

NAME	HP	AC	SPD	RA	ATT#	DAM TYPE	DAM	EXPER
Archer	100	15	35	Y	4	Physical	[5-30]	20,000
Barbarian	175	15	30	Y	2	Physical	[2-60]	25,000
Black Knight	375	30	50	Y	7	Physical	[4-160]	100,000
Bubble Man	15	0	15	Y	1	Magic	[1-6]	750
Bugaboo	60	15	22	N	2	Magic	[2-24]	4,000
Candle Creep	70	5	8	Y	2	Fire	[2-10]	3,000
Carnage Hand	40	25	20	N	1	Physical	[60-120]	10,000
Castle Guard	75	10	12	N	1	Physical	[2-80]	10,000
Cleric of Moo	100	10	20	Y	1	Electrical	[2-36]	32,000
Cobra Fiend	50	15	25	N	1	Physical	[2-30]	4,000
Cyro Spore	40	3	12	N	1	Cold	[4-16]	6,000
Cult Leader	300	15	25	Y	1	Physical	[5-75]	30,000
Cursed Fool	40	8	15	N	3	Physical	[2-9]	3,500
Cyclops	500	25	40	N	2	Physical	[6-150]	150,000
Cyclops King	1,000	25	40	N	3	Physical	[6-150]	300,000
Dark Pegasus	125	20	40	N	4	Physical	[2-40]	40,000
Death Agent	300	15	30	N	2	Poison	[10-100]	70,000
Death Locust	100	20	30	N	4	Physical	[4-32]	16,000
Death Snake	500	25	90	N	1	Physical	[4-200]	150,000
Dino Beetle	70	10	18	N	6	Physical	[3-15]	4,000
Dinosaur	500	10	12	N	2	Physical	[5-500]	80,000
Draconi	125	10	20	N	2	Physical	[3-60]	20,000
Dragon Lord	10,000	75	150	Y	1	Energy	[1,000]	10,000,000
Dragon Worm	400	35	45	N	1	Poison	[100]	150,000
ED-409	400	40	75	Y	2	Energy	[50-100]	120,000
Evil Eye	100	25	35	Y	4	Magic	[50]	60,000
Evil Ranger	100	20	20	Y	2	Physical	[4-24]	12,000
Eye Master	200	25	35	Y	4	Magic	[75]	200,000
Fire Lizard	150	10	30	Y	2	Fire	[2-50]	25,000
Fire Stalker	75	20	40	N	3	Fire	[3-30]	30,000
Gargoyle	152	15	30	N	4	Physical	[3-45]	30,000
Ghost	100	13	25	N	1	Energy	[10-100]	32,000
Ghoul	100	15	16	N	4	Physical	[3-18]	16,000
Giant Spider	30	14	25	N	8	Physical	[2-8]	3,000
Goblin	10	3	14	Y	1	Physical	[3-9]	400
Great Hydra	5,000	60	75	N	12	Physical	[12-144]	4,000,000
Green Dragon	800	40	60	Y	1	Cold	[250]	500,000
Guardian	250	20	15	N	1	Physical	[75-150]	40,000
Iron Wizard	200	30	50	Y	2	Energy	[50]	25,000
Jouster	600	35	50	N	1	Physical	[20-400]	180,000
Kudo Crab	2,500	80	80	N	4	Physical	[8-240]	2,000,000
Lich	200	12	50	Y	1	Magic	[5-25]	120,000
Mad Dwarf	75	10	16	N	1	Physical	[4-20]	2,500
Magic Mantis	50	12	30	N	2	Physical	[2-20]	3,500
Major Demon	333	16	33	N	6	Physical	[2-40]	100,000
Major Devil	666	33	66	N	4	Physical	[2-80]	250,000
Medusa	1,000	40	60	Y	1	Magic	[8-64]	3,000,000
Mini Dragon	150	20	30	Y	1	Fire	[50]	18,000
Minotaur	1,000	90	80	N	2	Physical	[3-300]	3,000,000
Minotaur King	2,500	90	80	N	3	Physical	[3-300]	6,000,000
NAME	HP	AC	SPD	RA	ATT#	DAM TYPE	DAM	EXPER
Moo Master	400	20	40	Y	1	Electrical	[5-75]	250,000

Moose Rat	40	4	16	N	2	Physical	[2-16]	1,200
Mummy	250	15	20	N	2	Physical	[2-80]	120,000
Mummy King	500	15	20	N	3	Physical	[2-80]	250,000
Mystic Cloud	50	18	40	Y	1	Magic	[4-16]	30,000
Ninja	45	15	35	N	4	Physical	[2-8]	3,000
Octobeast	3,000	40	100	N	8	Physical	[5-250]	3,000,000
Ogre	60	10	15	Y	1	Physical	[2-32]	2,500
Oh No Bug	40	8	30	N	3	Physical	[3-9]	1,000
Orc Warrior	25	5	12	Y	1	Physical	[2-16]	600
Paladin	175	30	30	Y	5	Physical	[3-90]	50,000
Phantom	50	12	20	N	1	Magic	[4-16]	16,000
Phase Head	20	10	25	N	1	Physical	[2-8]	4,000
Piranha	40	20	30	N	8	Physical	[3-9]	10,000
Plasmoid	100	17	17	N	3	Poison	[4-12]	8,000
Priest of Moo	200	20	40	Y	1	Electrical	[4-60]	120,000
Rat Overlord	250	16	16	N	4	Physical	[2-16]	8,000
Reaper	150	18	18	Y	1	Magic	[4-80]	50,000
Scorpia	50	5	10	N	1	Poison	[3-12]	5,000
Screamer	10	10	25	N	1	Energy	[2-8]	1,750
Shadow Rogue	50	15	22	Y	2	Physical	[3-18]	12,000
Skeleton	20	2	18	N	2	Physical	[2-12]	1,000
Sonic Ninja	75	20	20	N	8	Physical	[3-30]	20,000
Sorcerer	100	10	40	Y	1	Cold	[8-80]	50,000
Spirit Shield	100	35	80	N	2	Physical	[6-120]	60,000
Sprite	15	13	18	N	2	Electrical	[2-6]	2,500
Terminator	1,000	100	200	Y	1	Energy	[1000-4000]	3,000,000
Top Jousting	1,000	35	50	N	2	Physical	[20-400]	300,000
Toxic Worm	300	25	60	N	2	Physical	[2-60]	90,000
Tree Golem	150	10	6	N	2	Physical	[2-50]	16,000
Troll	125	15	25	N	3	Physical	[3-45]	50,000
Vampire	400	30	45	N	3	Physical	[10-100]	250,000
Vampire Bat	5	5	20	N	2	Physical	[2-4]	250
Vampire King	1,000	30	45	N	4	Physical	[10-100]	500,000
Vulture Roc	2,000	50	100	N	2	Physical	[5-250]	2,000,000
Werewolf	500	30	40	N	2	Physical	[8-120]	150,000
Wicked Witch	50	8	16	Y	1	Magic	[4-16]	16,000
Wild Fungus	25	0	5	N	1	Electrical	[3-12]	2,000
Wizard	250	20	80	Y	1	Magic	[1000]	240,000
Zombie	35	2	2	N	2	Physical	[3-18]	1,800

#### KEY TO MONSTER GUIDE

HP	Hit Points	Damage points that must be inflicted against the monster before it is killed.
AC	Armor Class	Vulnerability to physical attack. Low numbers indicate higher vulnerability.
SPD	Speed	This determines order of combat. Faster characters or monster attack

RA	Range Attack	first. Monsters with range attacks can inflict damage from short distances by using magic or missile weapons.
ATT#	# of Attacks	The number of time a monster can attack per round.
DAM TYPE	Damage Type	Describes the type of damage a monster wreaks upon the Party. This includes Physical, Fire, Cold, Magic, Electrical & Poison.
DAM	Damage	Range of damage points the monster inflicts per attack upon a Party Member.
EXPER	Experience	The amount of experience the Party gains after each kill.