

Random Fights

Imp

MAV = 14 MR = 4 Dex = 2
Health = 35 Mana = 60
Poog's Vortex 3-18+Life 30' 10 mana
Poison (-5 hp per turn) 30' 10 mana
Ex = 30 Speed = 1

Lizardman

Bow = 10 Damage = 2-12 Range = 30'
or Knife = 8 Damage = 1d+6 Dex = 4
Health = 30 Ex = 30 GP = 10 Speed = 1

Water Elemental

Fist = 10 Damage 5-30 Dex = 2
Health = 60 Ex = 35 Speed = 3

Fire Snake

Fire Breath 30' Damage = 3-18 All
Dex = 2 Health = 10 Ex = 25 Speed = 1

Spitting Snake

Poison Spit = 12 Range = 30'
Damage = 4-24 -5 hp per turn Dex = 3
Health = 20 Ex = 30 Speed = 1

Giant Snake

Bite = 5 Damage = 4-24 Dex = 4
Health = 30 Ex = 30 Speed = 1

Fire Elemental

Fist = 10 Damage = 6-36 Dex = 5
Health = 50 Ex = 35 Speed = 3

Barrow Wight

Sword = 5 Damage = 5-30 Dex = 2
Health = 60 Ex = 50 Speed = 3

Serpent Man

Knife = 10, 10 Damage = 1d+9 Dex = 2
Health = 40 BS = 2 Ex = 50 GP = 20
Speed = 1

Nymph

MAV = 10 Dex = 6 Health = 50

Mana = 150

Freeze (2 turns 30' 40 mana)

Frost (4-24) 30' 10 mana

Ex = 80 Speed = 1

Moogles

Spear = 10 Damage = 3-18 Dex = 4

MR = 4 MAV = 8 Mana = 100

Flame Shield 10 Damage 10 mana

Fire 5-30 40' 15 mana

Ex = 100 Speed = 1

Air Elemental

Fist = 0 Damage = 7-42 Dex = 8

Health = 60 Ex = 100 Speed = 5

Shadow Elemental

Fist = 0 Damage = 7-42 *and*

MAV = 6 Mana = 150 MR = 5 Dex = 5

Death Coil (4-24+life) 30' 20 mana

Darkness (night) 3 turns 15 mana

Night Vision = 2

Health = 80 Ex = 150 Speed = 7

Scorpicore

Tail = 0 Damage = 15-90 Dex = 8

MR = 6 Health = 250 Speed = 7

Ex = 450 Protected Special

Ninja

Staff = 2, 2 Damage = 5-30

Dex = 10 B.S. = 3 Speed = 5

Health = 200 Ex = 500 G.P. = 75

Goron

Hammer = 4 Damage = 10-60 *and*

Axe = 2 Damage = 8-48 Dex = 4

B.S. = 2 Speed = 3 Health = 275

Ex = 550 G.P. = 100 Protected Special

Outlanders

(0) Vulcan

MAV = 4 Mana = 300 MR = 6
Fist = 2, 2 Damage = 5-30 Dex = 7
Health = 200 Ex = 600 Speed = 3
All Fire Magic Spells

(1) Kobold

MAV = 10 MR = 4 Dex = 4 Mana = 80
Fist = 14 Damage = 1-6+10
Death Coil 4-24+Life 30' 20 mana
Rasp 7-42 mana 40' 10 mana
Health = 50 Ex = 50 GP = 10 Speed = 1

(2) Leech

(3) Salamander

Teeth = 9 Damage = 3-18 Dex = 4
Health = 45 Ex = 25 Speed = 3

(4) Gremlin

Claw = 8, 8 Damage = 3-18 Dex = 5
Health = 30 Ex = 30 Speed = 3

(5) Basilisks

Teeth = 0 Damage = 7-42 MR = 7
Dex = 7 Health = 75 Ex = 100 Speed = 3

(6) Argus

Teeth = 6 Damage = 6-36 Dex = 6
MR = 3 Health = 50 Ex = 40 Speed = 3

(7) Baby Green Dragon

Fire 30' Damage 2-12 (group)
Claw = 7, 7 Damage = 4-24 Dex = 0
Tail = 9 Damage = 5-30 Health = 175
Ex = 250 Speed = 3 Protected Special

