviving the vanquished and healing wounded soldiers. Machinery and troops immune to Magic are not subject to this attack.
	Totem of Death	Shaman places on the battlefield a totem which decreases the speed of nearby enemy troops, and damages them each turn. Radius of action: 2 Health: 10
	Totem of Life	Shaman places on the battlefield a totem which gives protection to nearby allies, healing them each turn. Radius of action: 2 Health: 7
	Training	Gives the Druid command of an enemy troop of level 1-3 beasts with a total Leadership up to 80. This troop fights on the side of Druid for 2 turns.
	Transform	Werewolf Elf turns into a wolf. Fangs inflict less damage than the blades, but the wolf can move faster than a human. Also, the wolf can use the skill "Howl".
	Transform	Werewolf turns into a human being. While in human form, it is not as quick, but it has higher Defence and its blades inflict more damage to living creatures, causing them to bleed.
	Transformation	The troop of vampires turns into bats, which has less health and inflicts less damage, but can fly and also have the ability "Drain Life".
	Transformation	The troop of vampire bats regains their human form once more. In human form, vampires lose their ability to fly and "Drain Life", but gain "Regeneration" and an increased Health and Attack.
	Web	Enmeshes a nearby enemy troop of level 1-4 in a spider web, immobilizing the target.
	Whip Attack	Perform a ranged attack with a whip across a free cell. Inflicts 10-18 points of damage. The enemy cannot retaliate.
	Whisper of K'Tahu	Orders an allied troop of Gorguls to immediately perform a circular blow, hitting all surrounding troops, striking friend and foe alike.