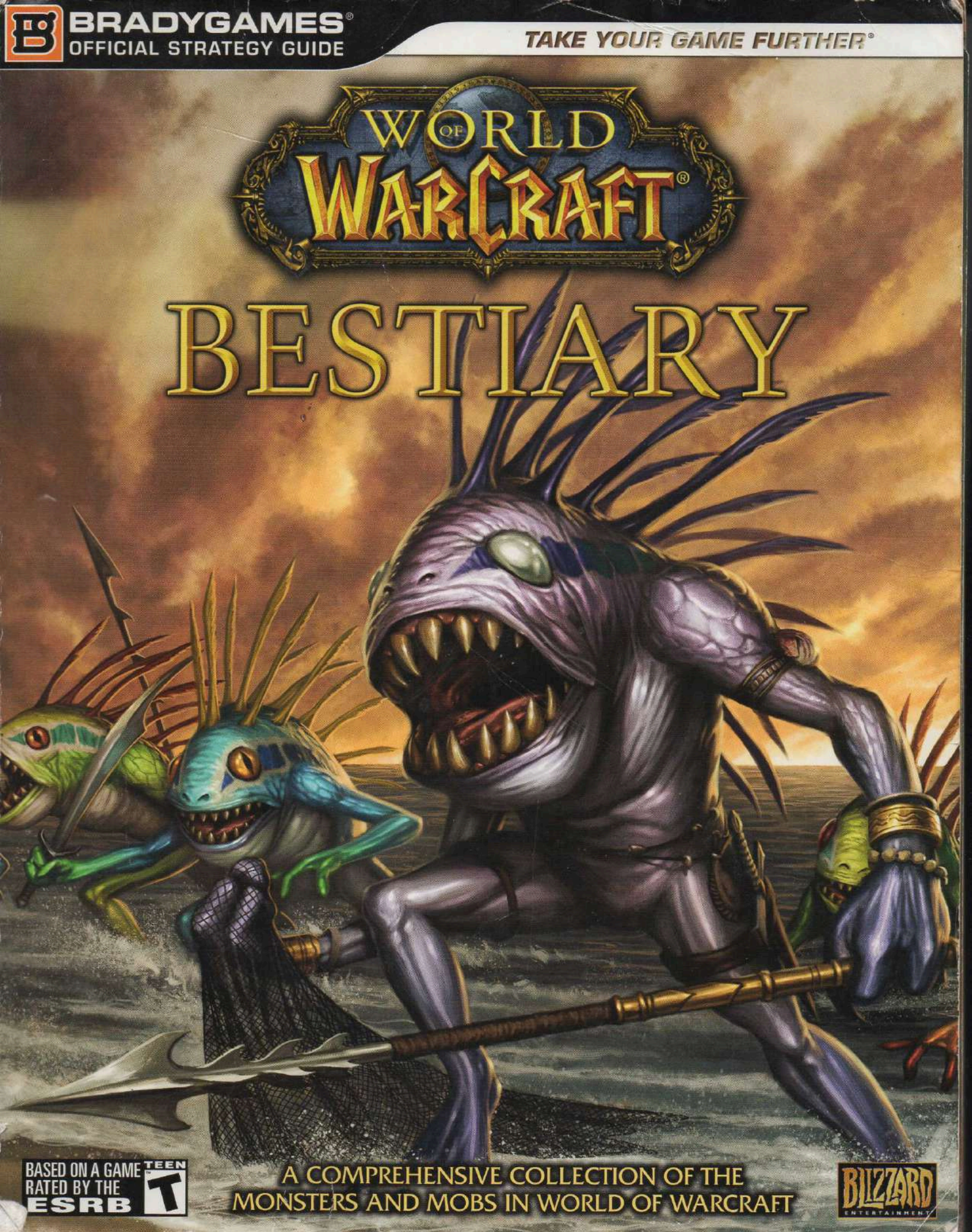
BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

