



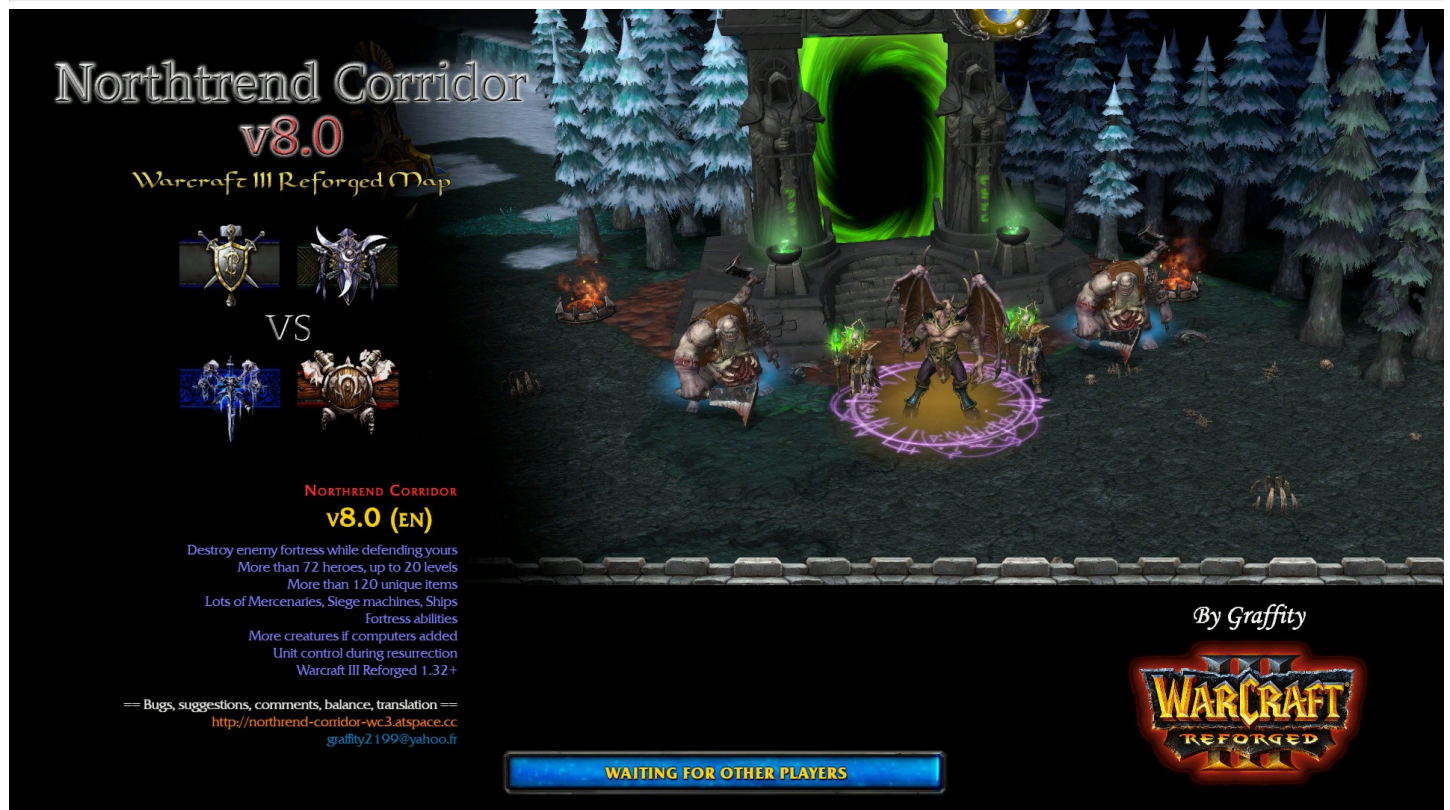
## 🇬🇧 Northrend Corridor v8.0 Strategy guide (2020-04-18)

Warcraft III Map built with Reforged 1.32+

PDF versions of the strategy guide can be downloaded into the [download section](#)

### Credits

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**Note :** All descriptions used in the guide were made using the light forces, but they are also valid with dark forces, the buildings are not the same but their functions are identical.

## I. Game creation

### a. Choose your team

You can play either in single or multiplayer mode, the number of players can be odd, in this case you can add computer players in order to balance the game (see [section I.b](#)).

First, you have to choose between either the dark forces or the light forces. Although there are no major differences between the two teams, each has its own heroes, 36 on each side. A minor differences distinguishes each team, the castle of light has superior armor, while the dark citadel can attack like a tower. Also, the hero who can defend the fortress is Uther on the light side, and Dalvengyr on the dark side (see [section VII.a](#)).

The choice of the race (Orcs, Humans, Night Elves or Undead) doesn't change anything, except the design of the game interface and the music played.



### b. Add computer players

In order to balance the game, for example if the number of players is odd, if you are playing solo, or if you just want to increase the difficulty of the game, you can add computer players to the game (AI players). Be aware that the more AI you add to a team, the more additional units you will get. Also, if you choose an insane computer, additional units will be greater than with an easy computer.

Insane computer also adds many other difficulties, such as, for example, adding defense towers, or additional siege machines. Don't hesitate to try different combinations by adding computers, for example 1 insane and 1 easy, or 2 normal. The principle of unit support is a principle of outbidding.



At the beginning of the game, a red message will be displayed if computer players have been added: **Light IA reinforcement updated with 7-7-7 and level 6**. It means that 7 additional light units of level 6 (maximum is 11) will be created in the north, middle and south corridors during each waves.

You can also differentiate the original units from additional ones since they have a different colour and a different name. Moreover, additional units are creature type, which makes it easy to differentiate them.





**c. Loading performance**

When using a good computer, such as an Intel® Core™ i7-7700K CPU 4.2 GHz x 4 with 16 Go RAM, Samsung SSD 850 PRO 256GB (EXM01B6Q) hard drive and GeForce GTX 1070 Ti graphics card, the map takes around 20 seconds to be loaded.

**II. Choose the game mode**



When the game starts, a dialog window asks all players to choose between 2 possible modes to choose their hero. The classic mode is the most used: each player has the possibility to choose his own hero. The random mode, on the other hand, randomly sets the heroes for all the players, who have one chance out of two to be a hero of darkness or light, this mode is generally used in tournament mode.

The mode selected will be the one chosen by the majority of the players, if both modes have the same number of vote, the random mode will be chosen.

**Note:** Just after having chosen the mode, it is normal that your wisp is waiting in the cell, the doors only open when all the players have made their choice if the classic mode is chosen, otherwise the heroes are randomly chosen and the game immediately starts).

III. Choose the Hero

a. Introduction



At first glance, it's difficult to choose your hero among all those that are proposed, the information you can get on the runes is very useful in the choice of your hero, look at them carefully. Yellow runes indicate a Warrior class, blue ones a Wizard class, and green ones a Support class.

When displaying the hero's description, the main attribute of the hero (e.g. agility) is indicated in yellow. You can then see all the hero's abilities, his ultimate spell is indicated in orange. The blue spell is a minor ability of the hero, it is generally a small secondary skill which you will not be able to develop like the others. The green spell has 6 levels of improvement, normal spells have 4 levels of improvement and the ultimate spell has 2.

Among the minor abilities, some can be very useful in a team strategy, such as flight, ultravision, shadowmeld, or amphibious ability, but be aware that heroes with flight are generally less powerful.



Don't hesitate to click on the hero to get more information such as his damage, his armour, or the special item he has at the beginning of the game; indeed, each hero has a Potion of greater healing, an Ankh of reincarnation and a special summon item.

Heroes can reach level 20, so you can develop many abilities.

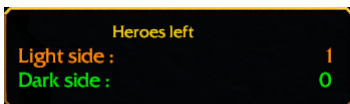


Another option available to you is to choose a random hero, by choosing the question mark, who has a 50/50 chance of being either light or dark. This may appeal to those who prefer surprise.





