



ASHERON'S CALL

# Monster Compendium



This compendium contains just about everything you could want to know about the many creatures in *Asheron's Call*. In fact, you should be warned that this information is far more than you could obtain through any other means, and indeed more than you may want. If you prefer to be surprised, you should skip this compendium. However, there are a few monsters in *Asheron's Call* not listed in this compendium. These monsters are secret, and as such, we can't disclose anything about them.

# Key to the Tables

In the sections to follow, each creature type is listed with two tables of statistics, plus a list of spellcasting information where appropriate. Here's how to interpret the tables.

## Attack and Aggression Tables

The first table contains the following information:

### **Elemental Attack**

If the creature has one of the elemental attacks, it is listed here. The options are A (Acid), C (Cold), F (Fire), and L (Lightning).

### **Attack Style**

Creatures will attack in different ways. They may attack the last character who damaged them (last damager or LD), attack the last character who attacked them at all (last attacker or LA), or continue to attack the same character, ignoring other attackers (persistent or P)

### **Aggression Factor**

In most cases, there are two letters here. The first letter tells you whether the creature is Aggressive (A) or Peaceful (P). Peaceful means that they won't attack unless attacked first; all creatures will fight back if attacked.

Many creatures will defend others of their own kind. The second letter of the pair tells you whether the creature will defend (D) or not (N). Slaves that will defend their masters are labeled M.

There are two exceptions. One is AOAN which stands for "Aggressive, will attack on assessment, will not defend like creatures." This means they will attack if you try to examine them but will not defend others of their kind. The other exception is Auroch Cattle, which are PCA, which stands for "Peaceful, will defend Cows and Aurochs."

### **Awareness Range**

This determines how close you need to be before a creature is aware of you. There are only two settings, Short (S) and Medium (M). To our knowledge, there are no creatures with long-range awareness.

### **Shows Up on Radar?**

Creatures can be invisible to radar if they are not moving. There are three options here: Yes (Y), No (N), or Depends on Stance (S), which means that they may be visible some of the time, depending on what they are doing.

## Combat and Defense Tables

The second table contains information about combat and defense. Because we wanted to include a lot of information, we have labeled the columns with letters. The following list explains what those letters stand for:

- A = Health Rate** (the rate at which the creature heals).
- B = Melee Defense** (the creature's natural Melee Defense skill).
- C = Missile Defense** (the creature's natural Missile Defense skill).
- D = Magic Resistance** (the creature's natural Magic Resistance skill).
- E = Melee Combat** (a rating of the creature's skill in melee combat).
- F = Magic Skill** (a rating of the creature's skill in using magic).
- G = Deception** (a rating of how well the creature resists being examined).
- H = Run** (a rating of the creature's Run skill).
- I = Slashing** (a modifier applied to the creature's Basic Armor Rating (Q) against slashing attacks).
- J = Piercing** (a modifier applied to the creature's Basic Armor Rating (Q) against piercing attacks).
- K = Bludgeoning** (a modifier applied to the creature's Basic Armor Rating (Q) against bludgeoning attacks).
- L = Cold** (a modifier applied to the creature's Basic Armor Rating (Q) against cold attacks).
- M = Fire** (a modifier applied to the creature's Basic Armor Rating (Q) against fire attacks).
- N = Acid** (a modifier applied to the creature's Basic Armor Rating (Q) against acid attacks).
- O = Electricity** (a modifier applied to the creature's Basic Armor Rating (Q) against electrical attacks).
- P = Basic Damage Rating** (a basic rating of the amount of damage a creature can do. This is just a guideline and is modified by such things as the creature's strength.)
- Q = Basic Armor Rating** (a creature's natural armor, which is modified by the numbers in columns I through O for the appropriate type of attack).

## Spellcasting Lists

Finally, for creatures that cast spells, we list the spells they use. For each such creature, there is an **Overall Spellcasting Percentage**, which measures how often they will cast

## Humanoid Creatures

spells as opposed to using ranged or melee attacks. For instance, if a creature's Overall Spellcasting Percentage is 10%, then it will cast a spell approximately once for every ten attacks.

There are five types of spells that creatures may cast. They are listed with a numerical value in parentheses. For instance:

- ⊗ **Missile (60):** Shock Bolt 2, Fire Bolt 2, Whirling Blade 2
- ⊗ **Power (10):** Shock Bolt 3, Whirling Blade 3
- ⊗ **Self-Healing (10):** Heal Self 1
- ⊗ **Self-Improvement (10):** Invulnerability 1
- ⊗ **Alteration (10):** Vulnerability 1

The numbers in parentheses represent the percentage of the time the creature will choose to cast a spell of that type of. So, in the example above, the creature would cast missile spells 60% of the time. The others would each be cast approximately 10% of the time. Note that this should always add up to 100.

# Humanoid Creatures

The creatures listed in this section are primarily humanoid in appearance. Many are intelligent creatures, though some are not far from beasts. The creatures are listed here from least to most dangerous; this is also more or less the order in which you are likely to encounter them when playing the game.

## Drudges

### Drudge Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
SKULKER DRUDGE	N/A	LA	AD	S	N
SLINKER DRUDGE	N/A	LD	AD	S	N
SNEAKER DRUDGE	N/A	LD	AD	S	N
PROWLER DRUDGE	N/A	LA	AD	S	N
ROBBER DRUDGE	N/A	LD	AD	S	N
LOW SLAVE DRUDGE	N/A	LD	AD	S	N
HIGH SLAVE DRUDGE	N/A	LD	AM	M	N
LURKER DRUDGE	N/A	LD	AM	M	N
STALKER DRUDGE	N/A	P	AD	M	N
RAVENER DRUDGE	N/A	P	AD	M	N



# Monster Compendium

## Drudge Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
SKULKER DRUDGE	0.067	18	18	7	15	7	10	30	0.9	1	1.1	0.6	0.6	1	0.6	2	5
SLINKER DRUDGE	0.067	45	45	12	33	7	25	55	0.9	1	1.1	0.6	0.6	1	0.6	2	5
SNEAKER DRUDGE	0.067	53	43	13	45	8	11	35	0.9	1	1.1	0.6	0.6	1	0.6	2	5
PROWLER DRUDGE	0.067	63	55	18	58	8	28	45	0.9	1	1.1	0.6	0.6	1	0.6	5	10
ROBBER DRUDGE	0.067	63	55	18	58	8	28	45	0.9	1	1.1	0.6	0.6	1	0.6	5	10
LOW SLAVE DRUDGE	0.3	135	130	82	137	12	68	50	0.9	1	1.1	0.6	0.6	1	0.6	10	15
HIGH SLAVE DRUDGE	0.3	147	157	103	147	13	100	60	0.9	1	1.1	0.6	0.6	1	0.6	10	15
LURKER DRUDGE	0.5	190	170	113	240	143	120	260	1	1	1	1	0.9	1	3	25	80
STALKER DRUDGE	0.6	217	197	120	253	160	135	330	1	1	1	1	0.9	1	3	25	80
RAVENER DRUDGE	0.7	223	203	170	260	200	195	350	1	1	1	1	0.9	1	3	25	80

## Banderlings

### Banderling Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
YOUNG BANDERLING	N/A	LD	AD	S	N
BANDERLING SCOUT	N/A	P	AD	M	N
BANDERLING GUARD	N/A	LD	AD	M	N
BANDERLING RAIDER	N/A	LD	AD	M	N
BANDERLING BANDIT	N/A	LD	AD	M	N
BANDERLING CAPTAIN	N/A	P	AD	M	N
BANDERLING RAVEN	N/A	P	AD	M	N
BANDERLING BREEDER	N/A	LD	AD	M	N
BANDERLING CHIEF	N/A	P	AD	M	N

### Banderling Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
YOUNG BANDERLING	0.07	48	63	13	43	8	11	50	0.9	1	2	0.9	0.7	1	0.6	5	40
BANDERLING SCOUT	0.1	80	100	20	77	40	15	90	0.9	1	2	0.9	0.7	1	0.6	5	40
BANDERLING GUARD	0.1	113	88	60	110	50	15	50	0.9	1	2	0.9	0.7	1	0.6	5	40
BANDERLING RAIDER	0.1	105	105	50	115	50	45	95	0.9	1	2	0.9	0.7	1	0.6	8	40
BANDERLING BANDIT	0.1	105	105	50	115	50	45	95	0.9	1	2	0.9	0.7	1	0.6	8	40
BANDERLING CAPTAIN	0.2	117	127	54	127	64	61	100	0.9	1	2	0.9	0.7	1	0.6	10	50

