Enemy Stat Scale

1. Stats
   1. Level
      1. The Level range compared to Evil Bad
   2. Health Points (HP)
      1. The amount of health enemy will have.
   3. TouchDamage
      1. The amount of damage player/summon will take if they come in contact with enemy.
   4. Resistance
      1. The % amount damage is lowered by
   5. Defense
      1. The % amount Physical damage is lowered by
   6. Experience
      1. Amount of Experience gain when defeated
   7. Gold
      1. How much base gold enemies will drop
   8. Castle 1[1-30] , Castle 2 [30-50] ,Castle 3 [50-70]
2. Tutorial Level
   1. Ghoul
      1. Level [1 Atheist], [ 30 Agnostic], [50 Believer]
      2. HP = [5 Athiest] + [600 AgnosticMode], [300 BelieverMode]
      3. Stun Punch = [2 Athiest], [100 Agnostic Mode], [170 Believer Mode]
      4. Poison Snot [Water] = [1 Athiest], [+15 AgnosticMode], [+150 BelieverMode] For 5 seconds
      5. Earth Resistance = [10% Athiest], [+30% AgnosticMode], [+35% BelieverMode]
      6. Water Resistance = [10 Athiest], [+30 AgnosticMode], [+35 BelieverMode]
      7. Thunder Resistance = [10 Athiest], [+30 AgnosticMode], [+35 BelieverMode]
      8. Shadow Resistance = [10 Athiest], [+30 AgnosticMode], [+35 BelieverMode]
      9. Fire Resistance = [10 Athiest], [+30 AgnosticMode], [+35 BelieverMode]
      10. Defense = [10 Athiest], [ 120 Agnostic], [ 250 Believer]
      11. Experience = [10 athiest], [1205 AgnosticMode], [+1250 BelieverMode]
      12. Gold = [5 Castle 1],
   2. Fat Abomination
      1. Level 1
      2. HP = [7 Athiest ], [+300 AgnosticMode], [+750 BelieverMode]
      3. HookStrike [Physical]= [3 Athiest], [150 AgnosticMode], [ 330 BelieverMode]
      4. TouchDamage [Physical]= [2 Athiest], [+10 AgnosticMode], [+20 BelieverMode]
      5. Defense = [50 Atheist], [+75 AgnosticMode], [+75 BelieverMode]
      6. Shadow Resistant= [2 Atheist], [35% Agnostic], [85% BelieverMode]
      7. Water Resistance = [2 Atheist], [20% Agnostic], [60% BelieverMode]
      8. Experience = [30 Athiest], [750 AgnosticMode], [2200 BelieverMode]
      9. Gold = [15 Castle 1],
   3. Babe Warrior
      1. Level 2
      2. HP = [8 Athiest], [+275 Agnostic], [+425 Believer]
      3. SwordSwipe (Physical) = [4 Athiest] [+120 AgnosticMode], [+ 290 BelieverMode]
      4. ShadowSpin (Dark)= [10 Athiest] ,[+ 200 AgnosticMode], [+320 BelieverMode]
      5. ShadowShield
         1. Nullifies all shadow damage
      6. FlurryStrike= [3 Atheist], [+75 AgnosticMode], [ 133 BelieverMode]
      7. Kick= [1 Atheist], [50 AgnosticMode], [100 BelieverMode]
         1. KnockBack
      8. TouchDamage (Physical) = (2) \* clvl
      9. Defense = 45 \* clvl
      10. Shadow Resistance= 10\*clvl
      11. Water Resistance= 2\*clvl
      12. Earth Resistance = 2\*clvl
      13. Experience = 5\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
      14. Gold = [25 Castle 1],
   4. Lil D
      1. HP = [100 Atheist], [ 97 Agnostic], [203 Believer]
      2. Mini Scythe = [ 1-2 Atheist], [ 97 Agnostic], [203 Believer]
      3. Scythe Slash = [ 3-5 Atheist], [ 97 Agnostic], [203 Believer]
      4. Throw Scythe = [ 10-15Atheist], [ 97 Agnostic], [203 Believer]
      5. Touch Damage = [2 Atheist], [ 97 Agnostic], [203 Believer]
      6. Shadow Resistance = [7Atheist], [ 97 Agnostic], [203 Believer]
      7. Experience= [300 Atheist], [ 97 Agnostic], [203 Believer]
      8. Gold = [150 Castle 1],
3. Olympus [4-10 Athiest]
   1. Undead Spartan
      1. Level 4
      2. HP = [15 Athiest] [+300 AgnosticMode], [+750 BelieverMode]
      3. Spear [Shadow]= [5 Athiest], [+150 AgnosticMode], [+300 BelieverMode]
      4. SpearThrow [Shadow]= [ 3Athiest], [+100 AgnosticMode], [+270 BelieverMode]
      5. Shield Bash [Physical]= [ 1 Athiest], [65 Agnostic], [214 Believer]
      6. Defense = [25 Athiest], [+45 AgnosticMode], [75 BelieverMode]
      7. Shadow Resistant= [ 10% Athiest], [+50% AgnosticMode], [75% BelieverMode]
      8. Water Resistance = [5% Athiest], [35% AgnosticMode], [60% BelieverMode]
      9. Experience = [30 Atheist] [ 275 AgnosticMode], [510 BelieverMode]
      10. Gold = [40 Castle 1],
   2. Spartans
      1. Level 4
      2. HP = [15 Athiest] [+400 AgnosticMode], [+1250 BelieverMode]
      3. Shield Ram(Physical)= [3 Atheist], [130 Agnostic], [ 270 Believer]
         1. Chance to stun for 5 seconds
      4. Furry Slash(Physical) = [2 Atheist], [ 60 Agnostic], [137 Believer]
      5. Spear(Physical) = [ 7 Atheist], [ 114 Agnostic], [ 314 Believer]
      6. <Wind> resistance = [10% Atheist], [ 45% Agnostic], [ 83% Believer]
      7. Defense = [25% Atheist], [ 50%Agnostic], [ 75% Believer]
      8. Experience = [ 35 Atheist], [ 300 Agnostic], [ 750 Believer]
      9. Gold = [45 Castle 1],
   3. Medusa
      1. Level [6 Atheist], [ 500 Agnostic], [1500 Believer]
      2. HP = [20 Atheist], [ 500 Agnostic], [1500 Believer]
      3. StoneTouch(Earth) = [10 Atheist], [ 110 Agnostic], [230 Believer]
      4. Venom(Elemental) = [15 per second for 10 sec Atheist], [55 per second for 10 sec Agnostic], [145 per second for 10 sec Believer]
      5. Wind resistance = [15% Atheist], [ 35% Agnostic], [65% Believer]
      6. Water resistance = [20% Atheist], [ 45% Agnostic], [90% Believer]
      7. Defense = [5% Atheist], [ 10% Agnostic], [20% Believer]
      8. Experience = [60 Atheist], [ 610 Agnostic], [1230 Believer]
      9. Gold = [83 Castle 1],
   4. Khalkotauroi
      1. Level 10
      2. HP = [50 Atheist], [ 510 Agnostic], [1730 Believer]
      3. FireBreath(Fire)
         1. Damage = [30 Athiest], [147 Agnostic], [345 Believer]
         2. Will Melt for 30 seconds
            1. Lower defense
         3. Will Burn
            1. [30 over 10sec Athiest], [200 over 10 sec Agnostic], [800 over 10 sec Believer]
      4. PoisonGas(Water) = [10 over 5 sec Athiest], [90 over 10 sec Agnostic], [250 over 20 sec]
      5. Electrical Sphere(Wind) = [5 Athiest], [50 Agnostic], [150 Believer]
         1. Chance to stun for 2 seconds
      6. Touch damage= [10 Athiest], [70 Agnostic], [130 Believer]
      7. Resistance all = [30% Athiest], [50% Agnostic], 75% Believer]
      8. Defense = [25% Atheist], [45% Agnostic], [60% Believer]
      9. Experience = [150 Atheist], [1100 Agnostic], [2500 Believer]
      10. Gold = [105 Castle 1],
   5. Harpies
      1. Level 6
      2. HP = [26 Atheist], [ 220 Agnostic], [860 Believer]
      3. Exploding Eggs(Earth) = [20 Atheist], [ 184 Agnostic], [ 306Believer]
         1. Knock back
      4. Song(Wind) = [1 Atheist], [ 50 Agnostic], [123 Believer]
         1. Chance for Mind Control
      5. Sharp Feather(Physical)= [7Atheist], [ 97 Agnostic], [203 Believer]
      6. Touch damage= [3 Atheist], [ 43 Agnostic], [103 Believer]
      7. Wind Resistance = [30% Atheist], [ 60% Agnostic], [90% Believer]
      8. Defense = [5% Atheist], [ 10% Agnostic], [25% Believer]
      9. Experience = [65 Atheist], [ 450 Agnostic], [1585 Believer]
      10. Gold = [71 Castle 1],
   6. Baby Kraken
      1. Level 8
      2. HP = [37 Atheist], [ 340 Agnostic], [720 Believer]
      3. FireBall(Fire) = [7 Atheist], [ 178 Agnostic], [300 Believer]
         1. Melt Debuff
         2. Burn for [1 for 10 seconds Atheist], [ 50 over 10 seconds Agnostic], [200 for 10 seconds Believer]
      4. Touch damage = [7 Atheist], [ 64 Agnostic], [190 Believer]
      5. Water Resistance = [25% Atheist], [ 45% Agnostic], [80% Believer]
      6. Fire Resistance = [10% Atheist], [ 25% Agnostic], [50% Believer]
      7. Defense = [15% Atheist], [ 35% Agnostic], [65% Believer]
      8. Experience = [50 Atheist], [ 370 Agnostic], [1000 Believer]
      9. Gold = [155 Castle 1],
   7. Ares (Level 20 ) Castle 2
      1. HP: [370 Castle 2], [1000 Believer]
      2. Chaos Blades =
      3. Charge =
      4. Touch Damage =
      5. Resistances =
      6. Defense =
      7. Experience =
      8. Gold = [4065 Castle 1],
   8. Dionysus (Level 10) Castle 1
      1. HP = [480 Castle 1]
      2. Small Burp = [26 Castle 1]
      3. Large Belch = [41 Castle 1]
         1. Debuff: Poison = [1 Castle 1] for 10 sec
      4. Bottle = [10 Castle 1]
         1. Debuff: Confused =
      5. Charge = [32 Castle 1]
      6. Touch Damage = [20 Castle 1]
      7. Water Resistance = [10 Castle 1]
      8. Defense = [0 Castle 1]
      9. Experience = [450 Castle 1]
      10. Gold = [1125 Castle 1],
   9. Apollo (Level 15) Castle 1
      1. HP = [3000 Castle 1]
      2. Dumb bell = [60 Castle 1]
      3. Dash = [40 Castle 1]
      4. Light Beam = [20 Castle 1]
         1. Debuff: Blind
      5. Punch = [30 Castle 1]
      6. Light Resistance= [Immune Castle 1]
      7. Earth Resistance = [10 Castle 1]
      8. Defense= [25 Castle 1]
      9. Experience = [870 Castle 1]
      10. Gold = [2225 Castle 1],
   10. Chronos (Level ) Castle 3
       1. Before the fight
          1. Chronos: “Time waits for no one. It will be no different for you Trickster.”
       2. Fight
          1. Chronos is a three headed serpent: Man, Lion, Bull
             1. Each head has 1 type of elemental projectile attack.
             2. The Man can send out a small hour glass that if touched will stop the player for 5 seconds.
             3. The Lion and the Bull can send out a large clock-like sphere that will slow anyone caught in its radius.
             4. The Lion and the Bull can also lash out at player.
          2. Chronos will stop time and attack Evil Bad every 60 seconds. Evil Bad must try to predict where his attacks will come from once time is released.
          3. Phase 1: The fight begins very slow. So that players can get used to pattern, but as health decreases the time of the attacks increase.
             1. But 60 second time stop won’t change in rate.
       3. You learn the spell “Slow Bubble” [Wind]
          1. Everything in the bubble slows down.
       4. You learn the spell “Blur”
          1. You speed up by 10% for 1 min.
   11. Mother Bat (level 8) Castle 1
       1. HP = [250 Castle 1]
       2. Fire Ball = [12 Castle 1]
          1. Debuff: Melt
       3. Dash = [25 Castle 1]
       4. Razors = [5 Castle 1]
       5. Fire Resistance = [25 Castle 1]
       6. Wind Resistance = [15 Castle 1]
       7. Defense = [10 Castle 1]
       8. Experience = [300 Castle 1]
       9. Gold = [1005 Castle 1],
4. Norse [15-20]
   * 1. Valkyries
        1. Level 18
        2. HP = [137 Castle 1]
        3. Lighting Spear Damage (Wind)= [78 Castle 1]
           1. Chance to Stun
           2. GP Burn equal to damage.
        4. Mug(Earth)= [25 Castle 1]
           1. Debuff: Confused
        5. TouchDamage (Physical) = [25 Castle 1]
        6. Light resistance = [30 Castle 1]
        7. Wind resistance = [20 Castle 1]
        8. Water resistance = [15 Castle 1]
        9. Defense = [15 Castle 1]
        10. Experience = [230 Castle 1]
     2. Snow Wolves-
        + 1. Level 15
          2. HP = [90 Castle 1]
          3. Charge Damage (Physical) = [37 Castle 1]
          4. Leap attack (Physical) = [25 Castle 1]
          5. Frost Bark = [57 Castle 1]
          6. Touch Damage (Physical) = [15 Castle 1]
          7. Water resistance = [50 Castle 1]
          8. Wind resistance = [50 Castle 1]
          9. Defense = [10 Castle 1]
          10. Experience = [178 Castle 1]
     3. Draugr-
        1. Level 20
        2. HP = [237 Castle 1]
        3. Touch Damage (Water)= [40 Castle 1]
           1. Debuff: Poison

