

Heroes of Might and Magic – IV: Equilibris v.3.3 – Advanced Class Table

	Combat	Nobility	Scouting	Tactics	Chaos Magic	Death Magic	Life Magic	Nature Magic	Order Magic
Order Magic	Battle Mage Gain Magic Fist spell, MF & Ice Bolt +20%	Wizard King Attack inflicts Misfortune	Seer Scouting radius +2	Illusionist All Illusion spells +20%	Wizard All spell costs -2 SP	Shadow Mage Blur	Monk Chaos Ward	Enchanter All Illusion and Summoning spells +20%	Mage
Nature Magic	Beastmaster Summon Wolf +20%	Beast Lord Summon Wolf & White Tiger +20%	Bard Fortune	Warden Army defense +10%	Warlock Maximum SP +20 heal+4 SP per turn	Demonologist All Demon Summoning +50%	Summoner Summoning skill+10 XP	Druid	
Life Magic	Paladin Death Ward	Cardinal Resurrection +15%	Prophet Spiritual Armor	Crusader Mirth	Heretic Ignore all wards	Dark Priest Melee drains life	Priest		
Death Magic	Assassin Speed & movement +3	Dark Lord Attack inflicts Sorrow	Ninja Attack inflicts random curse	Reaver Magic mirror	Lich Undead	Necromancer			
Chaos Magic	Fireguard Fire spell immunity fire damage halved	Witch King Melee attack inflicts fear	Fire Diviner All Fire spells +20%	Pyromancer Fire Shield	Sorcerer				
Tactics	General Army morale +1	Lord Commander Army morale +2	Field Marshal Army attack +10%	Knight Death Knight,					
Scouting	Ranger Gain Ranged ability ranged attack +10	Guildmaster Ignores Magic Resistance	Thief						
Nobility	Warlord Melee attack +10	Lord						Base class	Totally changed bonus (qualitative change)
Combat	Archer, Barbarian							Bonus will possibly change in later versions	Slightly changed bonus (quantitative change)

Classes based on only one skill do not confer any advanced abilities.

The Archmage class requires at least three schools of magic and provides a 20% bonus to all spell effects.

If only a spell name is given, the spell is permanently in effect for this class.

If a spell and a number are given, the spell's effect is increased accordingly for this class.

Effects without the "army" qualifier apply only to the hero or his/her current target.

The Field Marshal and Warden improve both melee and ranged attack or defence, respectively.

The Dark Priest's life draining attack adds half of the inflicted melee damage to the Dark Priest's hit points.

The Witch King's fear-inflicting attack prevents the target from retaliating and causes it to flee.