## Humanoid Creatures

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
BANDERLING RAVER	0.25	85	105	27	155	77	80	110	0.9	1	2	0.9	0.7	1	0.6	12	40
BANDERLING BREEDER	0.25	163	103	53	137	53	90	90	0.9	1	2	0.9	0.7	1	0.6	5	40
BANDERLING CHIEF	0.35	157	152	117	167	117	65	100	0.9	1	2	0.9	0.7	1	0.6	15	65

## Spellcasting Statistics

### Banderling Raver

Overall Spellcasting Percentage: 10%

Self-Improvement (70): Strength 1, Quickness 1

Alteration (30): Slowness 1

### Banderling Chief

Overall Spellcasting Percentage: 15%

Missile (50): Shock Bolt 2, Fire Bolt 2, Whirling Blade 2

Power (20): Shock Bolt 3, Whirling Blade 3

Self-Healing (10): Heal Self 2

Self-Improvement (10): Invulnerability 2, Strength 2, Quickness 2

Alteration (10): Vulnerability 2

## Monougas

### Monouga Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
OUTCAST MONOUGA	N/A	LD	AD	S	Y
ROUGH MONOUGA	N/A	LD	AD	M	Y
CRUDE MONOUGA	N/A	LD	AD	M	N
WILD MONOUGA	N/A	LD	AD	M	N
TREMENDOUS MONOUGA	N/A	LD	AD	S	Y
COLOSSAL MONOUGA	N/A	LD	AD	M	N

### Monouga Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
OUTCAST MONOUGA	0.1	58	63	22	58	12	58	25	1.3	1	2	0.6	2	1	1.4	4	20
ROUGH MONOUGA	0.1	72	92	63	97	23	105	134	1.3	1	2	0.6	2	1	1.4	10	40
CRUDE MONOUGA	0.25	100	120	73	120	23	105	165	1.3	1	2	0.6	2	1	1.4	15	60

# Monster Compendium

TYPE		ELEMENTAL ATTACK			ATTACK STYLE			AGGRESSION FACTOR				AWARENESS RANGE		SHOW UP ON RADAR?			
WILD MONOUGA	0.5	137	137	80	150	30	115	240	1.3	1	2	0.6	2	1	1.4	25	70
TREMENDOUS MONOUGA	0.1	77	82	63	179	13	90	81	1.3	1	2	0.6	2	1	1.4	35	150
COLOSSAL MONOUGA	0.1	82	87	67	320	17	95	95	1.3	1	2	0.6	2	1	1.4	90	200

## Mosswarts

### Mosswart Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
YOUNG MOSSWART	N/A	LD	AD	S	N
CREEPER MOSSWART	N/A	LD	AD	M	N
MOSSWART FEEDER	N/A	LD	AD	M	N
BARKER MOSSWART	N/A	LD	AD	S	N
MOSSWART MUCKER	N/A	LD	AD	S	N
MUDLURK MOSSWART	N/A	LD	AD	M	N
MOSSWART SHAMAN	M	LD	AD	M	N
MOSSWART CHIEF	M	P	AD	M	N

### Mosswart Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
YOUNG MOSSWART	0.07	43	43	63	45	53	60	30	1	0.8	0.8	1.2	0.4	1.5	0.7	4	20
CREEPER MOSSWART	0.07	73	78	65	65	55	63	50	1	0.8	0.8	1.2	0.4	1.5	0.7	4	20
MOSSWART FEEDER	0.07	68	68	57	73	62	58	50	1	0.8	0.8	1.2	0.4	1.5	0.7	4	20
BARKER MOSSWART	0.15	132	112	98	112	78	78	150	1	0.8	0.8	1.2	0.4	1.5	0.7	4	60
MOSSWART MUCKER	0.15	132	112	98	112	78	78	150	1	0.8	0.8	1.2	0.4	1.5	0.7	4	60
MUDLURK MOSSWART	0.3	120	100	78	150	88	88	175	1	0.8	0.8	1.2	0.4	1.5	0.7	4	45
MOSSWART SHAMAN	0.35	120	125	135	130	155	143	180	1	0.8	0.8	1.2	0.4	1.5	0.7	4	40
MOSSWART CHIEF	0.4	148	143	160	193	190	160	190	1	0.8	0.8	1.2	0.4	1.5	0.7	4	105

## Spellcasting Statistics

### Mosswart Shaman

Overall Spellcasting Percentage: 80%

Missile (60): Acid Stream 3, Frost Bolt 3, Force Bolt 2, Fire Bolt 2, Whirling Blade 2, Shock Bolt 2, Lightning 2





## Humanoid Creatures

**Power (5):** Defenselessness 3, Vulnerability 3, Magic Yield 3

**Self-Healing (10):** Heal Self 2

**Self-Improvement (10):** Impregnability 2, Invulnerability 2, Magic Resistance 2

**Alteration (15):** Defenselessness 2, Vulnerability 2, Magic Yield 2

### Mosswart Chief

**Overall Spellcasting Percentage:** 20%

**Missile (60):** Acid Stream 3, Frost Bolt 3, Force Bolt 2, Fire Bolt 2, Whirling Blade 2, Shock Bolt 2, Lightning 2

**Power (5):** Defenselessness 4, Vulnerability 4, Magic Yield 4

**Self-Healing (10):** Heal Self 2

**Self-Improvement (10):** Impregnability 3, Invulnerability 3, Magic Resistance 3

**Alteration (15):** Defenselessness 3, Vulnerability 3, Magic Yield 3

## Golems

### Golem Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
MUD GOLEM	N/A	LD	AD	S	N
WOOD GOLEM	A	P	AD	S	N
WATER GOLEM	I	LA	AD	S	N
ICE GOLEM	I	P	AD	S	N
LIMESTONE GOLEM	N/A	LA	AD	S	N
SANDSTONE GOLEM	N/A	LA	AD	S	N
GRANITE GOLEM	N/A	P	AD	S	N
OBSIDIAN GOLEM	N/A	P	AD	M	N
COPPER GOLEM	E	LD	AD	M	N
IRON GOLEM	E	LD	AD	S	N
MAGMA GOLEM	F	LD	AD	S	N
DIAMOND GOLEM	N/A	P	AD		N

### Golem Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
MUD GOLEM	0.15	90	90	67	67	67	105	120	1.2	1.2	1.2	0.8	0.7	3	1.2	15	50
WOOD GOLEM	0.15	72	72	82	75	82	128	70	1.2	1	1	1.3	0.3	0.8	1.5	15	50
WATER GOLEM	0.25	93	53	67	87	117	105	80	3	2	3	1	0.5	1.2	0.3	25	50
ICE GOLEM	0.25	117	107	97	138	167	105	140	1.2	1.2	0.8	100	0.1	1.2	0.6	40	50
LIMESTONE GOLEM	0.35	45	35	83	90	163	100	105	1.2	1.2	0.8	5	5	0.5	1.2	35	50

# Monster Compendium

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
SANDSTONE GOLEM	0.35	58	53	87	133	167	105	110	3	2	1	5	5	1	1.2	40	75
GRANITE GOLEM	0.35	83	73	140	143	220	110	140	3	2	1.2	10	5	3	5	45	75
OBSIDIAN GOLEM	0.6	200	200	242	200	292	163	150	3	2	1.2	10	5	5	5	65	100
COPPER GOLEM	0.5	97	97	103	133	233	129	180	3	2	1.2	5	5	0.8	1	50	75
IRON GOLEM	0.6	130	130	128	167	238	138	190	3	2	1.2	5	10	0.3	0.6	60	100
MAGMA GOLEM	0.8	300	300	195	303	350	175	300	2	3	3	0.7	100	5	3	75	200
DIAMOND GOLEM	0.9	333	333	228	337	383	225	350	3	3	0.8	1	1	1	1	90	200

## Spellcasting Statistics

### Mud Golem

- Overall Spellcasting Percentage: 20%
- Missile (60): Shock Bolt 1, Acid Bolt 1
- Power (10): Shock Bolt 2
- Self-Improvement (30): Drain Stamina 1

### Wood Golem

- Overall Spellcasting Percentage: 20%
- Missile (80): Shock Bolt 1, Force Bolt 1
- Power (10): Shock Bolt 2
- Self-Healing (10): Heal Self 1

### Water Golem

- Overall Spellcasting Percentage: 20%
- Missile (75): Acid Bolt 1, Frost Bolt 1
- Power (10): Frost Bolt 2
- Self-Healing (5): Heal Self 1
- Self-Improvement (10): Drain Stamina 1

### Ice Golem

- Overall Spellcasting Percentage: 20%
- Missile (70): Frost Bolt 2, Force Bolt 2, Whirling Blade 2
- Power (10): Frost Bolt 3, Force Bolt 3, Whirling Blade 3, Frost Volley 3
- Self-Improvement (10): Drain Stamina 2
- Alteration (10): Cold Vulnerability 2



