

Monster Name	Type	Attack A	Attack B	Attack C	Description
Chimera	Magical Creature	Fire Breath	Snake Bite	Ram	A monstrous creature - lion, snake, and goat.
Drake	Magical Creature	Bite	Tail Whip	Rotten Breath	A malevolent dragon fairy monster.
Rogue Familiar	Magical Creature	Magic Drain	Scratch	Hypnosis	A familiar that has lost its master and turned to evil
Stacks Golem	Construct	Slam	Heave Books	Extinguish	A golem created to guard the library stacks
Ornithopter	Construct	Slice	Dart	Smoke Cloud	A clockwork flying machine.
Clockwork Guardian	Construct	Mace	Shield Bash	Charge	A clockwork guardian.
Skeleton	Undead	Bite	Rend	Life Drain	A decayed skeleton monster.
Zombie Librarian	Undead	Life Drain	Throttle	Bite	A zombified librarian (think medieval scholar)
Wight	Undead	Arcane Bolt	Life Drain	Bite	A once living Wizard of great power - the first stage of becoming a Lich.
Maiden Vesna	Boss				A once devout oracle, who was so moved by the suffering of the damned that she joined them, sinless.
Great Chimera	Boss				A greater Chimera - part dragon, part tiger, part bull.
Necronomicon	Boss				A large tome, animated by the imprisoned soul of a great demon.
Astralagos	Boss				An ancient, powerful Lich.