In order to visualize the number of remaining heroes to be chosen, a small window is displayed on the top right of the screen indicating in which camp there are still unchosen heroes.



Here, all the heroes of the dark side have been chosen. Only one hero left to choose from the side of light.

**⚠ Note:** There is no need to hurry up to choose your hero, the assaults only start when all the heroes have been chosen. It is thus normal that after having chosen your hero, you wait the time that the other players choose their heroes so that the assaults begin. You can take advantage of this little time to look at the random items sold on the black market.

#### b. Light heroes description

##### ► Gryphon Rider [Wizard]

- Aerial hero therefore slightly weaker in terms of characteristics.
- Strength : 22 - Agility : 12 - Intelligence : 16
- Attacks land and air units
- Bloodlust, Hex, Lightning, Crown of Flames, Charm, Fly, Cold Damage



##### ► Shandris Feathermoon, Elite archer [Support]

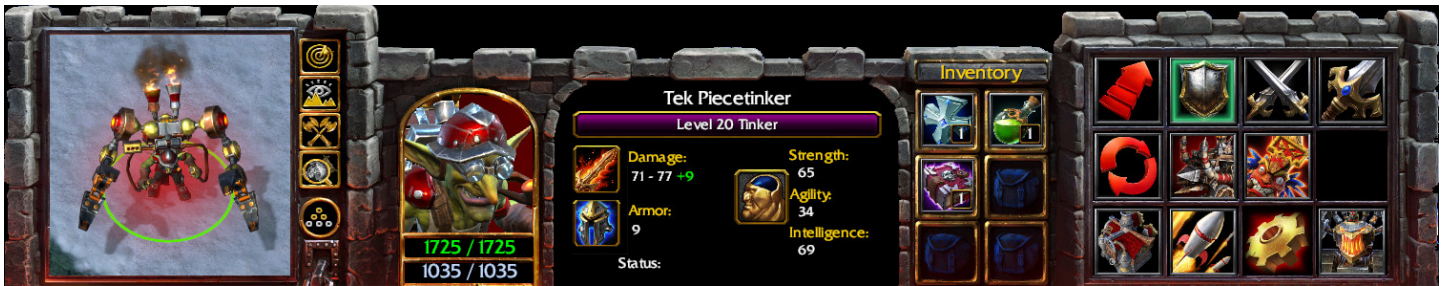
- Strength : 16 - Agility : 19 - Intelligence : 17
- Attacks land and air units
- Forked Lightning, Poison Arrows, Bodyguards, Polymorph, Dark Ritual, Long-ranged Attack



##### ► Tinker [Warrior]

- Strength : 20 - Agility : 15 - Intelligence : 20
- Attacks land units
- Pocket Factory, Cluster Rockets, Engineering Upgrade, Demolisher, Robo-Goblin, Stasis Trap





► Satyr Hellcaller [Warrior - Wizard]

- Strength : 19 - Agility : 21 - Intelligence : 16
- Attacks land units
- Impale, Spirit Beast, Evasion, Web, Absorption, Parasite



► Malfurion, Keeper of the Grove [Support]

- Strength : 17 - Agility : 15 - Intelligence : 18
- Attacks land and air units
- Disenchant, Summon Treant, Misfortune Aura, Superior Shadow Strike, Dragon Transformation, Ultravision, Slow Poison



► Blood Mage [Wizard]

- Strength : 18 - Agility : 14 - Intelligence : 19
- Attacks land and air units
- Flame Strike, Banish, Siphon Mana, Attribute Bonus, Phoenix, Blink



► Life Magician [Wizard]

- Strength : 14 - Agility : 17 - Intelligence : 19
- Attacks land and air units
- Healing Wave, Summon Priest, Life Aura, Inner Fire, Resurrection, Disenchant



► Dark Priest [Wizard]

- Strength : 15 - Agility : 18 - Intelligence : 17
- Attacks land and air units
- Mana Burn, Finger of Death, Mana Shield, Exhumation, Bear, Purge





► Jaina, Time Guardian [Wizard]

- Strength : 15 - Agility : 17 - Intelligence : 19
- Attacks land and air units
- Silence, Firebolt, Breath of Frost, Fountain of Youth, Thunder, Spell Steal



► Assassin [Warrior]

- Strength : 17 - Agility : 18 - Intelligence : 14
- Attacks land and air units
- Flashing Attack, Curse, Life Drain, Absorb Mana, Doom, Spectral Poison



► Sorcerer of Mist [Wizard]

- Strength : 14 - Agility : 17 - Intelligence : 21
- Attacks land and air units
- Summon Murgul Horde, Chain of Flames, Incinerate, Halt, Thunderbolt, Ray of disruption



► Warden [Warrior]

- Strength : 18 - Agility : 20 - Intelligence : 16
- Attacks land units
- Fan of Knives, Blink, Shadow Strike, Speed, Vengeance, Shadow Meld, Ultravision



► Dragonhawk Rider [Support]

- Strength : 21 - Agility : 13 - Intelligence : 17
- Attacks land and air units
- Blizzard, Cyclone, Parasite, Devour Magic, Tornado, Fly, Cloud





► Sylvanas Windrunner, Ranger [Support]

- Strength : 18 - Agility : 19 - Intelligence : 15
- Attacks land and air units
- Summon Dragon, Cold Arrows, Trueshot Aura, Multiple Arrows, Plague, Ultravision, Elune's Grace



► Keeper of the Grove [Support]

- Strength : 16 - Agility : 15 - Intelligence : 18
- Attacks land and air units
- Entangling Roots, Summon Treant, Thorns Aura, Remove Soul, Tranquility, Anti-magic Shell



► Priest of the Moon [Support]

- Strength : 18 - Agility : 19 - Intelligence : 15
- Attacks land and air units
- Screaming Owl, Searing Arrows, Trueshot Aura, Superior Life Drain, Starfall, Shadow Meld, Ultravision



► Antonidas, Ethereal Magician [Wizard]

- Strength : 15 - Agility : 15 - Intelligence : 20
- Attacks land and air units
- Blizzard, Summon Water Elemental, Brilliance Aura, Summon Naga, Mass Teleport, True Sight, Ultravision



► Shaman [Wizard]

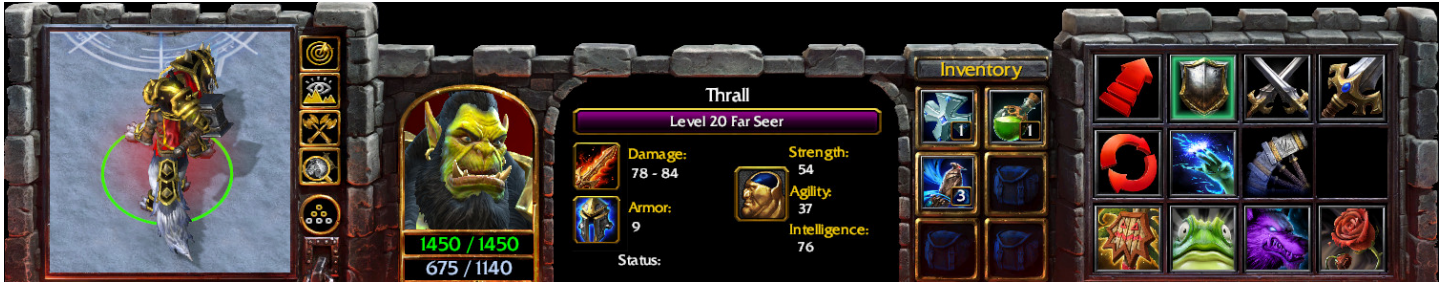
- Strength : 14 - Agility : 20 - Intelligence : 18
- Attacks land and air units
- Bloodlust, Lightning Shield, Serpent Ward, Planar Gate, Lightning Bolt, Adjacent Damage





► Thrall, Far Seer [Wizard]