# Humanoid Creatures

## **Limestone Golem**

Overall Spellcasting Percentage: 20%

Missile (60): Shock Bolt 2, Whirling Blade 2

Power (20): Shock Bolt 3, Whirling Blade 3, Shock Volley 3

Alteration (20): Defenselessness 2, Vulnerability 2, Clumsiness 2, Slowness 2

## **Sandstone Golem**

Overall Spellcasting Percentage: 20%

Missile (60): Shock Bolt 2, Whirling Blade 2

Power (20): Shock Bolt 3, Whirling Blade 3, Shock Volley 3

Alteration (20): Defenselessness 3, Vulnerability 3, Clumsiness 3, Slowness 3

## **Granite Golem**

Overall Spellcasting Percentage: 20%

Missile (60): Shock Bolt 3, Whirling Blade 3

Power (20): Shock Bolt 4, Whirling Blade 4, Shock Volley 4

Self-Improvement (10): Drain Stamina 4

Alteration (10): Defenselessness 4, Vulnerability 4, Clumsiness 4, Slowness 4

## **Obsidian Golem**

Overall Spellcasting Percentage: 20%

Missile (40): Shock Bolt 4, Whirling Blade 4, Force Bolt 4, Frost Bolt 4, Lightning Bolt 4

Power (30): Shock Bolt 5, Whirling Blade 5, Force Bolt 5, Frost Bolt 5, Lightning Bolt 5, Shock Volley 5, Lightning Volley 5

Self-Improvement (20): Regeneration 5, Drain Health 4, Drain Stamina 4, Drain Mana 4

Alteration (10): Defenselessness 5, Vulnerability 5, Clumsiness 5, Slowness 5

## **Copper Golem**

Overall Spellcasting Percentage: 20%

Missile (50): Shock Bolt 3, Lightning Bolt 3

Power (35): Shock Bolt 4, Lightning Bolt 4, Lightning Volley 4

Self-Improvement (10): Mana-to-Health 3

Alteration (5): Lightning Vulnerability 4



# Monster Compendium

## Iron Golem

Overall Spellcasting Percentage: 20%

Missile (60): Shock Bolt 3, Fire Bolt 3, Frost Bolt 3

Power (30): Shock Bolt 4, Fire Bolt 4, Frost Bolt 4

Self-Improvement (10): Mana-to-Health 4

## Magma Golem

Overall Spellcasting Percentage: 20%

Missile (55): Shock 4, Fire Bolt 4

Power (20): Fire Bolt 5, Fire Volley 5, Fire Bolt 6

Self-Healing (5): Heal Self 4

Self-Improvement (10): Regeneration 6, Quickness 5

Alteration (10): Heat Vulnerability 5, Defenselessness 5, Vulnerability 5; Clumsiness 5, Slowness 5

## Lugians

### Lugian Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
LAIGUS LUGIAN	N/A	P	AD	S	Y
AMPLOTH LUGIAN	N/A	P	AD	S	Y
OBELOTH LUGIAN	N/A	P	AD	S	Y
LITHOS LUGIAN	N/A	P	AD	M	Y
GIGAS LUGIAN	N/A	P	AD	M	Y

### Lugian Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
LAIGUS LUGIAN	0.3	83	83	65	137	15	48	120	1.1	1.1	1.1	1.5	2	1	0.8	20	100
AMPLOTH LUGIAN	0.4	93	93	65	157	15	63	150	1.1	1.1	1.1	1.5	2	1	0.8	20	100
OBELOTH LUGIAN	0.5	102	102	73	197	23	75	175	1.1	1.1	1.1	1.5	2	1	0.8	20	100
LITHOS LUGIAN	0.6	158	128	75	233	25	68	205	1.1	1.1	1.1	1.5	2	1	0.8	20	130
GIGAS LUGIAN	0.7	252	242	185	262	35	133	230	1.1	1.1	1.1	1.5	2	1	0.8	20	140

## Tumeroks

### Tumerok Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
TUMEROK SCOUT	N/A	LA	AD	M	N

## Humanoid Creatures

TUMEROK WORKER	N/A	LA	AD	S	N
TUMEROK FIGHTER	N/A	LA	AD	S	N
TUMEROK WARRIOR	N/A	P	AD	S	N
TUMEROK GLADIATOR	N/A	LA	AD	S	N
TUMEROK PRIEST	M	LA	AD	S	N
TUMEROK HIGH PRIEST	M	LA	AD	S	N
TUMEROK OFFICER	N/A	LA	AD	S	N
HIGH TUMEROK	M	LA	AD	S	N
TUMEROK LORD	M	LA	AD	S	N

### Tumerok Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
TUMEROK SCOUT	0.2	73	73	47	123	97	65	165	1	1	1	1	1	1	1	2	30
TUMEROK WORKER	0.2	58	58	42	130	92	28	160	1	1	1	1	1	1	1	5	20
TUMEROK FIGHTER	0.4	123	118	67	143	107	55	210	1	1	1	1	1	1	1	5	100
TUMEROK WARRIOR	0.5	173	173	103	187	173	80	255	1	1	1	1	1	1	1	10	120
TUMEROK GLADIATOR	0.5	235	205	90	227	160	50	295	1	1	1	1	1	1	1	10	130
TUMEROK PRIEST	0.5	140	125	140	142	240	110	320	1	1	1	1	1	1	1	5	110
TUMEROK HIGH PRIEST	0.5	170	165	173	148	303	149	330	1	1	1	1	1	1	1	5	120
TUMEROK OFFICER	0.65	217	207	148	203	288	88	350	1	1	1	1	1	1	1	15	180
HIGH TUMEROK	0.8	252	262	168	302	298	111	370	1	1	1	1	1	1	1	20	200
TUMEROK LORD	0.8	375	375	278	367	378	268	525	1	1	1	1	1	1	1	25	250

## Spellcasting Statistics

### Tumerok Gladiator

Overall Spellcasting Percentage: 10%

Self-Improvement (50): Impregnability 3, Invulnerability 3, Magic Resistance 3

Alteration (50): Harm 3, Enfeeble 3

### Tumerok Priest

Overall Spellcasting Percentage: 80%

Missile (50): Acid Stream 4, Frost Bolt 4, Force Bolt 4, Fire Bolt 4, Whirling Blade 4, Shock Bolt 4, Lightning Bolt 4, Lightning Volley 4, Shock Volley 4, Fire Volley 4, Frost Volley 4, Blade Volley 4

# Monster Compendium

**Power (10):** Acid Stream 5, Frost Bolt 5, Force Bolt 5, Fire Bolt 5, Whirling Blade 5, Shock Bolt 5, Lightning Bolt 5, Lightning Volley 5, Shock Volley 5, Fire Volley 5, Frost Volley 5, Blade Volley 5

**Self-Healing (10):** Heal Self 2, Heal Self 3

**Self-Improvement (10):** Impregnability 4, Invulnerability 4, Magic Resistance 4

**Alteration (20):** Harm 4, Enfeeble 4, Mana Drain 4, Magic Yield 4

## **Tumerok High Priest**

**Overall Spellcasting Percentage:** 95%

**Missile (50):** Acid Stream 5, Frost Bolt 5, Force Bolt 5, Fire Bolt 5, Whirling Blade 5, Shock Bolt 5, Lightning Bolt 5, Lightning Volley 5, Shock Volley 5, Fire Volley 5, Frost Volley 5, Blade Volley 5

**Power (10):** Acid Stream 6, Frost Bolt 6, Force Bolt 6, Fire Bolt 6, Whirling Blade 6, Shock Bolt 6, Lightning Bolt 6

**Self-Healing (10):** Heal Self 3, Heal Self 4

**Self-Improvement (10):** Impregnability 5, Invulnerability 5, Magic Resistance 5

**Alteration (20):** Harm 5, Enfeeble 5, Mana Drain 5, Defenselessness 5, Vulnerability 5, Magic Yield 5

## **Tumerok Lieutenant**

**Overall Spellcasting Percentage:** 20%

**Missile (50):** Acid Stream 4, Frost Bolt 4, Force Bolt 4, Fire Bolt 4, Whirling Blade 4, Shock Bolt 4, Lightning Bolt 4

**Power (10):** Acid Stream 5, Frost Bolt 5, Force Bolt 5, Fire Bolt 5, Whirling Blade 5, Shock Bolt 5, Lightning Bolt 5

**Self-Healing (10):** Heal Self 3, Heal Self 4

**Self-Improvement (10):** Impregnability 4, Invulnerability 4, Magic Resistance 4

**Alteration (20):** Harm 3, Enfeeble 3

## **Tumerok Captain**

**Overall Spellcasting Percentage:** 20%

**Missile (50):** Acid Stream 5, Frost Bolt 5, Force Bolt 5, Fire Bolt 5, Whirling Blade 5, Shock Bolt 5, Lightning Bolt 5