(7) Green Dragon

Fire 5-30 (group) Range = 50'
Claw = 3, 3 Damage = 7-42
Tail = 5 Damage = 9-54 Dex = 4
Health = 300 Ex = 600 Speed = 7
Protected Special

(8) Warlock

MAV = 5 Mana = 230 Health = 60
Summon Daemon 50 mana
Rage (max damage) 10' 20 mana
Ex = 350 GP = 50 Speed = 1

(9) Manticore

Tail = 4 Damage = 10-60 Dex = 6
MR = 5 Health = 200 Ex = 300
Speed = 7 Protected Special

(10) Cyclops

Fist = 2, 2 Damage = 8-48 *or*
Rock = 4 Damage = 12-72 MR = 5
Dex = 6 Health = 250 Ex = 500
GP = 75 Speed = 3

(X) Cannon

(B) Daemon

Fire = -2 Damage = 8-48 Dex = 8
Health = 30 Speed = 5 Ex = 200

(W) Haste

Brigands

(0) Thief

Pickpocket = 3

Sword = -2 Damage = 10-60 *and*

Knife = -4 Damage = 2d+18 Dex = 8

BS = 2 Health = 200 Ex = 600

Speed = 5 *Protected Special*

(1) Hunter

Bow = 6 Damage = 4-24 Range = 50 *or*

Sword = 4 Damage = 6-36 Dex = 5

Health = 80 Ex = 85 Speed = 3

Does 150% damage to creatures

(2) Halfling

Sling = 8 Damage = 4-24 *or*

Knife = 9 Damage = 3-18 Dex = 7

BS = 2 Health = 35 Ex = 45 GP = 20

Speed = 3

(3) Scorpion

Tail = 4 Damage = 2-12 Dex = 4

Health = 15 Ex = 20 Speed = 1

(4) Doppelganger

Fist = 6, 6 Damage = 3-18 Dex = 6

Health = 40 Ex = 50 Speed = 3 ,(7)

Shared Speed

(5) Draconian

Sword = 4 Damage = 5-30 Shield = 7

Health = 95 Ex = 90 GP = 30 Speed = 3

(6) Centaur

Xbow = 0 Range = 60' Damage = 5-30

and Flail = 6 Damage = 6- 36 Dex = 8

MR = 10 Health = 200 Ex = 350

GP = 60 Speed = 5 *Protected Special*

(7) Siren

MAV = 6 Claws = 5, 5 Damage = 6-36

Dex = 5 Health = 125 Mana = 50

Ex = 300 Speed = 3 Sing (Causes group to lose 2 turns) 20' 25 mana

(8) Ziz

Claws = 2 Damage = 6-36 Dex = 8

Health = 75 Ex = 100 Speed = 7

Cannot use long range if within 30'