- Strength : 16 - Agility : 18 - Intelligence : 19
- Attacks land and air units
- Healing Ward, Hex, Feral Spirit, Superior Chain Lightning, Death and Decay, Bash



► Illidan, Demon Hunter [Wizard]

- Strength : 18 - Agility : 20 - Intelligence : 16
- Attacks land units
- Mana Burn, Immolation, Evasion, Wall of Fire, Metamorphosis, Ultravision, Amphibian, Aerial Shackles



► Beastmaster [Warrior]

- Strength : 22 - Agility : 14 - Intelligence : 15
- Attacks land units
- Summon Misha, Summon Quilbeast, Summon Hawk, Imprecision Aura, Stampede, Firebolt



► Spell Breaker [Warrior]

- Strength : 18 - Agility : 14 - Intelligence : 19
- Attacks land and air units
- Showkwave, Summon Lava Spawn, Endurance Aura, Spell Immunity, Reincarnation, Boomerang Glaive



► Paladin [Warrior - Support]

- Strength : 22 - Agility : 13 - Intelligence : 17
- Attacks land units
- Holy Light, Divine Shield, Devotion Aura, Luminous Sword, Resurrection, Slow





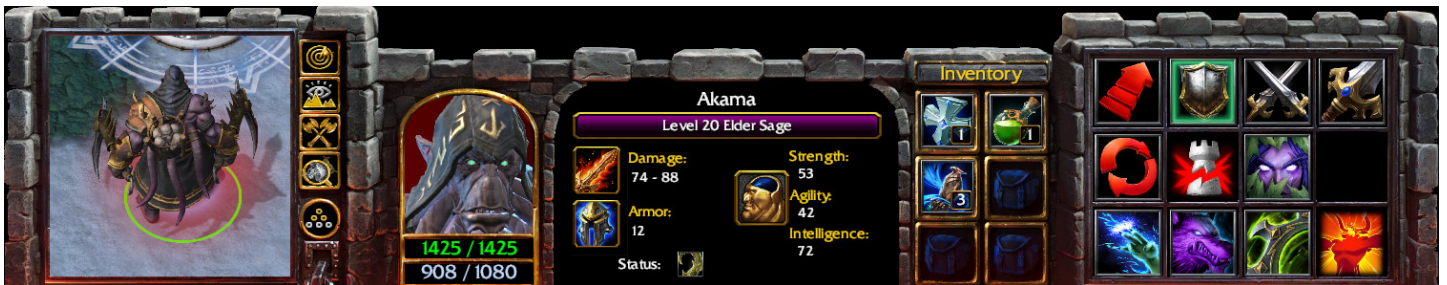
► Mountain Giant [Warrior]

- Strength : 27 - Agility : 18 - Intelligence : 12
- Attacks land units
- Carrion Swarm, Frost Armor, Thorns Aura, [Summon Tentacle](#), [Locust Swarm](#), [Taunt](#)



► Akama, Elder Sage [Warrior - Wizard]

- Strength : 15 - Agility : 20 - Intelligence : 19
- Attacks land units
- Chain Lightning, Feral Spirit, Shadow Strike, [Demolish](#), [Reincarnation](#), [Permanent Invisibility](#)



► Mountain King [Warrior]

- Strength : 24 - Agility : 11 - Intelligence : 15
- Attacks land units
- Storm Bolt, Thunder Clap, Bash, [Goblin Land Mine](#), [Avatar](#), [Rejuvenation](#)



► Centaur Warrior [Warrior]

- Strength : 25 - Agility : 13 - Intelligence : 14
- Attacks land units
- Breath of Fire, Summon Centaur, Endurance Aura, [Divine Protection](#), [Big Bad Voodoo](#), [Command Aura](#)



► Admiral Proudmoore [Warrior]

- Strength : 22 - Agility : 13 - Intelligence : 17
- Attacks land units
- Monsoon, Summon Footman, Life Drain, [Fatal Hit](#), [Earthquake](#), [Feedback](#)





► Arthas, Knight [Warrior]

- Strength : 22 - Agility : 13 - Intelligence : 15
- Attacks land units
- Frost Bolt, Mirror Image, Critical Strike, Life Steal, Cure, Chaos



► Pandaren [Warrior]

- Strength : 22 - Agility : 14 - Intelligence : 15
- Attacks land units
- Breath of Fire, Drunken Haze, Drunken Brawler, Slam, Storm, Earth, and Fire, Summon Quilbeast



► Lord Garithos, Dark Knight [Warrior]

- Strength : 22 - Agility : 13 - Intelligence : 17
- Attacks land units
- Shockwave, Control Magic, Command Aura, Division, Invincibility, Pulverize



► Blademaster of the Blackrock Clan [Warrior]

- Strength : 17 - Agility : 22 - Intelligence : 16
- Attacks land units
- Berserk, Chain of Flames, Critical Strike, Anti-magic Shell, Bladestorm, Cleaving Attack



► Berserk Wildkin [Warrior]

- Strength : 26 - Agility : 13 - Intelligence : 15
- Attacks land units
- Healing Wave, Cripple, Vampiric Aura, Spell Immunity, Scraper, Resistant Skin





► Blood Elf Lieutenant [Warrior - Support]

- Strength : 19 - Agility : 18 - Intelligence : 16
- Attacks land units
- Flame Strike, Summon Lava Spawn, Devotion Aura, Pulverize, Slowness Aura, Shield



► Ice Yeti [Warrior - Wizard]

- Strength : 22 - Agility : 14 - Intelligence : 15
- Attacks land units
- Rejuvenation, Howl of Terror, Battle Roar, Crown of Ice, Crushing Wave, Frost Bolt



► Metal Golem [Warrior]

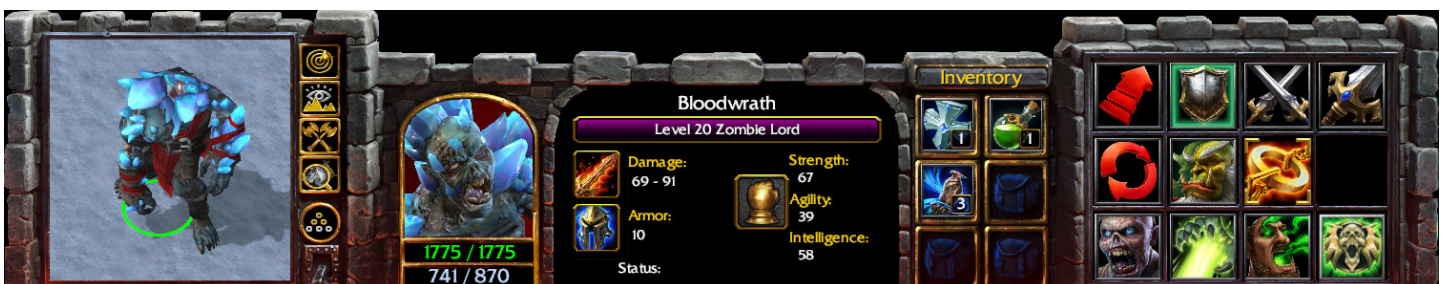
- Strength : 26 - Agility : 16 - Intelligence : 12
- Attacks land units
- Hurl Boulder, Howl of Terror, Cleaving Attack, Exhaustion Aura, Seismic Wave, Ensnare



c. Dark heroes description

► Zombie Lord [Warrior - Wizard]