**Power (10):** Lightning Volley 5, Shock Volley 5, Fire Volley 5, Frost Volley 5, Blade Volley 5

**Self-Healing (10):** Heal Self 4

## Humanoid Creatures

**Self-Improvement (10):** Impregnability 4, Invulnerability 4, Magic Resistance 4, Strength 4, Quickness 4

**Alteration (20):** Harm 4, Enfeeble 4, Mana Drain 4, Defenselessness 4, Vulnerability 4, Magic Yield 4

### Tumerok Overlord

**Overall Spellcasting Percentage:** 35%

**Missile Spells (50):** Acid Stream 5, Frost Bolt 5, Force Bolt 5, Fire Bolt 5, Whirling Blade 5, Shock Bolt 5, Lightning Bolt 5, Lightning Volley 5, Shock Volley 5, Fire Volley 5, Frost Volley 5, Blade Volley 5

**Power Spells (10):** Acid Stream 6, Frost Bolt 6, Force Bolt 6, Fire Bolt 6, Whirling Blade 6, Shock Bolt 6, Lightning Bolt 6, Lightning Volley 6, Shock Volley 6, Fire Volley 6, Frost Volley 6, Blade Volley 6

**Self-Healing (5):** Heal Self 4, Heal Self 5

**Self-Improvement (15):** Impregnability 5, Invulnerability 5, Magic Resistance 5, Strength 5, Quickness 5

**Alteration Spells (20):** Harm 5, Enfeeble 5, Mana Drain 5, Defenselessness 5, Vulnerability 5, Magic Yield 5

## Mites

### Mite Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
MITE SNIPPET	N/A	LA	AD	S	N
MITE SCION	N/A	LA	AD	S	N
MITE SCAMP	N/A	LA	AD	S	N
MITE DIGGER	N/A	LA	AD	S	N
MITE SENTRY	N/A	LA	AD	S	N
MITE SQUIB	N/A	LD	AD	S	N
MITE SQUIRE	N/A	LD	AD	S	N
MITE MATRON	N/A	P	AD	S	N

### Mite Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
MITE SNIPPET	0.1	35	45	40	38	10	20	40	1.4	0.8	0.8	1.2	0.5	0.5	0.8	6	20
MITE SCION	0.1	50	60	40	62	10	20	60	1.4	0.8	0.8	1.2	0.5	0.5	0.8	6	20
MITE SCAMP	0.1	78	88	52	80	17	50	80	1.4	0.8	0.8	1.2	0.5	0.5	0.8	6	20
MITE DIGGER	0.15	97	82	50	85	15	43	120	1.4	0.8	0.8	1.2	0.5	0.5	0.8	6	20
MITE SENTRY	0.15	150	120	102	108	17	55	170	1.4	0.8	0.8	1.2	0.5	0.5	0.8	10	40

# Monster Compendium

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
MITE SQUIB	0.2	107	112	88	140	18	58	190	1.4	0.8	0.8	1.2	0.5	0.5	0.8	10	40
MITE SQUIRE	0.2	133	113	80	147	20	80	210	1.4	0.8	0.8	1.2	0.5	0.5	0.8	10	40
MITE MATRON	0.3	165	160	118	165	28	93	220	1.4	0.8	0.8	1.2	0.5	0.5	0.8	15	50

## Sclavi

### Sclavus Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
SE SCLAVUS	N/A	P	AD	M	N
ASTE SCLAVUS	N/A	P	AD	M	N
ESSA SCLAVUS	N/A	P	AD	M	N
SATA SCLAVUS	N/A	P	AD	M	N

### Sclavus Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
SE SCLAVUS	0.3	155	165	123	145	123	105	200	0.8	1	1.4	0.7	1	2	2	10	70
ASTE SCLAVUS	0.3	160	170	127	152	177	110	205	0.8	1	1.4	0.7	1	2	2	15	90
ESSA SCLAVUS	0.35	188	198	153	182	233	130	270	0.8	1	1.4	0.7	1	2	2	20	110
SATA SCLAVUS	0.4	238	263	182	230	297	160	355	0.8	1	1.4	0.7	1	2	2	25	130

## Spellcasting Statistics

### Se Sclavus

Overall Spellcasting Percentage: 25%

Missile (70): Acid Stream 3, Fire Bolt 3, Lightning 3

Power (5): Lightning Volley 3

Self-Healing (10): Heal Self 2

Self-Improvement (5): Impregnability 3, Invulnerability 3, Magic Resistance 3

Alteration (10): Exhaustion 3, Harm 3, Enfeeble 3, Mana Drain 3

### Aste Sclavus

Overall Spellcasting Percentage: 30%

Missile (70): Acid Stream 4, Fire Bolt 4, Lightning 4

Power (5): Lightning Volley 4

Self-Healing (10): Heal Self 3

Self-Improvement (5): Impregnability 3, Invulnerability 3, Magic Resistance 3

Alteration (10): Exhaustion 4, Harm 4, Enfeeble 4, Mana Drain 4



## Humanoid Creatures

### Essa Slavus

Overall Spellcasting Percentage: 40%

Missile (70): Acid Stream 4, Fire Bolt 4, Lightning 4

Power (5): Lightning Volley 5

Self-Healing (10): Heal Self 3

Self-Improvement (5): Impregnability 3, Invulnerability 3, Magic Resistance 3

Alteration (10): Exhaustion 4, Harm 4, Enfeeble 4, Mana Drain 4

### Sata Slavus

Overall Spellcasting Percentage: 40%

Missile (70): Acid Stream 5, Fire Bolt 5, Lightning 5

Power (5): Lightning Volley 6

Self-Healing (10): Heal Self 4

Self-Improvement (5): Impregnability 3, Invulnerability 3, Magic Resistance 3

Alteration (10): Exhaustion 5, Harm 5, Enfeeble 5, Mana Drain 5

## Shadows

### Shadow Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
SHADOW CHILD	N/A	LD	AD	S	N
SHADOW	N/A	P	AD	M	N
SHADOW LIEUTENANT	N/A	P	AD	M	N

### Shadow Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
SHADOW CHILD	0.4	140	150	160	120	110	165	200	1	2	1.5	10	1	5	2	15	80
SHADOW	0.6	227	237	232	197	182	198	270	1	2	1.5	10	1	5	2	20	90
SHADOW LIEUTENANT	0.7	273	283	310	240	260	240	340	1	2	1.5	10	1	5	2	25	130

## Spellcasting Statistics

### Shadow Child

Overall Spellcasting Percentage: 50%

Missile (60): Frost Bolt 3, Lightning Bolt 3, Fire Bolt 3, Force Bolt 3, Whirling Blade 3

Power (10): Frost Volley 3, Lightning Volley 3, Fire Volley 3, Force Volley 3, Blade Volley 3

## Monster Compendium

**Self-Improvement (20):** Drain Health 3, Drain Stamina 3, Drain Mana 3, Mana-to-Health 3, Stamina-to-Health 3, Stamina-to-Mana 3, Health-to-Mana 3

**Alteration (10):** Defenselessness 3, Vulnerability 3, Magic Yield 3

### Shadow

**Overall Spellcasting Percentage:** 40%

**Missile (60):** Frost Bolt 4, Lightning Bolt 4, Fire Bolt 4, Force Bolt 4, Whirling Blade 4

**Power (10):** Frost Volley 4, Lightning Volley 4, Fire Volley 4, Force Volley 4, Blade Volley 4

**Self-Improvement (20):** Drain Health 4, Drain Stamina 4, Drain Mana 4, Mana-to-Health 4, Stamina-to-Health 4, Stamina-to-Mana 4, Health-to-Mana 4

**Alteration (10):** Defenselessness 4, Vulnerability 4, Magic Yield 4

### Shadow Lieutenant

**Overall Spellcasting Percentage:** 30%

**Missile (60):** Frost Bolt 5, Lightning Bolt 5, Fire Bolt 5, Force Bolt 5, Whirling Blade 5

**Power (10):** Frost Volley 5, Lightning Volley 5, Fire Volley 5, Force Volley 5, Blade Volley 5

**Self-Improvement (20):** Drain Health 5, Drain Stamina 5, Drain Mana 5, Mana-to-Health 5, Stamina-to-Health 5, Stamina-to-Mana 5, Health-to-Mana 5

**Alteration (10):** Defenselessness 5, Vulnerability 5, Magic Yield 5

## The Undead (Mu-Miyah, Skeletons, and Zombies)

### Mu-Miyah Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
LESSER MU-MIYAH	N/A	LD	AN	S	S
GREATER MU-MIYAH	N/A	LD	AN	M	S
HORRIBLE MU-MIYAH	M	LD	AN	M	S

