

WARLORDS BATTLECRY III – SPELLS

ALCHEMY SPHERE	2
ARCANE SPHERE	3
CHAOS SPHERE	4
DIVINATION SPHERE	5
HEALING SPHERE	6
ICE SPHERE	7
ILLUSION SPHERE	8
NATURE SPHERE	9
NECROMANCY SPHERE	10
POISON SPHERE	11
PYROMANCY SPHERE	12
RUNE SPHERE	13
SUMMONING SPHERE	14

ALCHEMY SPHERE

SPELL	DESCRIPTION	EACH MASTERY LEVEL	COST (Mana)	AREA OF EFFECT	DURATION	NOTES
<i>Create Item</i>	Creates an item for the caster to use	Gives access to rarer items	12	Self	Instant	
<i>Transmute</i>	Exchanges one type of resource for another (50% exchange rate)	+10% exchange rate	15	Self	Instant	Rate may not exceed 100%
<i>Charm</i>	Gives a small discount on all purchases (+2 Merchant skill)	+2 Merchant skill +1 min duration	6	Self	1 min	
<i>Stone Golem</i>	Summons a Stone Golem to serve the caster	+20 XP	14	Adjacent to caster	Instant	
<i>Brew Potion</i>	Creates extra healing potions for the caster to use	+1 potion	24	Self	Instant	
<i>Acquire</i>	Instantly converts all mines near the caster	+50% area of effect	22	½ Command radius	Instant	
<i>Summon Guardian</i>	Summons a Guardian Statue to protect your lands	Level 1=Clay Level 2=Stone Level 3+ = Iron +2 mins duration	24	Within Command radius	10 mins	
<i>Disjunction</i>	Renders items useless for enemy heroes	+30 sec duration	40	Entire map	30 sec	
<i>Bronze Golem</i>	Summons a Bronze Golem to serve the caster	+20 XP	36	Adjacent to caster	Instant	
<i>Spellforge</i>	Doubles the power of the caster's items	+1 min duration	70	Self	1 min	

ARCANE SPHERE

SPELL	DESCRIPTION	EACH MASTERY LEVEL	COST (Mana)	AREA OF EFFECT	DURATION	NOTES
<i>Concentration</i>	Improves spellcasting chance by 20%	+5% chance +1 min duration	8	Self	2 mins	
<i>Command</i>	The area of effect for spells is 25% larger while this spell is in effect	+25% area of effect +1 min duration	12	Self	2 mins	
<i>Enervate</i>	While this spell lasts, your mana regenerates 50% faster	+50% mana regeneration +1 min duration	20	Self	2 mins	
<i>Extend</i>	While this spell lasts, all of your spells double in duration	+1 min duration	22	Self	2 mins	
<i>Mana Flow</i>	All of your spells cost 75% mana to cast while this spell lasts	+1 min duration	24	Self	2 mins	
<i>Corruption</i>	While this spell lasts, newly summoned enemy creatures may join your side (30% chance)	+10% chance +1 min duration	28	Self	2 mins	
<i>Dispel</i>	Cancel all nearby enemy spells	+50% area of effect	32	Command radius	Instant	
<i>Mana Leech</i>	Drain 5 points of mana from any enemies you kill while this spell lasts	+1 mana points +1 min duration	40	Self	2 mins	
<i>Empower</i>	Spells are cast with 50% greater effect while this spell lasts	+25% effect +1 min duration	60	Self	2 mins	
<i>Destruction</i>	Causes massive damage to all nearby troops and buildings - friend and foe alike, even the caster	Damage = caster's life -1 +50% area of effect	100	Command radius	Instant	It will damage the caster down to 1 HP