# WORLD OF WARCRAFT®

# BESTIARY



BASED ON A GAME RATED BY THE ESRB T TEEN

A COMPREHENSIVE COLLECTION OF THE MONSTERS AND MOBS IN WORLD OF WARCRAFT

BLIZZARD ENTERTAINMENT



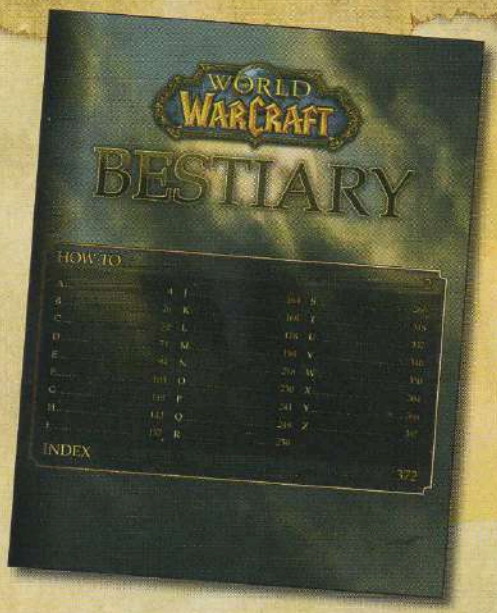

# BESTIARY

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# HOW TO USE THIS BESTIARY




We've created this Bestiary to give you fast easy access to the vital statistics of each and every creature you meet while adventuring in World of Warcraft. With this in mind, the Table of Contents lists each enemy you may come across in alphabetical order. Most creatures are listed singly, but some, like the Air Elementals for instance, are listed together by type for easy reference.



To find a specific creature by name, use the alphabetical Index in the back of the book which gives you the exact page of the entry you are looking for. For example, a Living Storm isn't in the Table of Contents by its own name because it is an Air Elemental. The index however points you to the page with the listing of all Air Elementals so you can easily all of the information on a Living Storm.




Each entry in this Bestiary gives you the important information on each creature's Level, Hit Points, Mana, and Armor. Many monsters can have a range of these four stats and their entries reflect this.

In certain cases, entries will have two sets of stats. Normal in black and Heroic in red. These red stats refer to the creatures' form in Heroic mode.




If an enemy has any special moves or abilities, these are listed underneath their vital statistics. For example, this entry for Arnak Grimtotem lists his ability to Rend and tendency to use Uppercut when faced with a battle.



