# I

**Bit sniper:**

Laser 1 MP in sight 10 dam

**Shadow: Neoshadow**

Shadowmeld 1 MP save of 16, dodge the attack

Shadowcrawl 1 MP may move 8 squares

**Green Requiem:**

Cure 1 MP heals 10 HP

Flying - can only get hit by aerial attacks

Absorb Fire, Blizzard, Thunder absorbs the elements

**Blue Rhapsody:**

Blizzard 1 MP 10 Blizzard dam

Flying - can only get hit by aerial attacks

Absorb Blizzard - absorbs Blizzard element

**Yellow Opera:**

Thunder 1 MP 10 Thunder dam

Flying - can only get hit by aerial attacks

Absorb Thunder - absorbs Thunder element

**Red Nocturne:**

Fire 1 MP 20 Fire dam

Flying - can only get hit by aerial attacks

Absorb Fire - absorbs Fire element

**Silver Rock:**

Warp 1 MP as long as it remains in this form (3 turns) only magic can dam it

Explosion 1 MP adjacent enemies receive 20 dam

Flying - can only get hit by aerial attacks

**Bandit:**

Somersault slash 1 MP deals 10 dam, while moving on a line, to any enemy, range 6

Guard - may guard against an attack with a save of 11

Saber throw 1 MP range 6, 10 dam

Whirlwind slash 2 MP 10 dam to any adjacent enemy

**Power Wild:**

Evade and counter - with a save of 14 you may dodge an attack and attack

Slide 1 MP can damage any enemy for 10 dam within a range of 8

**Soldier:**

Cyclone 1 MP may move all the way to an opponent and deal 20 dam

# II

**Surveillance robot: Soldier**

Laser 1 MP in sight 10 dam

Flying - can only get hit by aerial attacks

**Pirate:**

Target 1 MP select an opponent, your first hit on him will crit

Guard - may guard against an attack with a save of 11

Reach 1 - can attack an enemy 1 square away

**Luna bandit:**

Ring rush 2 MP attack every adjacent enemy 2 times

Dash slash 1 MP may move 12 squares and attack

Multi-slash 2 MP may attack 3 times

**Black Fungus:**

Stone skin X MP is invincible X turns

Poisonous gas 1 MP any adjacent opponent takes 10 dam + 10 dam per turn (3)

**Bookmaster:**

Fira 2 MP 40 Fire dam

Blizzara 2 MP 20 Blizzard dam

Thundara 2 MP 20 Thunder dam

Magnet 1 MP pulls every enemy within 6 squares towards you

Magic immunity - is immune to magic

**Air pirate:**

Brutal punch 1 MP std dam + chance of stun, save of 11

Dash kick 1 MP can damage any enemy for 30 dam within a range of 8

**Stealth soldier:**

Cyclone 1 MP may move all the way to an opponent and deal 20 dam

Stealth 1 MP no enemies adjacent = untargetable 3 turns or until next attack

**Gargoyle:**

Transporting 1 MP may move 8 and attack or 16 without attacking

Spewing attack 1 MP 20 dam range 6

Wing attack 1 MP 30 dam

**Neoshadow: Darkball**

Shadowmeld 1 MP save of 8, dodge the attack

Thrust 1 MP 30 dam and knockback 2 squares

**Large body:**

Charge 1 MP run across 6 spaces and dam 10 to each enemy for each space

**Armored knight:**

Rising sun 1 activasion slide across 2 spaces, hit any opponent 4 more times std dam

Call for buddy 1 MP summons a new armored knight to the field

# III

**Fat bandit:**

Flame breath 3 MP 40 Fire dam 3 spaces ahead

Fireball 1 MP is the same as casting Fire

**Darkball:**

Fade 2 MP may move 10 squares and deal std dam to any adjacent enemy

Berserk 4 MP may attack an opponent for 10 dam until it misses

Chomp 1 MP deals 10 more dam than std dam

**Crimson Jazz:**

Fire mines 1 MP target an enemy, whenever he moves deal 10 dam at cost 1 MP

Fire bombs 3 MP in 3 turns target enemy receives 60 Fire dam

**Emerald blues:**

Aero 1 MP deals 10 dam to any enemy for each attack (3 turns)

Tornado 1 MP 20 dam to any adjacent enemy

**Spring metal:**

Aero 1 MP deals 10 dam to any enemy for each attack (3 turns)

Tornado 2 MP 20 dam to any adjacent enemy

Tornado shot 3 MP 20 dam to an enemy and everyone adjacent to him range 6

**Living bones:**

Charge 1 MP run across 6 spaces and dam 10 to each enemy for each space

**Wizard:**

Firaga 3 MP 60 Fire dam

Blizzaga 3 MP 30 Blizzard dam

Thundaga 3 MP 30 Thunder dam

Gravity 1 MP 10 dam and enemy can’t move next 3 turns

Teleport 1 MP may teleport to another space

**Wyvern:**

Dive

Corkscrew

**Assault Rider:**

Tornado spear

Jump

**Defender:**

Guard

Fireball

Blizzard breath

Bite

# IV

**Blue Wyvern:**

Dive

Corkscrew

**Invisible:**

Curse

Heavy slash

Dark Bolt

**Behemoth:**

Energy rain

Energy storm

Stomp

# V

**Arch behemoth:**

Energy rain

Energy storm

Stomp

**Darkside:**

Orb of Darkness

Dark force

Dark missiles

# Boss

**Guard armor:**

Whirlwind

Stomp

Tornado spin

**Red armor:**

Whirlwind

Stomp

Tornado spin

**Blizzard Lord:**

Ice breath

Divide

**Volcanic Lord:**

Fire breath

Divide

**Shadow Guardian:**

Dark charge

Guard

Dark shield

Immobilize

Dark from bellow

Dark blades

**Grim reaper:**

**Destroyed Behemoth:**