(9) Beast Master

Mace = 4 Damage = 5-30 Dex = 4

Health = 80 Ex = 130 GP = 25

Speed = 3 Mana = 75

Summon Bear and Warg 25 mana

(10) Valkyrie

Sword = 4 Damage = 8-48 Dex = 5

BS = 3 Health = 200 Ex = 400 GP = 55

Speed = 3 *Protected Special*

(X) Kodo Beast

Devour = 5 Dex = 1 Health = 150

Ex = 125 Speed = 1 *Protected Special*

(B) Bear

Claw = 7, 7 Damage = 3-18 Dex = 2

Health = 75 Ex = 35 Speed = 3

(W) Warg

Teeth = 5 Damage = 4-24 Dex = 4

Roar = 2 Health = 50 Ex = 40 Speed = 5

Undead

(0) Grave Keeper

MAV = 2 Mana = 400 Dex = 6

BS = 2 Health = 250 Ex = 600

All Shadow Magic Spells

Protected Special

(1) Ghoul

Fist = 7 Damage = 3-18 Dex = 6

MAV = 6 MR = 4 Mana = 150

Death Curse (-5 AV) 3 turns 40' 5 mana

Quarter (Health to $\frac{3}{4}$) 20' 25 mana

Touch of Darkness (2-12) 30' 5 mana

Ex = 125 GP = 25 Speed = 1

(2) Skeleton

Sword = 10 Damage = 2-12 Shield = 12

Health = 50 Ex = 25 GP = 10 Speed = 3

(2) Skeleton Warrior

Sword = 4 Damage = 4-24 Dex = 6

Shield = 10 Health = 75 BS = 2

Ex = 75 GP = 20 Speed = 3

(3) Death Knight

MAV = 5 Dex = 8 MR = 8 Health = 65

Staff = 11 Damage = 3-18 Mana = 150

Osmose 7-42+mana 40' 10 mana

Insect Plague -5AV Group 50' 15 mana

Demi 20' 50 mana

Death Coil 4-24+Life 30' 20 mana

Ex = 200 GP = 50 Speed = 3

(4) Necromancer

MAV = 8 Mana = 120 Dex = 2

MR = 2 Health = 50

Summon 2 Skeleton Warriors 40 mana

Death Coil 4-24+life 30' 20 mana

(5) Ghost

Possession = 0 (takes over unit until killed or stunned) Dex = 4 Health = 75

Ex = 500 Speed = 5

(6) Dread Wolf

Claw = 5, 5 Damage = 5-30 Dex = 6

Health = 50 Ex = 70 Speed = 5

(6) Werewolf

Teeth = 7 Damage = 5-30 Dex = 5

Health = 35 Ex = 60 Speed = 5

(7) Bone Dragon

Claw = 5, 5 Damage = 6-36 *and*

Teeth = 7 Damage = 10-60 Dex = 2

Speed = 7 Health = 250 Ex = 400

Protected Special

(8) Lich

Death Cloud = 6 Range = 40' Dex = 4

Damage = 6-36 (group) Health = 60

Ex = 125 GP = 25 Speed = 1

(9) Wraith

Fist = 3, 5 Damage = 5- 30 Dex = 6

Health = 65 Ex = 80 Speed = 3

Long Range attacks do 1/2 damage

(10) Vampire

Teeth = 3 Damage = 11- 66 Dex = 7

Health = 200 Ex = 400 Speed = 70

(X) Gatekeeper

(B) Shadow Ring

(W) Touch of Darkness

(*10*) Bat

Swoop = 8 Damage = 1-6 Dex = 4

Health = 5 Ex = 10 Speed = 3

(*10*) Fire Bat

Fire = 6 Damage = 2-12 Dex = 2

Health = 15 Ex = 20 Speed = 3

Allied Forces

(0) King

Axe = 2 Damage = 12-72 Dex = 5
BS = 3 MR = 4 Health = 250 Ex = 600
Speed = 3 *Protected Special*

(1) Assassin

Spear = -2 Range = 30 Damage = 8-48
And Knife = 0 Damage = 1d+19 Dex = 8
BS = 2 Health = 150 Ex = 300 GP = 75
Speed = 5

(2) Dwarf

Hammer = 5 Damage = 7-42 Dex = 3
Shield = 9 MR = 10 Health = 150
Ex = 135 GP = 40 Speed = 3

(3) Axethrower

Axe = 6 Range = 40' Damage = 4-24
Dex = 3 Health = 70
Ex = 85 GP = 15 Speed = 1

(4) Mercenary

Axe = 5 Damage = 5-30 Dex = 7
BA = 1 Health = 90
Ex = 125 GP = 50 Speed = 3

(5) Harpy

Claws = 7 Damage = 5-30 Dex = 8
Health = 40 Ex = 40 Speed = 5
Attacks and returns 30'
Can't be back attacked