[17 Castle 1] for 20 seconds.

* + - 1. Toxic Cloud (Water)= [4 Castle 1] for 20 seconds.
      2. Shadow resistance = [35 Castle 1]
      3. Water resistance = [15 Castle 1]
      4. Weak against Light Damage = +25%
      5. Weak against Fire Damage = +50%
      6. Defense = [50 Castle 1]
      7. Experience = [310 Castle 1]
    1. Gullinbursti
       1. Level 19
       2. HP = [135 Castle 1]
       3. Charge Damage (Fire) = [58 Castle 1]
          1. Debuff: Crushed Arm
          2. Debuff: Burn
       4. Fire Ball Damage = [78 Castle 1]
          1. Debuff: Burn
          2. Knock Back
       5. <Fire> resistance = [Immune Castle 1]
       6. <Wind> resistance = [10 Castle 1]
       7. Defense = [25 Castle 1]
       8. Experience = [277 Castle 1]
    2. Lindworm
       1. Level 15
       2. HP = [50 Castle 1]
       3. Touch Damage = [17 Castle 1]
          1. Debuff: Poison = [3 Castle 1] for 20 seconds.
       4. <Water> resistance = [25 Castle 1]
       5. <Wind> resistance = [25 Castle 1]
       6. Defense = [0 Castle 1]
       7. Experience = [180 Castle 1]
    3. Vaettir
       1. Level 16
       2. HP = [66 Castle 1]
       3. Down Slam = [Castle 1]
       4. DaggerThrow = [25 Castle 1]
          1. Poison damage = [6 Castle 1]
       5. <Earth> resistance = [11 Castle 1]
       6. Defense = [5 Castle 1]
       7. Experience = [ 195 Castle 1]
    4. Troll
       1. Level 17
       2. HP = [88 Castle 1]
       3. TouchDamage = [25 Castle 1]
       4. Claw (Physical)= [55 Castle 1]
       5. Boulder(Earth) = [78 Castle 1]
       6. Regenerate = [1% Castle 1] life every 5 sec
       7. Water resistance = [30 Castle 1]
       8. Defense = [10 Castle 1]
       9. Experience= [227 Castle 1]
  1. Loki (Level 20) Castle 1
     1. HP = [4500 Castle 1]
     2. Torches (Fire) = [40 Castle 1]
        1. Debuff: Melt
     3. Pins (Earth) = [35 Castle 1]
        1. Debuff: Stun
     4. Bouncing ball (Physical) = [30 Castle 1]
     5. Knife (Physical) = [50 Castle 1]
     6. Touch Damage (Physical) = [15 Castle 1]
     7. Earth Resistance = [10 Castle 1]
     8. Defense = [0 Castle 1]
     9. Experience = [2207 Castle 1]
  2. Thor (Level 28) Castle 3
     1. HP = [9530 Atheist], [ 50 Agnostic], [80 Believer]
     2. Hammer Stike (Physical) = [185 Atheist], [ 340 Agnostic], [720 Believer]
        1. Debuff: Stun
     3. Lighting stream (Wind) = [35 Atheist], [ 340 Agnostic], [720 Believer]
        1. Debuff: Stun
     4. Thunder Bolt (Wind) = [100 Atheist], [ 340 Agnostic], [720 Believer]
        1. Debuff: Stun
     5. Lighting Rods (Wind) = [15 Atheist], [ 340 Agnostic], [720 Believer]
        1. Debuff: Stun
     6. Touch Damage (Physical) = [38 Atheist], [ 50 Agnostic], [80 Believer]
     7. Wind Resistance = [Immune Atheist], [ Immune Agnostic], [Immune Believer]
     8. Defenses = [30 Atheist], [ 50 Agnostic], [80 Believer]
     9. Experience = [5000 Atheist], [ 50 Agnostic], [80 Believer]
  3. Baldur (Level 25) Castle 2
     1. HP = [6300 Atheist], [ 340 Agnostic], [720 Believer]
     2. Dart = [115 Atheist], [ 340 Agnostic], [720 Believer]
        1. Knockback
     3. Touch damage = [30 Atheist], [ 340 Agnostic], [720 Believer]
     4. Earth Resistance = [Immune Atheist], [ Immune Agnostic], [Immune Believer]
     5. Defense = [10% Atheist], [ 30% Agnostic], [60% Believer]
     6. Experience = [3800 Atheist], [ 340 Agnostic], [720 Believer]
  4. Bor (Level 15) Castle 1
     1. HP: [3000 Castle 1]
     2. Hand Slam (Physical)= [35 Castle 1]
     3. Snowballs (Water)= [20 Castle 1]
        1. Debuff: Frozen
     4. Ice Orbs (Water)= [10 Castle 1]
        1. Debuff: Frozen
     5. Water Resistance= [Immune Castle 1]
     6. Earth Resistance= [25 Castle 1]
     7. Defense= [0 Castle 1]
     8. Experience= [900 Castle 1]
  5. Ku Tiki (Level 22) Castle 2
     1. HP = [5000 Atheist], [ 340 Agnostic], [720 Believer]
     2. Flames = [80 Atheist], [ 340 Agnostic], [720 Believer]
        1. Debuff: Melt = [8 Atheist], [ 340 Agnostic], [720 Believer] for 20 seconds.
     3. Touch Damage = [27 Atheist], [ 340 Agnostic], [720 Believer]
        1. Debuff: Melt = [10 Atheist], [ 340 Agnostic], [720 Believer] for 10 seconds
     4. Fire Resistance = [Immune Atheist], [ Immune Agnostic], [Immune Believer]
     5. Defense = [25% Atheist], [ 50% Agnostic], [ 70% Believer]
     6. Experience = [3000 Atheist], [ 340 Agnostic], [720 Believer]