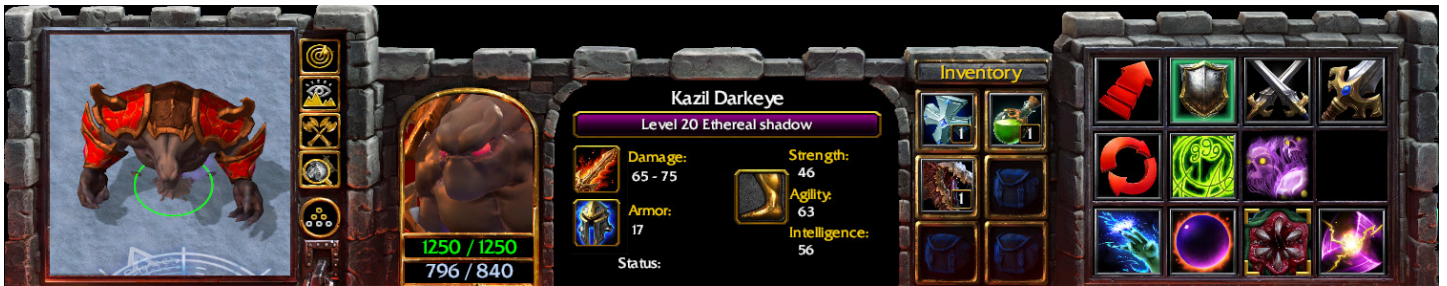
- Strength : 20 - Agility : 20 - Intelligence : 15
- Attacks land units
- Summon Zombie, Cripple, Life Drain, Division, Plague, Slow



► Ethereal Shadow [Wizard]

- Strength : 14 - Agility : 22 - Intelligence : 18
- Attacks land and air units
- Chain Lightning, Dark Strength, Parasite, Anti-magic Shell, Lightning Bolt, True Sight, Ultravision





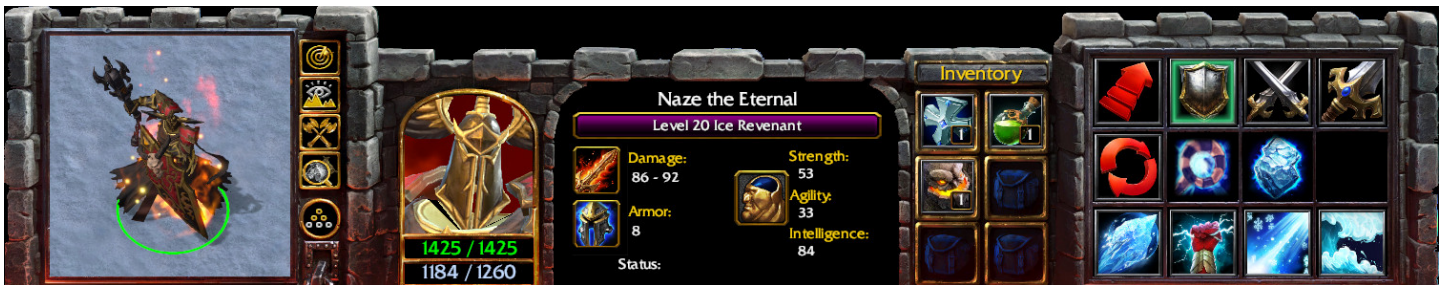
► Far Seer [Wizard]

- Strength : 15 - Agility : 18 - Intelligence : 19
- Attacks land and air units
- Chain Lightning, Cyclone, Feral Spirit, Fountain of Youth, Earthquake, Bash



► Ice Revenant [Wizard]

- Strength : 15 - Agility : 14 - Intelligence : 20
- Attacks land and air units
- Frost Bolt, Control Magic, Breath of Frost, Exhaustion Aura, Crushing Wave, Cold Damage



► Priest of Hate [Wizard]

- Strength : 17 - Agility : 15 - Intelligence : 19
- Attacks land and air units
- Blizzard, Dark Strength, Weakness Aura, Halt, Starfall, Faerie Fire



► Shadow Hunter [Support]

- Strength : 15 - Agility : 20 - Intelligence : 17
- Attacks land and air units
- Healing Wave, Hex, Serpent Ward Imprecision Aura, Big Bad Voodoo, Stasis Trap



► Archimonde, Hell King [Wizard]

- Strength : 19 - Agility : 17 - Intelligence : 18
- Attacks land and air units
- Death Coil, Finger of Death, Bash, Summon Tentacle, Dark Portal, Adjacent damage





► Necromancer [Wizard]

- Strength : 14 - Agility : 14 - Intelligence : 21
- Attacks land and air units
- Summon Skeleton Horde, Summon Abomination, Unholy Aura, Exhumation, Animate Dead, Blink, Ultravision



► Dark Ranger [Support]

- Strength : 18 - Agility : 21 - Intelligence : 15
- Attacks land and air units
- Silence, Black Arrow, Life Drain, Multiple Arrows, Charm, Elune's Grace



► Skeletal Mage [Wizard]

- Strength : 15 - Agility : 14 - Intelligence : 20
- Attacks land and air units
- Flame Strike, Firebolt, Siphon Mana, Absorb Mana, Vengeance, Purge



► Kil'Jaeden, Warlock [Warrior - Wizard]

- Strength : 20 - Agility : 16 - Intelligence : 18
- Attacks land units
- Rain of Fire, Sleep, Chaos Aura, Divine Protection, Nether Sorcerers, Feedback



► Lich [Support]

- Strength : 15 - Agility : 14 - Intelligence : 20
- Attacks land and air units
- Frost Nova, Frost Armor, Dark Ritual, Crown of Ice, Death and Decay, Spell Steal





► Warlock stormreaver [Wizard]

- Strength : 15 - Agility : 20 - Intelligence : 17
- Attacks land and air units
- Monsoon, Chain of Flames, Command Aura, Inner Fire, Phoenix, Firebolt



► Troll Lord [Support]

- Strength : 15 - Agility : 20 - Intelligence : 17
- Attacks land and air units
- Healing Wave, Cyclone, Endurance Aura, Superior Chain Lightning, Bear, Summon Quilbeast



► Specter [Wizard]

- Strength : 15 - Agility : 15 - Intelligence : 20
- Attacks land and air units
- Mana Burn, Finger of Death, Summon Banshee, Remove Soul, Dark Ritual, Permanent Invisibility



► Major Demon [Support]

- Strength : 14 - Agility : 12 - Intelligence : 26
- Attacks land and air units
- Invasion, Banish, Shadow Strike, Devour Magic, Thunder, Slow Poison



► Kodo Master [Support]

- Strength : 21 - Agility : 14 - Intelligence : 18
- Attacks land and air units
- Bloodlust, Summon Salamander, Command Aura, Demolisher, Stampede, Rejuvenation





► Alchemist [Warrior]

- Strength : 25 - Agility : 10 - Intelligence : 18
- Attacks land units
- Healing Spray, Chemical Rage, Acid Bomb, [Goblin Land Mine](#), [Transmute](#), [Cleaving Attack](#)



► Firelord [Wizard]

- Strength : 15 - Agility : 20 - Intelligence : 18
- Attacks land units
- Soul Burn, Summon Lava Spawn, Incinerate, [Crown of Flames](#), [Volcano](#), [Disenchant](#)



► Magnataur Destroyer [Warrior - Wizard]

- Strength : 20 - Agility : 15 - Intelligence : 17
- Attacks land and air units
- Mammoth, Thunder Clap, Breath of Frost, [Speed](#), [Avatar](#), [Ray of Disruption](#)



► Ogre Magi Lord [Warrior]

- Strength : 25 - Agility : 10 - Intelligence : 16
- Attacks land units
- Fan of Knives, Mirror Image, Critical Strike, [Planar Gate](#), [Invincibility](#), [Coat of Arms](#)



► Spirit Wyvern [Support]

- Strength : 15 - Agility : 18 - Intelligence : 17
- Attacks land and air units
- Entangling Roots, Lightning Shield, Battle Roar, [Wall of Fire](#), [Plague](#), [Fly](#), [Cloud](#)





► Grommash Hellscream, Chaos Blademaster [Warrior]

- Strength : 18 - Agility : 21 - Intelligence : 15
- Attacks land units
- Disenchant, Spirit Beast, Evasion, Fatal Hit, Scraper, Aerial Shackles



► Sea Elemental [Wizard]

- Strength : 18 - Agility : 19 - Intelligence : 15
- Attacks land and air units
- Summon Murgul Horde, Summon Water Elemental, Brilliance Aura, Attribute Bonus, Thunderbolt, Amphibian, Mirror Image