(6) Naga

Sword = 2, 2, 2, 2, 2, 2 Damage = 6-36
Dex = 2 Health = 175 Ex = 350
Speed = 3 *Can't be back attacked*

(7) Siege Turret

(8) Zealot

Mace = 8 Damage = 3-18 Dex = 4
Health = 50 Ex = 30 Speed = 3

(9) Crusader

Sword = 5 Damage = 10-60 Dex = 4
Health = 100 Ex = 120 Speed = 3

(10) Giant

Fist = 5, 5 Damage = 20-120 Dex = 2
Health = 400 Ex = 550 Speed = 5
Protected Special

(X) Sorcerer

MAV = 8 Mana = 50 Dex = 3 MR = 3
Health = 45 Ex = 50 Speed = 1
Lightening Bolt 4-24 40' 10 mana
Mass Slow -2 speed 60' 10 mana 3 turns

(B) Flare

(W) Barrier

(*7*) Siege Mode

Barbarians

(0) Captain

Flail = 4 Damage = 15-90 Dex = 5
BS = 2 Health = 325 Ex = 600
Speed = 3 *Protected Special*

(1) Scout

Sword = 8 Damage = 4-24 Dex = 4
Health = 50 Ex = 45 Speed = 7

(2) Peasant

Scythe = 9 Damage = 2-12 Dex = 4
Health = 45 Ex = 20 Speed = 1

(3) Axeman

Axe = 9 Damage = 5-30 Dex = 3
Health = 55 Ex = 50 Speed = 3

(4) Swordsman

Sword = 5 Damage = 4-24 Dex = 5
Health = 60 Ex = 55 Speed = 3

(5) Marauder

Javelin = 5 Damage = 5-30 Range = 40
and Flail = 7 Damage = 7-42 Dex = 5
Health = 90 Ex = 135 Speed = 5

(6) Cerberus

Teeth = 1, 1, 1 Damage = 7-42 Dex = 3
Health = 225 Ex = 275 Speed = 3
Protected Special

(7) Marksman

Bow = 5 Range = 60' Damage = 4-24 +5
Dex = 8 MR = 6 Health = 75 Ex = 125
GP = 40

(8) Catapult

(9) Roc

Claws = 0 Damage = 8-48 Dex = 9
BS = 2 Health = 150 Ex = 300 Speed = 7
Protected Special

(10) Raider

Mace = 2 Damage = 13- 78 Dex = 7
Health = 200 Ex = 500 GP = 60
Speed = 5 *Protected Special*
Counter Attack = 12 Damage = 25

(X) Acolyte

MAV = 5 Mana = 90 Dex = 2 MR = 5
Health = 80 Ex = 130 Speed = 3
Ice Shower 4-24(group) 30' 15 mana
Vorn's Guard (+10 protection to group)
20' 15 mana 5 turns
Convert 20' 30 mana

(B) Juggernaut

(W) Guard Tower

(Spell) Convert

Barbarian

Flail = 10 Damage = 4-24 Dex = 3
Health = 50 Ex = 50 GP = 10 Speed = 3
Counter Attack = 15 Damage = 10

Nomads

(0) Warlord

Spear = -1 Damage = 9-54 Range = 50
and Flail = 1 Damage = 11-66 Dex = 6
Health = 275 Ex = 600 Speed = 3
Aftershock = 20 *Protected Special*

(1) Spy

Knife = 8 Damage = 1d+6 Dex = 6
Health = 35 Ex = 30 Speed = 5

(2) Guardian

Axe = 7 Damage = 6-36
Shield = 5 Dex = 1 BS = 2
Health = 150 Ex = 165 Speed = 1
Counter Attack = 15 GP = 30

(3) Ranger

Bow = 2 Damage = 7-42 *or*
Sword = 4 Damage = 10-60 Dex = 9
Health = 125 Ex = 450 Speed = 3
Poison = 10 GP = 40

