

Shields of Loyalty – Unit Codex: THE VOID

Undead Spearman

Faction: The Void

Unit Type: Light Infantry (Level 1)

Special Abilities

- Eagle Eye
Effect: View Range +1
Condition: Can only be performed before movement.
Cooldown: 4 turns | Duration: 1

Spells

None.

Ghoul

Faction: The Void

Unit Type: Light Infantry (Level 2)

Special Abilities

- Eagle Eye
Effect: View Range +1
Condition: Can only be performed before movement.
Cooldown: 4 turns | Duration: 1
- Rot
Effect: The enemy suffers an additional 80 HP elemental damage.”
Condition: Can only be used if the unit has not yet fought this turn.
Cooldown: 5 turns | Duration: 1

Spells

None.

Witch

Faction: The Void

Unit Type: Light Infantry (Level 3)

Special Abilities

- Eagle Eye
Effect: View Range +1
Condition: Can only be performed before movement.
Cooldown: 4 turns | Duration: 1

- Paralyzed

Effect: Attacked enemies can only move 1 tile for 3 turns.

Condition: Can only be used if the unit has not yet fought this turn.

Cooldown: 4 turns | Duration: 1

Spells

None.

Fallen Knight

Faction: The Void

Unit Type: Heavy Infantry (Level 1)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.

Grim Reaper

Faction: The Void

Unit Type: Heavy Infantry (Level 2)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

- Special block

Effect: Special abilities and spells are blocked for one turn.

Condition: Can only be used if the unit has not yet fought this turn.

Cooldown: 3 Turns | Duration: 1

Spells

None.

Demon

Faction: The Void

Unit Type: Heavy Infantry (Level 3)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

- Elemental Defense

Effect: Are immune to Elementarschaden

Condition: Can only be used if the unit has not yet fought this turn.

Cooldown: 5 Turns | Duration: 3

Spells

None.

Bone Crawler

Faction: The Void

Unit Type: Light Cavalry (Level 1)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.

Cerberus

Faction: The Void

Unit Type: Light Cavalry (Level 2)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

- **Deadly Bite**

Effect: Also attacks 2 adjacent tiles of the target unit. The target unit takes 100% damage; all other affected units take 50%.

Condition: Can only be used if the unit has not yet fought this turn.

Cooldown: 3 Turns | Duration: 1

Spells

None.

Ghost Rider

Faction: The Void

Unit Type: Light Cavalry (Level 3)

Special Abilities

- **Eagle Eye**

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

- **Burning Blade**

Effect: Deals 200% damage to Light Infantry, Archers, and Skirmishers.

Condition: Can only be used if the unit has not yet fought this turn.

Cooldown: 4 turns | Duration: 1

Spells

None.

Wolf Rider

Faction: The Void

Unit Type: Heavy Cavalry (Level 1)

Special Abilities

- **Eagle Eye**

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.

Dead Knight

Faction: The Void

Unit Type: Heavy Cavalry (Level 2)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

- Double attack

Effect: Can attack twice this turn but cannot move.

Condition: Usable only before the unit has moved and fought this turn

Cooldown: 3 Turns | Duration: 1

Spells

None.

Hellhorse

Faction: The Void

Unit Type: Heavy Cavalry (Level 3)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

- Fast Fallback

Effect: Enemies retreat 2 tiles and suffer 70 HP magic damage for 2 turns.

Condition: Can only be used if the unit has not yet fought this turn.

Cooldown: 4 turns | Duration: 1

Spells

None.

Undead Archer

Faction: The Void

Unit Type: Archer (Level 1)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.

Mountain Troll

Faction: The Void

Unit Type: Archer (Level 2)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

- Physical immunity

Effect: Are immune to physical damage

Condition: Can only be used if the unit has not yet fought this turn.

Cooldown: 5 Turns | Duration: 3

Spells

None.

Pestilence

Faction: The Void

Unit Type: Archer (Level 3)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

- Bare Power

Effect: Deals 200% damage to Level 1 enemies and 150% damage to Level 2 enemies.

Condition: Can only be used if the unit has not yet fought this turn.

