

	Level	Defense	Health		Sorted by Defense	Level	Defense	Health	pos	i	Ptrainable?		Sorted by Defense	Level	Defense	Health	pos	Ptrainable?
Rat (1)	1	4	25		Rat (1)	1	4	25	0	0			Rat (1)	1	4	25	0	
Rat (2)	3	7	35		Rat (2)	3	7	35	1	1			Rat (2)	3	7	35	1	
Crow	6	13	40		Crow	6	13	40	2	2			Crow	6	13	40	2	
Wolf	9	17	50		Wolf	9	17	50	3	3			Wolf	9	17	50	3	
Scorpion	12	18	50		Scorpion	12	18	50	4	4			Scorpion	12	18	50	4	
Cobra	14	18	50		Cobra	14	18	50	5	5			Cobra	14	18	50	5	
Worm	14	19	55		Worm	14	19	55	5	6			Worm	14	19	55	6	
Goblin	15	21	60		Goblin	15	21	60	6	7			Goblin	15	21	60	7	
Mummy	25	36	80		Mummy	25	36	80	7	8			Mummy	25	36	80	8	
Pharaoh	35	51	100		Pharaoh	35	51	100	8	9			Pharaoh	35	51	100	9	
Assassin (1)	45	71	120		Assassin (1)	45	71	120	9	10			Assassin (1)	45	71	120	10	
Assassin (2)	50	81	140		Assassin (2)	50	81	140	10	11			Assassin (2)	50	81	140	11	
Assassin Ninja	55	91	160		Assassin Ninja	55	91	160	11	12			Assassin Ninja	55	91	160	12	
Zombie	65	106	200		Skeleton Archer	80	101	300	12	13	R		Skeleton Archer	80	101	300	13	R
Skeleton	75	121	300		Zombie	65	106	200	13	14			Zombie	65	106	200	14	
Skeleton Archer	80	101	300		Skeleton	75	121	300	14	15			Skeleton	75	121	300	15	
Skeleton Warrior	90	146	375		Skeleton Warrior	90	146	375	15	16			Skeleton Warrior	90	146	375	16	
Vampire (1)	100	171	450		Vampire (1)	100	171	450	16	17			Vampire (1)	100	171	450	17	
Vampire (2)	110	186	530		Vampire (2)	110	186	530	17	18			Vampire (2)	110	186	530	18	
Drow Assassin	125	221	620		Drow Ranger	120	191	600	18	19	R		Drow Ranger	120	191	600	19	R
Drow Ranger	120	191	600		Drow Mage	130	191	600	20	20	R		Drow Mage	130	191	600	20	R
Drow Mage	130	191	600		Drow Assassin	125	221	620	19	21			Drow Assassin	125	221	620	21	
Drow Fighter	135	246	680		Drow Sorceress	140	221	600	22	22	R		Drow Sorceress	140	221	600	22	R
Drow Sorceress	140	221	600		Drow Fighter	135	246	680	20	23			Drow Fighter	135	246	680	23	
Lizard Warrior	150	301	680		Lizard Archer	160	271	650	21	24	R		Lizard Archer	160	271	650	24	R
Djinn	150	301	640		Lizard Shaman	170	276	600	22	25	R		Lizard Shaman	170	276	600	25	R
Lizard Archer	160	271	650		Lizard Warrior	150	301	680	23	26			Lizard Shaman	170	276	600	26	
Lizard Shaman	170	276	600		Djinn	150	301	640		27			Lizard Warrior	150	301	680	27	
Dead Eyes	170	276	600		Dead Eyes	170		600					Djinn	150	301	640	28	
Lizard Captain	180	361	815		Lizard High-Sham	190	326	740	24	28	R		Lizard High-Sham	190	326	740	29	R
Lizard High-Sham	190	326	740		Gargoyle	190	326	740		29			Gargoyle	190	326	740	30	
Gargoyle	190	326	740		Dragon Hatchling	240	331	10000			X		Dragon Hatchling	240	331	10000	31	X
Minotaur (1)	225	511	4250		Lizard Captain	180	361	815	25	30			Lizard Captain	180	361	815	32	
Minotaur (2)	250	591	5000		Dragon	250	501	20000	26	31	X		Dragon	250	501	20000	33	X
Minotaur (3)	275	681	5750		Minotaur (1)	225	511	4250	27	32			Minotaur (1)	225	511	4250	34	
Dragon Hatchling	240	331	10000		Minotaur (2)	250	591	5000	28	33			Minotaur (2)	250	591	5000	5	
Dragon	250	501	20000		Dragon Warden	280	626	30000	29	34	X		Dragon Warden	280	626	30000	36	X
Dragon Warden	280	626	30000		Ice Elemental	300	676	40000	30	35	X		Ice Elemental	300	676	40000	37	X
Ice Elemental	300	676	40000		Minotaur (3)	275	681	5750	31	36			Minotaur (3)	275	681	5750	38	
Ice Dragon	320	726	50000		Ice Dragon	320	726	50000	32	37	X		Ice Dragon	320	726	50000	39	X
Yeti	350	826	60000		Yeti	350	826	60000	33	38	X		Yeti	350	826	60000	40	X
Golem					Golem								Golem					
Orthrus					Orthrus								Orthrus					
Demon					Demon								Demon					
Auto Attacks					Special Attacks (Melee and Dist)					Special Attacks (Magic)								
Max_Raw_Damage (Stat*Weapon/10)+(Base/4)					Max Raw Damage: 1.5*[(Stat*Weapon/10)+(Base/4)]					Max Raw Damage: 1.5*[(1.05*Stat*Weapon/10)+(9*Base/32)]								
Min_Raw_Damage (Stat*Weapon/20)+(Base/4)					Min Raw Damage: 1.5*[(Stat*Weapon/20)+(Base/4)]					Min Raw Damage: 1.5*[(1.05*Stat*Weapon/20)+(9*Base/32)]								
Max_Damage: Max_Raw_Damage - Mob_Defense					Max Damage: Max_Raw_Damage - Mob_Defense					Max Damage: Max_Raw_Damage - Mob_Defense								
Min_Damage: Min_Raw_Damage - Mob_Defense					Min Damage: Min_Raw_Damage - Mob_Defense					Min Damage: Min_Raw_Damage - Mob_Defense								
Range: Max_Damage - Min_Damage					Range: Max_Damage - Min_Damage					Range: Max_Damage - Min_Damage								
Max_Crit_Damage (Max_Raw_Damage*1.05) - Mob_Defense					Max Crit Damage: (Max_Raw_Damage*1.05) - Mob_Defense					Max Crit Damage: (Max_Raw_Damage*1.05) - Mob_Defense								
Experience Levels																		
Stats: Exp Needed (Level < 55) = Level^((Level/1000)+2.171))					Exp Needed (Level=55) = Level^((Level/1000)+2.373))													
Base: Exp Needed: Level^((Level/1000)+3))																		