1. Pool [11-17 Athiest]
   1. Aphrodite’s Vaj Crab
      1. Level 11
      2. HP= [61 Castle 1]
      3. Water Orbs(Water)= [28 Castle 1]
      4. Water resistance= [40 Castle 1]
      5. Defense = [20 Castle 1]
      6. Experience = [178 Castle 1]
   2. Eel
      1. Level 13
      2. HP= [50 Castle 1]
      3. TouchDamage(Wind) = [78 Castle 1]
         1. Debuff = Stun
      4. Wind Resistance = [Immune Castle 1]
      5. Defense = [0 Castle 1]
      6. Experience = [200 Castle 1]
   3. Aggressive Star Fish-
      1. Level 12
      2. HP = [78 Castle 1]
      3. TouchDamage (Physical) =[23 Castle 1]
      4. Water resistance = [50 Castle 1]
      5. Defense = [0 Castle 1]
      6. Experience = [190 Castle 1]
   4. Cerebral Octopus
      1. Level 16
      2. HP= [72 Castle 1]
      3. Mind Push (Light) = [20 Castle 1]
         1. KnockBack
      4. Mind Control =
         1. Debuff: Mind Control
         2. Life Steal
            1. [3 Castle 1] per second
      5. Ink (Earth)=
         1. Debuff: Blind
      6. Water resistance= [15 Castle 1]
      7. Defense = [0 Castle 1]
      8. Experience= [222 Castle 1]
   5. Nightmarchers- Ghost of ancient Hawaiian warriors.
      1. Level 15
      2. HP= [60 Castle 1]
      3. Spear (Shadow)= [19 Castle 1]
      4. Black Flame (Shadow) = [53 Castle 1]
         1. Debuff: Lower Resistances
      5. Touch Damage (Shadow)= [13 Castle 1]
      6. Shadow Resistance = [25 Castle 1]
      7. Fire Resistance = [5 Castle 1]
      8. Defense = [0 Castle 1]
      9. Experience = [202 Castle 1]
   6. Shark man
      1. Level 17
      2. HP: [80 Castle 1]
      3. Jump Slam (Physical) = [80 Castle 1]
      4. Ax Slam (Physical) = [69 Castle 1]
         1. Debuff: HeadAche
         2. Chance to triple damage
      5. Water Resistance = [50 Castle 1]
      6. Defense= [10 Castle 1]
      7. Experience = [230 Castle 1]
   7. Munky Trickster
      1. Level 17
      2. HP: [72 Castle 1]
      3. Banana (Light) = [38 Castle 1]
         1. Debuff: Stun
      4. Thunder Bolt (Wind) = [63 Castle 1]
         1. Debuff: Stun
      5. Touch Damage (Physical) = [25 Castle 1]
      6. Light Resistance = [20 Castle 1]
      7. Wind Resistance= [10 Castle 1]
      8. Defense = [0 Castle 1]
      9. Experience = [300 Castle 1]
   8. Icthyocentaur
      1. Level 17
      2. HP = [63 Castle 1]
      3. Water Bubble Trap
      4. Water Blast(Water) = [53 Castle 1]
      5. World Pool (Water)= [80 Castle 1]
      6. Electricity (Wind) = [43 Castle 1]
         1. Debuff: Stun
      7. Wind Resistance = [10 Castle 1]
      8. Water Resistance = [10 Castle 1]
      9. Defense = [0 Castle 1]
      10. Experience = [283 Castle 1]
   9. Poseidon(Level 23) Castle 2
      1. HP: [5600 Castle 2]
      2. Dash: [66 Castle 2]
      3. Tunami = [87 Castle 2]
      4. Hurricane = [106 Castle 2]
      5. Bubbles = [30 Castle 2]
      6. Touch Damage = [27 Castle 2]
      7. Water Resistance = [Immune Castle 2]
      8. Wind Resistance = [10 Castle 2]
      9. Defense = [0 Castle 2]
      10. Experience = [3500 Castle 2]
   10. Kamehame (Level 25) Castle 3
       1. Fight
          1. Normal Mode
             1. HP: [6300 Atheist], [ 340 Agnostic], [720 Believer]
             2. Flurry Punch = [73 Atheist], [ 340 Agnostic], [720 Believer]
             3. Slam= [82 Atheist], [ 340 Agnostic], [720 Believer]
             4. Beam = [105 Atheist], [ 340 Agnostic], [720 Believer]

Debuff: Blind

* + - * 1. Touch Damage = [27 Atheist], [ 340 Agnostic], [720 Believer]
        2. Light Resistance = [Immune Atheist], [ Immune Agnostic], [Immune Believer]
        3. Defense = [10 Atheist], [ 20 Agnostic], [40 Believer]
      1. Super Mode
         1. Flurry Punch = [80 Atheist], [ 340 Agnostic], [720 Believer]
         2. Slam = [110 Atheist], [ 340 Agnostic], [720 Believer]
         3. Beam = [135 Atheist], [ 340 Agnostic], [720 Believer]
         4. Touch Damage = [35 Atheist], [ 340 Agnostic], [720 Believer]
         5. Light Resistance = [Immunity Atheist], [ 340 Agnostic], [720 Believer]
         6. Defense = [15 Atheist], [ 30 Agnostic], [50 Believer]
      2. Super Duper Mode
         1. HP = [3000 Atheist], [ 340 Agnostic], [720 Believer]
         2. Flurry Punch = [100 Atheist], [ 340 Agnostic], [720 Believer]
         3. Slam = [145 Atheist], [ 340 Agnostic], [720 Believer]
         4. Beam = [163 Atheist], [ 340 Agnostic], [720 Believer]
         5. Touch Damage = [50 Atheist], [ 340 Agnostic], [720 Believer]
         6. Light Resistance = [ Immunity], [ Immunity], [Immunity]
         7. Defense = [25 Atheist], [ 40 Agnostic], [75 Believer]
         8. Experience = 7000
  1. Ryujin (Hawii)- Level 22 Castle 3
     1. HP = [5100 Atheist], [ 30 Agnostic], [50 Believer]
     2. Lazers = [65 Atheist], [ 30 Agnostic], [50 Believer]
     3. Touch Damage (Head only) = [27 Atheist], [ 30 Agnostic], [50 Believer]
     4. Resistances All= [0 Atheist], [ 30 Agnostic], [50 Believer]
     5. Defenses = [20 Atheist], [ 30 Agnostic], [50 Believer]
     6. Experience = [3000 Atheist], [ 30 Agnostic], [50 Believer]

