

Nature

NAME	LEPRECHAUN	SPRITE	WOLF	ELF	SATYR	WHITE TIGER	AIR ELEMENTAL	EARTH ELEMENTAL	FIRE ELEMENTAL	WATER ELEMENTAL	GRIFFIN	UNICORN	WASPWORT	FAERIE DRAGON	MANTIS	PHOENIX
LEVEL	1	1	1	2	2	2	3	3	3	3	3	3	3	4	4	4
DAMAGE	1-2	1-2	2-3	3-4	5-8	6-8	6-10	9-14	7-10	6-9	16-22	13-20	10-14	35-50	34-50	45-65
HIT POINTS	8	7	12	18	36	35	40	50	50	38	95	80	60	220	210	275
ATTACK	10	10	9	16	14	19	16	18	20	17	19	20	22	15	34	28
DEFENSE	10	10	9	16	13	19	16	20	18	17	19	20	22	29	34	28
MOVE	6	13	7	6	7	9	13	5	7	6	13	10	3	13	13	15
SPEED	6	6	7	6	6	8	7	1	6	5	6	6	4	7	8	12
SHOTS	0	0	0	24	0	0	0	0	20	0	0	0	20	0	0	0
SPECIAL ABILITIES	fortune	flying, no retaliation	two attacks	shoots twice, ranged first strike	mirth	first strike	flying, insubstantial, elemental	50% magic resistance, elemental	fire resistance, fire attack, ranged, elemental	spellcaster, cold resistance, cold attack, elemental	flying, unlimited retaliation	blinding	weakness, ranged	flying, spellcaster, magic mirror	flying, first strike, binding	flying, rebirth, breath attack, fire attack
WEEKLY GROWTH IN TOWN	no	yes	yes	yes	no	yes	no	no	no	no	yes	yes	no	yes	no	yes

Order

NAME	DWARF	HALFLING	GOLD GOLEM	MAGE	GENIE	NAGA	DRAGON GOLEM	TITAN
LEVEL	1	2	2	2	3	3	4	4
DAMAGE	2-3	1-2	8-12	3-4	9-12	14-22	36-55	34-50
HIT POINTS	12	8	50	16	60	90	220	210
ATTACK	11	10	16	10	10	22	34	32
DEFENSE	11	10	16	12	18	22	34	32
MOVE	5	5	6	6	10	7	12	7
SPEED	4	6	3	5	6	7	9	6
SHOTS	0	10	0	0	0	0	0	16
SPECIAL ABILITIES	50% magic resistance	giantslayer	75% magic resistance, mechanical	spellcaster	flying, spellcaster	no retaliation	first strike, negate first strike, mechanical	no melee penalty, chaos ward
WEEKLY GROWTH IN TOWN	18 yes	23 yes	6 yes	8 yes	6 yes	4 yes	2 yes	2 yes

HEROES IV

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Chaos

NAME	BANDIT	ORC	PIRATE	TROGLODYTE	EVIL EYE	MEDUSA	MINOTAUR	TROLL	EFREET	NIGHTMARE	HYDRA	BLACK DRAGON
LEVEL	1	1	1	1	2	2	2	2	3	3	4	4
DAMAGE	1-3	1-3	1-2	2-3	3-7	3-6	5-10	6-12	10-20	12-26	28-60	55-110
HIT POINTS	10	12	10	14	26	24	38	45	80	110	250	400
ATTACK	9	11	11	11	16	19	16	16	25	23	30	40
DEFENSE	9	9	9	9	15	17	15	15	23	20	26	40
MOVE	9	6	6	6	6	6	6	5	13	9	7	15
SPEED	7	6	5	5	15	5	6	3	6	6	6	7
SHOTS	0	6	0	0	15	100	0	0	0	0	0	0
SPECIAL ABILITIES	stealth	short range, normal melee	bonuses at sea	immune to visual attacks	flying, ranged, random harmful spells	ranged, normal mele, unlimited shots, stone gaze	block	regeneration	fire shield, fire resistance, fire attack, flying	terror	multiple attack, no retaliation	immune to magic, breath attack, flying
WEEKLY GROWTH IN TOWN	26 yes	16 yes	24 no	19 no	6 no	6 yes	6 yes	6 no	4 yes	4 yes	2 yes	1 yes

