

~HEROES~	Status	Source	Description
Warbringer			With simple but powerful abilities, this hero seems to share a role with the Mountain King.
- Flaming Spear	GUI	Kyrbi0	Damages the target unit and deals light damage to units around it
- Battle Charge	OE	Kyrbi0	Increases the movement speed of nearby allied units for a duration
- Primal Aura	OE	Kyrbi0	War Drums / Command Aura. Yay.
- <i>Flank</i>	GUI	Kyrbi0	Teleports the hero and nearby allied units behind the target enemy unit
Medicine Mon			A powerful mage-hero with a ward for every situation. Good at forcing enemies into a difficult position.
- Convalescent Curse	vJass	Cosmicat	Forces an enemy unit to carry a "ward" that heals the caster's allies and the enemy unit
- Wall of Zombies	vJass	Alexander244, Cosmicat	Summons a wall of zombies. Pretty much straight out of Diablo III
- Augury	GUI	Kyrbi0	Places a ward that provides vision in a wide area around it, and periodically reveals the location of enemy heroes
- <i>Grim Ward</i>	GUI	Kyrbi0	Sacrifices an allied unit to summon a ward that summons skeleton warriors; duration depends on the target unit's health
Headshrinker			Trickster hero, adept at confusing his opponents and disrupting combat
- Terrify	GUI	Kyrbi0	Units in the target area are forced to run away (currently, this means run to the player's starting location)
- Bewilder	JASS	Cosmicat	Conjures illusory copies of all units in the target AoE
- Distort	GUI	Kyrbi0	Aura that has a chance to Hex enemy units attacked in its area of effect
- <i>Shrink</i>	GUI	Cosmicat, Kyrbi0	Enemy units in an area have their size and attack damage reduced, and attacks against them have a chance to Bash
Viper Priestess			Assassin hero, capable of getting enemy units alone and then dispatching them quickly.
- Crawl	OE	Kyrbi0	Same as the unit Crawl
- Mark of the Viper	vJass	Cosmicat, aBuff	Target unit has reduced armor; effect is diminished with each ally the unit has "near" it (400 AoE?)
- Mesmerize	vJass	Cosmicat, SpellEvent, TimerUtils, Archmage (advice)	I'm pretty darn proud that I was able to get this thing to work so brilliantly in just two days, after going so long without vJass practice

- Serpent Steel	vJass	Michael Peppers, Table	Each attack slows its target; effect starts out weak but increases gradually with each attack (some kind of stacking effect)
- Aspect (of Hethiss?)	OE	Cosmicat	Viper Priestess morphs into a snakey thing and gains bonuses (attack speed, regeneration?)
~UNIT~			
Groundling			Worker unit with access to the basic Troll abilities
- [Crawl]	OE	Kyrbi0	Unit becomes unable to attack and moves much more slowly, but is permanently invisible
- [Headhunt]	GUI	Kyrbi0	Weak Critical Strike bonus that levels up when enemy units are killed (veterancy)
Hunter			Basic infantry with a ranged attack; has relatively high damage and low health
- Tracking	GUI	Kyrbi0	Attacked units can still be attacked through invisibility or Fog of War, as long as the attacker doesn't change targets
Ravager			Secondary infantry with a melee attack; has relatively high damage and low health
- Kukri Toss	vJass	Cosmicat	One-use mini-nuke that grants (triple) Headhunt bonus if it kills the target
Mangonel			Long-ranged siege vehicle with anti-infantry capabilities
- Stranglethorn Darts	OE	Kyrbi0	Barrage (attacks ground infantry)
Jungle Dartmon			Advanced infantry with a ranged attack; excels at surprise ambushes.
- Climb	GUI	Kyrbi0	Hides in a tree; can "surprise attack" enemy units that come near for bonus damage
Potion Doc			Support caster
- Poison Cask	OE	Kyrbi0	Ward that attacks with Slow Poison
- Blur Brew	GUI	Kyrbi0	Grants allied units increased armor and a chance to dodge attacks
- Mana Spring	OE	Kyrbi0	Mana ward
Hexxer			Primary caster; disrupts enemy armies
- Mind Poison	GUI	Kyrbi0	Damage over time to a target unit until it casts a spell
- Disrupt	OE	Kyrbi0	Chain Dispel
- Null Ward	GUI	Kyrbi0	Summons a ward that prevents spells from being cast in an area around it
Tiki Warrior			Heavy infantry capable of absorbing large amounts of damage and ignoring enemy spells. Best used to bully heroes
- Sacred Staff?	OE	Kyrbi0	1.5x damage to Heroes
- Spell Immunity	OE	Kyrbi0	Lulz
Marauder			Medium melee infantry good at chasing fleeing opponents and raiding defenseless bases

- Laceration	GUI	Kyrbi0	Chance to apply a damage-over-time and armor-reduction debuff on attack
Basilisk			Support attacker; deals ordinarily negligible damage, but is very difficult to kill. Can be an annoyance/harassment tool, or may be sent to the front lines to weaken enemies before a full attack
- Myotoxin	GUI	Kyrbi0	Chance to slow units that attack this unit
Bom-bat-ier			Air-to-ground hard-counter and weak air support. Most effective against structures, and units with low armor/hp. Easily killed.
- Swoop	OE	Kyrbi0	Faster movespeed, but takes extra damage
Vampire Bat			Primary aerial unit most effective in air-to-air combat. Weak on its own, but powerful in a swarm.
- Blood Drink	OE	Kyrbi0	Lifesteal
- Echolocation	OE	Kyrbi0	Ultravision upgrade for both bat units, True Sight for Vampire
- Feeding Frenzy	GUI	Kyrbi0	Increased damage when fighting alongside other Vampire Bats