1. Volcano [7-15 Athiest]
   * 1. Lava Man
        1. Level 9
        2. HP= [40 Castle 1]
        3. Touch Damage (Fire) = [23 Castle 1]
           1. Debuff: Burn
        4. Fire Resistance = [Immune Castle 1]
        5. Defense = [0 Castle 1]
        6. Experience = [71 Castle 1]
     2. Titan
        1. Level 13
        2. HP = [85 Castle 1]
        3. Boulder = [90 Castle 1]
        4. Touch Damage = [17 Castle 1]
        5. Earth Resistance = [10% Castle 1]
        6. Defense = [23 Castle 1]
        7. Experience = [212 Castle 1]
     3. Fire Bat
        1. Level 7
        2. HP = [33 Castle 1]
        3. Fireball = [10 Castle 1]
           1. Debuff: Burn = [23 Castle 1] per 10 sec
        4. Fire Resistant = [30 Castle 1]
        5. Defense = [0 Castle 1]
        6. Experience = [53 Castle 1]
     4. Baby Phoenix
        1. Level 15
        2. HP: [83 Castle 1]
        3. Feather = [30 Castle 1]
           1. Debuff: Melt = [2 Castle 1] for 10 sec.
        4. Fire Aura = [3 Castle 1]
        5. Fire Resistance = [immune Castle 1]
        6. Defense = [0 Castle 1]
        7. Experience = [193 Castle 1]
   1. [Ehecatl](http://en.wikipedia.org/wiki/Chalchiuhtlatonal)(Level 18) Castle 1
      1. HP = [3750 Atheist], [ 340 Agnostic], [720 Believer]
      2. Tornado = [1-70 Atheist], [ 340 Agnostic], [720 Believer]
      3. Acid Rain [25 Atheist], [ 340 Agnostic], [720 Believer]
         1. Debuff: Melt
      4. Cloud
         1. HP = [100 Atheist], [ 340 Agnostic], [720 Believer]
         2. Lighting Strike = [1-30 Atheist], [ 340 Agnostic], [720 Believer]
            1. Debuff: Stun
         3. Touch Damage = [5 Atheist], [ 340 Agnostic], [720 Believer]
            1. Debuff: Stun
         4. Wind Resistance = [Immune Atheist], [ Immune Agnostic], [Immune Believer]
         5. Water Resistance = [Immune Atheist], [ Immune Agnostic], [Immune Believer]
         6. Defense = [0 Atheist], [ 0 Agnostic], [0 Believer]
      5. Touch Damage = [8 Atheist], [ 340 Agnostic], [720 Believer]
      6. Wind Resistance = [Immune Atheist], [ Immune Agnostic], [Immune Believer]
      7. Water Resistance = [25 Atheist], [ 50 Agnostic], [Immune Believer]
      8. Defense = [0 Atheist], [ 25 Agnostic], [35 Believer]
      9. Experience = [1100 Atheist], [ 340 Agnostic], [720 Believer]
   2. Pele(Level 22) Castle 2
      1. HP = [3000 Atheist], [ 25 Agnostic], [35 Believer]
      2. Lava Rocks = [55 Atheist], [ 25 Agnostic], [35 Believer]
      3. Lava Stream = [45 Atheist], [ 25 Agnostic], [35 Believer]
         1. Debuff: Melt
         2. Debuff: Burn = [3 Atheist], [ 25 Agnostic], [35 Believer] for 10 seconds
      4. Meteors =[100 Atheist], [ 25 Agnostic], [35 Believer]
      5. Touch Damage =
      6. Fire Resistance = [Immune Atheist], [ Immune Agnostic], [Immune Believer]
      7. Earth Resistance = [15 Atheist], [ 35 Agnostic], [65 Believer]
      8. Wind Resistance = [10 Atheist], [ 20 Agnostic], [50 Believer]
      9. Defense = [0 Atheist], [ 25 Agnostic], [50 Believer]
      10. Experience = [3000 Atheist], [ 25 Agnostic], [35 Believer]
2. Aztec [17-23 Athiest]
   * 1. Cihuateteo- Spirit of women who die giving child birth.
        1. Level 20
        2. HP = [160 Castle 1]
        3. Fetus [Shadow]= [92 Castle 1]
           1. Debuff: Blasphemy
        4. TouchDamage [Shadow]= [30 Castle 1]
        5. Defense = [0 Castle 1]
        6. Shadow Resistant= [25 Athiest] [ 45 AgnosticMode], [ 65 BelieverMode]
        7. Experience = [300 Castle 1]
     2. Nagual- Shape shifting sorceress or witch.
        1. Level 23
        2. HP = [190 Castle 1]
        3. Wand [Random element type]= [110 Castle 1]
        4. Healing = [30 Castle 1]
        5. TouchDamage [Physical]= [Castle 1]
        6. Shadow Resistant= [15 Castle 1]
        7. Defense = [0 Castle 1]
        8. Experience = [420 Castle 1]
     3. Tlatecuhtli- Druken toad.
        1. Level 17
        2. HP= [103 Castle 1]
        3. Acid Bubbes (Water) = [55 Castle 1]
           1. Debuff: Melt
        4. Tongue Lash (Physical) = [68 Castle 1]
        5. Touch Damage (Physical) = [27 Castle 1]
        6. Water Resistance = [15 Castle 1]
        7. Defense = [0 Castle 1]
        8. Experience = [275 Castle 1]
     4. Ahuizotl
        1. Level 18
        2. HP = [138 Castle 1]
        3. Poison Darts [Physical] = [25 Castle 1]
           1. Debuff: Poison = [5 Castle 1] for 10 seconds
        4. TouchDamage [Physical]= [ 30 Castle 1]
           1. Debuff: Poison = [5 Castle 1] for 10 seconds
        5. Defense = [ 0 Castle 1]
        6. Water Resistance = [Immune Castle 1]
        7. Earth Resistance = [25 Castle 1]
        8. Experience = [301 Castle 1]
     5. Aztek Warrior
        1. Level 22
        2. HP = [200 Castle 1]
        3. Sword [Earth] = [90 Castle 1]
           1. Debuff: Poison = [15 Castle 1] for 5 sec
        4. Shadow Resistant= [15 Castle 1]
        5. Defense = [20 Castle 1]
        6. Experience = [375 Castle 1]
     6. Aztec Alchemist
        1. Level 21
        2. HP = [180 Castle 1]
        3. Poison Dart (Physical)= [ 15 Castle 1]
           1. Poison Debuff = [ 3 Castle 1] for 30 seconds
        4. Shadow Resistance = [35 Castle 1]
        5. Defense = [0 Castle 1]
        6. Experience = [333 Castle 1]
     7. [Acolnahuacatl](http://en.wikipedia.org/wiki/Acolnahuacatl_(deity)) (Level 20) Castle 1
        + 1. HP: [1960 Atheist], [ 340 Agnostic], [720 Believer]
          2. Pounce [Shadow] = [64 Atheist], [ 340 Agnostic], [720 Believer]
          3. Roars (Earth) = [43 Atheist], [ 340 Agnostic], [720 Believer]
          4. Touch Damage (Shadow) = [27 Atheist], [ 340 Agnostic], [720 Believer]
          5. Resistance = Immune to all spells except light.
          6. Defense = Immune to all physical damage unless its light attacks.
          7. Experience = [2300 Atheist], [ 340 Agnostic], [720 Believer]
     8. [Hemera](http://en.wikipedia.org/wiki/Hemera) (Level 25) Castle 2
        1. HP = [6300 Atheist], [ 340 Agnostic], [720 Believer]
        2. Flame tears = [64 Atheist], [ 340 Agnostic], [720 Believer]
        3. Sun Flare = [30 Atheist], [ 340 Agnostic], [720 Believer]
        4. Eye Beams = [ 90 Atheist], [ 340 Agnostic], [720 Believer]
        5. Heat Stroke = [70 Atheist], [ 340 Agnostic], [720 Believer]
        6. Glow =
        7. Touch Damage = [28 Atheist], [ 340 Agnostic], [720 Believer]
        8. Fire Resistance = [Immunity Atheist], [ Immunity Agnostic], [Immunity Believer]
        9. Earth Resistance = [10 Atheist], [ 30 Agnostic], [60 Believer]
        10. Defense = [0 Atheist], [ 0 Agnostic], [0 Believer]
        11. Experience = [6800 Atheist], [ 340 Agnostic], [720 Believer]
     9. Coatlicue- (Level 27) Castle 3
        1. HP = [9200 Atheist], [ 340 Agnostic], [720 Believer]
        2. Ice Snake
           1. HP = [1000 Atheist], [ 340 Agnostic], [720 Believer]
           2. Ice Projectile = [140 Atheist], [ 340 Agnostic], [720 Believer]

Debuff: Frozen

* + - * 1. Touch Damage = [33 Atheist], [ 340 Agnostic], [720 Believer]
        2. Water Resistance = [Immune Atheist], [ Immune Agnostic], [Immune Believer]
        3. Defense = [0 Atheist], [ 0 Agnostic], [0 Believer]
      1. Fire Snake
         1. HP = [1000 Atheist], [ 340 Agnostic], [720 Believer]
         2. Fire Projectile = [12 Atheist], [ 340 Agnostic], [720 Believer] of 10 seconds.