Life

NAME	CROSSBOWMAN	SQUIRE	PEASANT	BALLISTA	PIKEMAN	CRUSADER	MONK	CHAMPION	ANGEL
LEVEL	1	1	1	2	2	3	3	4	4
DAMAGE	2-3	2-3	2-3	5-7	6-8	10-16	10-15	24-36	40-65
HIT POINTS	10	10	10	28	30	65	55	150	230
ATTACK	9	9	7	15	12	22	20	25	30
DEFENSE	11	11	14	16	14	23	22	25	34
MOVE	6	6	5	3	6	6	6	10	15
SPEED	2	5	2	0	4	7	5	6	10
SHOTS	10	0	0	20	0	0	12	0	0
SPECIAL ABILITIES	no range penalty	stun	taxpayer	no range penalty, no obstacle penalty, mechanical	long weapon, negate first strike	two attacks, death ward	ranged, death ward	charge, first strike	flying, resurrection
WEEKLY GROWTH IN TOWN	16 yes	21 yes	36 no	7 yes	9 yes	5 yes	6 yes	4 yes	2 yes

Death

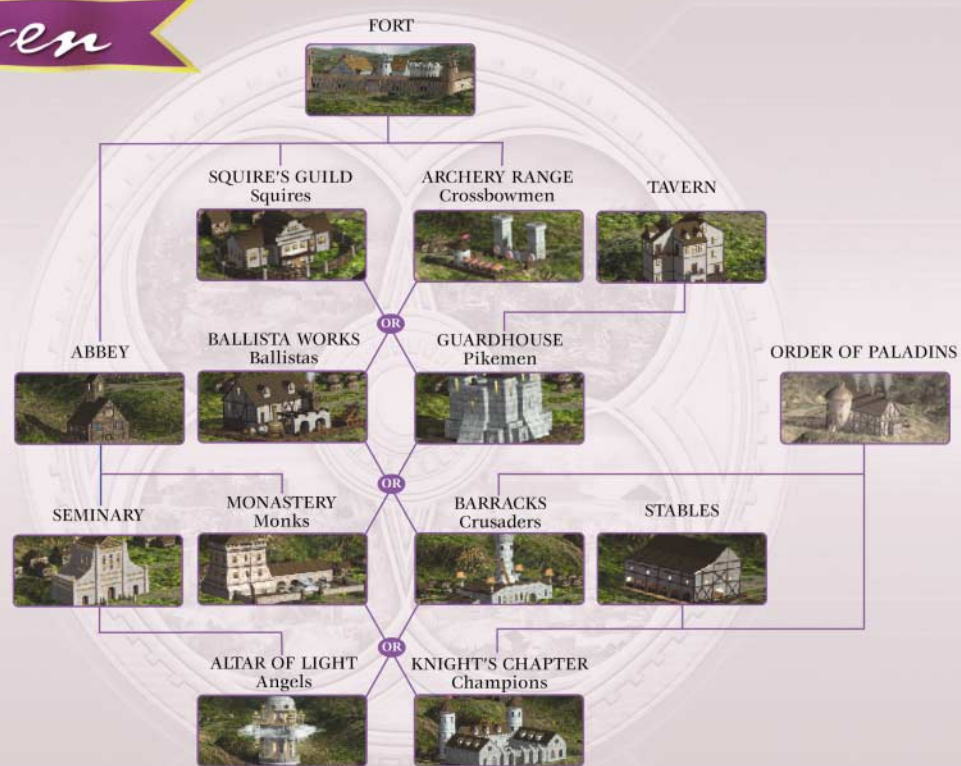
NAME	IMP	SKELETON	ZOMBIE	CEREBUS	GARGOYLE	GHOST	MUMMY	ICE DEMON	VAMPIRE	VENOM SPAWN	BONE DRAGON	DEVIL
LEVEL	1	1	1	2	2	2	2	3	3	3	4	4
DAMAGE	1-2	1-2	2-4	4-6	4-6	2-4	5-8	12-16	12-18	16-24	45-65	34-50
HIT POINTS	7	8	24	24	22	15	30	70	75	100	275	210
ATTACK	10	12	8	16	14	15	15	30	30	26	30	33
DEFENSE	10	12	10	16	16	15	16	30	30	26	30	33
MOVE	13	6	4	7	13	13	6	6	13	6	13	50
SPEED	6	4	1	6	7	6	4	5	8	6	5	7
SHOTS	0	0	0	0	0	0	0	0	0	15	0	0
SPECIAL ABILITIES	mana leech, flying	skeletal, undead	toughness, undead	multiple attack, no retaliation	flying, stone skin, elemental	aging, flying, insubstantial, undead	curse, undead	freezing attack, cold resistance, cold attack	life draining, no retaliation, flying, undead	ranged, poison	terror, skeletal, flying, undead	teleport, summon demons, life ward
WEEKLY GROWTH IN TOWN	28 yes	25 yes	15 no	7 yes	5 no	9 yes	8 no	4 no	3 yes	3 yes	2 yes	2 yes

