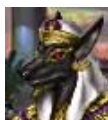


Might Heroes: Viziers



Elspeth braved the endless desert uncountable number of times and seems to know all of its secrets by heart. His troops always seem invigorated and filled with unknown force, perhaps thanks to the fabled spring of life?



Specialty: Life Source

Increases health of all units in the army by 5%.



Skills:

Basic Pathfinding

Basic Logistics



Azarias dedicated his life to studying wild creatures around the world. As it turned into obsession, he started to spend most of his time in the wilderness, but as a result, his insight of many beasts' strengths and weaknesses became unparalleled.



Specialty: Wadjets

Increases the attack and defense skills of any Wadjets.



Skills:

Basic Armorer

Basic Luck



Cassandra's cold and unyielding character comes to light every time she settles her province's matters as a high judge. Her incorruptible spirit and harsh punishments yielded her the sympathy of Ammut, ever fond of feasts that each execution brings.



Specialty: Ammut

Increases the attack and defense skills of any Ammut.



Skills:

Basic Resistance

Basic Diplomacy



Gideon has been born with the favour of gods and this is probably why he has grown so reckless. It was a surprise to many that he didn't grow into a zealous warrior, but he still seems to consider blades and arrows randomly breaking on his chest as a welcome boon.



Specialty: Armorer

Receives a 5% per level bonus to Armorer Skill.



Skills:

Basic Armorer

Basic Ballistics



Amesh is the only human known to have gone toe to toe with a Sphinx during a riddling competition. His love for solving riddles and coming up with the new ones has gained him a notoriety and great respect among these esoteric creatures.



Specialty: Sphinxes

Increases the attack and defense skills of any Sphinxes.



Skills:

Advanced Tactics



Ko-Eset of enigmatic Falcon clan never shuns from lucrative opportunities and risky ventures. The jealous often accuse her of dabbling in sorcery but her industrious spirit and wisdom are sole reasons for her wealth.



Specialty: +350 Gold

Increases kingdom's income by 350 per day.



Skills:

Basic Estates

Basic Wisdom



Marzum made his name as a sadistic and influential nabob by constantly exploiting his servants. It is said that there is nothing he loves more than a sound of the whip cracking on human skin.



Specialty: Whippers

Increases the attack and defense skills of any Whippers.



Skills:

Basic Estates
Basic Leadership



As an aspect of the Goddess' rage, **Sekhem** is unfit to live with her sisters at the temple. In attempt to quench the undying thirst for blood and gore, she seeks battle during the times of war and unrest.



Specialty: Offense

Receives a 5% per level bonus to Offense Skill.



Skills:

Advanced Offence

Magic Heroes: Embalmers



Amanra was the first daughter of a powerful Vizier but laws of the land foiled her ambition to inherit the family's legacy. She turned to the dark arts to seize her birthright by force.



Specialty: Sorcery

Receives a 5% per level bonus to Sorcery Skill.



Skills:

Basic Wisdom
Basic Sorcery



Curse



Jaffa served cruel overlord and had to torture innocents at his master's behest. When the opportunity of a coup presented itself, he was first to join the rebels. The moment his dagger plunged into the tyrant's chest, he made a vow to use his powers only for good.



Specialty: Meteor Shower

Casts Meteor Shower with increased effect.



Skills:

Basic Wisdom
Basic Intelligence



Meteor Shower



Young **Keila** never sought fame or approval, but when a grand magus invited her to work for him, she couldn't refuse. Rewriting hundreds of parchments and tomes gave her great deal of arcane knowledge and satisfaction.



Specialty: Slow

Casts Slow with increased effect.

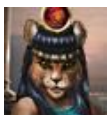


Skills:

Basic Wisdom
Basic Scholar



Slow



Menet is said to be the first to undergo the metamorphosis. She treats other Priestesses like daughters, helping and supporting them in service of the Goddess, and they repay her in kind.



Specialty: Priestesses

Increases the attack and defense skills of any Priestesses.



Skills:

Basic Wisdom
Basic Sorcery



Resurrect



Osir's family wealth allowed his healing talents to bloom under the tutelage of most esteemed priests. Sometimes, he ponders his unfulfilled ambition to become a powerful magus, but he takes great pride in his craft and eagerly aids the weak and the ill.



Specialty: First Aid

Receives a 5% per level bonus to First Aid Skill.



Skills:

Basic Wisdom
Basic First Aid



Dispel



Peth-Shub of enigmatic Falcon clan served the royal court for many years. Thanks to his intuition and keen eye, he eliminated numerous threats to the Pharaoh and became one of his most trusted guardians.



Specialty: Eagle Eye

Receives a 5% per level bonus to Eagle Eye Skill.



Skills:

Basic Wisdom
Basic Eagle Eye



Ice Bolt



Seref's fierce and protective nature has been widely known ever since she became an initiate. It surprised no one that she was chosen as one of the Goddess' aspects – a shield that protects Her faithful.



Specialty: Fire Shield

At the beginning of battle casts Fire Shield on her troops.



Skills:

Basic Wisdom
Basic Fire Magic



Fire Shield



Zamonth could never accept that necromantic arts had been banned by the priest caste. It was only because of his almost divine status that he was allowed to keep dark tomes containing the forbidden knowledge.



Specialty: Mummies

Transforms undead creatures to Mummies.



Skills:

Basic Wisdom
Basic Necromancy



Animate Dead

Units:



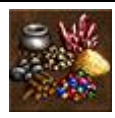
Whippers

Bring 50 gold to every hero with at least one stack of Whippers.



Upgrade: Overseers

Bring 50 gold (stacking with Whippers) plus 10 to every hero with at least one stack of Overseers.



Wadjets

Fly.



Upgrade: Venomous Wadjets

Fly. Have a chance to poison attacked unit.





Camel Riders



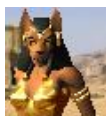
Upgrade: Desert Warriors

Give hero additional 150 move points on sand.



Priestesses

Shoot. Can cast Cure.



Upgrade: High Priestesses

Shoot. Can cast stronger Cure.



Ammuts



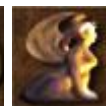
Upgrade: Devouring Ammuts

After each attack, their maximum health increases.



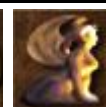
Upgrade: Sphinxes

20% Magic Resistance. Their attacks block positive spells being cast on enemy unit.



Upgrade: Sphinx Oracles

40% Magic Resistance. Their attacks block positive spells being cast on enemy unit.



Anubians

Fly. Resistant to Earth Magic.



Upgrade: Divine Anubians

Fly. Resistant to Earth Magic. Have a chance to cast Scales of Gods: the afflicted unit has Attack scaled down to 0.