CHAOS SPHERE

SPELL	DESCRIPTION	EACH MASTERY LEVEL	COST (Mana)	AREA OF EFFECT	DURATION	NOTES
<i>Morph Combat</i>	Randomly changes combat values of nearby units by up to +/- 3 – friend and foe	Up to +/- 3 more per level	6	Command radius	Instant	Retinue troops will reset back to normal after the battle
<i>Morph Speed</i>	Randomly change speed values of nearby units by up to +/- 3 – friend and foe	Up to +/- 3 more per level	8	Command radius	Instant	Retinue troops will reset back to normal after the battle
<i>Morph Health</i>	Randomly change health values of nearby units by up to +/- 30 – friend and foe	Up to +/- 30 more per level	5	Command radius	Instant	Retinue troops will reset back to normal after the battle
<i>Morph Damage</i>	Randomly change damage values of nearby units by up to +/- 3 – friend and foe	Up to +/- 3 more per level	7	Command radius	Instant	Retinue troops will reset back to normal after the battle
<i>Morph Tower</i>	Randomly changes one of combat, speed or damage by +/- 3, or hits by +/- 30, of nearby towers – friend and foe	Up to +/- 3 more per level for combat, speed and damage Up to +/- 30 more per level for hits	12	Command radius	Instant	
<i>Drain Mana</i>	Drains 50 mana from any enemy unit nearby	+25 mana per level +50% area of effect	24	Command radius	Instant	
<i>Morph Resources</i>	Transmute one resource into another at a rate of 40-60%	+10% to rate	30	Self	Instant	Rate may not exceed 100%
<i>Increase Casting</i>	The caster increases his casting skill by +1 in a random spell sphere	+ 1 casting per 2 levels	55	Self	Current scenario	
<i>Wildfire</i>	Black lightning shoots from the caster, hitting enemy units for 50 fire damage	+50 fire damage	32	Command radius	Instant	
<i>Chaos Plague</i>	Nearby enemy units have their hit points reduced to 50% of their current hits and are diseased	+3% more hits	70	Command radius	Instant	Hits may not be reduced below 5% No effect on mechanical units or titans

DIVINATION SPHERE

SPELL	DESCRIPTION	EACH MASTERY LEVEL	COST (Mana)	AREA OF EFFECT	DURATION	NOTES
<i>Elemental Lore</i>	The caster gains +10 Resistance for 1 minute	+1 min duration	6	Self	1 min	
<i>Defense Lore</i>	The caster gains +10 Armor for 1 minute	+1 min duration	6	Self	1 min	
<i>See Invisible</i>	The caster can see all invisible units for 2 minutes	+2 min duration	5	Self	2 mins	
<i>Telepathy</i>	Newly produced troops gain +10 XP for 1 minute	+1 min duration +10 XP per level	10	Entire map	1 min	
<i>Banish</i>	Banishes any extra-planar enemy creatures near the caster of level 1-2	Affects creatures +2 levels higher per level	30	Command radius	Instant	Affects all Demons, Elementals and Archons
<i>Comprehension</i>	Skills (bought at buildings) are discounted by 50% for 1 minute	+1 min duration	35	Self	1 min	
<i>Call Sage</i>	Summons a Red, White or Black Mage	+20 XP per level	60	Adjacent to caster	Instant	
<i>Mind Leech</i>	Nearby friendly melee troops gain the ability to steal XP from foes (like a Wraith)	+ 1 min duration	50	Command radius	1 min	Does not affect mechanical units
<i>True Sight</i>	Adds a permanent vision bonus to the caster's side	+1 grid per level	60	Entire map	Permanent	
<i>Psychic Blast</i>	All nearby enemies are stunned for a few seconds	+5 sec duration	70	Command radius	5 sec	Does not affect mechanical units

HEALING SPHERE

SPELL	DESCRIPTION	EACH MASTERY LEVEL	COST (Mana)	AREA OF EFFECT	DURATION	NOTES
<i>Heal Self</i>	Heals 50 points of damage on the caster	+50 points healing	8	Self	Instant	
<i>Cure</i>	Cures disease and poison on nearby friendly units and does 10 points of healing	+10 points healing	8	Command radius	Instant	
<i>Blessing</i>	Increases the caster's Morale skill by 2	+1 Morale per level +1 min duration	8	Self	1 min	
<i>White Ward</i>	Increases Resistance of friendly units by 5	+5 Resistance per level +1 min duration	6	Command radius	1 min	Does not affect Evil units
<i>Heal Group</i>	Heals 50 points of damage on nearby friendly units	+50 points per level	15	Command radius	Instant	
<i>Invigorate</i>	Increases the speed by +2 of nearby friendly units	+1 speed per level +1 min duration	16	Command radius	1 min	Does not affect Undead
<i>Purify</i>	Holy energy strikes all nearby evil creatures for 50 magic damage, and brings out the sun	+20 damage per level	20	Command radius	Instant	
<i>Major Healing</i>	Heals 100 points of damage on all friendly units, and cures poison and disease	+100 points healing	40	Entire map	Instant	
<i>Life Ward</i>	Protects a hero against death in battle	+2 mins duration	40	Self	2 mins	If the caster drops to 0 hits, he is healed back to full health
<i>Resurrection</i>	Raises a unit from the dead to your side	+50% area of effect Level 1-2 = only friendly units Level 3+ = all units	60	Command radius	Instant	Does not affect Undead or mechanical units