Debuff: Melt

* + - * 1. Touch Damage = [33 Atheist], [ 340 Agnostic], [720 Believer]
        2. Fire Resistance = [Immune Atheist], [ Immune Agnostic], [Immune Believer]
        3. Defenses = [2300 Atheist], [ 340 Agnostic], [720 Believer]
      1. Hand Crush = [73 Atheist], [ 340 Agnostic], [720 Believer]
      2. Snake Cover
         1. HP = [300 Atheist], [ 340 Agnostic], [720 Believer]
      3. Water Resistance = [Immune Atheist], [ Immune Agnostic], [Immube Believer]
      4. Defenses = [0 Atheist], [ 0 Agnostic], [0 Believer]
      5. Experience = [4500 Atheist], [ 340 Agnostic], [720 Believer]
    1. Huitzilopochtli (Level 23) Castle 1
       1. HP = [6100 Atheist], [ 340 Agnostic], [720 Believer]
       2. Fire Orbs = [20 Atheist], [ 340 Agnostic], [720 Believer] for 3 seconds
          1. Debuff: Melt
       3. Poison Bolts = [10 Atheist], [ 340 Agnostic], [720 Believer] for 5 sec
       4. Touch Damage = [17 Atheist], [ 340 Agnostic], [720 Believer]
       5. Water Resistance = [25 Atheist], [ 50 Agnostic], [Immune Believer]
       6. Defense = [0 Atheist], [ 0 Agnostic], [0 Believer]
       7. Experience= [5700 Atheist], [ 340 Agnostic], [720 Believer]
    2. Mixcoatl- (Level 29) Castle 3
       1. HP = [11000 Atheist], [ 340 Agnostic], [720 Believer]
       2. Rebound Arrow = [88 Atheist], [ 340 Agnostic], [720 Believer]
       3. Homing Arrow = [65 Atheist], [ 340 Agnostic], [720 Believer]
          1. Debuff: Stun
       4. Frost Arrow = [70 Atheist], [ 340 Agnostic], [720 Believer]
          1. Debuff: Frozen
       5. Flam Arrow = [100 Atheist], [ 340 Agnostic], [720 Believer]
          1. Debuff: Melted
       6. Blade Shield = 60
       7. Life from Arrows = [200 Atheist], [ 340 Agnostic], [720 Believer]
       8. Earth Resistance = [15 Atheist], [ 35 Agnostic], [65 Believer]
       9. Water Resistance = [10 Atheist], [ 25 Agnostic], [45 Believer]
       10. Defense = [0 Atheist], [ 25 Agnostic], [50 Believer]
       11. Experience = [6000 Atheist], [ 340 Agnostic], [720 Believer]

1. Underworld [17-23 Athiest]
   * 1. Vampire
        1. Level 23
        2. HP = [250][+300 AgnosticMode], [+750 BelieverMode]
        3. Blood sphere[Shadow] =[70 Atheist], [0 Agnostic], [0 Believer]
           1. Drain Life
        4. Drain Aura = [3 Atheist], [0 Agnostic], [0 Believer]
           1. Drain Life
        5. TouchDamage [Physical] = [34 Atheist], [0 Agnostic], [0 Believer]
        6. Defense = [0 Atheist], [0 Agnostic], [0 Believer]
        7. Shadow Resistant= [Immune Atheist], [Immune Agnostic], [Immune Believer]
        8. Water Resistance = [10 Atheist], [20 Agnostic], [40 Believer]
        9. Earth Resistance = [10 Atheist], [25 Agnostic], [35 Believer]
        10. Experience = [460 Atheist], [0 Agnostic], [0 Believer]
     2. Zombie
        1. Level 17
        2. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
        3. Slap [Shadow]= [45 Atheist], [+15 AgnosticMode], [+30 BelieverMode]
           1. Poison= [3 Atheist], [+15 AgnosticMode], [+30 BelieverMode] for 7 seconds
        4. TouchDamage [Shadow]= [23 Atheist], [+15 AgnosticMode], [+30 BelieverMode]
        5. Shadow Resistant= [50 Atheist], [65 AgnosticMode], [70 BelieverMode]
        6. Defense = [0 Atheist], [0 AgnosticMode], [0 BelieverMode]
        7. Experience = [235], [\*5 AgnosticMode], [\*10 BelieverMode]
     3. Reaver-
        1. Level 20
        2. HP =[155 Atheist], [+15 AgnosticMode], [+30 BelieverMode]
        3. Scyth =[75 Atheist], [+15 AgnosticMode], [+30 BelieverMode]
           1. Debuff: Blasphemy
        4. Touch Damage [Shadow]= [30 Atheist], [+15 AgnosticMode], [+30 BelieverMode]
        5. Shadow Resistance = [25 Atheist], [+50 AgnosticMode], [+75 BelieverMode]
        6. Defense = [0 Atheist], [0 AgnosticMode], [0 BelieverMode]
        7. Experience = [310 Atheist], [+15 AgnosticMode], [+30 BelieverMode]
     4. Beholder Eye
        1. Level 23
        2. HP: 250
        3. Blind Beam = [35 Atheist], [+15 Agnostic], [+30 Believer]
           1. Debuff: Blind
        4. Earth Beam = [50 Atheist], [+15 Agnostic], [+30 Believer]
           1. Debuff: Frozen
        5. Acid Beam
           1. [45 Atheist], [+15 Agnostic], [+30 Believer]

Debuff: Poison = [5 Atheist], [+15 Agnostic], [+30 Believer] for 10 seconds

* + - 1. Tornado Beam = [30 Atheist], [+15 Agnostic], [+30 Believer]
         1. Knock back
      2. Lighting Beam = [1-90 Atheist], [+15 Agnostic], [+30 Believer]
         1. Debuff: Stun
      3. Fire beam = [65 Atheist], [+15 Agnostic], [+30 Believer]
         1. Debuff: Melt
      4. Shadow Beam = [50 Atheist], [+15 Agnostic], [+30 Believer]
         1. Debuff: Weaken
      5. Touch Damage (Physical): [30 Atheist], [+15 Agnostic], [+30 Believer]
      6. Resist all = [5 Atheist], [+15 Agnostic], [+30 Believer]
      7. Defense = [5 Atheist], [+20 Agnostic], [50 Believer]
      8. Experience = 600
    1. Lich- A powerful wizard with a multitude of spells.
       1. Level 23
       2. HP = [275 Atheist], [+15 Agnostic], [+30 Believer]
       3. Lighting Shield (Wind) = [10 Atheist], [+15 Agnostic], [+30 Believer]
          1. Debuff: Stun
       4. AOE Weakening (Earth)
          1. Debuff: Weaken
       5. Curse Spell (Shadow) = [32 Atheist], [+15 Agnostic], [+30 Believer]
          1. Debuff: Curse
       6. Fear Spell (Shadow)= [25 Atheist], [+15 Agnostic], [+30 Believer]
          1. Debuff: Fear
       7. Exploding Zombie (Fire) = [100 Atheist], [+15 Agnostic], [+30 Believer]
          1. Debuff: Burn
       8. Poision Zombie (Water)= [13 Atheist], [+15 Agnostic], [+30 Believer] for 10
       9. Touch Damage (Shadow) = [32 Atheist], [+15 Agnostic], [+30 Believer]
       10. Resist All = [20 Atheist], [40 Agnostic], [60 Believer]
       11. Defense = [0 Atheist], [0 Agnostic], [0 Believer]
       12. Experience = [480 Atheist], [0 Agnostic], [0 Believer]
    2. Masta (Level 24) Castle 1
       1. HP = [5645 Atheist], [+15 Agnostic], [+30 Believer]
       2. Lotus Flower = [70 Atheist], [+15 Agnostic], [+30 Believer]
       3. Conch Shell = [55 Atheist], [+15 Agnostic], [+30 Believer]
       4. Spiked Ball = [95 Atheist], [+15 Agnostic], [+30 Believer]
       5. Ninja Stars = [45 Atheist], [+15 Agnostic], [+30 Believer]
       6. Touch Damage = [20 Atheist], [+15 Agnostic], [+30 Believer]
       7. Water Resistance = [immune Atheist], [Immune Agnostic], [Immune Believer]
       8. Earth Resistance = [15 Atheist], [25 Agnostic], [55 Believer]
       9. Defense = [0 Atheist], [0 Agnostic], [0 Believer]
       10. Experience = [3500 Atheist], [+15 Agnostic], [+30 Believer]
    3. Kanaloa (Level 27) Castle 3
       1. HP = [9000 Atheist], [+15 Agnostic], [+30 Believer]
       2. Tentacle
          1. HP = [545 Atheist], [+15 Agnostic], [+30 Believer]
          2. Tentacle Touch = [33 Atheist], [+15 Agnostic], [+30 Believer]
          3. Tentacle Slam [65 Atheist], [+15 Agnostic], [+30 Believer]
       3. Magic Missile = [95 Atheist], [+15 Agnostic], [+30 Believer]
       4. Shadow Resistance = [Immune Atheist], [Immune Agnostic], [Immune Believer]
       5. Water Resistance = [Immune Atheist], [Immune Agnostic], [Immune Believer]
       6. Defense = [0 Atheist], [0 Agnostic], [30 Believer]
       7. Experience = [6045 Atheist], [+15 Agnostic], [+30 Believer]

1. Egypt [Level 13-21]
   * 1. Osiris- God of afterlife (Castle 1)
        1. Before the fight
           1. You will not find peace in this world….nor the next!
        2. Fight
           1. Phase 1: Osiris divids himself into two parts. The living Osiris and the Dead Osiris. They each open portals, one shooting positive energy the other negative energy. Evil Bad must ‘Convert’ and snap the positive into the Dead Osiris and the negative to the Living Osiris.