(4) Boar

Tusk = 7 Damage = 3-18 Dex = 4
Health = 50 Ex = 35 Speed = 5

(5) Phoenix

Flame Dive = 5 Damage = 4-24 (group)
Dex = 10 MR = 5 Health = 70 Ex = 125
Speed = 7

(6) Conjurer

MAV = 8 Mana = 225 Dex = 4
Health = 75 Ex = 150 Speed = 1
*Beast Call 1-6(AV=8 D=5-30
Dex=2HP=40 Sp=3) 50 mana*
*Air Elemental (AV=0 Dex=8 HP=75
D=10-60 Sp=5) 75 mana*
Bolt 2-12 30' 5 mana

(7) Changeling

Troy makes the changeling

(8) Gorgon

Acid Breath = 8 Damage = 3-18
Dex = 1 Health = 60 Ex = 75 Speed = 3
Doom Gaze (roll 3 of same #)

(9) Titan

Lightning = 4 Damage = 12-72
Range = 60 Dex = 4 BS = 2 GP = 50
Health = 250 Ex = 550 Speed = 3

(10) Wizard

Staff = 4 Damage = 7-42 Dex = 4
MAV = 6 Mana = 150 Health = 200
Avalanche (4-24 group) 40' 15 mana
Mass Slow -2 Speed 3 turns 60' 10 mana
Ex = 400 GP = 25 Speed = 3

(X) Chariot

(B) Earth Elemental

Fist = 10 Damage = 5-30 DV = 10
Dex = 2 Health = 50 Ex = 40 Speed = 3

(W) Earth Bridge

(Spell) Earthquake

(Skill) Identify

Nomad

Mace = 7 Damage = 5-30 Dex = 7
MR = 7 BA = 1 Health = 90
Ex = 115 GP = 15 Speed = 3

Alchemists

(0) Chieftain

Crossbow = 0 Damage = 7-42
Range = 60 *or* Sword = 3
Damage = 9-54 Shield = 4 Dex = 3
BS = 3 Health = 225 Ex = 600
Speed = 3 *Protected Special*

(1) Flying Machine

(2) Infantry

Sword = 8 Damage = 4-24
Shield = 8 Dex = 4 Health = 40
Ex = 45 GP = 10 Speed = 5

(3) Inventor

Knife = 10 Range = 30 Damage = 3-18
Health = 30 Ex = 35 GP = 15 Speed = 3
Poison = 10

(4) Phalanx

Spear = 5 Damage = 6-36
Shield = 4 Dex = 1 BS = 2
Health = 125 Ex = 150 Speed = 1

(5) War Machine

(6) Musketeer

Musket = 2 Damage = 10-60 Dex = 2
Health = 100 Ex = 200 Speed = 1

(7) Rogue

Bow = 4 Range = 80 Damage = 6-36
or Sword = 4 Damage = 8-48
Dex = 6 Health = 175 Ex = 300
GP = 45 Speed = 5
Counter Attack = 13 Damage = 15

(8) Warrior

Axe = 7 Damage = 9-54 Dex = 5
Health = 130 Ex = 100 GP = 20
Speed = 3

(9) Demolitionist

(10) Steel Golem

Fist = -1, -1 Damage = 8-48 Dex = 4
BS = 2 MR = 10 Health = 350 GP = 50
Ex = 500 Speed = 3 *Protected Special*

(X) Sapper

(B) Bomb

(W) Destroyer

Humans

(0) Commander

Sword = 3 Damage = 12-72 Dex = 7
Shield = 5 BS = 2 Health = 250
Ex = 600 Speed = 5 *Protected Special*

(1) Cleric

MAV = 10 Mana = 75 Dex = 2
Health = 50 Ex = 60 GP = 10 Speed = 1
Heal 50 hp 50 mana 20'
Frost 4-24 10 mana 30'
Ice 2-12 5 mana 30'