### Mu-Miyah Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
LESSER MU-MIYAH	0.3	110	70	106	147	226	129	60	1	1.2	1	2	0.4	1	1.4	5	50
GREATER MU-MIYAH	0.35	153	103	133	185	283	140	80	1	1.2	1	2	0.4	1	1.4	15	70
HORRIBLE MU-MIYAH	0.6	210	150	212	263	362	183	120	1	1.2	1	2	0.4	1	1.4	35	100

# Humanoid Creatures

## Spellcasting Statistics

### Lesser Mu-Miyah

Overall Spellcasting Percentage: 40%

**Missile Spells (40):** Acid Stream 2, Frost Bolt 2, Force Bolt 2, Fire Bolt 2, Whirling Blade 2, Shock Bolt 2, Lightning Bolt 2

**Power Spells (20):** Acid Stream 3, Frost Bolt 3, Force Bolt 3, Fire Bolt 3, Whirling Blade 3, Shock Bolt 3, Lightning Bolt 3

**Self-Improvement (20):** Regeneration 3, Drain Health 3, Drain Stamina 3, Drain Mana 3

**Alteration Spells (20):** Fester 3, Exhaustion 3, Harm 3, Enfeeble 3, Mana Drain 3

### Greater Mu-Miyah

Overall Spellcasting Percentage: 40%

**Missile (20):** Acid Stream 3, Frost Bolt 3, Force Bolt 3, Fire Bolt 3, Whirling Blade 3, Shock Bolt 3, Lightning Bolt 3

**Power (40):** Acid Stream 4, Frost Bolt 4, Force Bolt 4, Fire Bolt 4, Whirling Blade 4, Shock Bolt 4, Lightning Bolt 4

**Self-Improvement (20):** Regeneration 4, Drain Health 4, Drain Stamina 4, Drain Mana 4

**Alteration (20):** Fester 4, Exhaustion 4, Harm 4, Enfeeble 4, Mana Drain 4

### Horrible Mu-Miyah

Overall Spellcasting Percentage: 50%

**Missile (20):** Acid Stream 4, Frost Bolt 4, Force Bolt 4, Fire Bolt 4, Whirling Blade 4, Shock Bolt 4, Lightning Bolt 4

**Power (40):** Acid Stream 5, Frost Bolt 5, Force Bolt 5, Fire Bolt 5, Whirling Blade 5, Shock Bolt 5, Lightning Bolt 5, Lightning Volley 5, Fire Volley 5, Frost Volley 5, Acid Volley 5

**Self-Improvement (20):** Regeneration 5, Drain Health 5, Drain Stamina 5, Drain Mana 5

**Alteration (20):** Fester 5, Exhaustion 5, Harm 5, Enfeeble 5, Mana Drain 5

### Skeleton Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
OLD BONES	N/A	LA	AD	S	N
SKELETON	N/A	LA	AD	M	N

# Monster Compendium

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
SKELETON WARRIOR	N/A	LA	AD	M	N
SKELETON CAPTAIN	N/A	LA	AD	M	N
SKELETON LORD	M	LA	AD	S	N

## Skeleton Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
OLD BONES	0.1	35	45	23	40	23	39	40	1.2	3	0.5	2	1	1.5	2	4	20
SKELETON	0.1	75	95	53	82	23	69	65	1.2	3	0.5	2	1	1.5	2	4	20
SKELETON WARRIOR	0.1	118	148	97	132	57	110	110	1.2	3	0.5	2	1	1.5	2	4	40
SKELETON CAPTAIN	0.1	147	197	120	193	80	145	135	1.2	3	0.5	2	1	1.5	2	4	60
SKELETON LORD	0.1	212	252	150	250	170	180	200	1.2	3	0.5	2	1	1.5	2	4	80

## Spellcasting Statistics

### Skeleton Lord

Overall Spellcasting Percentage: 30%

Missile (70): Whirling Blade 4, Force Bolt 4

Alteration (30): Weakness 4, Frailty 4, Clumsiness 4, Slowness 4

## Zombie Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
UNDEAD	N/A	P	AD	S	N
ZOMBIE	N/A	P	AD	S	N
UNDEAD MINER	N/A	P	AD	S	N
LICH	N/A	P	AD	S	N
UNDEAD DEFENDER	M	P	AD	S	N
GUARDIAN OF THE HELM	M	P	AD	S	N
LICH LORD	M	P	AD	S	N
REVENANT	M	P	AD	S	N
GUARDIAN OF THE LOST LIGHT	M	P	AD	S	N
DARK REVENANT	M	P	AD	S	N

## Zombie Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
UNDEAD	0.1	68	78	98	87	68	71	40	0.8	1.3	1	4	0.5	1	0.9	3	25
ZOMBIE	0.2	110	110	122	120	112	88	50	0.8	1.3	1	4	0.5	1	0.9	3	30
UNDEAD MINER	0.2	110	110	122	120	112	88	50	0.8	1.3	1	4	0.5	1	0.9	3	30

## Humanoid Creatures

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
LICH	0.3	182	162	165	172	190	110	90	0.8	1.3	1	4	0.5	1	0.9	3	80
UNDEAD DEFENDER	0.3	182	162	165	172	190	110	90	0.8	1.3	1	4	0.5	1	0.9	3	80
GUARDIAN OF THE HELM	0.3	182	162	165	172	190	110	90	0.8	1.3	1	4	0.5	1	0.9	3	80
LICH LORD	0.45	213	188	201	220	251	126	130	0.8	1.3	1	4	0.5	1	0.9	3	120
REVENANT	0.6	243	233	268	317	318	193	165	0.8	1.3	1	4	0.5	1	0.9	3	150
GUARDIAN OF THE LOST LIGHT	0.7	252	242	268	317	318	193	190	0.8	1.3	1	4	0.5	1	0.9	3	150
DARK REVENANT	0.8	288	273	292	390	342	228	220	0.8	1.3	1	4	0.5	1	0.9	3	210

## Spellcasting Statistics

### Undead

**Overall Spellcasting Percentage:** 25%

**Missile (60):** Acid Stream 1, Frost Bolt 1, Force Bolt 1, Fire Bolt 1, Whirling Blade 1, Shock Bolt 1, Lightning Bolt 1

**Power (10):** Acid Stream 2, Frost Bolt 2, Force Bolt 2, Fire Bolt 2, Whirling Blade 2, Shock Bolt 2, Lightning Bolt 2

**Self-Improvement (20):** Drain Health 1

**Alteration (10):** Fester 1

### Zombie

**Overall Spellcasting Percentage:** 30%

**Missile (60):** Acid Stream 2, Frost Bolt 2, Force Bolt 2, Fire Bolt 2, Whirling Blade 2, Shock Bolt 2, Lightning Bolt 2

**Power (10):** Acid Stream 3, Frost Bolt 3, Force Bolt 3, Fire Bolt 3, Whirling Blade 3, Shock Bolt 3, Lightning Bolt 3

**Self-Improvement (20):** Drain Health 2

**Alteration (10):** Fester 2, Weakness 3

### Lich

**Overall Spellcasting Percentage:** 40%

**Missile (50):** Acid Stream 3, Frost Bolt 3, Force Bolt 3, Fire Bolt 3, Whirling Blade 3, Shock Bolt 3, Lightning Bolt 3

**Power (20):** Acid Stream 4, Frost Bolt 4, Force Bolt 4, Fire Bolt 4, Whirling Blade 4, Shock Bolt 4, Lightning Bolt 4

**Self-Improvement (15):** Drain Health 3, Drain Stamina 3, Drain Mana 3

# Monster Compendium

**Alteration (15):** Fester 3, Weakness 3, Frailty 3, Slowness 3, Clumsiness 3, Bafflement 3, Feeblemind 3

## Lich Lord

**Overall Spellcasting Percentage:** 40%

**Missile (40):** Acid Stream 4, Frost Bolt 4, Force Bolt 4, Fire Bolt 4, Whirling Blade 4, Shock Bolt 4, Lightning Bolt 4, Lightning Volley 4, Fire Volley 4, Frost Volley 4, Acid Volley 4

**Power (25):** Acid Stream 5, Frost Bolt 5, Force Bolt 5, Fire Bolt 5, Whirling Blade 5, Shock Bolt 5, Lightning Bolt 5, Lightning Volley 5, Fire Volley 5, Frost Volley 5, Acid Volley 5

