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Heroes of Might and Magic II has added a great number of dimensions to playing the game. IN order to help you get a jump on other opponents, I offer here a moderately robust index to terms in Heroes, an index to some buildings and what they offer, and a list of artifacts and their specific effects. One important point in Heroes is that you can learn to discern which artifacts are which on sight from a distance; as a result, you may be better informed as to how to get the types of power you need, and when it is worth it to purchase or fight for a specific object.

[Game Terms in Heroes of Might and Magic II](#)

Don't be shy about COMMAND-CLICKing on castles, enemies, or anything else, for that matter. One thing that is important for tactical decisions is to know exactly what you are up against when you scope out your opponent. Below I have made a list of what the phrases associated with the numbers of monsters means, in raw numbers. Note that these are the TOTAL number of monsters, not per unit grouping, so a PACK of zombies, for example, might be two unit sets of 7 zombies or 3 unit sets of 8 zombies, both within the full count of the 10-19 total creatures.

Few 0-4
Several 5-9
Pack 10-19
Lots 20-49
Horde 50-99
Throng 100-249
Swarm 250-499
ZOUNDS! 500-999
Legion 1000+

Avoid Zounds and Legions of creatures. Promise me. Good.

[Locations in Heroes of Might and Magic II](#)

Locations are broken up into 3 basic types. There are resource-generating locations (some one time visitable, like wagons and lean-tos; some are renewable, and renew each week);

locations where you may recruit monsters to aid you; and locations that have special effects. Some of the more esoteric ones are below:

Creature-generating Locations:

Self-explanatory ones are such as the Tree City (sprites), Hobbit Holes, Dwarf huts, archer's house, and peasant cottages, etc. These locations usually let you get either the lowest-powered or next to lowest powered creatures usually available from castles for free. These locations renew themselves once every week, and can generate you a lot of good, expendable labour early on. My personal favorite are the hobbits and archers, since mass quantities of shooter creatures can have a powerful effect, especially if you have luck bonuses.

Less obvious recruitment centers involve more special locations where you can pay to hire a specific creature type. Most of these locations will have a fixed amount of creatures to recruit and do not renew themselves. Those locations are: Ruins (Medusae); Magic Lamps (Genies); Desert Tent (Nomads); Wagon Camp (Rogues).

There are occasional "Special" Recruitment areas. The City of the Dead And the Troll Bridge are two such areas: you must battle a group of creatures—usually a good sized undead army with vampires, liches, and mummies in the city of the dead, and trolls in the troll bridge—but if you survive you will have liches or trolls that you can purchase to add to your armies.

Unusual Land Locations

Magic Garden: Gives a small amount of resources (gems, etc.) Is active when you can see the little elf in the garden. Otherwise you get nothing.

Standing Stones: Adds +1 to your spell power; one visit per hero.

Sawmill and water wheel: once a week gives resources.

Wagons and lean-tos: one-time caches of resources. Do not renew their resources.

Oasis: Gives extra movement for the rest of that turn. Revisitable.

Temple: Add morale; renewable after each battle

Idol: Add luck; renewable after each battle

Fountains: Add luck; renewable after each battle

Magic Well: Restores all spell points; may be used as often as you like

Shrines: Teach you a spell; the "circle" is the level of spell it will teach you.

Witches' Huts: Teach you Hero skills. One visit per hero.

Gazebos: Add 1000 exp. Very useful early in the game. One visit per hero.

Artesian well: An incredible spring of water that gives you double your standard spell points in reserve. Heroes who have visited this miraculous fountain effectively has a double-knowledge benefit. Corner one of these babies and you'll be a happy camper indeed!

Xanadu: A most remarkable place, where when visited it will up your heroes abilities in 4 skills -- but only if you are high enough level or have enough diplomacy to get in.

Pyramids: Guarded by undead (Royal Mummies and Vampire Lords, most often) these wondrous places will teach you level 5 spells once you search them after beating their guardians. one-shot usage.

Fort: Teaches you defense skill +1, once per hero.

Mercenary Camp: will add +1 to your attack skill, once per hero.

Trading Post: Like your marketplaces, but usually a slightly better trade than you normally get, and they seem to be affected by both diplomacy skills and the number of marketplaces you control.

Oracle: Allows you to see your opponents stats as if you had control over 4 Thieves' Guilds. Good for early information gathering on your opponent's status.

Lighthouse: once under your flag, the lighthouse will add movement to your ships.

Graveyards: You discover nothing and will lose morale for being "despicable."

Hill Fort: Upgrades orc, ogres, and dwarves for free.
Freeman's Foundry: Will upgrade iron golems to steel golems for free.

Unusual Water Locations

Buoy: Adds luck; renewable after each battle.
Shipwreck survivor: Will give you an artifact: Beware! Might be a bad one!
Flotsam: Sometimes uncovers resources or treasure.
Sea Chest: Usually gives gold.
Shipwrecks: You discover nothing and will lose morale for being "despicable."

Artifact Descriptions and Powers

The list below describes the powers and abilities for each of the Might and Magic artifacts. I have tried to provide visual descriptions of the items so that you can eyeball them on the map for strategic purposes. Once you recognize what an artifact looks like, they will remain from game to game.

Armoured Gauntlets of Protection: Defense +1
Defender Helm of Protection: (Silver helm with gold trim) Defense +2
Divine Breastplate of Protection: Defense +3

Giant Flail of Dominion: Attack +1
Power Axe of Dominion: Attack +2
Dragon Sword of Dominion: Attack +3

Spiked Helm: Attack and Defense +1
Spiked Shield: Attack and Defense +2

Golden Bow: Eliminates penalty for shooting over castle walls
Minor Scroll of Knowledge: (open parchment scroll, with red flag dangling): Knowledge +2
Major Scroll of Knowledge: (Very fat parchment scroll seen on its side, with golden handles): Knowledge +3
Superior Scroll of Knowledge (Light blue scroll in purple band) Knowledge +4
Foremost Scroll of Knowledge: (open parchment curling into itself, blue seal and strings): Knowledge +5

Mage's Ring of Power (looks like white castle incorporated into a ring) Spell power +2
Caster's Bracelet: (Golden bracelet with red gems): Spell Power +2
Broach of Magic: (Silver oval broach with big blue crystal at top and small red gem at bottom) Spell Power +3
Arcane Necklace: Spell Power +4

Power Ring: (looks like ring with skull face on it): Returns an extra 2 spell points per turn to your hero

White Pearl: Spell Knowledge and Power +1
Black Pearl: Spell Knowledge and Power +2

Enchanted Hourglass: Spell Duration increased by 2 turns
Wizard's Hat: Spell Duration increased by ten turns

Lightning Rod: (Red and silver rod with green gem, lightning sparks around tip): Lightning damage +50% to opponents. A truly wicked device when chain lightning is used.
Evercold Icicle: Cold damage +50% to opponents.

Everhot lava rock: Fire damage +50% to opponents.

Ankh: Doubles effectiveness of resurrect and animate spells. Kick butt artifact for necromancer heroes.

Gold Watch: Doubles effectiveness of hypnotize spells.

Skull Cap: Halves cost of casting mind-affecting spells

Snakeskin Ring (looks like woven necklace of snakeskin): Halves cost of bless spells for your troops

Evil Eye: Cost of casting curse spell is halved.

Elemental ring: (plain gold band, no gems) Halves cost of summoning spells

Book of Elements: (open red book) Doubles effectiveness of summoning spells

Balistae of Quickness (Looks like crossbow): You balistae fires twice per round in attacking a castle.

Ammo Cart (Covered Wagon): Any creatures with shots have unlimited shots in battle

Lightning Helm: Lightning Damage to your troops is halved. (grey helm with lightning mark on it)

Fire Cloak: (red cloak) Fire damage to your troops is halved

Ice Cloak: (Blue cloak) Cold damage to your troops is halved

Seeing-eye Pendant (Circular gold pendant with eye on it): Troops immune to blind spells

Kinetic Pendant (Looks like cow's skull on gold): Makes troops Immune to paralyzation

Wand of Negation (Skull-topped wand with feather): Protects troops from dispel magic

Holy Pendant (ovalish gold pendant with swooshing scrollwork at the top): Troops immune to curse spells

Pendant of Free Will (Circular gold pendant with bird on it): Troops are immune to being hypnotized

Pendant of life (looks like gold circular pendant with skull on it): Troops immune to Death spells. one of my favorite magic items, when combined with getting the death ripple.

Medal of Honor: (red pentagon flag with gold celtic pattern on it): increases morale

Medal of Courage: (red gold and purple stripes, gold circlet dangle) Increases morale

Medal of Valor: (large gold circle with red gem in center): Increases morale

Medal of Distinction (silver and green medal): Adds morale

Lucky Rabbit's foot: Increases Luck

Statesman's Quill: Reduces cost of surrender to 10% of the total cost of your troops

Nomad Boots of Mobility: Increases land mobility

Traveller's Boots: Increases land mobility

Compass: Increases movement on land and sea

Sailor's Astrolabe of mobility (Golden circle astrolabe): Adds to sea movement of hero

Telescope: Adds +1 range of sight to hero exploring unknown territory

Endless Purse of Gold: (small leather purse with dangling straps) +500 Gold a day

Endless Bag of Gold: (looks like leather satchel with black strap) +750 Gold a day

Endless Sack of Gold: (yellow tied sack): +1000 Gold a day

Endless Vial of Mercury: +1 mercury per day

Endless Pouch of Sulphur: (brown with strap through silver buckle) +1 sulphur per day

Endless Cord of Wood: (looks like gold woodpile) +1 wood per day

Endless Bag of Gems: (looks like grey leather pouch) +1 gems per day

Endless Pouch of Crystals: (squarish white-grey pouch) +1 crystal per day

Endless Cart of Ore: +1 unit of ore per day

Cursed Items:

FIZBIN: The Fizbin looks like a medal—its Blue and gold—but provides bad morale / luck. The only way to get rid of this sucker is buy a hero just to let them die, and transfer this cursed item to them. Learn to recognize this cursed item and do NOT pick it up.

TAX LEIN: Another bad news item. It looks like an open scroll with a small red seal. This cursed little item deducts 250 gold from what you earn for life. Again, find a sacrificial hero and get rid of this sucker.

MASK OF UGLINESS: This one is survivable, but still annoying. It scares off wandering creatures from offering to join your policy. It looks like the iron Mask from the Prisoner of Zenda.

The Ultimate Artifact:

The ultimate artifacts are always powerful items—there are two that I have documented. There is the Ultimate Wand, which adds a Spell Power +12. Another is the Golden Goose, which generate huge amounts of Gold a day for the possessor.