► Crypt Lord [Warrior]

- Strength : 26 - Agility : 14 - Intelligence : 14
- Attacks land units
- Impale, Spiked Carapace, Carrion Beetles, Web, Locust Swarm, Command Aura



► Doom Guard [Warrior]

- Strength : 25 - Agility : 11 - Intelligence : 15
- Attacks land and air units
- Summon Demons, Immolation, Lightning, Luminous Sword, Slowness Aura, Pulverize



► Sea Witch [Warrior]

- Strength : 15 - Agility : 16 - Intelligence : 22
- Attacks land and air units
- Forked Lightning, Cold Arrows, Mana Shield, Summon Naga, Tornado, Frost Bolt





► Harpy Queen [Support]

- Strength : 15 - Agility : 20 - Intelligence : 16
- Attacks land and air units
- Flame Strike, Summon a Harpy, Trueshot Aura, Polymorph, Tranquility, Fly, Stasis Trap



► Death Knight [Warrior]

- Strength : 23 - Agility : 12 - Intelligence : 17
- Attacks land units
- Death Coil, Death Pact, Unholy Aura, Pulverize, Animate Dead, Spectral Poison



► Faceless One Deathbringer [Warrior]

- Strength : 26 - Agility : 14 - Intelligence : 14
- Attacks land units
- Frost Nova, Spiked Carapace, Misfortune Aura, Spell Immunity, Seismic Wave, Taunt



► Dreadlord [Warrior]

- Strength : 20 - Agility : 16 - Intelligence : 18
- Attacks land units
- Carrion Swarm, Sleep, Vampiric Aura, Superior Life Drain, Inferno, Parasite



► Queen of Suffering [Warrior]

- Strength : 18 - Agility : 18 - Intelligence : 18
- Attacks land units
- Carrion Swarm, Blink, Chaos Aura, Superior Shadow Strike, Absorption, Shadow Meld, Ultravision





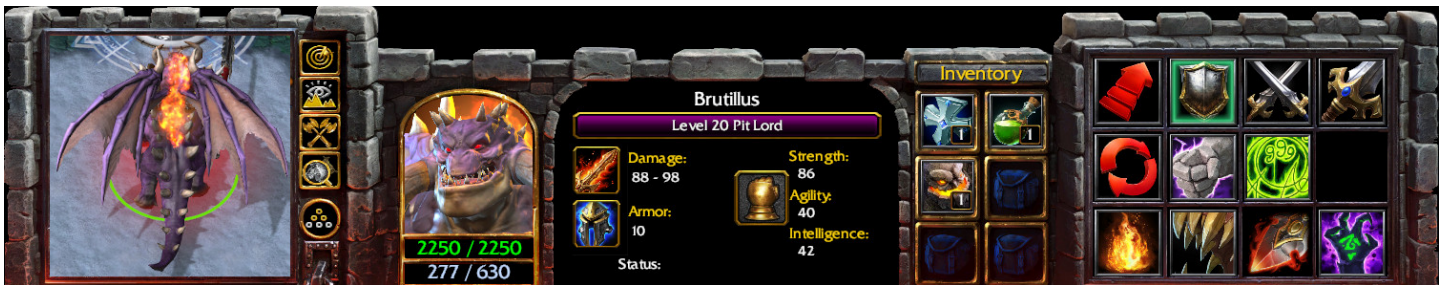
► Tauren Chieftain [Warrior]

- Strength : 25 - Agility : 11 - Intelligence : 15
- Attacks land units
- War Stomp, Shockwave, Endurance Aura, Demolish, Reincarnation, Ensnare



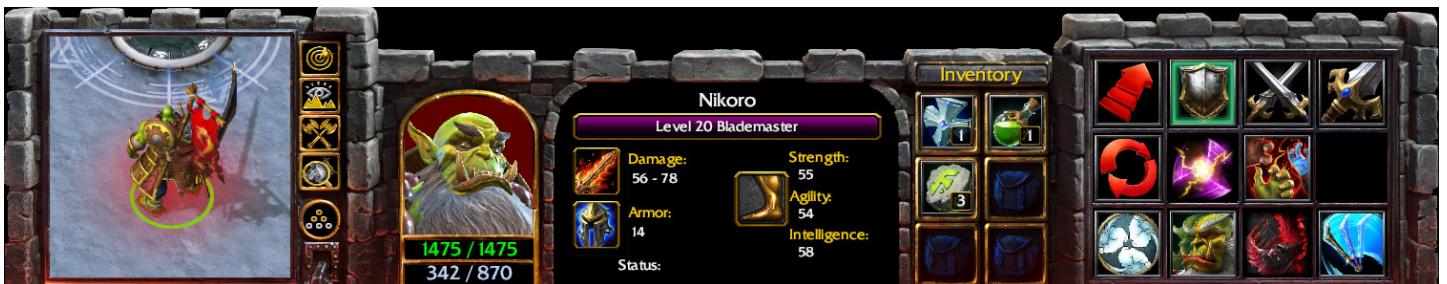
► Pit Lord [Warrior - Wizard]

- Strength : 26 - Agility : 16 - Intelligence : 14
- Attacks land units
- Rain of Fire, Howl of Terror, Cleaving Attack, Slam, Doom, Anti-magic Shell



► Blademaster [Warrior]

- Strength : 17 - Agility : 21 - Intelligence : 16
- Attacks land units
- Wind Walk, Mirror Image, Critical Strike, Feedback, Bladestorm, Spirit Link



► Balnazzar, Vampiric Lord [Warrior]

- Strength : 20 - Agility : 16 - Intelligence : 18
- Attacks land units
- Breath of Fire, Curse, Weakness Aura, Life Steal, Rain of Chaos, Chaos





IV. Quests

By pressing F9 or looking at the quests menu at the beginning of the game, you can read your first objective, which is to choose your hero. You can also get some information about tips and credits.



Once you have chosen your hero, the main quest is updated and indicates that you have to destroy the enemy castle to win the game.



V. Advantage Leaderboard

The "Advantage Leaderboard", at the top right of the screen, is an indicator of the progress of each side, Light and Dark. It is out of 200, and at the beginning of the game, each side has 100, i.e. the balance of the game is fair for both sides. The values usually don't change much during the first 20 minutes of the game, but can change quite quickly according to the evolution of each hero and each side.

Advantage	
Light :	155
Dark :	45

So, for example, an advantage of 155 for the Light side means a strong advance on that side, on the way to victory, while 45 points for the Dark side means a weakness. When the counter reaches 200 for one side, and 0 for the other, the game is over. The value is computed following the number of buildings which have been destroyed, such as Towers, Barracks / Crypts and Shipyards.



## VI. Gold rule

In all corridor maps, one of the rules to ensure victory is to earn as much gold as possible in order to obtain items, skills, potions, creatures or scrolls.














In other words, gold allows you to choose your general strategy and style of play.

One of the main revenues is the destruction of opposing units. For each unit killed by your hero, you are given a random gold bounty based on the creature's level. Destroy high value creatures first, and try to improve your damage spells at the beginning of the game, to kill units when they have low life to get the reward.

An amount of 30 gold per minute is given to all players as a small help during the game. This amount may be increased using the castle abilities (see [section VII.a](#)).

Try to kill heroes or enemy towers because they give an important gold reward.