75% Opens Two portals each

50% hp, Osiris summons mini Anubis’ to attack you as well as opening more and more negative and positive portals when his life is almost done.

Opens three portals each

30% There are also floating ‘all seeing eyes’ that shoots poison projectiles.

Opens Four portals each.

* + - * 1. After the death of the two Osiris’ the after life Osiris is reveal and Evil Bad has 10 seconds to hit him before he has to do it again.
      1. Living Osiris
         1. HP =
         2. Positive Energy =
         3. Shadow Resistance =
         4. Light Resistance =
         5. Defense =
         6. Experience =
      2. Dead Osiris
         1. HP =
         2. Negative Energy =
         3. Shadow Resistance =
         4. Light Resistance =
         5. Defense =
         6. Experience =
      3. All Seeing Eye
         1. HP =
         2. Laser Beam =
         3. Shadow Resistance =
         4. Light Resistance =
         5. Defense =
      4. Mini Anubis
         1. Hp
         2. Strike =
         3. Shadow Resistance =
         4. Light Resistance =
         5. Defense =
    1. Bastet- Feline Goddess (Castle 1)
       1. HP =
       2. Claw Strike =
       3. Tackle =
       4. Laser Beam =
       5. Black Cat Swarm =
       6. Yawn Balls =
       7. Shadow Resistance =
       8. Wind Resistance =
       9. Earth Resistance =
       10. Defense =
    2. Ammit- God of Death (Castle 1)
       1. HP =
       2. Claw
       3. Charge
       4. Leap
       5. Debris
       6. Being Inhaled
       7. Spit Out
       8. Wind Resistance =
       9. Fire Resistance =
       10. Earth Resistance =
       11. Defense=
    3. Apep- Snake God of Chaos (Castle 2)
       1. HP =
       2. Fire projectiles =
       3. Fire Resistance =
       4. Shadow Resistance =
       5. Wind Resistance =
       6. Earth Resistance =
       7. Defense =
    4. Isis- God of Nature and Magic (Castle 3)
       1. HP
          1. Phase 1: Isis will teleport once to a random location. As she reappears she will become a random element.

She can only take damage opposite the element.

Shadow- Throws Ankh that explodes, giving life back to Isis

Fire- Summon Orbs of Fire that shoot fires balls and follows you around

Light- Summon Orbs of Light that create beams of energy

Wind- Create a tornado that holds you in place for 5 seconds.

Water- Create a explosion of ice that fires in 8 directions

Earth- Summon Boulders that randomly fall from above.

* + - * 1. Phase 2: HP 80% Will summon random Egyptian enemies to aid her.
        2. Phase 3: HP 75% Will create a random elemental clone of herself, all are summoned every 45 seconds.

HP: 60% 2 clones

HP: 45% 3 clones

HP 30% 4 clones

* + - * 1. Phase 3: HP 35% Will cast a shield that protects her from all elemental damage once every 30 seconds.
      1. Learn spell “Solar Bark”
         1. Protection from elemental damage.
    1. Horus- Sky God (Castle 3)
       1. Before the Fight
          1. It’s a bird…it’s a plane…its me!!!
       2. Fight
          1. HP: 100% Will throw the ankh like a dagger.
          2. HP: 90% Will summon Eyes of Horus’ that creates a beam of energy.

80% 2 Eyes of Horus

70% 3 Eyes

50% 4 Eyes

* + - * 1. HP: 80% Will summon Falcon that tries to fly into Evil Bad. Will eventually sky dive and blow up.
        2. HP: 60% Will summon 2 random mummies.
        3. Will Teleport away every 15 seconds.
        4. Learn ‘Sword of Damocles’

Replace with ‘God Bag’

* + 1. Set- God of Darkness (Castle 2)
       1. Before the fight
          1. The sand…Its EVERYWHERE!!!
       2. Fight
          1. Set an air fight and is surrounded by a wall of sand.

Evil Bad must destroy each section of the shield before he can do damage to Set.

Once the shield is down it will restore after 10 seconds.

* + - * 1. HP 100% Sand spheres will rise up from the ground head toward Evil Bad.

Touching it holds him in place as well as does damage over time.

* + - * 1. HP 80%: Once every 10 seconds Set can throw sickles.

Sickles do not travel, but spin in place and will rotate for 20 seconds

Max of 3 sickles.

* + - * 1. HP 70%: He will randomly summon Mummies, Scarabs, or Sphinx to aid him.
        2. HP 50%: Once every 20 seconds. Will summon a Sand tornado that will appear underneath Evil Bad, if Evil Bad doesn’t move he will be hit multiple times and pushed around.

Lasts for 5 seconds.

* + - 1. Get Midas Touch
         1. Turn items into gold
    1. Mummies
       1. Level [19]
       2. HP= [133]
       3. Cord (Physical) = [10]
          1. Debuff: Stun for 3 seconds
       4. Poison Gas (Water)
          1. Debuff: Poison
          2. 10 every second for 20
       5. Kick (Physical) = [60]
          1. Debuff: HeadAche
          2. For 1 minute
       6. Shadow Resistance= [50]
       7. Water Resistance= [20]
       8. Earth Resistance= [30]
       9. Defenses = [10]
       10. Experience = [275]
    2. Sphinx
       1. Level [21]
       2. HP = [200]
       3. Gust (Wind) = [90]
          1. Knock Back
       4. Feathers (Physical) = [63]
       5. Dive Bomb (Physical) = [71]
       6. Light Resistance = [20]
       7. Earth Resistance = [50]
       8. Fire Resistance = [30]
       9. Experience = [360]
    3. King Cobra
       1. Level [13]
       2. HP = [70]
       3. Venom [Water] = [20]
          1. Debuff: Poison

15 every second for 30 seconds

* + - 1. Water Resistance= [30]
      2. Experience= [212]
    1. Black Cat
       1. Level [20]
       2. HP = [180]
       3. Claw (Wind)= [105]
       4. You have a 75% chance to miss it with a melee strike.
       5. Shadow Resistance = [30]
       6. Fire Resistance = [30]
       7. Defense = 10
       8. Experience = [320]
    2. Scrab
       1. Level [17]
       2. HP = [90]
       3. Poison touch = [35]
          1. Debuff: Poison

5 every second for 10

* + - 1. Shadow Resistance = [30]
      2. Fire Resistance = [40]
      3. Defense = [20]
      4. Experience = [200]