**Self-Improvement (20):** Regeneration 4, Drain Health 4, Drain Stamina 4, Drain Mana 4

**Alteration (15):** Fester 4, Weakness 4, Frailty 4, Slowness 4, Clumsiness 4, Bafflement 4, Feeblemind 4

## Revenant

**Overall Spellcasting Percentage:** 60%

**Missile (40):** Acid Stream 5, Frost Bolt 5, Force Bolt 5, Fire Bolt 5, Whirling Blade 5, Shock Bolt 5, Lightning Bolt 5, Lightning Volley 5, Fire Volley 5, Frost Volley 5, Acid Volley 5

**Power (25):** Acid Stream 6, Frost Bolt 6, Force Bolt 6, Fire Bolt 6, Whirling Blade 6, Shock Bolt 6, Lightning Bolt 6, Lightning Volley 6, Fire Volley 6, Frost Volley 6, Acid Volley 6

**Self-Improvement (20):** Regeneration 5, Drain Health 5, Drain Stamina 5, Drain Mana 5

**Alteration (15):** Fester 5, Weakness 5, Frailty 5, Slowness 5, Clumsiness 5, Bafflement 5, Feeblemind 5

# Zefirs

## Zefir Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
JIBRIT ZEFIR	F, PH	P	AD	M	N
KILIF ZEFIR	F, PH	P	AD	M	N
ZOFRIT ZEFIR	F, PH	P	AD	M	N

## Humanoid Creatures

### Zephir Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
JIBRIT ZEFIR	0.25	77	77	22	83	172	53	90	1	1	0.9	1	3	1	2	5	20
KILIF ZEFIR	0.25	97	107	25	108	225	58	130	1	1	0.9	1	3	1	2	5	20
ZOFRIT ZEFIR	0.25	157	177	38	158	338	78	220	1	1	0.9	1	3	1	2	5	20

## Spellcasting Statistics

### Jibrit Zefir

Overall Spellcasting Percentage: 30%

Missile (45): Shock Bolt 1, Force Bolt 1, Whirling Blade 1, Fire Bolt 1

Power (30): Whirling Blade 2, Fire Bolt 2

Self-Healing (5): Heal Self 1

Self-Improvement (10): Drain Health 2, Drain Stamina 2, Drain Mana 2

Alteration (10): Magic Yield 2, Frailty 1, Slowness 1, Harm 2, Enfeeble 1, Mana Drain 1

### Kilif Zefir

Overall Spellcasting Percentage: 30%

Missile (45): Shock Bolt 3, Force Bolt 3, Whirling Blade 3, Fire Bolt 3

Power (30): Whirling Blade 4, Fire Bolt 4

Self-Healing (5): Heal Self 4

Self-Improvement (10): Drain Health 3, Drain Stamina 3, Drain Mana 3

Alteration (10): Magic Yield 4, Frailty 3, Slowness 4, Harm 3, Enfeeble 4, Mana Drain 3

### Zofrit Zefir

Overall Spellcasting Percentage: 30%

Missile (45): Shock Bolt 4, Force Bolt 4, Whirling Blade 4, Fire Bolt 4

Power (30): Whirling Blade 5, Fire Bolt 5

Self-Healing (5): Heal Self 5

Self-Improvement (10): Drain Health 4, Drain Stamina 4, Drain Mana 4

Alteration (10): Magic Yield 4, Frailty 4, Slowness 4; Harm 3, Enfeeble 4, Mana Drain 3

# Animal Creatures

There are quite a few animal creatures in Dereth. Some of them are peaceful, but the vast majority are just as nasty as the humanoid creatures you encounter.

## Rabbits

### Rabbit Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
BLACK RABBIT	N/A	LD	PN	S	Y
BROWN RABBIT	N/A	LD	PN	S	Y
DESERT RABBIT	N/A	LD	PN	S	Y
WHITE RABBIT	N/A	LD	AOAN	S	Y

### Rabbit Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
BLACK RABBIT	0.07	3	3	2	3	2	3	5	1	1	1	1	1	1	1	2	8
BROWN RABBIT	0.07	7	7	3	7	3	5	10	1	1	1	1	1	1	1	2	8
DESERT RABBIT	0.07	7	7	3	7	3	5	10	1	1	1	1	1	1	1	2	8
WHITE RABBIT	0.55	717	717	583	717	533	700	700	2	2	2	2	1	2	2	80	200

## Rats

### Rat Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
WHITE RAT	N/A	LA	AD	S	N
TAN RAT	N/A	LA	PD	S	N
RUSSET RAT	N/A	LA	PD	S	N
GREY RAT	N/A	LA	AD	S	N
BROWN RAT	N/A	LA	PD	S	N
BLACK RAT	N/A	LD	AD	S	N
RED RAT	N/A	LD	PD	M	N
DESERT RAT	C	LD	AD	M	N
SWAMP RAT	L	LD	AD	S	N
MOUNTAIN RAT	F	LD	AD	M	N
SILVER RAT	A	P	AD	M	N

### Rat Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
WHITE RAT	0.07	28	48	8	25	3	5	20	1	0.5	0.5	1	0.4	0.8	0.8	2	8



## Animal Creatures

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
TAN RAT	0.07	33	48	9	27	4	6	20	1	0.5	0.5	1	0.4	0.8	0.8	2	8
RUSSET RAT	0.07	33	48	9	27	4	6	20	1	0.5	0.5	1	0.4	0.8	0.8	2	8
GREY RAT	0.07	53	68	13	48	8	11	50	1	0.5	0.5	1	0.4	0.8	0.8	2	8
BROWN RAT	0.07	72	87	20	67	10	15	70	1	0.5	0.5	1	0.4	0.8	0.8	2	8
BLACK RAT	0.07	103	118	42	88	22	53	120	1	0.5	0.5	1	0.4	0.8	0.8	2	8
RED RAT	0.07	85	105	18	92	13	35	90	1	0.5	0.5	1	0.4	0.8	0.8	2	8
DESERT RAT	0.2	107	112	103	132	33	100	130	1	1	1	1	1	0.8	0.8	12	15
SWAMP RAT	0.2	135	135	110	140	20	80	170	1	1	1	1	0.7	0.8	1.2	15	15
MOUNTAIN RAT	0.3	153	153	120	157	20	80	220	1	1	1	1	1.2	0.8	0.8	25	20
SILVER RAT	0.4	247	267	163	227	33	150	490	1	1	1	1.2	0.7	1.2	0.8	25	45

## Phyntos Wasps

### Phyntos Wasp Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
RED PHYNTOS WASP	C	P	AN	S	Y
GREEN PHYNTOS WASP	A	P	AN	S	Y
BLUE PHYNTOS WASP	F-	P	AN	S	Y
MIRE PHYNTOS WASP	F+	P	AN	M	Y
GOLD PHYNTOS WASP	E	P	AN	M	Y
PYREAL PHYNTOS WASP	E	P	AN	M	Y

### Phyntos Wasp Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
RED PHYNTOS WASP	0.07	35	55	18	37	53	9	25	0.8	0.8	0.5	2	1	1	1	3	10
GREEN PHYNTOS WASP	0.07	68	78	34	47	104	11	55	0.8	0.8	0.5	1	1	2	1	4	15
BLUE PHYNTOS WASP	0.07	93	103	32	65	157	15	80	0.8	0.8	0.5	1	2	1	1	4	20
MIRE PHYNTOS WASP	0.3	97	102	60	103	260	20	180	0.8	0.8	0.5	1	2	1	1	5	20
GOLD PHYNTOS WASP	0.6	239	239	100	234	305	35	300	0.8	0.8	0.5	1	1	1	2	10	40
PYREAL PHYNTOS WASP	0.6	465	505	118	368	478	63	530	0.8	0.8	0.5	1	1	1	2	10	40

## Spellcasting Statistics

### Red Phyntos Wasp

Overall Spellcasting Percentage: 40%

Missile (100): Frost Bolt 1

# Monster Compendium

## Green Phyntos Wasp

Overall Spellcasting Percentage: 40%

Missile (95): Acid Bolt 1

Power (5): Acid Bolt 2

## Blue Phyntos Wasp

Overall Spellcasting Percentage: 40%

Missile (90): Fire Bolt 1

Power (10): Fire Bolt 2

## Gold Phyntos Wasp

Overall Spellcasting Percentage: 40%

Missile (70): Lightning Bolt 3, Lightning Volley 3

Power (30): Lightning Bolt 4, Lightning Volley 4

## Pyreal Phyntos Wasp

Overall Spell Casting Percentage: 40%

Missile (97): Fire Bolt 3, Fire Volley 3

Power (3): Fire Volley 4

# Shreths

## Shreth Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
GNAWER SHRETH	N/A	LA	AD	VS	N
SAND SHRETH	N/A	LA	AD	S (VERY)	N
CARRION SHRETH	N/A	LA	AD	S	N
DESERT SHRETH	N/A	LA	AD	S	N
BLOOD SHRETH	N/A	LA	AD	S	N
HUNTER SHRETH	N/A	LD	AD	S	N
VOROUS SHRETH	N/A	LD	AD	S	N

