

AoW3 Hero Professions Mod - Documentation

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1 Draconians

- Dragon Heir: **+40% fire prot, +20% frost weak**
- Fire Priest: **-1 Def, +1 Res**
- Nest Warden: **+4 MP, -5 HP**

1.1 Dragon Heir

level	cost	name	type	comments
1	4	Fire Spit	active	
2	4	Fire Strike	passive	+1 fire melee dam
4	4	Giant Slayer Party	passive	giant slayer
5	4	Fire Halo	spell	not for leader
6	3	Regeneration	passive	
8	5	Fire Knowledge	leadership	+1 fire melee dam
10	5	Immolating Breath	active	
13	7	Fearsome	passive	

1.2 Fire Priest

level	cost	name	type	comments
1	1	Fire Protection	passive	
2	2	Lava Walking	passive	
4	4	Volcanic Command	passive	like volcanic
5	4	Fireball	spell	not for leader
6	4	Fire Bolts	active	
8	6	Fire Charm	leadership	immolating projectiles
10	7	Fire Aura	passive	
13	3	Dragon Ancestry	active	

1.3 Nest Warden

level	cost	name	type	comments
1	3	Frost Protection	passive	
2	4	Poison Spit	active	
4	4	Swamp Guide	leadership	wetlands walking + foraging
5	4	Healing Showers	spell	not for leader
6	3	Slip Away	active	
8	4	Rain Dance	active	
10	4	Call Geyser	active	
13	3	Lizard Heritage	active	

2 Dwarves

- Aether Mage: +1 Res, -5 HP
- Prospector: +1 Def, -1 Res
- Smith: +5 HP, -1 Def

2.1 Aether Mage

level	cost	name	type	comments
1	1	Shock Protection	passive	
2	4	Inflict Soul Trapped	active	
4	3	Infuse Equipment	active	
5	4	Shock Missile	spell	not for leader
6	4	Thunder Smash	active	
8	5	Aether Link	leadership	summoned units gain supercharged
10	3	Open Aether Gate	active	
13	4	Soul Syphon	passive	hero starts combat with 1 soul-charged stack

2.2 Prospector

level	cost	name	type	comments
1	1	Shatter Strike	passive	
2	2	Improved Tunneling	passive	2x gold of normal tunneling, +mana
4	4	Rock Supplies	leadership	throw stones
5	4	Stoning	spell	not for leader
6	2	Projectile Resistance	passive	
8	4	Cave Guide	leadership	cave crawling, nightvision, neutral to sub
10	3	Call Mole	active	transform prospector unit into mole rider (permanently)
13	5	Earth Rune	active	

2.3 Smith

level	cost	name	type	comments
1	1	Fire Protection	passive	
2	4	Fire Strike	passive	+1 fire melee
4	3	Lava Runners	leadership	lava running
5	4	Warp Equipment	spell	not for leader
6	3	Temper Equipment	active	scaled buff for humanoid/ armored / shielded
8	4	Master Smith	leadership	forged blades (+1 frost/fire/shock melee)
10	4	Grant Guardian Flame	active	
13	6	Fire Aura	passive	

3 Elves

- Arcanist: +1 Res, -5 HP
- Ranger: +4 MP, -1 Def
- Shadowblade: +1 Def, -1 Res

3.1 Arcanist

level	cost	name	type	comments
1	1	Shock Protection	passive	
2	4	Shock Strike	passive	+1 shock melee
4	4	Ancient Knowledge	leadership	+5 CP for heroes
5	4	Recharging Mana Currents	spell	not for leader
6	4	Thunder Smash	active	
8	12	Master Enchanter	leadership	armored units gain enchanted armor
10	4	Inflict Shocking	passive	
13	7	Static Shield	passive	

3.2 Ranger

level	cost	name	type	comments
1	1	Vision Range	passive	
2	2	Forest Concealment	passive	
4	4	Forest Guide	leadership	forestry, forest dweller
5	4	Seeker	spell	not for leader
6	4	Arrows of Light	active	like arcane arrows with spirit dmg instead of shock
8	4	Archery Training	leadership	+1 ranged dmg
10	4	Elven King's Blessing	passive	
13	6	Beguiling Scent	passive	

3.3 Shadow Blade

level	cost	name	type	comments
1	2	Blight Protection	passive	
2	4	Greater Webbing Touch	active	
4	4	Seeker of Dark Places	leadership	neutral to sub, blighted
5	4	Black Lightning	spell	not for leader
6	3	Backstab	passive	
8	5	Sanguine Ritual	leadership	life stealing, -1 def
10	3	Arachnoid Ritual	active	transform highelf T2 support into highelf spider queen
13	6	Flight of the Shadow	active	jump targeter melee stirke without retaliation

4 Frostlings

- Frost Witch: **+40% frost protection, +20% fire weakness**
- Hut Warden: **-5 HP, +1 Def**
- Lumberjack: **+5 HP, -1 Res**

4.1 Frost Witch

level	cost	name	type	comments
1	2	Arctic Concealment	passive	
2	4	Inflict Chilling	passive	
4	4	Arctic Command	leadership	like arctic terrain
5	4	Vengeful Frost	spell	not for leader
6	4	Frost Bolts	active	
8	7	Frozen Roses	leadership	inflict frozen heart (explosive ice death, no morale mods)
10	5	Inflict Freezing Cold	passive	
13	6	Dome of Frost	passive	

4.2 Hut Warden

level	cost	name	type	comments
1	3	Fire Protection	passive	
2	4	Frost Weapons	passive	
4	6	Keeper of Fire and Ice	leadership	frostlings: +20% fire prot others: +1 frost dam
5	4	Safeguard	spell	not for leader
6	4	Castigate	active	
8	4	Grant Frozen Flame	active	
10	5	Polearm	passive	
13	7	Frost Aura	passive	

4.3 Lumberjack

level	cost	name	type	comments
1	1	Forestry	passive	
2	4	Throw Axes	active	throw cleavers
4	3	Nature's Law	leadership	predator
5	4	Cardinal Culling	spell	not for leader
6	8	Lycanthropy	passive	werewolf, athletics, regeneration, 40% blight prot 20% frost weak, 20% shock weak
8	4	Ancient Foe	leadership	undead slayer
10	3	Bite of the Alpha	active	inflict own unit with lycanthropy
13	3	Mark Prey	active	

5 Goblins

- Blight Doctor: **-5 HP, +1 Res**
- Pest Keeper: **+1 Def, -1 Res**
- Pyromancer: **+5 HP, -1 Def**

5.1 Blight Doctor

level	cost	name	type	comments
1	1	Blight Protection	passive	
2	4	Throw Rat	active	
4	4	Antidote	leadership	cure disease
5	4	Wreck	spell	not for leader
6	4	Strange Medicine	active	
8	5	Side Effects	leadership	poison spit
10	4	Inflict Plagued	passive	
13	6	Inflict Weakened	passive	

5.2 Pest Keeper

level	cost	name	type	comments
1	2	Disgusting Stench	passive	
2	3	Throw Filth	active	
4	4	Filthy Party	leadership	disgusting stench
5	4	Spontaneous Mutation	spell	not for leader
6	5	Blight Strike	passive	+2 blight melee dam
8	4	Beetle Command	leadership	demolisher + wall crushing
10	4	Mosquito Darts	active	
13	6	Mosquito Swarm	passive	

5.3 Pyromancer

level	cost	name	type	comments
1	1	Fire Protection	passive	
2	4	Inflict Scorching Heat	passive	
4	4	Heat Seekers	leadership	neutral to tropical + volc
5	4	Fireball	spell	not for leader
6	5	Volatile Lightning	passive	+2 fire +2 shock melee dam +1 fire +1 shock ranged dam after each eaction resist checks or 4 fire / 4 shock dam on self
8	4	Firebugs	leadership	immolating touch
10	4	Lightning Bomb	active	4 phys 4 fire 4 shock ranged bomb targets and hero gain random debuff (immolated, shocked, stunned, dazzled, blinded)
13	3	Blinding Aura	passive	

6 Halflings

- Chef: **+5 HP, -1 Def**
- Gardener: **-5 HP, +1 Res**
- Sheriff: **+1 Def, -1 Res**

6.1 Chef

level	cost	name	type	comments
1	1	Blight Protection	passive	
2	2	Feed Mushrooms	active	grants magic mushrooms and high morale
4	4	Well-fed Party	leadership	+5 HP, +100 morale
5	4	Skin of Oil	spell	not for leader
6	4	Throw Cleavers	active	
8	4	Nourishing Meal	active	
10	4	Farm Supplies	leadership	throw chicken
13	6	Swallow Whole	passive	

6.2 Gardener

level	cost	name	type	comments
1	2	Forest Concealment	passive	
2	3	Lucky Slingshot	active	slingshot with bonus damage vs high tier units
4	4	Gardening Tools	leadership	free companion ability which dispels physical debuffs
5	4	Holy Cure	spell	not for leader
6	4	Call Rabbits	active	
8	4	Herbal Knowledge	leadership	+6 heal rate
10	3	Path of Life	passive	
13	7	Vine Shield	passive	

6.3 Sheriff

level	cost	name	type	comments
1	1	Spirit Protection	passive	
2	2	Evil Slayer	passive	
4	4	Inspiring Aura	passive	
5	4	Bolster	spell	not for leader
6	4	Safety Shot	active	fire pistol + guard mode
8	4	Enforcers of Law	leadership	hurl net
10	4	Rallying Cry	active	
13	7	Mighty Meek	passive	