**Gold rewards table by unit type :**

Units	Reward per killed unit
Footman / Grunt / Raider / Ghoul / Huntress	34 - 50 
Rifleman / Headhunter / Crypt Fiend / Archer	34 - 50 
Mortar Team / Demolisher / Meat Wagon / Glaive Thrower	64 - 80 
Priest / Witch Doctor / Banshee / Druid of the Talon	54 - 70 
Sorceress / Shaman / Necromancer / Druid of the Claw	54 - 70 
Knight / Tauren / Abomination / Mountain Giant	94 - 110 
Dragonhawk Rider / Kodo Beast / Batrider / Gargoyle / Hippogryph Rider / Faerie Dragon	54 - 70 
Spell Breaker / Spirit Walker / Obsidian Statue / Dryad	74 - 90 
Gryphon Rider / Wind Rider / Frost Wym / Chimaera	94 - 110 
Opposing hero	210 - 300 
Human Frigate / Orc Frigate / Undead Frigate / Nigh Elf Frigate	35 - 45 
Human Battleship / Orc Juggernaut / Undead Battleship / Night Elf Battleship	66 - 78 
Human Transport Ship / Orc Transport Ship / Undead Transport Ship / Night Elf Transport Ship	35 - 45 

See [section VII.b](#), [section VII.c](#) and [section VII.d](#) to see gold rewards for specific buildings.



VII. Presentation of the fortress

a. Castle / Black Citadel

Destroying the enemy fortress remains the goal of all corridor maps, try at all costs to protect your own, and be careful when it is attacked. In addition, it gives you the opportunity to purchase global abilities that can be very useful.



Some players sometimes choose to accumulate their gold in order to buy a particular ability.



Here is the list of global abilities you can purchase in your Castle / Dark Citadel :

- **Masonry**, such as in the melee game, these abilities are applied for all buildings of your the fortress and have 3 levels :
  - Improved Masonry (Level 1) : 650
  - Advanced Masonry (Level 2) : 1300
  - Imbued Mansonry (Level 3) : 1950
- **Vitality**, these abilities also have 3 levels and increase the hit points by 15% for each level of all the units of your fortress, as a result, their price is higher :
  - Vitality (Level 1) : 10000
  - Improved Vitality (Level 2) : 10000
  - Advanded Vitality (Level 3) : 10000
- **Mastery of the Sea**, 5000, this ability increases your naval army by adding one more frigate to your army with each assault
- **Improvement of Light / Dark Abilities**, 5000, this ability improves all the secondary skills of the units of your fortress that you cannot improve with the Blacksmith / Graveyard :

Light skills	Dark skills
Storm Hammers	Cannibalize
Defend	Ghoul Frenzy
Animal War	Web
Long Rifles	Stone
Flare	Freezing Breath
Control Magic	Skeletal Longevity
Backpack (Human)	Disease Cloud
Fragmentation Shards	Skeletal Mastery
Cloud	Burrow
Ultravision	Destroyer Form
Upgrade Moon Glaive	Exhume Corpses
Improved Bows	Backpack (Undead)
Marksmanship	Brute Strength
Abolish Magic	Pulverize Damage Increase
Corrosive Breath	Ensnare
Vorpal Blades	Envenomed Spears
Resistant Skin	Liquid Fire
Hardened Skin	Spirit Walker Adept Training
Mark of the Claw	Berserker Upgrade
Mark of the Talon	Backpack (Orc)
Backpack (Night Elf)	Burning Oil





- **Uther / Dalvengyr**, 5000, as guardians of the fortresses, you can call on them to defend one side or the other. They patrol between the different entrances to your fortress and can be very supportive. They come into play at level 10. Once in play, they react like any hero using their spells, gaining experience, increasing their spells, and using their default items in their inventory (Magical Mask, Ring of Protection +5, Ankh of Reincarnation, Potion of Greater Healing).






They are also able to revitalize themselves at the fountain and have a resurrection counter like all players if they die. Do not hesitate to give them healing items and / or mana items, they will make good use of them.



- **Resource**, 5000 , every minute you earn 30 , searching for this ability triples this amount for all players in your fortress to 90  per minute.
- **Nagas Defense**, 4000 , this ability is permanent, it summons Naga warriors at all the entrances of your fortress to defend it, this ability can be used as a support if your fortress gets into trouble.



- **Open Dimensional Portal / Reinforcements for Dimensional Portal** 5000  per level, This ability allows you to generate additional creatures for your fortress through the dimensional portal. Although the number of such creatures is far less than the number of creatures generated in the barracks / crypts, this ability can prove to be a great help over time, as it gives the dimensional portal the same (less powerful) function as the barracks in your fortress until the end of the game. You can also increase the effect of the dimensional portal by further developing the portal's reinforcement skill.






#### b. Barracks / Crypts



These buildings are one of the keys to success, protect them carefully. Indeed, they generate a significant number of creatures and can fill two of the 5 corridors on the map. The production of creatures ceases when one of them is destroyed, leaving the corridor to the opponent, which allows him to break through much more easily and generally leads him to victory.

You will earn a 500  reward when destroying one of them.



c. Shipyard



This building operates in the same way as the previous one, with the difference that it generates ships on the naval corridor. Watch out for it as well, its loss will result in the total loss of your naval force, which will weaken your fortress.

You will earn a 500 gold reward when destroying one of them.


d. Defense towers

Each side has its own defence towers, but there is no difference in the number or characteristics of these towers. Towers are relatively powerful for low level heroes, with a high number of hit points. Do not attack them until your hero is at level 6, with his ultimate spell.

The only difference between the 2 sides on this point is their improvement, the towers on the light side can be improved by their armor, while those on the dark side can be improved by their damage on melee units.

By destroying them, a significant gain of gold is given to you according to their power :

Tower	Reward	Damage	Range	Hit points	Cost	Armor	Cooldown	Other
Advanced Cold Tower Advanced Flame Tower	90	21-29	900	750	600 gold	5	1s	
Advanced Boulder Tower Watch Tower	125	26-55	950	1750	2000 gold	7	2,5s	Splash Damage
Arcane Tower Death Tower	250	43-82	950	2250	2500 gold	5	1s	Magic Sentry
Advanced Energy Tower Dead Energy Tower	250	38-77	950	2250	2500 gold	5	1s	
Cannon Tower Nerubian Tower	500	93-165	1050	2750	3000 gold	5	2s	Magic Sentry, Splash Damage
Ancient Protector	500	35-175	1000	2750	3000 gold	1	2s	Magic Sentry, Splash Damage, Can move, Regeneration x2
Forgotten One	1000	58-90	1000	4000	4500 gold	5	1s	Magic Sentry, Splash Damage, Spells : Firebolt / Charm / Spawn Tentacle, Regeneration x3

 Note : All defense towers have the ability to attack air units.



#### e. Fountain



One of the most useful buildings in your fortress is undoubtedly the fountain, it allows you to quickly regenerate your hero's health and mana points. Keep an eye on your hero's energy and don't hesitate to return to the fountain to restore yourself. Its range allows you to take a quick look at black market items while regenerating so you don't waste any time.

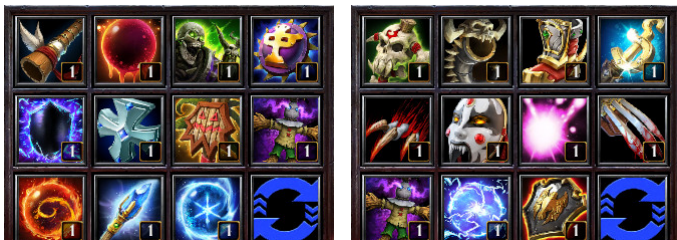
Don't hesitate to use it when you own other creatures, such as mercenaries or peasants, they can also be healed by it.

#### f. Black market



The black market can be regarded as a "find-it-all" market. It allows you to buy multiple items that are very different from each other, with many different features. More than 130 items can be sold in this shop, and they change very often. Check it regularly to see if an item can be useful to you. This is the only shop where items change dynamically, the other shops only have permanent items.

Some of the items are so powerful that they can have a high price, some players keep their gold and hope to find one during the game.





g. Goblin merchant



The Goblin merchant allows any player to buy some utility potions, also called "loaded items". You can buy health or mana potions, invulnerability or invisibility, Ankh of Reincarnation, etc.