ICE SPHERE

SPELL	DESCRIPTION	EACH MASTERY LEVEL	COST (Mana)	AREA OF EFFECT	DURATION	NOTES
<i>Hand Of Ice</i>	Shards of ice strike enemies for 20 points of cold damage	+10 cold damage	10	Command radius	Instant	
<i>Storm</i>	Alters fine weather to thunder and rain	Higher levels result in more thunder and rain	8	Entire map	Instant	
<i>Ice Armor</i>	Increases the caster's armor in battle by +5	+5 armor per level +1 min duration	14	Self	1 min	
<i>Calm</i>	Removes all magic & psych effects on all units near the caster	+50% area of effect	10	Command radius	Instant	
<i>Ring Of Ice</i>	A hail of ice surrounds the caster, causing 40 points of cold damage	+20 cold damage	30	Small area around the caster	Instant	
<i>Freeze</i>	Slows movement speed by 2, and slows attack speed by 20%, of enemy units	-1 movement speed -10% attack speed +30 sec duration	25	Command radius	30 sec	
<i>Wall Of Ice</i>	Summons a small section of an icy wall	+10 min duration	8	Command radius	10 min	
<i>Ice Floe</i>	The caster gains an icy missile attack that can hit multiple opponents for 20 points of cold damage	+15 cold damage +30 sec duration	30	Self	30 sec	
<i>Freeze Magic</i>	Stops all mana regeneration on the map	+1 min duration	40	Entire map	1 min	
<i>Ice Storm</i>	Strikes nearby enemy units with a powerful hail of ice for 100 cold damage	+100 cold damage	65	Command radius	Instant	

ILLUSION SPHERE

SPELL	DESCRIPTION	EACH MASTERY LEVEL	COST (Mana)	AREA OF EFFECT	DURATION	NOTES
<i>Shadowform</i>	Changes the caster into an ethereal being giving +1 Speed, +5 Armor and +5 Resistance	+1 Speed +5 Armor +5 Resistance +1 min duration	8	Self	1 min	
<i>Scare</i>	All enemies seeing the caster are afraid	+50% area of effect	6	Command radius	Instant	Does not affect Undead
<i>Light/Darkness</i>	Changes day to night and night to day	None	5	Entire map	Instant	
<i>Awe</i>	All enemies seeing the caster suffer from awe	+50% area of effect	8	Command radius	Instant	Does not affect Undead
<i>Spectral Horde</i>	Creates a group of 6 illusionary warriors	+2 units per level +2 min duration	14	Adjacent to caster	2 mins	Illusionary troops are much weaker than real troops
<i>Dragonfear</i>	Creates an illusionary Dragon which causes Terror	+2 min duration	20	Adjacent to caster	2 mins	Illusionary troops are much weaker than real troops
<i>Invisibility</i>	Makes the caster invisible (until he/she attacks, converts or casts a spell)	+1 min duration	30	Self	1 min	
<i>Call Shadow</i>	Summons a Shadow to serve the caster	+20 XP per level	30	Adjacent to caster	Instant	
<i>Mutate</i>	Turns enemy units of level 1 or 2 into harmless animals	+1 level per level	50	Command radius	Instant	Does not affect mechanical units
<i>Transform</i>	Transforms up to 3 friendly units into other random units	+3 units affected per level At higher levels of mastery, better units can be created	70	Command radius	Instant	Does not affect large creatures (incl. Titans), fliers, or mechanical units In general, the higher level your keep, the better effect this spell will have

NATURE SPHERE

SPELL	DESCRIPTION	EACH MASTERY LEVEL	COST (Mana)	AREA OF EFFECT	DURATION	NOTES
<i>Summon Sprite</i>	Summons a Sprite to serve the caster	+20 XP per level	10	Adjacent to caster	Instant	
<i>Gemberry</i>	Heals the caster and nearby troops for 25 points	+25 points healing	12	Command radius	Instant	
<i>Entangle</i>	Slows down enemies by 4 who are near the caster	-2 movement speed +30 sec duration	8	Command radius	30 sec	
<i>Shillelagh</i>	Adds +5 to the caster's combat skill	+5 combat per level +1 min duration	8	Self	1 min	
<i>Summon Unicorn</i>	Summons a Unicorn to serve the caster	+20 XP per level	20	Adjacent to caster	Instant	
<i>Wall of Thorns</i>	Creates a wall of brambles	+10 mins duration	8	Command radius	10 mins	
<i>Call Lightning</i>	Calls lightning down upon nearby enemy troops for 60 electrical damage	+20 electrical damage	35	Command radius	Instant	
<i>Summon Treant</i>	Summons a Treant to serve the caster	+20 XP per level	40	Adjacent to caster	Instant	
<i>Change Weather</i>	Allows the caster to affect night/day fine/rain	None	25	Entire map	Instant	
<i>Elementalism</i>	The caster can choose one of four Elementals to summon	+50 XP per level	50	Adjacent to caster	Instant	