## BEARS

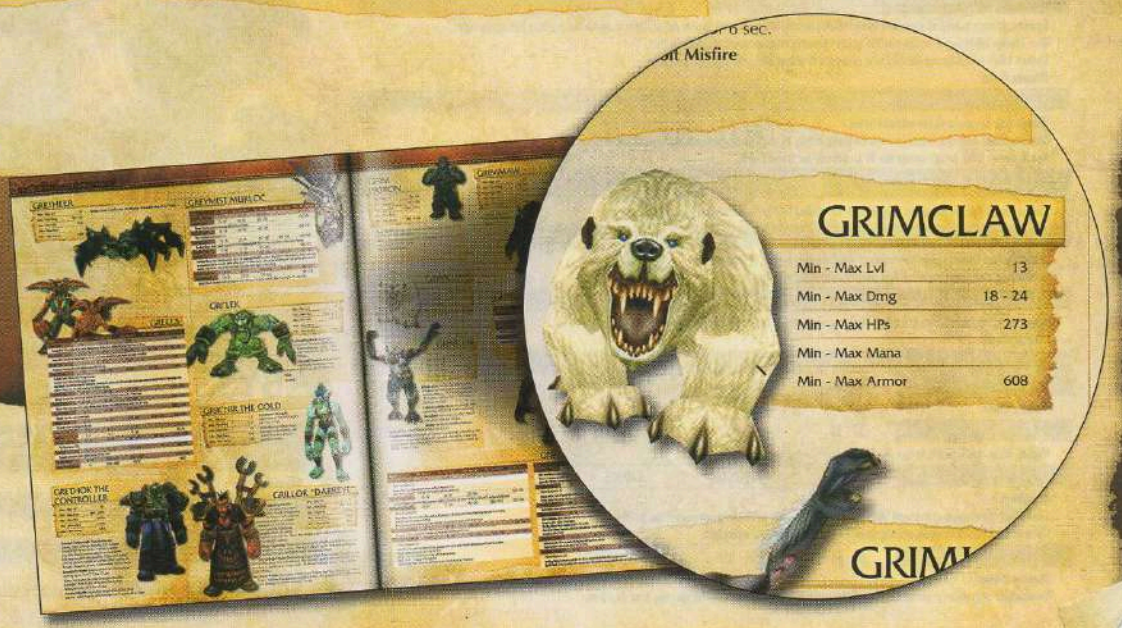
| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Angerclaw Bear | 47 - 48 | 79 - 102 | 2985 - 3093 | | 3863 - 3894 |
| **Enrage** | | | | | |
| Angerclaw Grizzly | 51 - 52 | 86 - 117 | 3533 - 3635 | | 2006 - 2042 |
| **Low Swipe:** Slows an enemy and reduces its movement speed by 50%, in addition to increasing the caster's melee damage by 15. Lasts 12 sec. | | | | | |
| **Enrage** | | | | | |
| Angerclaw Mauler | 49 - 50 | 83 - 112 | 3259 - 3322 | | 1934 - 1971 |
| **Maul:** Adds 77 - 79 damage to the next attack. | | | | | |
| **Enrage** | | | | | |
| Ashenvale Bear | 21 - 22 | 31 - 42 | 362 - 414 | | 416 - 431 |
| Black Bear | 6 - 7 | 9 - 15 | 144 - 164 | | 64 - 84 |
| Black Bear Patriarch | 16 - 17 | 23 - 33 | 427 - 463 | | 403 - 423 |
| Brown Bear | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| Cave Mother | 18 - 19 | 26 - 37 | 523 - 561 | | 366 - 388 |
| **Ravage:** Inflicts normal damage plus 9 - 9 to an enemy, stunning it for 2 sec. | | | | | |
| Diamond Back Bear | 51 - 52 | 86 - 117 | 3458 - 3556 | | 2303 - 2347 |
| **Infected Wound:** Increases the Physical damage taken by an enemy by 12 - 12 for 36 sec. | | | | | |
| Diamond Grizzly | 55 - 56 | 94 - 127 | 3971 - 4048 | | 2470 - 2513 |
| **Infected Wound:** Increases the Physical damage taken by an enemy by 13 - 13 for 36 sec. | | | | | |
| Duke Ashenvale Bear | 25 - 26 | 36 - 49 | 909 - 975 | | 480 - 496 |
| Duke Black Bear | 11 - 12 | 15 - 22 | 266 - 296 | | 279 - 297 |
| Duke Brown Bear | 15 - 16 | 22 - 31 | 328 - 358 | | 677 - 713 |
| **Swipe** | | | | | |
| Duke Grey Bear | 25 - 26 | 36 - 49 | 944 - 1018 | | 381 - 394 |
| Duke Snowbeak | 57 - 58 | 98 - 132 | 4454 - 4594 | | 2553 - 2594 |
| **Demoralizing Roar:** Reduces the melee attack power of nearby enemies by 2 for 30 sec. | | | | | |
| Fenwood Enraged Bear | 11 - 12 | 15 - 22 | 266 - 296 | | 279 - 297 |
| Fenwood Rage Bear | 47 - 48 | 79 - 102 | 2938 - 2578 | | 2035 - 2080 |
| **Head Flash:** Inflicts 60 - 62 damage to an enemy every 3 sec. for 12 sec. | | | | | |
| Great Ashenvale Bear | 29 - 30 | 41 - 56 | 1176 - 1242 | | 545 - 562 |
