

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	22	23	15	7	8	6	6	6	6	6	4	5	6	2	2	2
IN TOWN	no	yes	yes	yes	no	yes	no	no	no	no	yes	yes	no	yes	no	yes



NAME	DWARF	HALFLING	GOLD GOLEM	MAGE	GENIE
LEVEL	1	1	2	2	3
DAMAGE	2-3	1-2	8-12	3-4	9-12
HIT POINTS	12	8	50	16	60
ATTACK	11	10	16	6	10
DEFENSE	11	10	16	12	18
MOVE	5	5	6	6	10
SPEED	4	6	3	5	6
SHOTS	0	10	0	0	0
SPECIAL ABILITIES	50% magic resistance	giantslayer	75% magic resistance, mechanical	spellcaster	flying, spellcaster
WEEKLY GROWTH	18	23	6	8	6
IN TOWN	yes	yes	yes	yes	yes



NAME	NAGA	DRAGON GOLEM	TITAN
LEVEL	3	4	4
DAMAGE	14-22	36-55	34-50
HIT POINTS	90	220	210
ATTACK	22	34	32
DEFENSE	22	34	32
MOVE	7	12	7
SPEED	7	9	6
SHOTS	0	0	16
SPECIAL ABILITIES	no retaliation	first strike, negate first strike, mechanical	no melee penalty, chaos ward
WEEKLY GROWTH	4	2	2
IN TOWN	yes	yes	yes

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Chaos



NAME	BANDIT	ORC	PIRATE	TROGLODYTE	EVIL EYE
LEVEL	1	1	1	1	2
DAMAGE	1-3	1-3	1-2	2-3	3-7
HIT POINTS	10	12	10	14	26
ATTACK	9	11	11	11	16
DEFENSE	9	9	9	9	15
MOVE	9	6	6	6	6
SPEED	7	4	5	5	6
SHOTS	0	6	0	0	15
SPECIAL ABILITIES	stealth	short range, normal melee	bonuses at sea	immune to visual attacks	flying, ranged, random harmful spells
WEEKLY GROWTH	26	16	24	19	6
IN TOWN	yes	yes	no	no	no



NAME	MEDUSA	MINOTAUR	TROLL	EFREET	NIGHTMARE	HYDRA	BLACK DRAGON
LEVEL	2	2	2	3	3	4	4
DAMAGE	3-6	5-10	6-12	10-20	12-26	28-60	55-110
HIT POINTS	24	38	45	80	110	250	400
ATTACK	19	16	16	25	23	30	40
DEFENSE	17	15	15	23	20	26	40
MOVE	6	6	5	13	9	7	15
SPEED	5	6	3	6	6	6	7
SHOTS	100	0	0	0	0	0	0
SPECIAL ABILITIES	ranged, normal melee, 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	6	6	6	4	4	2	1
IN TOWN	yes	yes	no	yes	yes	yes	yes

Life



NAME	CROSSBOWMAN	SQUIRE	PEASANT	BALLISTA
LEVEL	1	1	1	2
DAMAGE	2-3	2-3	2-3	5-7
HIT POINTS	10	10	10	28
ATTACK	9	9	6	15
DEFENSE	11	11	7	16
MOVE	6	6	5	3
SPEED	2	5	2	0
SHOTS	10	0	0	20
SPECIAL ABILITIES	no range penalty	stun	taxpayer	no range penalty, no obstacle penalty, mechanical
WEEKLY GROWTH	16	21	36	7
IN TOWN	yes	yes	no	yes



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

Night



NAME	BERSERKER	CENTAUR	HARPY	MERMAID
LEVEL	1	1	2	2
DAMAGE	2-3	3-5	4-5	5-8
HIT POINTS	18	20	24	38
ATTACK	12	10	16	15
DEFENSE	8	10	15	13
MOVE	7	10	6	6
SPEED	6	4	5	5
SHOTS	0	4	0	0
SPECIAL ABILITIES	two attacks, berserk	short range, normal melee	flying, strike & return, no retaliation	hypnotize
WEEKLY GROWTH	19	9	8	8
IN TOWN	yes	yes	yes	no



NAME	NOMAD	CYCLOPS	OGRE MAGE	BEHEMOTH	SEA MONSTER	THUNDERBIRD
LEVEL	2	3	3	4	4	4
DAMAGE	6-9	12-18	12-18	55-80	45-65	28-40
HIT POINTS	45	95	85	240	275	170
ATTACK	16	30	18	36	35	30
DEFENSE	13	24	16	34	34	30
MOVE	12	7	6	7	9	13
SPEED	8	4	4	6	5	6
SHOTS	0	8	0	0	0	0
SPECIAL ABILITIES	first strike	area attack	bloodlust	strength	devouring	flying, lightning attack
WEEKLY GROWTH	6	3	6	2	2	3
IN TOWN	yes	yes	yes	yes	no	yes