NECROMANCY SPHERE

SPELL	DESCRIPTION	EACH MASTERY LEVEL	COST (Mana)	AREA OF EFFECT	DURATION	NOTES
<i>Raise Skeleton</i>	Raises 2 Skeletons to serve the caster	+1 Skeleton +5 XP per level	8	Adjacent to caster	Instant	
<i>Raise Zombie</i>	Raises 1 Zombie to serve the caster	+1 Zombie +5 XP per level	8	Adjacent to caster	Instant	
<i>Black Portal</i>	Summons a Black Portal to aid in raising undead	+1 min duration	8	Command radius	2 mins	Any spell that summons Undead near a Black Portal gains 1 mastery level
<i>Raise Wight</i>	Raises Wights to serve the caster	+20 XP per level	15	Adjacent to caster	Instant	
<i>Vampirism</i>	Nearby friendly melee troops gain the ability to steal life from foes (like a Vampire) - +2 hits per attack	+1 life per attack per level +1 min duration +50% area of effect	30	Command radius	1 min	Does not affect mechanical units
<i>Darkstorm</i>	Changes day to night and makes it rain	None	16	Entire map	Instant	
<i>Strip Flesh</i>	All non-Undead enemy infantry of levels 1-2 in command radius are turned into skeletons.	+1 level per level	35	Command radius	Instant	Does not affect mechanical units
<i>Call the Dead</i>	Returns piles of bones back to life as Skeletons	+20 XP per level	30	Command radius	Instant	
<i>Ring of Ice</i>	A hail of ice surrounds the caster, causing 40 points of cold damage	+20 cold damage	35	Small area around the caster	Instant	
<i>Raise Champion</i>	Raises an Undead Lord from his grave (Shadow, Liche, Vampire or Doom Knight)	+20 XP per level	50	Adjacent to caster	Instant	

POISON SPHERE

SPELL	DESCRIPTION	EACH MASTERY LEVEL	COST (Mana)	AREA OF EFFECT	DURATION	NOTES
<i>Immunity</i>	The caster becomes immune to poison and disease	+2 mins duration	6	Self	2 mins	
<i>Poison Cloud</i>	Poisons all nearby enemies	+ 50% area of effect	6	Command radius	Instant	Does not affect Undead or reptiles
<i>Summon Wasp</i>	Summons a Giant Wasp	+1 Wasp per level	5	Adjacent to caster	Instant	
<i>Antidote</i>	Cures all poison and disease on nearby units	+ 50% area of effect	10	Command radius	Instant	
<i>Venom Touch</i>	Nearby friendly units gain a poison attack	+1 min duration	15	Command radius	1 min	
<i>Poison Gate</i>	Poisons all enemy creatures that are summoned while the spell lasts	+1 min duration	24	Entire map	1 min	
<i>Spray Poison</i>	Sprays venomous arrows at nearby enemies for 40 points of damage	+10 damage per level	30	Command radius	Instant	
<i>Guardian Naga</i>	Summons a Naga	+20 XP per level	45	Adjacent to caster	Instant	
<i>Rot</i>	Poisoned/diseased enemy units of level 1-2 near the caster suffer the full penalty for poison/disease	+1 level per level + 50% area of effect	45	Command radius	Instant	
<i>Call of Kargoth</i>	Summons 8 Spider Queens and 8 Spiders	+20 XP per level	50	Adjacent to caster	Instant	If there are not enough army slots available, then Spider Queens get preference