## Shreth Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
GNAWER SHRETH	0.1	18	18	5	27	10	8	20	1.2	1	0.8	0.6	2	0.8	1.5	3	10
SAND SHRETH	0.1	18	18	5	27	10	8	20	1.2	1	0.8	0.6	2	0.8	1.5	3	10
CARRION SHRETH	0.1	37	37	15	40	30	15	50	1.2	1	0.8	0.6	2	0.8	1.5	5	20
DESERT SHRETH	0.2	65	65	28	65	43	20	100	1.2	1	0.8	0.6	2	0.8	1.5	10	25
BLOOD SHRETH	0.2	65	65	28	65	43	20	100	1.2	1	0.8	0.6	2	0.8	1.5	10	25

## Animal Creatures

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
HUNTER SHRETH	0.3	87	87	42	92	72	33	150	1.2	1	0.8	0.6	2	1.5	1.5	15	35
VOROUS SHRETH	0.35	110	100	54	117	84	36	205	1.2	1	0.8	0.6	2	1.5	1.5	20	35

## Cattle

### Cattle Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
HOLSTEIN	N/A	LA	PN	S	Y
BROWN	N/A	LA	PN	S	Y
YEARLING AUROCH	N/A	LD	PCA	M	Y
COW AUROCH	N/A	LD	PCA	M	Y
BULL AUROCH	N/A	LD	PCA	M	Y
YEARLING FIRE AUROCH	F			M	Y
COW FIRE AUROCH	F			M	Y
BULL FIRE AUROCH	F			M	Y

### Cattle Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
HOLSTEIN	0.07	38	38	32	43	7	11	20	0.9	1	1.1	0.9	0.6	1	0.6	9	20
BROWN	0.07	38	38	32	48	7	11	20	0.9	1	1.1	0.9	0.6	1	0.6	9	20
YEARLING AUROCH	0.1	70	50	20	83	10	25	40	0.9	1	1.1	1	0.7	1	0.6	12	40
COW AUROCH	0.1	92	57	33	110	13	30	50	0.9	1	1.1	1	0.7	1	0.6	15	40
BULL AUROCH	0.1	83	53	33	112	13	30	50	0.9	1	1.1	1	0.7	1	0.6	20	40
YEARLING FIRE AUROCH	0.2	82	62	88	90	18	78	50	0.9	1	1.1	1	2	1	0.6	15	20
COW FIRE AUROCH	0.2	103	68	112	127	22	83	60	0.9	1	1.1	1	2	1	0.6	20	20
BULL FIRE AUROCH	0.2	95	65	112	130	22	83	60	0.9	1	1.1	1	2	1	0.6	25	20

## Reed Sharks

### Reed Shark Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
REED SHARK PUP	N/A	LD	AD	M	N
REED SHARK	N/A	LD	AD	M	N
REED SHARK VETERAN	N/A	LD	AD	M	N
REED SHARK ELDER	N/A	LD	AD	M	N
SHALLOWS SHARK	N/A	P	AD	S	N

# Monster Compendium

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
SHALLOWS LURKER	N/A	P	AD	S	N
SHALLOWS SLAYER	N/A	P	AD	S	N

## Reed Shark Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
REED SHARK PUP	0.07	45	45	13	45	8	48	60	1	1	0.8	1.1	0.7	0.6	1	10	30
REED SHARK	0.07	72	72	29	80	14	61	100	1	1	0.8	1.1	0.7	0.6	1	15	45
REED SHARK VETERAN	0.07	92	92	38	92	18	76	130	1	1	0.8	1.1	0.7	0.6	1	20	60
REED SHARK ELDER	0.07	87	87	50	82	25	98	115	1	1	0.8	1.1	0.7	0.6	1	20	45
SHALLOWS SHARK	0.07	73	73	22	83	12	78	100	1	0.9	1	1.5	1	2	1	25	40
SHALLOWS LURKER	0.07	97	97	30	102	15	83	180	1	0.9	1	1.5	1	2	1	25	40
SHALLOWS SLAYER	0.07	113	113	50	128	30	105	240	1	0.9	1	1.5	1	2	1	45	40

## Armoredillos

### Armoredillo Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
SPINY ARMOREDILLO	N/A	LD	AN	M	N
BROWN ARMOREDILLO	N/A	LD	AN	M	N
SPIKEY ARMOREDILLO	P	LD	AN	M	N
STONY ARMOREDILLO	P	LD	AN	M	N
BRONZE ARMOREDILLO	P	LD	AN	M	N
SANDY ARMOREDILLO	P	LD	AN	M	N
FRESHWATER ARMOREDILLO	N/A	P	AN	M	N
SHORE ARMOREDILLO	N/A	P	AN	M	N

### Armoredillo Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
SPINY ARMOREDILLO	0.15	38	38	15	53	5	13	45	1.2	0.7	1.4	0.8	2	1	0.8	15	50
BROWN ARMOREDILLO	0.15	52	47	15	70	5	13	55	1.2	0.7	1.4	0.8	2	1	0.8	15	60
SPIKEY ARMOREDILLO	0.15	85	70	32	90	17	30	55	1.2	0.7	1.4	0.8	2	1	0.8	20	60
STONY ARMOREDILLO	0.15	65	55	30	77	15	28	50	1.2	0.7	1.4	0.8	2	1	0.8	20	70
BRONZE ARMOREDILLO	0.3	100	85	33	110	18	33	110	1.2	0.7	1.4	0.8	2	1	0.8	40	70

## Animal Creatures

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
SANDY ARMOREDILLO	0.3	80	70	37	115	17	30	110	1.2	0.7	1.4	0.8	2	1	0.8	40	70
FRESHWATER ARMOREDILLO	0.3	88	88	63	98	23	55	120	1.2	0.7	1.4	1.5	1	2	1	40	70
SHORE ARMOREDILLO	0.3	107	97	63	108	23	55	130	1.2	0.7	1.4	1.5	1	2	1	40	70

## Gromnies

### Gromnie Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
RUST GROMNIE	I	LD	AN	M	N
AZURE GROMNIE	A	LD	AN	M	N
IVORY GROMNIE	F	LD	AN	M	N
JADE GROMNIE	L	LD	AN	M	N
ASH GROMNIE	L	LD	AN	M	N
SWAMP GROMNIE	A	LD	AN	M	N

### Gromnie Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
RUST GROMNIE	0.15	67	62	25	58	5	13	70	1	1	1	2	1.2	1	1	6	20
AZURE GROMNIE	0.2	87	67	53	92	18	33	70	1	1	1	1	1	2	1	6	20
IVORY GROMNIE	0.4	127	127	108	135	8	18	50	1	1	1	1.2	2	1	1	15	20
JADE GROMNIE	0.4	120	140	78	122	8	23	180	1	1	1	1	1.2	1	2	20	20
ASH GROMNIE	0.7	183	183	130	190	20	80	290	1	1	1	2	2	2	2	30	35
SWAMP GROMNIE	0.35	133	123	130	157	30	75	180	2	0.9	1	1	1	1.1	1	20	35

## Mattekar

### Mattekar Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
WHITE MATTEKAR	N/A	P	AD	M	Y
SNOWY MATTEKAR	N/A	P	AD	M	Y
GREAT MATTEKAR	N/A	P	AD	M	Y

### Mattekar Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
WHITE MATTEKAR	0.25	110	100	53	137	13	70	200	1.2	0.9	0.9	2	0.7	1	2	25	50
SNOWY MATTEKAR	0.35	137	127	68	167	18	78	230	1.2	0.9	0.9	2	0.7	1	2	25	80
GREAT MATTEKAR	0.55	157	157	93	210	23	85	265	1.2	0.9	0.9	2	0.7	1	2	25	110

# Monster Compendium

## Tuskers

### Tusker Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
TUSKER FEMALE	N/A	LD	AD	M	Y
TUSKER MALE	N/A	LD	AD	M	Y
CRIMSONBACK TUSKER	N/A	LD	AD	M	Y
GOLDENBACK TUSKER	N/A	LD	AD	M	Y
SLAVE (FOUND WITH VIRINDI)	N/A	LD	AM	M	N
GUARD (FOUND WITH VIRINDI)	N/A	LD	AM	M	N

### Tusker Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
TUSKER FEMALE	0.25	83	93	58	157	8	38	150	1.5	0.8	1	1	0.7	1	2	25	80
TUSKER MALE	0.25	83	73	58	160	8	38	130	1.5	0.8	1	1	0.7	1	2	25	80
CRIMSONBACK TUSKER	0.25	107	117	108	190	8	38	220	1.5	0.8	1	1	0.7	1	2	40	110
GOLDENBACK TUSKER	0.25	103	93	113	190	13	45	200	1.5	0.8	1	1	0.7	1	2	40	120
SLAVE (FOUND WITH VIRINDI)	0.8	333	333	195	340	45	118	450	1.5	0.8	1	1	0.7	1	2	60	140
GUARD (FOUND WITH VIRINDI)	0.8	417	417	200	392	50	125	540	1.5	0.8	1	1	0.7	1	2	60	160

## Olthoi

### Olthoi Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
INJURED OLTHOI	N/A	P	AD	S	N
OLTHOI NYMPH	N/A	P	AD	S	N
WORKER OLTHOI	N/A	P	AD	S	N
SOLDIER OLTHOI	N/A	P	AD	M	N
NOBLE OLTHOI	N/A	P	AD	M	N
QUEEN OLTHOI	N/A	P	AD	M	N

### Olthoi Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
INJURED OLTHOI	0.25	142	122	165	155	15	73	160	1	0.8	0.6	1	1	1.5	2	40	100
OLTHOI NYMPH	0.35	187	147	168	200	18	78	210	1	0.8	0.6	1	1	1.5	2	40	100
WORKER OLTHOI	0.6	237	227	222	290	22	133	300	1	0.8	0.6	1	1	1.5	2	50	140



## Other Creature Types

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
SOLDIER OLTHOI	0.65	267	237	275	323	25	138	320	1	0.8	0.6	1	1	1.5	2	85	180
NOBLE OLTHOI	0.7	337	302	317	372	67	250	450	1	0.8	0.6	1	1	1.5	2	80	180
QUEEN OLTHOI	0.8	413	378	370	425	100	300	520	1	0.8	0.6	1	1	1.5	2	90	180

## Other Creature Types

Some creatures simply defy description. These are neither humanoid nor animal. Make no mistake, however—they are all dangerous.

### Wisps

#### Wisp Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
ETHEREAL WISP	C, E	LD	AOAD	S	Y
WATER WISP	C, E	LD	AD	S	Y
GHOST WISP	C, E	P	AD	M	Y
DARK WISP	C, E	P	AD	M	Y
SHADOW WISP	C, E	P	AD	L	Y

#### Wisp Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
ETHEREAL WISP	0.2	52	97	62	27	212	38	60	0.7	0.8	0.7	10	3	5	1	10	20
WATER WISP	0.2	68	113	83	48	223	75	70	0.8	0.9	0.8	10	3	5	1	10	20
GHOST WISP	0.4	102	147	100	90	280	105	100	1	1	1	10	5	5	1	10	20
DARK WISP	0.4	130	170	113	143	283	150	120	1	1	1	10	10	10	1	15	20
SHADOW WISP	0.4	243	283	160	217	360	190	300	1	1	1	10	10	10	1	20	20

### Spellcasting Statistics

#### Ethereal Wisp

Overall Spellcasting Percentage: 100%

Missile (60): Frost Bolt 1, Lightning Bolt 1

Self-Healing (10): Heal 1

Self-Improvement (20): Drain Health 1

Alteration (10): Fester 1, Exhaustion 1, Mana Depletion 1, Harm 1, Enfeeble 1, Mana Drain 1

#### Water Wisp

Overall Spellcasting Percentage: 100%



## Monster Compendium

Missile (60): Frost Bolt 2, Lightning Bolt 2

Self-Healing (10): Heal 2

Self-Improvement (20): Drain Health 2, Drain Stamina 2, Drain Mana 2

Alteration (10): Fester 2, Exhaustion 2, Mana Depletion 2, Harm 2, Enfeeble 2, Mana Drain 2

### Ghost Wisp

Overall Spellcasting Percentage: 100%

Missile (60): Frost Bolt 3, Lightning Bolt 3

Self-Healing (10): Heal 3

Self-Improvement (20): Drain Health 3, Drain Stamina 3, Drain Mana 3

Alteration (10): Fester 3, Exhaustion 3, Mana Depletion 3, Harm 3, Enfeeble 3, Mana Drain 3

### Dark Wisp

Overall Spellcasting Percentage: 100%

Missile (60): Frost Bolt 4, Lightning Bolt 4

Self-Healing (10): Heal 4

Self-Improvement(20): Drain Health 4, Drain Stamina 4, Drain Mana 4

Alteration (10): Fester 4, Exhaustion 4, Mana Depletion 4, Harm 4, Enfeeble 4, Mana Drain 4

### Shadow Wisp

Overall Spellcasting Percentage: 100%

Missile (60): Frost Bolt 5, Lightning Bolt 5

Self-Healing (10): Heal 5

Self-Improvement (20): Drain Health 5, Drain Stamina 5, Drain Mana 5

Alteration (10): Fester 5, Exhaustion 5, Mana Depletion 5, Harm 5, Enfeeble 5, Mana Drain 5

## Virindi

Virindi Attacks and Aggression

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
VIRINDI PUPPET	N/A	LD	AD	S	N
VIRINDI SERVANT	M	P	AD	S	N



## Other Creature Types

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR?
VIRINDI MASTER	M	P	AD	S	N
VIRINDI DIRECTOR	M	P	AD	S	N

### Virindi Combat and Defense

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
VIRINDI PUPPET	0.4	300	250	200	300	250	225	150	1	1	1	2	1	1	2	25	150
VIRINDI SERVANT	0.5	263	183	308	193	333	375	150	1	1	1	2	1	1	2	15	100
VIRINDI MASTER	0.6	313	233	308	220	383	375	220	1	1	1	2	1	1	2	15	100
VIRINDI DIRECTOR	0.6	317	237	308	227	383	375	220	1	1	1	2	1	1	2	15	100

## Spellcasting Statistics

### Virindi Puppet

Overall Spellcasting Percentage: 60%

**Missile (50):** Acid Stream 4, Frost Bolt 4, Force Bolt 4, Fire Bolt 4, Whirling Blade 4, Shock Bolt 4, Lightning Bolt 4, Lightning Volley 4, Fire Volley 4, Frost Volley 4, Acid Volley 4,

**Power (15):** Acid Stream 5, Frost Bolt 5, Force Bolt 5, Fire Bolt 5, Whirling Blade 5, Shock Bolt 5, Lightning Bolt 5

**Self-Healing (5):** Heal Self 3

**Self-Improvement (10):** Drain Health 4, Mana-to-Health 4, Stamina-to-Health 4, Stamina-to-Mana 4, Health-to-Mana 4

**Alteration (20):** Magic Yield 4, Frailty 4, Slowness 4, Harm 4, Enfeeble 4, Mana Drain 4

### Virindi Servant

Overall Spellcasting Percentage: 80%

**Missile (30):** Acid Stream 4, Frost Bolt 4, Force Bolt 4, Fire Bolt 4, Whirling Blade 4, Shock Bolt 4, Lightning Bolt 4, Lightning Volley 4, Fire Volley 4, Frost Volley 4, Acid Volley 4

**Power (30):** Acid Stream 5, Frost Bolt 5, Force Bolt 5, Fire Bolt 5, Whirling Blade 5, Shock Bolt 5, Lightning Bolt 5, Lightning Volley 5, Fire Volley 5, Frost Volley 5, Acid Volley 5

**Self-Healing (5):** Heal Self 4

**Self-Improvement (20):** Impregnability 5, Invulnerability 5, Drain Health 5, Mana-to-Health 5, Stamina-to-Health 5, Stamina-to-Mana 5, Health-to-Mana 5

**Alteration (15):** Magic Yield 5, Frailty 5, Slowness 5, Harm 5, Enfeeble 5, Mana Drain 5

## Monster Compendium

### **Virindi Master**

**Overall Spellcasting Percentage:** 90%

**Missile (20):** Acid Stream 5, Frost Bolt 5, Force Bolt 5, Fire Bolt 5, Whirling Blade 5, Shock Bolt 5, Lightning Bolt 5, Lightning Volley 5, Fire Volley 5, Frost Volley 5, Acid Volley 5

**Power (30):** Acid Stream 6, Frost Bolt 6, Force Bolt 6, Fire Bolt 6, Whirling Blade 6, Shock Bolt 6, Lightning Bolt 6, Lightning Volley 6, Shock Volley 6, Fire Volley 6, Frost Volley 6, Blade Volley 6

**Self-Healing (10):** Heal Self 5

**Self-Improvement (25):** Impregnability 6, Invulnerability 6, Drain Health 6, Mana-to-Health 6, Stamina-to-Health 6, Stamina-to-Mana 6, Health-to-Mana 6

**Alteration (15):** Magic Yield 6, Frailty 6, Slowness 6, Harm 6, Enfeeble 6, Mana Drain 6