| Great Gilded Bear | 12 - 13 | 17 - 24 | 296 - 328 | | 297 - 315 |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Grey Bear | 21 - 22 | 31 - 42 | 427 - 731 | | 330 - 342 |
| Great Dire Spirit | 70 | 125 - 165 | 5468 | | 6712 |
| Grizzled Black Bear | 13 - 14 | 18 - 27 | 328 - 360 | | 315 - 332 |
| Grizzled Brown Bear | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| **Swipe** | | | | | |
| Grizzled Forest Grey | 44 - 45 | 72 - 100 | 2138 - 2218 | | 3808 - 4059 |
| Grizzled Night Bear | 16 - 17 | 23 - 33 | 442 - 492 | | 334 - 350 |
| **Ravage:** Inflicts normal damage plus 8 to an enemy, stunning it for 2 sec. | | | | | |
| Ice Claw Bear | 7 - 8 | 9 - 14 | 164 - 187 | | 95 - 122 |
| **Ice Claw:** Inflicts normal damage plus 4 to an enemy, and increases the time between its attacks by 100% for 6 sec. | | | | | |
| Jungle Bear | 41 - 42 | 59 - 83 | 1902 - 1981 | | 3125 - 3342 |
| Jungle Patriarch | 48 - 49 | 81 - 110 | 2578 - 2672 | | 4302 - 4385 |
| **Demoralizing Roar:** Reduces the melee attack power of nearby enemies by 110 for 30 sec. | | | | | |
| Kodiak Bear | 59 - 60 | 102 - 138 | 4238 - 4883 | | 2635 - 2862 |
| **Robles:** Reduces the rate at an enemy's health regeneration by 50%, in addition to lowering its Strength by 1 and its Agility by 1, for 10 min. **Thrash:** Adds a chance to do two additional attacks. | | | | | |
| Kodiak Thrasher Bear | 13 - 14 | 18 - 27 | 341 - 375 | | 257 - 270 |
| Snowbeak Bear | 53 - 54 | 90 - 122 | 3680 - 3800 | | 2389 - 2429 |
| **Tendon Rip:** Reduces an enemy's movement speed by 70% for 8 sec. | | | | | |
| Snowbeak Ripper | 55 - 56 | 94 - 127 | 4102 - 4318 | | 2310 - 2350 |
| **Maul:** Adds 86 - 88 damage to the next attack. | | | | | |
| Spirit Bear | 11 - 12 | 15 - 22 | 278 - 309 | | 227 - 241 |
| **Ravage:** Inflicts normal damage plus 5 - 6 to an enemy, stunning it for 2 sec. | | | | | |
| Spirit Cub | 9 - 10 | 12 - 17 | 220 - 248 | | 155 - 192 |
| **Ravage:** Inflicts normal damage plus 4 - 5 to an enemy, stunning it for 2 sec. | | | | | |
| Vulcan Grey Bear | 22 - 23 | 32 - 44 | 742 - 799 | | 342 - 355 |
| Young Black Bear | 5 - 6 | 5 - 9 | 122 - 144 | | 81 - 91 |
| Young Brown Bear | 8 - 9 | 13 - 20 | 195 - 220 | | 122 - 155 |

As noted above, many individual creatures are listed in the Bestiary by their type. For example, take a look at the entry for Bears. This entry lists all the different types of regular bears you may encounter, along with the same Level, Hitpoint, Mana, and Armor information you saw in the single entries above. Some bears are wily and use special moves as well. These are listed in the table also so you can be prepared when walking through the woods.

## NAMED CREATURES

You won't find named creatures of a certain type in with their regular, run of the mill kin. For instance, Grimclaw is very much a bear, but because he is infamous enough to earn his own name, he gets his own entry.





## 7:XT

| | |
|---|---|
| Min - Max Lvl | 41 |
| Min - Max Dmg | 59 - 78 |
| Min - Max HPs | 1585 |
| Min - Max Mana | |
| Min - Max Armor | 2101 |

## THE ABOMINABLE GREENCH

| | |
|---|---|
| Min - Max Lvl | 36 |
| Min - Max Dmg | 85 - 112 |
| Min - Max HPs | 3831 |
| Min - Max Mana | |
| Min - Max Armor | 1480 |

Snowman



## ABOMINATIONS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Abomination | 71 | 4274 - 6045 | 179525 | | 7089 |
| **Disease Cloud**<br>**Knockdown**: Inflicts 4000 damage to an enemy, stunning it for 2 sec. | | | | | |
| Bile Retcher | 61 - 61 | 3704 - 4911 | 106896 | | 4091 |
| **Bile Vomit**: Inflicts 250 Nature damage and an additional 1750 to 2250 damage every 3 sec. to enemies in a cone in front of the caster. Nature resistance is reduced by 250. Lasts 20 sec.<br>**Retching Plague**: Physical damage taken is increased by 250. Stamina reduced by 75. 10% chance to spread on hit.<br>**Bile Retcher Slam**: Inflicts normal damage plus 200 to nearby enemies and knocks them back. | | | | | |
| Bile Spewer | 59 - 60 | 611 - 827 | 14805 - 15260 | | 3489 - 3791 |
| **Thrash**: Adds a chance to do two additional attacks | | | | | |
| Flesh Golem | 56 - 57 | 163 - 221 | 8097 - 8352 | | 3327 - 3380 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Knock Away**: Inflicts normal damage plus 30 to an enemy and knocks it back.<br>**Uppercut**: Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |
| Gangled Golem | 58 - 59 | 100 - 135 | 3876 - 3997 | | 3435 - 3489 |
| **Knockdown**: Inflicts 117 to 135 damage to an enemy, stunning it for 2 sec. | | | | | |
| Glutton | 37 | 215 - 286 | 10688 | | 1593 |
| **Thrash**: Adds a chance to do two additional attacks<br>**Disease Cloud**: A cloud of disease surrounds the bearer, causing 16 to 20 Nature damage to enemies within 5 yards every 3 sec.<br>**Enrage** | | | | | |
| Patchwork Golem | 61 | 3968 - 5261 | 88032 | | 4091 |
| **Execute**: Attempts to finish off a wounded enemy, inflicting normal damage plus 490. Execute can only be used on enemies that have 20% or less health.<br>**War Stomp**: Inflicts normal damage plus 936 to 1064 to nearby enemies and stunning them for 5 sec.<br>**Cleave**: Inflicts normal damage plus 505 to an enemy and its nearest allies, affecting up to 10 targets.<br>**Disease Cloud** | | | | | |
| Patchwork Horror | 57 - 58 | 822 - 1112 | 16704 - 17226 | | 3360 - 3435 |
| **Thrash**: Adds a chance to do two additional attacks<br>**Disease Cloud**: A cloud of disease surrounds the bearer, causing 25 to 29 Nature damage to enemies every 3 sec.<br>**Knock Away**: Inflicts normal damage plus 30 to an enemy and knocks it back. | | | | | |
| Rotting Behemoth | 55 - 56 | 94 - 127 | 3529 - 3644 | | 3271 - 3327 |
| **Plague Cloud**: Reduces Strength by 4, Agility by 4, and Intellect by 4 for all enemies in a selected area for 4 min. | | | | | |
| Slaughterhouse Protector | 58 | 100 - 132 | 3589 | | 3435 |
| **Incapacitating Shout**: Reduces the movement speed of nearby enemies by 60% for 1 min.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Sludge Belcher | 62 | 3776 - 5009 | 80925 | | 4391 |
| **Disease buffet**: Inflicts 366 to 418 Nature damage to an enemy and increases the Nature damage it takes by 122 for 20 sec.<br>**Disease Cloud** | | | | | |
| Stitched Behemoth | 60 | 156 - 207 | 4578 | | 3791 |
| Stitched Golem | 59 - 60 | 101 - 137 | 3997 - 4120 | | 3489 - 3791 |
| **Disease Cloud** | | | | | |
| Stitched Horror | 57 - 58 | 98 - 132 | 3758 - 3876 | | 3380 - 3435 |
| **Mighty Blow**: Inflicts normal damage plus 99 - 101 to an enemy, knocking it back. | | | | | |
| Stitched Spewer | 63 | 4119 - 5460 | 149895 | | 4691 |
| **Knockback**<br>**Slime Bolt**: Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec.<br>**Slime Shot**: Shoots at an enemy, inflicting nature damage and knocking the enemy back. | | | | | |
| Venom Belcher | 60 - 61 | 634 - 856 | 15260 - 15720 | | 3791 - 4091 |
| **Slowing Poison**<br>**Venom Spit**: Spits poison at nearby enemies, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. | | | | | |



## ABORIUS

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 58435 - 119434 |
| Min - Max HPs | 3794000 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

Riptide
Massive Geyser



## ABYSSALS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Abyssal Flamebringer | 70 - 71 | 252 - 363 | 6986 - 7181 | | 6792 - 7089 |
| **Abyssal Strike** | | | | | |
| Burning Abyssal | 70 | 1009 - 1428 | 2095800 | | 6792 |
| **Fire Blast**: Inflicts Fire damage to an enemy. | | | | | |
| Gargantuan Abyssal | 71 | 2823 - 3993 | 71810 | | 7089 |
| **Meteor**<br>**Fire Shield**: Surrounds an ally with a shield of flame that inflicts 523 to 577 Fire damage to nearby enemies every 3 sec. Lasts 10 min. | | | | | |

## ACHELLIOS THE BANISHED



| | |
|---|---|
| Min - Max Lvl | 31 |
| Min - Max Dmg | 44 - 58 |
| Min - Max HPs | 1308 |
| Min - Max Mana | |
| Min - Max Armor | 1234 |

**Battle Shout:** The warrior shouts, increasing the melee attack power of all party members within 20 yards by 59. Lasts 2 min.