Night

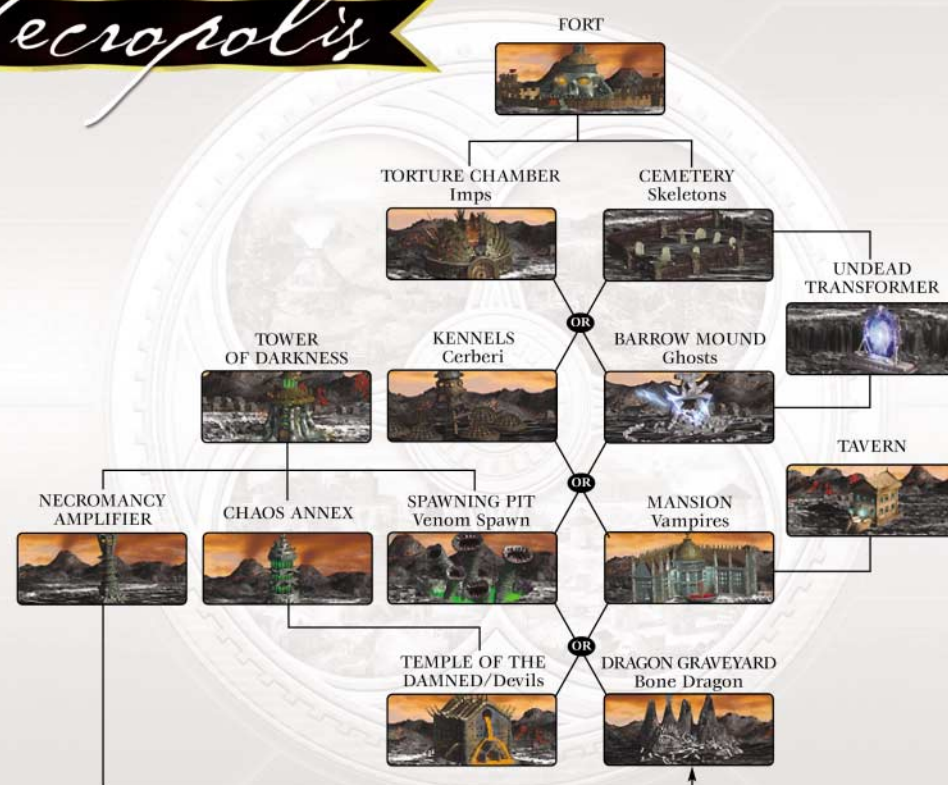
NAME	BERSERKER	CENTAUR	HARPY	MERMAID	NOMAD	CYCLOPS	OGRE MAGE	BEHEMOTH	SEA MONSTER	THUNDERBIRD
LEVEL	1	1	2	2	2	3	3	4	4	4
DAMAGE	2-3	3-5	4-5	5-8	6-9	12-18	12-18	55-80	45-65	28-40
HIT POINTS	18	20	24	38	45	95	85	240	275	170
ATTACK	12	10	16	15	16	30	18	36	35	30
DEFENSE	8	10	15	13	13	24	16	34	34	30
MOVE	7	10	13	6	12	7	6	7	9	13
SPEED	6	4	5	4	8	4	4	6	5	6
SHOTS	0	0	0	0	0	8	0	0	0	0
SPECIAL ABILITIES	two attacks, berserk	short range, normal melee	flying, strike & return, no retaliation	hypnotize	first strike	area attack	bloodlust	strength	devouring	flying, lightning attack
WEEKLY GROWTH IN TOWN	19 yes	9 yes	8 yes	8 no	6 yes	3 yes	6 yes	2 yes	2 no	3 yes

PPC-5303-001

Haven



Necropolis



Academy



Asylum



Preserve



Stronghold



6.954"

6.954"

13.91