Monster Compendium: Monsters, Creatures, Enemies, those who roam this world.

**This is the location in which you will find all information about each creature in the world of The Alchemist.**

***Non Elemental Creatures:***

**Brute**:

Health: 70

Atk: 11 (x3)

Def: 3

ED: 0

SA:2

Earnings: 10P+­, 10N, 20xP

**Gatherer**:

Health: 35

Atk: 2 (x5)

Def: 1

ED: 1-5

SA:1

Earnings: 10P+, 10N, 10xP, 1 element (1-9)

**Hunter**:

Health: 75

Atk: 5 (x3)

Def: 2

ED: 0

SA: 0

Earnings: 10P+, 10N, 10xP

**Maniac**:

Health: 70

Atk:7 (x3)

Def: 2

ED: 0

SA: 6

Earnings: 10P+, 20N, 20xP, 1 H

**Scavenger**:

Health: 50

Atk: 5 (x2)

Def: 1

ED: 0

SA: 1

"If any number is rolled two times in a row, Scavenger flees, your earnings=0"

Earnings: 10P+, 10N, 20xP

**Villager**:

Health: 30

Atk: 2 (x3)

Def: 0

ED: 0  
SA: 1

Earnings: 10P+, 10N, 10xP

***Elemental Monsters:***

**Hydrogen Elemental**:

Health: 50

Atk: 10 (x2)

Def: 0

ED: 1 (E=1)

SA: 5

Earnings: 10P+, 10N, 20xP, 2 H

**Helium Elemental**:

Health: 80

Atk: 5 (x3)

Def: 2

ED: 1 (E=2)

SA: 3

“If a 5 is rolled at any time this monster flees.”

Earnings: 10P+, 30N, 40xP, 3 He

**Lithium Elemental**:

Health: 50

Atk: 8 (x3)

Def: 1

ED: 1 (E=3)

SA: 6

“If this monster rolls a 3 during its attack, it explodes dealing damage equal to its current health to its opponent.”

Earnings: 10P+, 10N, 20xP, 1 Li

**Beryllium Elemental**:

Health: 60

Atk: 7 (x1)

Def: 2

ED: 1 (E=4)

SA: 6

“If this monster deals damage to the player, that player loses 20 health after the battle.”

Earnings: 10P+, 10N, 20xP, 1 Be

**Boron Elemental**:

Health: 80

Atk: 5 (x4)

Def: 4

ED: 2 (E=4,5)

SA: 3

“Whenever Boron Elemental is dealt damage, ¼ of that damage is dealt back to the player.”

Earnings: 10P+, 20N, 30xP, 1 B

**Carbon Elemental**:

Health: 50

Atk: 6 (x2)

Def: 2

ED: 2 (E=6)

SA: 3

“If a 5 is rolled at any time, Carbon Elemental’s attack and health double.”

Earnings: 10P+, 10N, 30xP, 1 C

**Nitrogen Elemental**:

Health: 40

Atk: 8 (x2)

Def: 2

ED: 2 (E=6-8)

SA: 2

“If a 5 is rolled when Nitrogen Elemental attacks, then Nitrogen elemental attacks again.”

Earnings: 10P+, 20N, 20xP, 1 N

**Oxygen Elemental**:

Health: 50

Atk: 5 (x3)

Def: 1

ED: 2 (E=6,8)

SA: 6

“If a 1 is rolled as it attacks, Oxygen gains health equal to its attack.”

Earnings: 10P+, 10N, 20xP, 1 O

**Fluorine Elemental**:

Health: 70

Atk: 9 (x2)

Def: 3

ED: 0

SA: 6

“Whenever Fluorine Elemental deals critical damage, it steals 1 of each element the player controls, elements 1-9.”

Earnings: 10P+, 20N, 30xP, 2 F

**Neon Elemental**:

Health: 100

Atk: 8 (x2)

Def: 3

ED: 4 (E=8-10)

SA: 6

“If this monster does not attack for critical damage, then it ignores player defense.”

Earnings: 20P+, 10N, 40xP, 1 Ne

Sodium Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Magnesium Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Aluminum Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Silicon Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Phosphorus Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Sulfur Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Chlorine Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Argon Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Potassium Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Calcium Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Scandium Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Titanium Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Vanadium Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Chromium Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Manganese Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Iron Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Cobalt Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Nickel Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Copper Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Zinc Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Gallium Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Germanium Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Arsenic Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Selenium Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Bromine Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Krypton Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Rubidium Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Strontium Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Yttrium Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Zirconium Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Niobium Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Molybdenum Elemental:

Health:

Atk:

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ED:

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Earnings:

Technetium Elemental:

Health:

Atk:

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ED:

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Earnings:

Ruthenium Elemental:

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Rhodium Elemental:

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Palladium Elemental:

Health:

Atk:

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ED:

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Earnings:

Silver Elemental:

Health:

Atk:

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Cadmium Elemental:

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Atk:

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ED:

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Earnings:

Xenon Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Cesium Elemental:

Health:

Atk:

Def:

ED:

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Barium Elemental:

Health:

Atk:

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Lutetium Elemental:

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Hafnium Elemental:

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Tantalum Elemental:

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Atk:

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Tungsten Elemental:

Health:

Atk:

Def:

ED:

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Rhenium Elemental:

Health:

Atk:

Def:

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Osmium Elemental:

Health:

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Iridium Elemental:

Health:

Atk:

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Platinum Elemental:

Health:

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Def:

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Earnings:

Gold Elemental:

Health:

Atk:

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Mercury Elemental:

Health:

Atk:

Def:

ED:

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Earnings:

Thallium Elemental:

Health:

Atk:

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Earnings:

Lead Elemental:

Health:

Atk:

Def:

ED:

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Earnings:

Bismuth Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Polonium Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Astatine Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings:

Radon Elemental:

Health:

Atk:

Def:

ED:

SA:

Earnings: