





bandit ATK +2 DEF +2	bandit ATK +2 DEF +2	bat ATK +0 DEF +2	bat ATK +0 DEF +2	frogger ATK +1 DEF +1	frogger ATK +1 DEF +1
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fungi ATK +1 DEF +1	fungi ATK +1 DEF +1	orc ATK +2 DEF +2	orc ATK +2 DEF +2	rat ATK +1 DEF +1	rat ATK +1 DEF +1
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red beetle ATK +1 DEF +2	red beetle ATK +1 DEF +2	red imp ATK +1 DEF +2	red imp ATK +1 DEF +2	redapede ATK +0 DEF +2	redapede ATK +0 DEF +2
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skeleton ATK +1 DEF +1	skeleton ATK +1 DEF +1	elven dog ATK +2 DEF +4	floater ATK +3 DEF +3	haunter ATK +5 DEF +5	killer cube ATK +1 DEF +5
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mage dog ATK +3 DEF +2	medusa ATK +5 DEF +5 petrify	ogre ATK +3 DEF +3	red dragon ATK +6 DEF +6 -3HP/hit	red eye snake ATK +4 DEF +2	red widow ATK +4 DEF +2
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scorpion ATK +3 DEF +3	troll ATK +4 DEF +2	thief ATK +3 DEF +2 -1 item/hit	red eye ATK +5 DEF +3	red mage ATK +5 DEF +5 teleport, -2HP/hit	scroll - ranged ATK +2
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scroll - ranged ATK +2	scroll - ranged ATK +2	scroll - ranged ATK +2	scroll HEAL 4HP	scroll HEAL 4HP	scroll HEAL 4HP
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scroll DEF +2	scroll DEF +2	scroll DEF +2	scroll SHATTER	scroll SHATTER	scroll TELEPORT
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scroll TELEPORT