7 Humans

- Knight: +1 Def, -5 HP
- Sailor: +4 MP, -1 Res
- Witch: +1 Res, -1 Def

7.1 Knight

level	cost	name	type	comments
1	1	Spirit Protection	passive	
2	3	Devastating Charge	passive	
4	4	Charge Command	leadership	moved from warlord
4	4	Dragon Slayer Party	leadership	moved from sorcerer
5	4	Aura of Inspiration	spell	not for leader
6	5	Blessed Lance	passive	+2 spirit melee dmg
8	4	Protector of the Meek	passive	gives +1 def +1 res to adjacent T1-T2 units
10	3	Choose Squire	active	turns T1-T2 humanoid into squire which grants quick learner, +1 def +1 res and the squire's virtue ability
13	7	Shield of Light	passive	

7.2 Sailor

level	cost	name	type	comments
1	1	Fast Embark	passive	
2	3	Hurl Net	active	
4	4	Fleet Command	leadership	moved from warlord
5	4	Wind Ward	spell	not for leader
6	4	Resourceful	passive	
8	5	Clever Maneuvers	leadership	coup de grace, projectile resistance
10	4	Quick Fire	active	8 pys dam ranged, free action
13	5	Hurl Grapnel	active	pulls hero to target unit leaves one action point

7.3 Witch

level	cost	name	type	comments
1	1	Blight Protection	passive	
2	4	Blight Strike	passive	+1 blight melee dmg
4	4	Blight Command	leadership	
5	4	Degenerate	spell	not for leader
6	5	Inflict Jinxed	passive	jinxed units have -10 HP, -1 res, -200 morale and suffer 4 spirit dmg per turn
8	4	Murder of Crows	leadership	units can transform into crows with inflict cursed
10	5	Witch Lightning	active	
13	4	Witch Curse	active	

8 Orcs

- Gladiator: **+1 Def, -1 Res**
- Slave Driver: **+5 HP, -1 Def**
- Voodoo Priest: **-5 HP, +1 Res**

8.1 Gladiator

level	cost	name	type	comments
1	1	Spirit Protection	passive	
2	5	True Warrior's Spirit	passive	
4	4	Gladiator's Arsenal	leadership	humanoids: secondary weapon (shield or throw javelin or throw net or polearm)
5	4	Killer Instinct	spell	not for leader
6	5	Fierce Warrior	passive	+1 fire +1 spirit melee dam
8	4	Glory Hunters	leadership	+dam vs T3-4, -dam vs T1-2
10	3	Invoke True Warrior's Spirit	active	
13	6	Killer Instinct	passive	

8.2 Slave Driver

level	cost	name	type	comments
1	1	Barrens Running	passive	
2	4	Shout of Intimidation	active	
4	3	Opressor of the Meek	leadership	T1-2: -75% upkeep, -200 morale
5	4	War Anthem	spell	not for leader
6	4	Strangle	active	
8	4	Cruelty	passive	
10	5	Mark Blood Sacrifice	active	
13	4	Impale the Slain	active	

8.3 Voodoo Priest

level	cost	name	type	comments
1	1	Blight Protection	passive	
2	5	Poison Strike	passive	-4 phys +5 blight melee dam
4	4	War Drums	leadership	+100 morale, +25% crit chance
5	4	Chant of Unlife	spell	not for leader
6	4	Bane Fire	active	
8	5	Toxic Serum	leadership	inflict deadly nightshade poison (erratic)
10	4	Voodoo spell	not for leaderactive	foes: jinxed friends: regrowth; 3 turns each
13	6	Vengeful Ward	passive	magic shield that causes cursed vs both melee and ranged attacks

9 Tigrans

- Mystic: **-1 Def, +1 Res**
- Pharaoh Guard: **-5 HP, +1 Def**
- Savannah Hunter: **+4 MP, -1 Res**

9.1 Mystic

level	cost	name	type	comments
1	1	Spirit Protection	passive	
2	4	Whirlwind	active	
4	5	Magic Ward	leadershp	projectile reflection
5	4	Pandemonium	spell	not for leader
6	4	Magic Bolts	active	
8	5	Luminous Charm	leadership	+1 ranged spirit dam
10	3	Moon Armor	passive	
13	5	Sun Disc	active	

9.2 Pharaoh Guard

level	cost	name	type	comments
1	1	Fire Protection	passive	
2	4	Sun Weapons	passive	
4	4	Skillful Fencers	leadership	humanoid: pike square
5	4	Shield of Light	spell	not for leader
6	4	Defensive Strike	active	
8	6	Punishing Light	leadership	blinding aura
10	5	Polearm	passive	
13	5	Mummify	active	revive unit as ghoul with 33% health until end of combat

9.3 Savannah Hunter

level	cost	name	type	comments
1	2	Forest Concealment	passive	
2	3	Bloodthirsty	passive	
4	4	Tropical Command	leadership	like tropical
5	4	Haste	spell	not for leader
6	4	Throw Blades	active	
8	5	Blood Trail	leadership	inflict bleeding wounds
10	4	Pounce	active	
13	7	Hastened	passive	