PYROMANCY SPHERE

SPELL	DESCRIPTION	EACH MASTERY LEVEL	COST (Mana)	AREA OF EFFECT	DURATION	NOTES
<i>Hand of Flame</i>	Strikes nearby enemies with fireballs for 20 fire damage	+10 damage per level	10	Command radius	Instant	
<i>Soul Flame</i>	Increases the XP of nearby friendly units by 10, to a maximum of 10	+5 XP per level +10 maximum XP per level	6	Command radius	Instant	
<i>Cauterize</i>	Heals nearby friendly units for 25 points	+25 points healing	8	Command radius	Instant	
<i>Resist Fire</i>	Gives nearby friendly units +25 fire armor	+1 min duration +25 fire armor per level	7	Command radius	1 min	
<i>Ring of Fire</i>	Summons a small but very hot ring of fire doing 50 points of fire damage	+25 damage per level	30	Small area near the caster	Instant	
<i>Firebreath</i>	Gives nearby friendly units (but not the caster) ranged fire attacks doing 10 damage	+5 fire damage +1 min duration	30	Command radius	1 min	
<i>Berserker</i>	Sets fire to friendly units and makes them fight better giving +5 Combat and +5 Speed	+1 Combat +2 Speed +2 mins duration	15	Command radius	2 mins	Does not affect mechanical units Immolated units suffer a small amount of fire damage every sec.
<i>Pillar of Fire</i>	Calls down a pillar of fire to hit a enemy units surrounding the caster for 120 points fire damage	+60 fire damage	40	Adjacent to caster	Instant	
<i>Fire Elemental</i>	Summons a Fire Elemental to serve the caster	+50 XP per level	40	Adjacent to caster	Instant	
<i>Armageddon</i>	Damages enemy units and buildings in a wide area for 100 fire damage	+100 fire damage	75	Command radius	Instant	

RUNE SPHERE

SPELL	DESCRIPTION	EACH MASTERY LEVEL	COST (Mana)	AREA OF EFFECT	DURATION	NOTES
<i>Stoneskin</i>	Increases the caster's armor by 10	+1 min duration	12	Self	1 min	
<i>Gem of Wisdom</i>	Adds 20% to the chance of casting your next spell	+10% per level	4	Self	Until next spell is cast	
<i>Dig</i>	Decrease the building time for all your structures by 20%	+10% decrease per level +2 mins duration	8	Entire map	2 mins	Maximum building time decrease is 75%
<i>Earthpower</i>	Repairs buildings in the caster's command radius for 200 points	+200 points per level +50% area of effect	12	Command radius	Instant	
<i>Resist Magic</i>	Increases the caster's magic armor by 25	+25 per level +1 min duration	25	Self	1 min	
<i>Doomstones</i>	Creates large rocks which strike nearby enemies for 30 points crushing damage	+20 crushing damage	16	Command radius	Instant	
<i>Summon Guardian</i>	Summons a Guardian Statue to protect your lands	Level 1=Clay Level 2=Stone Level 3+ = Iron +2 mins duration	24	Within command radius	10 mins	
<i>Resist Missile</i>	Makes the caster immune to all missiles	+1 min duration	35	Self	1 min	
<i>Rune Item</i>	Creates a special rune item for the caster to use	Level 1 gives lesser rune item Level 2 gives rune item Level 3 gives greater rune item Level 4 gives master rune item Level 5+ gives royal rune item	40	Self	Instant	
<i>Stonecall</i>	Summons a mighty Earth Elemental	+50 XP per level	50	Adjacent to caster	Instant	

SUMMONING SPHERE

SPELL	DESCRIPTION	EACH MASTERY LEVEL	COST (Mana)	AREA OF EFFECT	DURATION	NOTES
<i>Summon Quasit</i>	Summons a Quasit to serve the caster	+1 Quasit per level	10	Adjacent to caster	Instant	
<i>Circle of Power</i>	Creates a Circle of Power to aid in summoning Demons	+1 min duration	4	Command radius	2 mins	Any spell that summons Demons near a Circle of Power gains 1 mastery level
<i>Phantom Steed</i>	Turns friendly cavalry units into phantoms giving them +2 Speed, +5 Armor and +5 Resistance	+1 Speed +5 Armor +5 Resistance +1 min duration	5	Command radius	1 min	
<i>Blink</i>	The caster appears in a random place nearby	None	3	Self	Instant	
<i>Summon Imp</i>	Summons an Imp to serve the caster	+20 XP per level	14	Adjacent to caster	Instant	
<i>Eye of Oros</i>	Creates 2 floating Eyeballs useful for scouting	+1 Eyeball per level +20 XP per level	12	Adjacent to caster	Instant	Eyeballs may not attack
<i>Home Portal</i>	Sends the caster back to his start location	None	20	Self	Instant	
<i>Soulharvest</i>	Summons a Succubus to serve the caster	+1 Succubus per level	35	Adjacent to caster	Instant	
<i>Banish</i>	Banishes any extra-planar enemy creatures near the caster of level 1-2	Affects creatures +2 levels higher per level	30	Command radius	Permanent	Affects all Demons, Elementals and Archons
<i>Daemongate</i>	Summons a Demon to serve the caster	+50 XP per level	55	Adjacent to caster	Instant	