1. Indian [20-25 Athiest]
   * 1. Big Gangan
        1. Level 23
        2. HP = [230 Castle 1]
        3. Wind Slash = [80 Castle 1]
        4. Lotus = [43 Castle 1]
        5. Wind Resistance = [55 Castle 1]
        6. Earth Resistance = [30 Castle 1]
        7. Defense = [20 Castle 1]
        8. Experience = [430 Castle 1]
     2. Eastern Mystic
        1. Level 22
        2. HP = [260 Castle 1]
        3. Fireball = [100 Castle 1]
        4. Fire Resistance = [50 Castle 1]
        5. Earth Resistance = [20 Castle 1]
        6. Defense = [0 Castle 1]
        7. Experience = [405 Castle 1]
     3. Huntress
        1. Level 25
        2. HP = [360 Castle 1]
        3. Fire Shot (Fire) = [105 Castle 1]
           1. Debuff: Burn
        4. Charged Shot (Fire) = [60 Castle 1]
           1. Debuff: Burn
           2. Knock Back
           3. Chance to crit
        5. Three Way Shot (Earth) = [55 Castle 1]
           1. Debuff: Slow
        6. Arc Shot (Water) = [67 Castle 1]
           1. Debuff: Frozen
        7. Javelin (Wind) = [1-88 Castle 1]
           1. Debuff: Stun
        8. Sword Swip (Water) = [2 Castle 1] for 20 seconds
        9. Spinning Lotus (Physical) = [43 Castle 1]
        10. Resistance all = [20 Castle 1]
        11. Defense = [10 Castle 1]
        12. Experience = [777 Castle 1]
     4. Lulu
        1. Level 20
        2. HP = [150 Castle 1]
        3. Confused note [Wind] = [30 Castle 1]
           1. Debuff: Confusion
        4. Wind Blast = [80 Castle 1]
        5. Wind Resistance = [50 Castle 1]
        6. Light Resistance = [30 Castle 1]
        7. Shadow Resistance = [15 Castle 1]
        8. Defense = [0 Castle 1]
        9. Experience = [300 Castle 1]
     5. Kardis (Level 29) Castle 3
        1. HP = [7777 Atheist], [0 Agnostic], [0 Believer]
        2. Sword Slice = [70 Atheist], [0 Agnostic], [0 Believer]
        3. Sword Touch Damage = [41 Atheist], [0 Agnostic], [0 Believer]
        4. Tornado Spin = [125 Atheist], [0 Agnostic], [0 Believer]
        5. Touch Damage = [33 Atheist], [0 Agnostic], [0 Believer]
        6. Shadow Resistance = [25 Atheist], [50 Agnostic], [Immune Believer]
        7. Earth Resistance = [25 Atheist], [50 Agnostic], [Immune Believer]
        8. Fire Resistance = [25 Atheist], [50 Agnostic], [Immune Believer]
        9. Defense = [0 Atheist], [25 Agnostic], [50 Believer]
        10. Experience = [8100 Atheist], [0 Agnostic], [0 Believer]
     6. Leono (Level 26) Castle 2
        1. HP = [8300 Atheist], [0 Agnostic], [0 Believer]
        2. Mace = [53 Atheist], [0 Agnostic], [0 Believer]
        3. Fallen Blocks = [72 Atheist], [0 Agnostic], [0 Believer]
        4. Roar = random debuff
           1. Fear
           2. Knock Back
           3. Weaken
        5. Leap = [48 Atheist], [0 Agnostic], [0 Believer]
        6. Charge = [60 Atheist], [0 Agnostic], [0 Believer]
           1. KnockBack
        7. Trembling
           1. Debuff: Take Triple Damage
        8. Lotus Blade = [54 Atheist], [0 Agnostic], [0 Believer]
        9. Touch Damage = [27 Atheist], [0 Agnostic], [0 Believer]
        10. Earth Resistance = [10 Atheist], [30 Agnostic], [60 Believer]
        11. Defenses = [25 Atheist], [50 Agnostic], [70 Believer]
        12. Experience = [6200 Atheist], [0 Agnostic], [0 Believer]
2. Cloud 9 [Castle 3][28-30 Athiest]
   1. Babe Warrior
      1. Level 30
      2. HP = [510 Castle 1]
      3. SwordSwipe (Physical) = [85 Castle 1]
      4. ShadowSpin (Dark)= [100 Castle 1]
      5. ShadowShield
         1. Nullifies all shadow damage
      6. FlurryStrike= [55 Castle 1]
      7. Kick= [30 Castle 1]
         1. KnockBack
      8. Defense = [15 Atheist], [35 AgnosticMode], [50 BelieverMode]
      9. Shadow Resistance= [20 Atheist], [50 AgnosticMode], [Immune BelieverMode]
      10. Water Resistance= [10 Atheist], [25 AgnosticMode], [40 BelieverMode]
      11. Earth Resistance = [5 Atheist], [15 AgnosticMode], [30 BelieverMode]
      12. Experience = [1330 Atheist], [50 Agnostic], [100 Believer]
   2. Undead Spartan
      1. Level 28
      2. HP = [450 Athiest] [+300 AgnosticMode], [+750 BelieverMode]
      3. Spear [Shadow]= [130 Athiest], [+150 AgnosticMode], [+300 BelieverMode]
      4. SpearThrow [Shadow]= [90 Athiest], [+100 AgnosticMode], [+270 BelieverMode]
      5. Shield Bash [Physical]= [ 65 Athiest], [65 Agnostic], [214 Believer]
         1. Debuff: Stun
      6. TouchDamage [Physical]= [30 Athiest], [+70 AgnosticMode], [+120 BelieverMode]
      7. Defense = [15 Athiest], [+175 AgnosticMode], [+275 BelieverMode]
      8. Shadow Resistant= [ 30% Athiest], [+80% AgnosticMode], [Immune BelieverMode]
      9. Water Resistance = [20% Athiest], [55% AgnosticMode], [immune BelieverMode]
      10. Experience = [830 Atheist] [ 275 AgnosticMode], [510 BelieverMode]
   3. Valkyries
      1. Level 28
      2. HP = [476 Atheist], [ 340 Agnostic], [720 Believer]
      3. Lighting Spear Damage (Wind)= [140 Atheist], [ 340 Agnostic], [720 Believer]
         1. Chance to Stun
         2. GP Burn equal to damage.
      4. Mug(Earth)= [95 Atheist], [ 340 Agnostic], [720 Believer]
         1. Debuff: Confused
      5. TouchDamage (Physical) = [35 Atheist], [ 340 Agnostic], [720 Believer]
      6. Light resistance = [25% Atheist], [ 55% Agnostic], [Immune% Believer]
      7. Wind resistance = [20% Atheist], [ 40% Agnostic], [Immune Believer]
      8. Water resistance = [10% Atheist], [ 20% Agnostic], [ 35% Believer]
      9. Defense = [25% Atheist], [ 35% Agnostic], [60% Believer]
      10. Experience = [900 Atheist], [ 340 Agnostic], [720 Believer]
   4. Munky Trickster
      1. Level 30
      2. HP: [522 Atheist], [ 340 Agnostic], [720 Believer]
      3. Banana (Light) = [108 Atheist], [ 340 Agnostic], [720 Believer]
         1. Debuff: Stun
      4. Thunder Bolt (Wind) = [1-223 Atheist], [ 340 Agnostic], [720 Believer]
         1. Debuff: Stun
      5. Touch Damage (Physical) = [35 Atheist], [ 340 Agnostic], [720 Believer]
      6. Light Resistance = [Immune Atheist], [ Immune Agnostic], [Immune Believer]
      7. Wind Resistance= [Immune Atheist], [ Immune Agnostic], [Immune Believer]
      8. Defense = [10 Atheist], [ 25 Agnostic], [35 Believer]
      9. Experience = [1500 Atheist], [ 340 Agnostic], [720 Believer]
   5. Baby Phoenix
      1. Level 29
      2. HP: [500 Atheist], [ 340 Agnostic], [720 Believer]
      3. Feather = [143 Atheist], [ 340 Agnostic], [720 Believer]
         1. Debuff: Melt = [10 Atheist], [ 340 Agnostic], [720 Believer] for 4 sec.
      4. Fire Aura = [7 Atheist], [ 340 Agnostic], [720 Believer]
      5. Fire Resistance = [immune Atheist], [ Immune Agnostic], [Immune Believer]
      6. Defense = [10 Atheist], [ 30 Agnostic], [60 Believer]
      7. Experience = [1093 Atheist], [ 340 Agnostic], [720 Believer]
   6. Nagual- Shape shifting sorceress or witch.
      1. Level 28
      2. HP = [420] [+300 AgnosticMode], [+750 BelieverMode]
      3. Wand [Random element type]= [210 Atheist] [+15 AgnosticMode], [+30 BelieverMode]
      4. Healing = [130 Atheist], [ 340 Agnostic], [720 Believer]
      5. TouchDamage [Physical]= [37 Atheist] [+10 AgnosticMode], [+20 BelieverMode]
      6. Shadow Resistant= [Immune Athiest] [ Immune AgnosticMode], [ Immune BelieverMode]
      7. Defense = [0 Athiest] [ 25 AgnosticMode], [ 55 BelieverMode]
      8. Experience = [920 Atheist] [\*5 AgnosticMode], [\*10 BelieverMode]
   7. Vampire
      1. Level 29
      2. HP = [550][+300 AgnosticMode], [+750 BelieverMode]
      3. Blood sphere[Shadow] =[120 Atheist], [0 Agnostic], [0 Believer]
         1. Drain Life
      4. Drain Aura = [15 Atheist], [0 Agnostic], [0 Believer]
         1. Drain Life
      5. TouchDamage [Physical] = [44 Atheist], [0 Agnostic], [0 Believer]
      6. Defense = [0 Atheist], [50 Agnostic], [Immune Believer]
      7. Shadow Resistant= [Immune Atheist], [Immune Agnostic], [Immune Believer]
      8. Water Resistance = [25 Atheist], [30 Agnostic], [45 Believer]
      9. Earth Resistance = [10 Atheist], [20 Agnostic], [35 Believer]
      10. Experience = [1660 Atheist], [0 Agnostic], [0 Believer]
   8. Beholder Eye
      1. Level 30
      2. HP: 610
      3. Blind Beam = [55 Atheist], [+15 Agnostic], [+30 Believer]
         1. Debuff: Blind
      4. Earth Beam = [75 Atheist], [+15 Agnostic], [+30 Believer]
         1. Debuff: Frozen
      5. Acid Beam
         1. [70 Atheist], [+15 Agnostic], [+30 Believer]
            1. Debuff: Poison = [5 Atheist], [+15 Agnostic], [+30 Believer] for 10 seconds
      6. Tornado Beam = [60 Atheist], [+15 Agnostic], [+30 Believer]
         1. Knock back
      7. Lighting Beam = [1-170 Atheist], [+15 Agnostic], [+30 Believer]
         1. Debuff: Stun
      8. Fire beam = [65 Atheist], [+15 Agnostic], [+30 Believer]
         1. Debuff: Melt
      9. Shadow Beam = [80 Atheist], [+15 Agnostic], [+30 Believer]
         1. Debuff: Weaken
      10. Touch Damage (Physical): [45 Atheist], [+15 Agnostic], [+30 Believer]
      11. Resist all = [15 Atheist], [+25 Agnostic], [+40 Believer]
      12. Defense = [10 Atheist], [+30 Agnostic], [60 Believer]
      13. Experience = 2100
   9. Lich- A powerful wizard with a multitude of spells.
      1. Level 30
      2. HP = [600 Atheist], [+15 Agnostic], [+30 Believer]
      3. Lighting Shield (Wind) = [15 Atheist], [+15 Agnostic], [+30 Believer]
         1. Debuff: Stun
      4. AOE Weakening (Earth) = [60 Atheist], [+15 Agnostic], [+30 Believer]
         1. Debuff: Weaken
      5. Curse Spell (Shadow) = [50 Atheist], [+15 Agnostic], [+30 Believer]
         1. Debuff: Curse
      6. Fear Spell (Shadow)= [43 Atheist], [+15 Agnostic], [+30 Believer]
         1. Debuff: Fear
      7. Exploding Zombie (Fire) = [230 Atheist], [+15 Agnostic], [+30 Believer]
         1. Debuff: Burn
      8. Poision Zombie (Water)= [21 Atheist], [+15 Agnostic], [+30 Believer] for 10
      9. Touch Damage (Shadow) = [50 Atheist], [+15 Agnostic], [+30 Believer]
      10. Resist All = [40 Atheist], [60 Agnostic], [Immune Believer]
      11. Defense = [0 Atheist], [0 Agnostic], [0 Believer]
      12. Experience = [2480 Atheist], [0 Agnostic], [0 Believer]
   10. Huntress
       1. Level 30
       2. HP = [650 Atheist], [0 Agnostic], [0 Believer]
       3. Fire Shot (Fire) = [195 Atheist], [0 Agnostic], [0 Believer]
          1. Debuff: Burn
       4. Charged Shot (Fire) = [100 Atheist], [0 Agnostic], [0 Believer]
          1. Debuff: Burn
          2. Knock Back
          3. Chance to crit
       5. Three Way Shot (Earth) = [83 Atheist], [0 Agnostic], [0 Believer]
          1. Debuff: Slow
       6. Arc Shot (Water) = [80 Atheist], [0 Agnostic], [0 Believer]
          1. Debuff: Frozen
       7. Javelin (Wind) = [1-128 Atheist], [0 Agnostic], [0 Believer]
          1. Debuff: Stun
       8. Sword Swip (Water) = [8 Atheist], [0 Agnostic], [0 Believer] for 20 seconds
       9. Spinning Lotus (Physical) = [75 Atheist], [0 Agnostic], [0 Believer]
       10. Resistance all = [40 Atheist], [65 Agnostic], [Immune Believer]
       11. Defense = [25 Atheist], [50 Agnostic], [75 Believer]
       12. Experience = [2807 Atheist], [0 Agnostic], [0 Believer]
   11. Noodle Monster Level 30 Castle 3
       1. HP = [2807 Atheist], [0 Agnostic], [0 Believer]
       2. Appendage = [80 Atheist], [0 Agnostic], [0 Believer]
       3. Meat Ball = [110 Atheist], [0 Agnostic], [0 Believer]
       4. Large Noodle = [90 Atheist], [0 Agnostic], [0 Believer]
          1. Debuff: Stun
       5. Fire Resistance = [25 Atheist], [50 Agnostic], [Immune Believer]
       6. Water Resistance = [25 Atheist], [50 Agnostic], [Immune Believer]
       7. Light Resistance = [25 Atheist], [50 Agnostic], [Immune Believer]
       8. Defense = [10 Atheist], [30 Agnostic], [50 Believer]
       9. Experience = [9000 Atheist], [0 Agnostic], [0 Believer]
3. Upper Room
   1. Zues (Wind/Physical)
      1. HP = [5600 Atheist], [0 Agnostic], [0 Believer]
      2. Lighting Trail = [25 Atheist], [0 Agnostic], [0 Believer]
      3. Lighting Bolt = [70 Atheist], [0 Agnostic], [0 Believer]
      4. Thunder Kick = [50 Atheist], [0 Agnostic], [0 Believer]
      5. Lighting Beam = [130 Atheist], [0 Agnostic], [0 Believer]
      6. Thunder Storm = [83 Atheist], [0 Agnostic], [0 Believer]
      7. Lighting Rods = [34 Atheist], [0 Agnostic], [0 Believer]
      8. Touch Damage = [37 Atheist], [0 Agnostic], [0 Believer]
      9. Wind Resistance = [Immune Atheist], [Immune Agnostic], [Immune Believer]
      10. Defense = [50 Atheist], [75 Agnostic], [Immune Believer]
      11. Experience = [10000 Atheist], [0 Agnostic], [0 Believer]
   2. Ra (Fire/Earth)
      1. HP = [4500 Atheist], [0 Agnostic], [0 Believer]
      2. Disk Flames = [72 Atheist], [0 Agnostic], [0 Believer] for 5 sec
      3. Exploding Fire Balls = [150 Atheist], [0 Agnostic], [0 Believer]
      4. Ankhs = [45 Atheist], [0 Agnostic], [0 Believer]
      5. Heat Wave = [20 Atheist], [0 Agnostic], [0 Believer] for 5 sec
      6. Touch Damage
      7. Fire Resistance = [Immunity Atheist], [Immunity Agnostic], [Immunity Believer]
      8. Earth Resistance = [Immunity Atheist], [Immunity Agnostic], [Immunity Believer]
      9. Defense = [20 Atheist], [0 Agnostic], [0 Believer]
      10. Experience = [10000 Atheist], [0 Agnostic], [0 Believer]
   3. Hades (God of Trolls) (Shadow/Fire)
      1. HP = [5000 Atheist], [0 Agnostic], [0 Believer]
      2. Homing Spirits = [100 Atheist], [0 Agnostic], [0 Believer]
      3. Energy Wheels = [40 Atheist], [0 Agnostic], [0 Believer]
         1. Debuff: Weakness
      4. Black Flame = [76 Atheist], [0 Agnostic], [0 Believer]
         1. Debuff: Melt
      5. Touch Damage =
      6. Shadow Resistance = [Immune Atheist], [0 Agnostic], [0 Believer]
      7. Fire Resistance = [Immune Atheist], [0 Agnostic], [0 Believer]
      8. Defense = [20 Atheist], [0 Agnostic], [0 Believer]
      9. Experience = [10000 Atheist], [0 Agnostic], [0 Believer]
   4. Odin (King of Dwarfs) (Water/Light)
      1. HP = [6000 Atheist], [0 Agnostic], [0 Believer]
      2. Snow Balls = [75 Atheist], [0 Agnostic], [0 Believer]
      3. Ice Axe = [150 Atheist], [0 Agnostic], [0 Believer]
      4. Ice Breath = [80 Atheist], [0 Agnostic], [0 Believer]
      5. Ice Storm = [220 Atheist], [0 Agnostic], [0 Believer]
      6. Water Resistance = [Immune Atheist], [0 Agnostic], [0 Believer]
      7. Light Resistance = [Immune Atheist], [0 Agnostic], [0 Believer]
      8. Defense = [25 Atheist], [0 Agnostic], [0 Believer]
      9. Experience = [10000 Atheist], [0 Agnostic], [0 Believer]
   5. Lil D(Shadow/Earth)
      1. HP = [5220 Atheist], [0 Agnostic], [0 Believer]
      2. mini Scyth = [64 Atheist], [0 Agnostic], [0 Believer]
      3. Scyth Slash = [200 Atheist], [0 Agnostic], [0 Believer]
      4. Throw Scyth = [140 Atheist], [0 Agnostic], [0 Believer]
      5. Touch Damage = [220 Atheist], [0 Agnostic], [0 Believer]
      6. Shadow Resistance = [Immune Atheist], [0 Agnostic], [0 Believer]
      7. Earth Resistance = [Immune Atheist], [0 Agnostic], [0 Believer]
      8. Defense = [0 Atheist], [0 Agnostic], [0 Believer]
      9. Experience = [5220 Atheist], [0 Agnostic], [0 Believer]
   6. Mildo (God of Elves)(Light/Physical)
      1. HP =
      2. Sword =
      3. Lotus Stars =
      4. A thousand Reincarnations =
      5. Touch Damage =
      6. Light Resistance = [Immune Atheist], [0 Agnostic], [0 Believer]
      7. Defense = [Immune Atheist], [0 Agnostic], [0 Believer]
      8. Experience = [10000 Atheist], [0 Agnostic], [0 Believer]