## ADVISOR VALWYN

| | |
|---|---|
| Min - Max Lvl | 15 |
| Min - Max Dmg | 22 - 29 |
| Min - Max HPs | 344 |
| Min - Max Mana | |
| Min - Max Armor | 677 |





## AEAN SWIFTRIVER

| | |
|---|---|
| Min - Max Lvl | 22 |
| Min - Max Dmg | 54 - 72 |
| Min - Max HPs | 1686 |
| Min - Max Mana | |
| Min - Max Armor | 922 |

## ADVISOR FAILA

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 231 - 325 |
| Min - Max HPs | 6542 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |





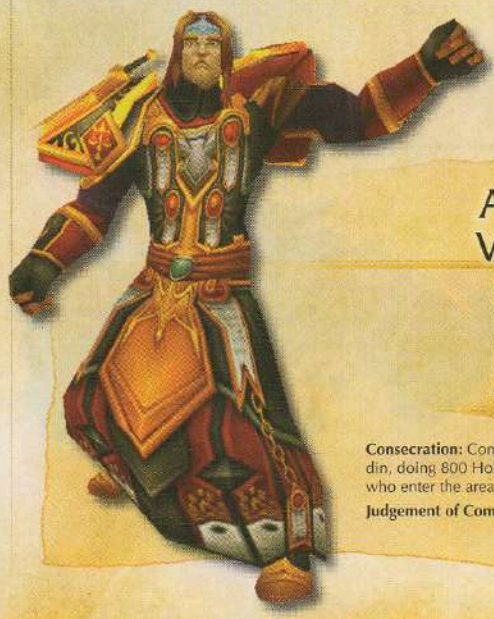
## AELDON SUNBRAND

| | |
|---|---|
| Min - Max Lvl | 30 |
| Min - Max Dmg | 27 - 36 |
| Min - Max HPs | 774 |
| Min - Max Mana | 2175 |
| Min - Max Armor | 654 |



## ADVISOR SEVEL

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 290 - 384 |
| Min - Max HPs | 2442 |
| Min - Max Mana | 2434 |
| Min - Max Armor | 3075 |



## AELMAR THE VANQUISHER

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 290 - 384 |
| Min - Max HPs | 7326 |
| Min - Max Mana | 7302 |
| Min - Max Armor | 3075 |

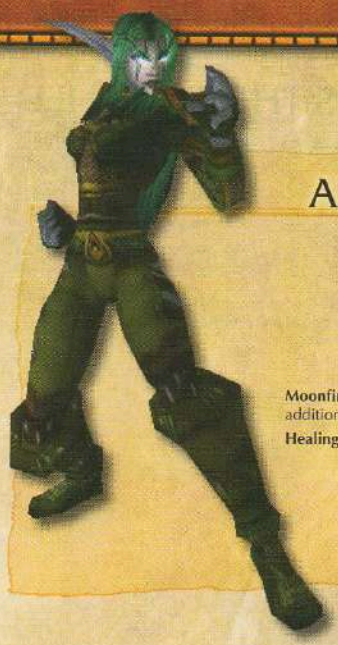
**Consecration:** Consecrates the land beneath Paladin, doing 800 Holy damage over 8 sec to enemies who enter the area.

**Judgement of Command**

## AEMAN BRIGHTSONG

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 200 - 281 |
| Min - Max HPs | 5914 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |





## AENDEL WINDSPEAR

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 97 - 128 |
| Min - Max HPs | 3297 |
| Min - Max Mana | 2434 |
| Min - Max Armor | 3075 |

**Moonfire:** Burns the enemy for Arcane damage and inflicts additional damage over 12 sec.

**Healing Touch:** Calls upon Nature magic to heal an ally.

## AEONUS

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 2353 - 3327 |
| Min - Max HPs | 147600 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Time Stop**

**Sand Breath:** Inflicts Arcane damage to enemies in a cone in front of the caster, reducing their movement and increasing the time between their attacks for 10 sec.

**Thrash:** Adds a chance to do two additional attacks

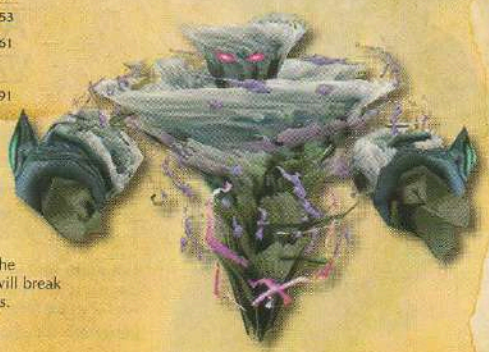
**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Frenzy:** Decreases the time between your attacks by 50% for 8 sec.