(2) Footman

Hammer = 10 Damage = 4-24 Dex = 5
Health = 55 Ex = 35 GP = 10 Speed = 3

(3) Bridge Guard

Axe = 4 Damage = 4-24 Dex = 6
Speed = 3 Health = 65 Ex = 60 GP = 15

(3) Royal Guard

Sword = 4 Damage = 6-36 Dex = 6
MR = 4 Health = 85 Ex = 75 GP = 15
Speed = 3

(3) Soldier

Sword = 6 Damage = 6-36 DV = 10
Dex = 7 Health = 80 Ex = 70 GP = 20
Speed = 3

(4) Pikeman

Sword = 9 Damage = 3-18+5
Dex = 5 DV = 12 Health = 50
Ex = 50 GP = 10 Speed = 3

(5) Archer

Bow = 7 Damage = 5-30 Dex = 6
BS = 2 Health = 55 Ex = 75 GP = 25
Speed = 5

(6) Cavalier

Javelin = 5 Damage = 7-42 *joust bonus*
Dex = 3 Health = 150 Ex = 175 GP = 35
Speed = 7 *Protected Special*

(7) Ballista

(8) Mage

MAV = 3 Mana = 500 Dex = 2
Health = 100 Ex = 450 Speed = 1
Protected Special
Wrath of Mithras 8-48(group) 40 mana
50' – Berserk 35 mana 30' 2 turns
Vorn's Guard 10 protection 15 mana
20' 3 turns
Rage max damage 2 mana 2 turns 10'

(9) Knight

Sword = 2 Damage = 10-60 Dex = 5
Shield = 6 BS = 2 Health = 225 GP = 40
Ex = 300 Speed = 7 *Protected Special*

(10) Paladin

Hammer = 0 Damage = 13-78 Dex = 6
MAV = 8 Mana = 110 Health = 225
Ex = 325 GP = 50 Speed = 3
Protected Special
Greater Healing 100 hp 50 mana 30'
Exorcism 8-48 to undead 30 mana 50'

(X) Air Ship

(B) Ice Storm

(W) Bless

(Spell) Ice

(Spell) Town Portal

(Skill) Cure

(Spell) Dispel

Orc

(0) Overlord

Mace = 3 Damage = 13-78 Dex = 3
BS = 2 MR = 3 Health = 300 Ex = 600
Speed = 3 Fear = 10 *Protected Special*

(1) Zeppelin

(2) Goblin

Mace = 9 Damage = 4-24 Dex = 4
Health = 50 Ex = 30 GP = 10 Speed = 1

(2) Guard Goblin

Mace = 8 Damage = 6-36 Dex = 5
Health = 60 Ex = 75 GP = 25 Speed = 3
Fear = 15

(3) Gnome

Mace = 10 Damage = 2-12 Dex = 3
Health = 40 Ex = 20 Speed = 1

(4) Berserker

Axe = 7 Damage = 6-36 Dex = 2
Health = 60 Ex = 65 GP = 30 Speed = 3

(5) Hydra

Teeth = 0, 0, 0, 0, 0 Damage = 4-24
Health = 200 Ex = 300 Speed = 1
Protected Special

(6) Wyvern

Teeth = 2 Damage = 9-54 Dex = 9
BS = 2 Health = 175 Ex = 500 Speed = 5
Toxic = 50% *Protected Special*

(7) Ogre

Fist = 0, 0 Damage = 1-6+30
Dex = 5 Health = 110 Ex = 140
GP = 50 Speed = 3

(8) Troll

Fist = 9, 9 Damage = 6-36 Dex = 3
Health = 80 Ex = 80 GP = 25 Speed = 1

(8) War Troll

Mace = 5 Damage = 7-42 Dex = 4
BS = 2 Health = 100 Ex = 120 GP = 35
Speed = 3

(9) Wolf Rider

Spear = 6 Damage = 6-36 Dex = 6
Health = 65 Ex = 65 Speed = 7

(10) Minotaur

Axe = 0 Damage = 9-54 BS = 2 Dex = 6
MR = 4 Health = 250 Speed = 5
Ex = 400 GP = 70

