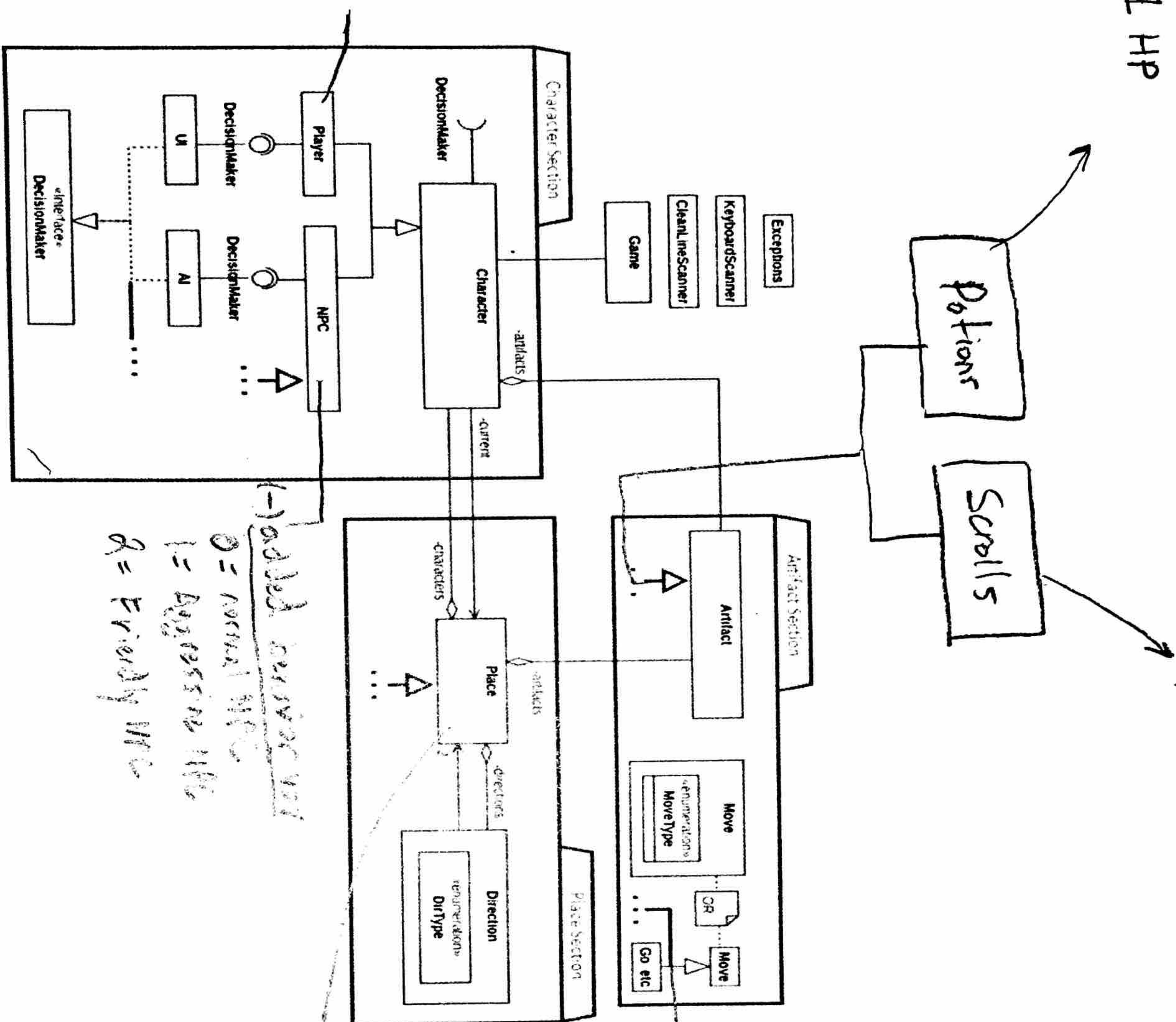


Regain 1 HP

Return last stolen item



init HP

(-) added damage
 0 = normal HP
 1 = aggressive HP
 2 = friendly HP

added Graveyard place
 holds dead players

Attack
 Steal
 Heal
 If player in same place as NPC, player loses 1 HP when NPC executes attack.
 steal random(1) heal all HP from (2) revive dead player

Mystic City Version 3.0