Item sold	Cost
Healing Wards	300
Anti-magic Potion	100
Potion of Greater Invisibility	200
Ankh of Reincarnation	450
Scroll of Restoration	375
Scroll of Animate Dead	375
Mana Stone	325
Health Stone	325
Scroll of Town Portal	300
Greater Replenishment Potion	350
Potion of Invulnerability	400



h. Goblin shipyard



The goblin shipyard, allows you to equip yourself with warships at a reasonable price. These can be useful if you want to develop a naval strategy, and also if you feel that your naval power is weakened.



Ships sold		Cost
Human Transport Ship / Night Elf Transport Ship Orc Transport Ship / Undead Transport Ship		170
Human Frigate / Night Elf Frigate Orc Frigate / Undead Frigate		250
Human Battleship / Night Elf Battleship Orc Juggernaught / Undead Battleship		500

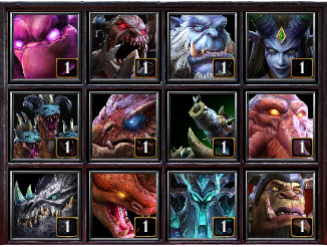
i. Mercenary camp



The mercenary camp is a simple way to hire good quality creatures. They are all of a level greater than or equal to 10 and have a long lifespan if used optimally.



They all have different spells and some of them can be effective in certain situations (Spell immunity of the dragon is really an asset against the opposing heroes). Some players combine them with their healing or resurrection heroes, while others try to build a mass army.



Unit sold	Cost
Austral Voidwalker	750
Flesh Golem	1700
Magnataur Destroyer	750
Queen of Suffering	750
Ancient Hydra	750
Dragon Turtle	750
Infernal Juggernaut	1500
Faceless One Deathbringer	750
Blue Dragon	1500
Salamander Lord	750
Deeplord Revenant	750
Stonemaul Warchief	1700

j. Blacksmith / Graveyard



These buildings are different, as you will have to advance over the runes to gain control of them. Indeed, they allow any player to improve the weapons of all the creatures in his fortress. As in the melee game, each skill has 3 levels of improvement that apply to all the creatures generated afterwards. You will find, for example, the improvement of weapons, armor, and magicians.





k. Goblin laboratory



Like the mercenary camp, you can recruit units at the goblin laboratory. Unlike the mercenary camp, the goblin laboratory is specialised in war machines, which are very effective against opposing defensive towers. Many players adopt a mass recruitment technique for war machines in order to destroy as many turns as possible. You can also buy goblin sappers or mines. These can be used to surround your fortress, for example, or to block an entrance to your fortress. It has 5 charges at its disposal, compared to 3 in the melee game.



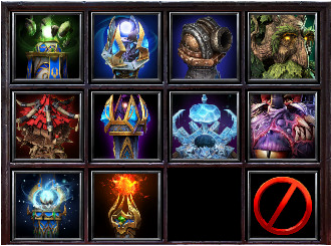
Unit sold	Cost
Peasant	75
Sky Barge	500
Frantic Goblin Sapper	275
Siege Engine	255
Catapult	270
Ballista	275
Reveal	50
Goblin Land Mine	225

The exception is the peasant: it allows, as in the melee game, to build defence towers for your fortress (also unique towers such as the Forgotten One, the best of the game). Their very useful ability to repair allied buildings can be a vital help when it comes to your barracks, or your fortress. This action will cost you gold but can ensure your survival. Although towers are very expensive to build, a collective defense strategy between players (by transferring gold to a building player) can save you a lot of trouble. In addition, gold is earned when one of your towers destroys an enemy unit. The only drawback is that it is a fragile unit and easy to kill. Protect it, and put it in withdrawal the time to have a sufficient amount of gold.





You may have a look at [section VII.d](#) to get towers characteristics.



Tower	Cost
Advanced Cold Tower	600
Advanced Flame Tower	
Advanced Boulder Tower	2000
Watch Tower	
Arcane Tower	2500
Death Tower	
Cannon Tower	3000
Nerubian Tower	
Ancient Protector	3000
Forgotten One	4500



I. Scroll merchant



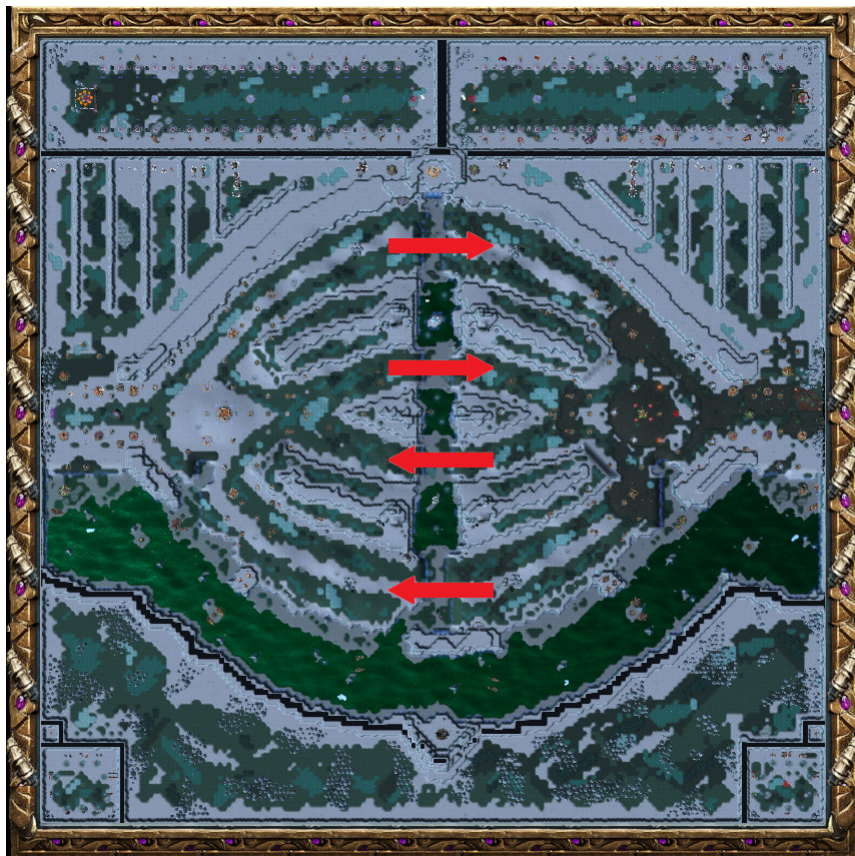
The scroll merchant is the ideal building to upgrade your hero, with many scrolls. You can buy tomes of strength, agility, or intelligence, but also tomes of experience, or tomes of power.



Item sold	Cost
Superior Book of the Dead	500
Scroll of Resurrection	450
Tome of Knowledge	375
Tome of Knowledge +2	750
Tome of Agility +2	300
Tome of Intelligence +2	300
Tome of Strength +2	300
Tome of Experience	400
Tome of Greater Experience	1000
Manual of Health	200
Tome of Power	3000



## VIII. Attacks



The generation of creatures works on a principle of cycles, in order to allow each side to break through into the opposing camp. Three phases of play are successively linked until the end of the game : the northern phase, the southern phase, and the neutral phase.

- The northern phase generates more light units in the northern corridors, and more dark units in the southern corridors.
- The southern phase generates more dark units in the northern corridors, and more light units in the southern corridors.
- The neutral phase generates the same number of units in all corridors.

You can easily detect the transition from one phase to another as the weather changes :

- The northern phase triggers on a light snow weather
- The southern phase triggers on a heavy snow weather
- No snow is falling during the neutral phase

So try to take advantage of the numerical advantage that each phase can give you; however, keep in mind that other corridors are at risk.



## IX. Death of Hero

Graffiti#2321 (Light)

00:00:58

Each time a hero dies, a resurrection counter with the player's color and name is triggered.

It is located at the top of the screen and displays the number of seconds before your hero comes back to life.

More your hero has a high level, more the time of resurrection is long, penalizing more the camp of the player.

At the end of the game, it is critical to lose your hero, being generally powerful, his loss strongly penalizes your fortress, and allows your opponents (generally powerful at this time) to take advantage of it.



When you lose your hero with a low level, a battleship is given to you in the middle of the map.

This allows you to gain some resources during the short time you spend without your hero.

When your hero has a high level, depending on your hero's level, one or more wisps at the bottom of the map are given to you.

You can thus choose creatures in order to support your allies during the long seconds of waiting for your resurrection.

Some of them can be more useful than others depending on the situation: mass creature, wizard, war machine...





⚠ Note : When your hero dies, all units or towers you have acquired during the battle are not killed, they remain entirely under your control. On the other hand, when your hero is resurrected, the creatures (or ship) that you acquired thanks to the resurrection are destroyed. This prevent some players to let them killed themselves to create a free army.





## X. Creeps



The north entrance at the back of your fortress gives you access to the different corridors of neutral creeps that you can hunt. The creatures at the edges of the map are relatively easy to fight, while those in the centre are becoming more and more difficult. Despite the loss of time this can cause, and the fact that you can't defend your fortress when hunting, they can give you experience, gold, and also defense towers (also increasingly powerful) that you can place strategically.





#### *XI. Other possible strategies*



The creatures to hunt (the ones in the middle) protect a teleport portal that allows access to the enemy creature zone. Although there are many creatures to hunt, this passage allows you to attack the enemy fortress from a different angle, from behind, which can be quite surprising.

Another path of attack is the sea; indeed, you can buy battleships or a transport ship to land at the back of his fortress.





⚠ Note : However, in both cases, beware of the many defensive towers at the rear of the enemy fortress.

**XII. Miscellaneous tips**

**a. Hidden items**







The Igloo and Book of Summoning Pedestal, in the center of the map, have hidden items for your heroes if they are destroyed.

Igloo	Book of Summoning Pedestal
25% Ring of Protection +5	17% Pendant of Mana
25% Kelen's Dagger of Escape	17% Ring of Protection +4
25% Claws of Attack +15	17% Staff of Silence
25% Orb of Frost	17% Khadgar's Gem of Health
	16% Orb of Darkness
	16% Amulet of Spell Shield

b. Defense passage




If you have a range hero, a small passage to defend can be used to have height on your enemies, it can be useful in case of persevered assault.



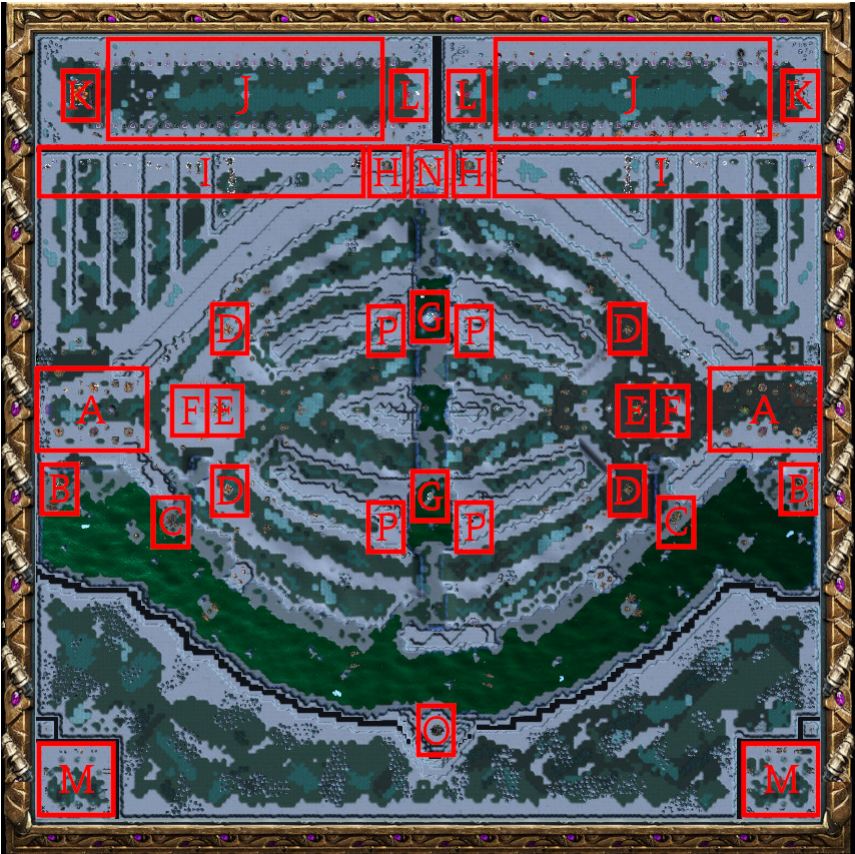
### c. River



A small passage between the ocean and the river exists, so your ships are able to take position on the river and can defend weakened points, this can be one of the ways to win a lot of gold. Indeed, a naval force of 4 ships can be very effective against small creatures with area damage. However, beware of opposing heroes.

 **Note :** Be careful, if a hero having the Amphibian ability dies in the water, the Ankh of reincarnation will not trigger in this case and will not be used.





Area	Content
A	Merchants, Fountain and Dimensional Portal
B	Goblin shipyard
C	Shipyards
D	Barracks / Crypts
E	Castle / Dark Citadel
F	Resurrection area
G	Igloo and Book of Summoning Pedestal
H	Teleport portal
I	Creeps
J	Heroes choice area
K	Starting area
L	Random hero
M	Area where we choose creatures after having died
N	Arcane Observatory
O	Black Dragon Roost
P	Secret caves





Many items are dropped by units when they are killed, these can be loaded items, runes, or tomes. Be watchful and use them carefully.

f. Secret buildings

Two secret buildings, which can only be reached by air units in the north and south middle of the map, can be used:

- **Arcane Observatory:** used to reveal areas of the map (with invisible units) thanks to Observation ability



- **Black Dragon Roost:** used to hire drakes and dragons



Unit sold	Cost
Green Dragon Whelp	215
Green Drake	365
Green Dragon	1750
Nether Dragon Hatchling	215
Nether Drake	365
Nether Dragon	1750
Black Dragon Whelp	215
Black Drake	365
Black Dragon	1750



#### g. Spell hotkeys

Remember to use the shortcuts of your hero's spells, all the shortcuts have been judiciously chosen to be very easy to use.



#### h. Leavers

Since version 7.0, the "leavers", have their playing time written in their name at the end of the game.

They can now be easily identified for the development of the "BanList".

In order not to unbalance the game too much and to avoid a sudden end, the units of the players leaving the game are shared with the whole team.

#### i. Selling items

Don't forget that items you have at the beginning of the game or items which are dropped when killing units can be sold at the black market.

It can be used to buy another items, more powerful.

#### j. Secret caves

Two secret caves, allowing to move from one side to another, can be used to surprise the ennemy:





#### k. Managing camera

Several key words may be typed within the chat channel to move the camera and have a different view of the battlefield:

Key word	Effect
Cam0	Sets the distance of the camera to 500
Cam1	Sets the distance of the camera to 1650(normal view)
Cam2	Sets the distance of the camera to 2000
Cam3	Sets the distance of the camera to 2500
Cam4	Sets the distance of the camera to 3000
Cam5	Sets the distance of the camera to 3500
Cam6	Sets the distance of the camera to 4000
Cam+	Increases the current distance by 100
Cam-	Decreases the current distance by 100
CamGB	Triggers a camera distance move by +1000 over 3s and -1000
CamR1	Sets the rotation of the camera to 90°(normal view)
CamR12	Sets the rotation of the camera to 135°
CamR2	Sets the rotation of the camera to 180°
CamR23	Sets the rotation of the camera to 225°
CamR3	Sets the rotation of the camera to 270°
CamR34	Sets the rotation of the camera to 315°
CamR4	Sets the rotation of the camera to 360°
CamR41	Sets the rotation of the camera to 45°
CamA1	Sets the angle of attack of the camera to 350°
CamA2	Sets the angle of attack of the camera to 335°
CamA3	Sets the angle of attack of the camera to 305°(normal view)