Cooldown: 4 turns | Duration: 1

Spells

None.

Shadow

Faction: The Void

Unit Type: Skirmisher (Level 1)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.

Sneaker

Faction: The Void

Unit Type: Skirmisher (Level 2)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

- Resurrection

Effect: Creates a stack of 15 Dark Souls if the attack kills enemy units.

Condition: Can only be used if the unit has not yet fought this turn.

Cooldown: 6 Turns | Duration: 1

Spells

None.

Assasine

Faction: The Void

Unit Type: Skirmisher (Level 3)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

- Life Drain

Effect: Heilt den eigenen Stack i.H. des verursachten Schadens am Gegner.

Condition: Can only be used if the unit has not yet fought this turn.

Cooldown: 5 Turns | Duration: 2

Spells

None.

Soulhunter

Faction: The Void

Unit Type: Skyhunter (Level 1)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.

Gargoyle

Faction: The Void

Unit Type: Skyhunter (Level 2)

Special Abilities

- Sorrow

Effect: Reduces all defense values by 30%

Condition: Can only be used if the unit has not yet fought this turn.

Cooldown: 2 Turns | Duration: 1

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.

Bone Dragon

Faction: The Void

Unit Type: Skyhunter (Level 3)

Special Abilities

- Resentment

Effect: Reduces HitChance and Evasion by 50%

Condition: Can only be used if the unit has not yet fought this turn.

Cooldown: 4 Turns | Duration: 2

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.

Fire Ballista

Faction: The Void

Unit Type: Siege Weapon (Level 1)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

- **Passive Abilities**

When friendly siege weapons deal damage to an enemy unit, they additionally block that unit for the current AI turn.

A blocked unit:

- Cannot counterattack
- Cannot retreat (no fallback)

This ability does not affect Heroes or Avatars, but does affect spellcasting units.

Spells

None.

Fire Catapult

Faction: The Void

Unit Type: Siege Weapon (Level 2)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

• Passive Abilities

When friendly siege weapons deal damage to an enemy unit, they additionally block that unit for the current AI turn.

A blocked unit:

- Cannot counterattack
- Cannot retreat (no fallback)

This ability does not affect Heroes or Avatars, but does affect spellcasting units.

Spells

None.

Plague Cannon

Faction: The Void

Unit Type: Siege Weapon (Level 3)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

• Passive Abilities

When friendly siege weapons deal damage to an enemy unit, they additionally block that unit for the current AI turn.

A blocked unit:

- Cannot counterattack
- Cannot retreat (no fallback)

This ability does not affect Heroes or Avatars, but does affect spellcasting units.

Spells

None.

Voodoo Priest

Faction: The Void

Unit Type: Cultist (Level 1)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

- Grimace of Fear

Effect: Units flee for 2 turns, moving 2 tiles each turn in a random direction. Attacking and using special abilities is not possible.

Range: 5 | Duration: 2 | Cooldown: 3

- Demoralize

Effect: Evasion and Hit Chance are reduced by 20% for 2 turns.

Range: 3 | Duration: 2 | Cooldown: 2

Body Snatcher

Faction: The Void

Unit Type: Cultist (Level 2)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

- Grimace of Fear

Effect: Units flee for 2 turns, moving 2 tiles each turn in a random direction. Attacking and using special abilities is not possible.

Range: 5 | Duration: 2 | Cooldown: 3

- Demon Blood

Effect: Wounded units of the targeted enemy die and are resurrected as Dark Souls adjacent to the target unit.

Range: 4 | Duration: 1 | Cooldown: 4

Lizard Necromancer

Faction: The Void

Unit Type: Cultist (Level 3)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

- Castling

Effect: Swap positions with one enemy unit for a single action. The player may then attack or cast a spell and is returned to their original position afterward.

Range: 7 | Duration: 1 | Cooldown: 3

- Puppeteer

Effect: The AI takes full control of the enchanted enemy unit for 2 turns. The controlled unit is treated as an enemy by its original owner.

Range: 5 | Duration: 2 | Cooldown: 4

Firetongue

Faction: The Void

Unit Type: Acolyte (Level 1)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

- Seelenräuber

Effect: Inflicts 60 HP of magical damage and sets the target's view range to 1 for 3 turns.