## AERANAS

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 181 - 253 |
| Min - Max HPs | 7461 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |



**Shock:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage.

**Enveloping Winds:** Surrounds an enemy with a cyclone for up to 10 sec. If the target takes any damage, it will break free of the imprisoning winds.

## AGATHELOS THE RAGING

| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 65 - 87 |
| Min - Max HPs | 6400 |
| Min - Max Mana | |
| Min - Max Armor | 1097 |



**Rushing Charge:** Increases the caster's movement speed by112% for 4 sec. and causes it to inflict an additional 270 damage on its first attack.

**Rampage:** Inflicts normal damage plus 26 to nearby enemies, stunning them for 2.5 sec.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 52 for 2 min.

**Left for Dead:** Inflicts 200 damage to an enemy and forces it to feign death for up to 5 min.

# AGGEM THORNCURSE

| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 61 - 81 |
| Min - Max HPs | 3450 |
| Min - Max Mana | 2196 |
| Min - Max Armor | 916 |



**Summon Boar Spirit:** Summons 1 Boar Spirit to aid the caster in battle for 4 min.

**Battle Shout:** The warrior shouts, increasing the melee attack power of all party members within 20 yards by 57. Lasts 2 min.

**Chain Heal:** Infuses a wounded ally with healing energy that spreads to another nearby ally. The spell affects up to 3 targets, but the healing energy is diminished by 50% for each successive target.

# AGGONIS

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 252 - 352 |
| Min - Max HPs | 8844 |
| Min - Max Mana | 2620 |
| Min - Max Armor | 3795 |



**Corruption:** Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec.

**Fear:** Strikes fear in an enemy, causing it to flee in terror for 6 sec. Only 1 target can be feared at a time.

**Hellfire:** Ignites the area surrounding the caster, causing 302 Fire damage to himself and 302 Fire damage to all nearby enemies every 1 sec. Lasts 15 sec.

# AIR ELEMENTALS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Acolyte of Air | 70 | 252 - 357 | 6986 | | 6792 |
| Air Spirit | 29 - 30 | 41 - 56 | 950 - 1003 | | 1165 - 1200 |
| **Lightning Cloud:** Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 48 to 54 Nature damage and inflicting 62 to 70 additional damage every 5 sec.<br>**Lightning Barrier:** Surrounds an ally with a shield of crackling electricity that lasts 3 min. and inflicts 16 Nature damage to melee attackers. | | | | | |
| Arcane Feedback | 59 - 60 | 95 - 128 | 1895 - 1954 | 2369 - 2434 | 2832 - 3075 |
| **Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 236 - 240 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times. | | | | | |
| Arcane Torrent | 59 - 60 | 569 - 769 | 16583 - 17094 | 9476 - 9736 | 2832 - 3075 |
| **Forked Lightning:** Inflicts 525 to 675 Nature damage to enemies in a cone in front of the caster.<br>**Lightning Cloud:** Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 318 to 327 Nature damage and inflicting 332 to 343 additional damage every 5 sec. | | | | | |
| Aspect of Air | 43 - 45 | 67 - 100 | 1716 - 1848 | | 2397 - 2725 |
| Corrupted Air Elemental | 70 | 75 - 106 | 559 | 3155 - 3155 | 5474 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Shadowform:** Assumes a Shadowform, increasing Shadow damage dealt by 20% and reducing melee damage taken by 20%. Shadowform lasts until cancelled. | | | | | |
| Cyclone Warrior | 57 - 59 | 98 - 135 | 3758 - 3997 | | 3380 - 3489 |
| **Shock:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage.<br>**Enveloping Winds:** Surrounds an enemy with a cyclone for up to 10 sec. If the target takes any damage, it will break free of the imprisoning winds. | | | | | |
| Dust Devil | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |
| Nature Resistance: 40<br>**Gust of Wind:** Stuns nearby enemies, rendering them unable to move or attack for 4 sec. | | | | | |
| Dust Howler | 64 - 65 | 177 - 260 | 4572 - 4731 | 2705 - 2790 | 4036 - 4275 |
| **Howling Dust:** Reduces an enemy's chance to hit with spells and abilities by 15% for 15 sec. | | | | | |
| Dust Stormer | 55 - 57 | 94 - 130 | 3529 - 3758 | | 3271 - 3380 |
| **Lightning Cloud:** Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 82 to 89 Nature damage and inflicting 96 to 105 additional damage every 5 sec.<br>**Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 110 - 114 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times. | | | | | |