(X) Shaman

MAV = 6 Mana = 150 Dex = 5
Health = 150 Ex = 300 GP = 40
Speed = 3 *Protected Special*
Firewall 10-60 15 mana 40'
Flame Shield 10 damage per attack
10 mana 10' 5 turns
Fire 5-30 15 mana 40'

(B) Rune

(W) Land Mine

(Spell) Firewall

Mystics

(0) Wood Spirit

MAV = 0 Mana = 450 Dex = 10

MR = 8 BS = 2 Health = 150

Ex = 600 Speed = 5 *Protected Special*
All Earth Magic Spells

(1) Sprite

MAV = 9 Mana = 50 Dex = 5

Health = 35 Ex = 50 Speed = 5

Bolt 2-12 5 mana 30'

Poison -10 hp per turn 10 mana 30'

Slow -2 speed 5 mana 60' 3 turns

(2) Pegasus

Hoof = 10, 10, 10, 10 Damage = 2-12

Dex = 4 Health = 30 Ex = 40 Speed = 5

(3) Gargoyle

Claw = 4, 4 Damage = 4-24 Dex = 7

Health = 75 Armor = 5 MR = 4

Ex = 100 Speed = 5

Stone Gargoyle = 15

(4) Wood Elf

Bow = -4 Range = 60 Damage = 8-48

Dex = 8 B.S. = 2 Speed = 3

Health = 150 Ex = 450 GP = 50

(5) Dendroid

Fist = 6 Damage = 8-48 Dex = 0

Health = 100 Binds Enemy in Place

(cannot move, -10 hp per turn) 10'

Ex = 175 GP = 25 Speed = 1

(6) Medusa

Stone = 5 Damage = 8-48 Dex = 5

Health = 175 Ex = 350 Speed = 3

50% chance of turning character to stone (misses 1 turn)

(7) Wolf

Claw = 9, 9 Damage = 2-12 Dex = 4

Health = 25 Ex = 25 Speed = 3

(7) Dire Wolf

Claw = 7, 7 Damage = 3-18 Dex = 5

Health = 30 Ex = 60 Speed = 3

(8) Unicorn

Horn = 4 Damage = 10-60 Dex = 6

MAV = 7 Mana = 60 Health = 200

Ex = 400 Speed = 5 *Protected Special*

Zap 5-30 15 mana 50'

Mass Slow -2 speed 10 mana 60' 3 turns

Mass Haste +2 speed 10 mana 30'

3 turns

(9) Gryphon Rider

Gryphon: Claws = 0, 0 Damage = 8-48

Dex = 8 Speed = 7 Health = 150

Ex = 300 *Protected Special*

Rider: Sword = 5 Damage = 6-36

Xbow = 3 Range = 80' Damage = 10-60

(Dex = 2 Speed = 3 Health = 100) when

not riding gryphon Ex = 275 G.P. = 100

(10) Druid

MAV = 3 Mana = 400 Dex = 3

MR = 5 Health = 200 Ex = 500

Speed = 3 *Summoning 2x Effective*

Beast Call Roll=8 Dex=2 Health=40

Damage=5-30 Speed=3 50 mana

Summon Air Elemental Roll=0 Dex=8

Health=75 Damage=10-60 Speed=5 75 mana

(X) Dryad

MAV = 6 Mana = 170 Dex = 1

Health = 70 Ex = 80 Speed = 1

Summon 2 (W)Ents (↓) 70 mana

Poog's Vortex 3-18+life 10 mana 30'

(B) Behemoth

Claw = 5 Damage = 4-24 BS = 2 Dex =

6 MR = 6 Health = 100 Ex = 125

Speed = 5

(W) Ent

Fist = -2 Damage = 9-54 Dex = 6

Health = 65 Ex = 70 Speed = 3

(*3*) Stone Gargoyle

2x Armor and Magic Resistance

+15 hp per turn

(Spell) Stone

Enemy misses one(1) turn

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