Range: 4 | Duration: 3 | Cooldown: 3

- Fire Rain

Effect: Deals 400 HP elemental damage and an additional 100 HP per turn for 3 turns.

Range: 5 | Duration: 3 | Cooldown: 3

Hellraiser

Faction: The Void

Unit Type: Acolyte (Level 2)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

- Plague

Effect: Deals 800 HP magic damage and an additional 250 HP per turn for 3 turns

Range: 5 | Duration: 3 | Cooldown: 3

- Fire Rain

Effect: Deals 400 HP elemental damage and an additional 100 HP per turn for 3 turns.

Range: 5 | Duration: 3 | Cooldown: 3

Ghostwhisperer

Faction: The Void

Unit Type: Acolyte (Level 3)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

- Dead Hands

Effect: Deals 2000 HP magic damage.

Range: 4 | Duration: 1 | Cooldown: 4

- Locusts

Effect: All enemy units affected are unable to cast spells, use special abilities, or perform any actions other than their standard attack for 5 turns.

For the duration, the total damage dealt per attack is capped at 50 HP. Damage may be lower, but cannot exceed this value.

This damage cap applies to the total damage output of the attacking stack.

Range: 5 | Duration: 5 | Cooldown: 5

- Acid Cloud

Effect: Deals 100 HP elemental damage per turn for 3 turns.

Range: 5 | Duration: 3 | Cooldown: 5

Darksoul

Faction: The Void

Unit Type: Skirmisher (Level 1)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.

Goatking

Faction: The Void

Unit Type: Heavy Cavalry (Hero)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.

Lord Malphas

Faction: The Void

Unit Type: Heavy Infantry (Hero)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.

Nebruel

Faction: The Void

Unit Type: Heavy Infantry (Hero)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.

Count Astaroth

Faction: The Void

Unit Type: Heavy Infantry (Hero)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.

Te Gu

Faction: The Void

Unit Type: Heavy Infantry (Hero)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

- Vulnerable

Effect: Can only be attacked by other Heroes and Avatars.

Condition: Can only be used if the unit has not yet fought this turn.

Cooldown: 5 Turns | Duration: 2

Spells

None.

Vapula

Faction: The Void

Unit Type: Light Infantry (Hero)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.

Shani

Faction: The Void

Unit Type: Skyhunter (Hero)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.

Zepar

Faction: The Void

Unit Type: Heavy Cavalry (Hero)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.

Desmond

Faction: The Void

Unit Type: Heavy Infantry (Hero)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

- Chaos

Effect: All enemy units attack each other once, without moving. All standard combat rules (such as range and line of sight) apply.

Additionally, all Hero and Avatar auras are disabled for 3 turns (cooldowns are increased by 3.)

Range: 5 | Duration: 3 | Cooldown: 3

- Totem

Effect: Summons 3 Totems within the target area. Enemy units cannot enter or pass through any tiles within a radius of 2 tiles around each Totem. This restriction also applies to flying units.

Range: 3 | Duration: 2 | Cooldown: 5

Spider Queen

Faction: The Void

Unit Type: Heavy Infantry (Hero)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.

The Void

Faction: The Void

Unit Type: Arch Mage (Hero)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

- Invisibility

Effect: A friendly unit becomes invisible for 2 turns. While invisible, the unit cannot attack and cannot be attacked. The unit becomes visible if an enemy unit moves directly adjacent to it.

Range: 3.0 | Duration: 2.0 | Cooldown: 3

- Illusion

Effect: The AI projects the form of a friendly unit onto an enemy unit. The affected enemy unit must continue acting in the projected form for 2 turns.

Range: 5.0 | Duration: 2.0 | Cooldown: 3

Alaris

Faction: The Void

Unit Type: Arch Mage (Hero)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.

Flying Succubus

Faction: The Void

Unit Type: Skyhunter (Hero)

Special Abilities

- Eagle Eye

Effect: View Range +1

Condition: Can only be performed before movement.

Cooldown: 4 turns | Duration: 1

Spells

None.
