

MASTERY										
RANK	HERO	IF KILLED	IF NOT	RANK S/C	MINION	OWN	TRAINED	BANISHED	ROOMS	PER OWN
D 2 / 3	DWARF	10	-15	A	PEON	2	N/A	N/A	LAIR	30
D 4	ARCHER	15	-20	2	BAT	10	1	-7	FARM	20
D 5	BOLTMAN	20	-25	3	GOBLIN	20	3	-12	VAULT	30
D 6	PALADIN	40	-45	4	SKELETON	30	5	-15	QUARRY	20
D 7	TEMPLAR	45	-50	5	ROGUE	30	8	-18	EVIL GATE	50
D 8	CONJURER	80	-85	6	DARK ELF	30	10	-25	LIBRARY	60
D 9	ENCHANTER	85	-90	7	SUCCUBUS	40	15	-35	TRAINING	60
D 10	R.GUARD	100	-120	8	B.KNIGHT	50	18	-44	B.SMITH	60
H 2 / 3	TUNNELLER	5	-10	9	OCCULTIST	60	22	-50	SHRINE	80
H 4	BANDIT	20	-25	10	ONI	70	N/A	-65	KEEP HEALTH (PER UNIT)	
									x1 IF UNDER MAXIMUM	
									x3 IF AT MAXIMUM	
H 5	ASSASSIN	25	-30	JK	DRAGON	100	N/A	-100	x10 IF UNTOUCHED	
H 6	BROTHER	45	-50		RESOURCE	PER UNIT	DOORS	UNUSED	TRAPS	UNUSED
H 7	PRIEST	50	-55		STONE	x1	WOOD	70	PIT	40
H 8	TITAN	90	-95		FOOD	x1	METAL	120	ROCKFALL	55
H 9	GIANT	95	-100		GOLD	x3	MAGIC	300	SPIKE	90
H 10	R.GUARD	100	-120		MANA	x5			POISON DARTS	200