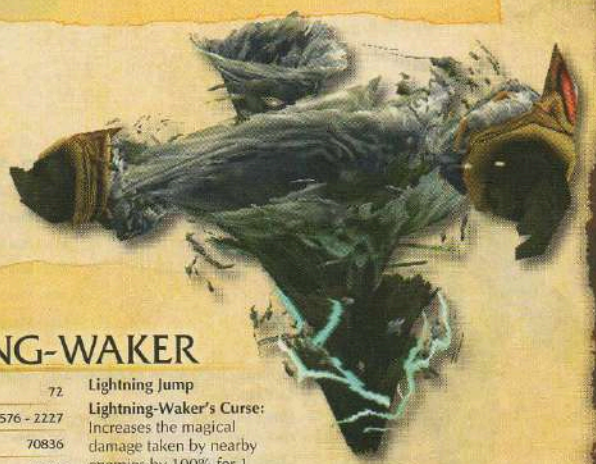


| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Enraged Air Spirit | 69 - 70 | 190 - 281 | 5409 - 5589 | 3080 - 3155 | 5235 - 5474 |
| **Chain Lightning:** Strikes an enemy with a lightning bolt that jars to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target.<br>**Hurricane:** Creates a violent storm in the target area causing 25 Nature damage to enemies every 1 sec, and increasing the time between the attacks of enemies by 67%. Lasts 10 sec. Druid must channel to maintain the spell. | | | | | |
| Gusting Vortex | 43 - 45 | 67 - 100 | 2059 - 2218 | | 3568 - 4059 |
| **Gust of Wind:** Stuns nearby enemies, rendering them unable to move or attack for 4 sec. | | | | | |
| Living Cyclone | 66 - 67 | 195 - 287 | 4892 - 5060 | 2846 - 2933 | 4515 - 4755 |
| **Magnetic Pull:** Pull somebody towards you.<br>**Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 132 - 134 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times. | | | | | |
| Living Storm | 47 - 49 | 74 - 102 | 1990 - 2138 | 1640 - 1750 | 3417 - 3549 |
| **Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 94 - 98 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times. | | | | | |
| Minor Manifestation of Air | 33 | 43 - 57 | 1021 | 963 | 1091 |
| **Lightning Cloud:** Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 54 to 58 Nature damage and inflicting 68 to 74 additional damage every 5 sec.<br>**Lightning Barrier:** Surrounds an ally with a shield of crackling electricity that lasts 3 min. and inflicts 18 Nature damage to melee attackers. | | | | | |
| Thundering Exile | 38 - 39 | 39 - 54 | 1305 - 1357 | 1486 - 1545 | 1418 - 1517 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Shock:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage. | | | | | |

# AKAMA

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 7388 - 10435 |
| Min - Max HPs | 1001550 |
| Min - Max Mana | 607000 |
| Min - Max Armor | 6194 |





# AKKIRIS LIGHTNING-WAKER

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1576 - 2227 |
| Min - Max HPs | 70836 |
| Min - Max Mana | 13236 |
| Min - Max Armor | 5954 |
| Arcane Resistance: 140 | |

**Lightning Jump**

**Lightning-Waker's Curse:** Increases the magical damage taken by nearby enemies by 100% for 1 min.

**Lightning Discharge:** Sends out lightning bolts, inflicting 925 to 1075 Nature damage to nearby enemies.

**Spell Shock:** Counters an enemy's spell, preventing the enemy from casting that spell again for 6 sec. Generates a high amount of threat.

**Magic Grounding:** Reduces the magical damage taken by the caster by 50% for 30 sec.

## AKKRILUS

| | |
|---|---|
| Min - Max Lvl | 26 |
| Min - Max Dmg | 34 - 46 |
| Min - Max HPs | 684 |
| Min - Max Mana | 693 |
| Min - Max Armor | 887 |

**Rain of Fire:** Calls down a fiery rain to burn enemies in the area of effect for Fire damage over 8 sec.

**Immolate:** Burns the enemy for 54 Fire damage and then an additional 90 Fire damage over 15 sec.

**Fire Shield II:** Surrounds an ally with a shield of flame that inflicts 15 Fire damage to nearby enemies every 3 sec. Lasts 1 min.

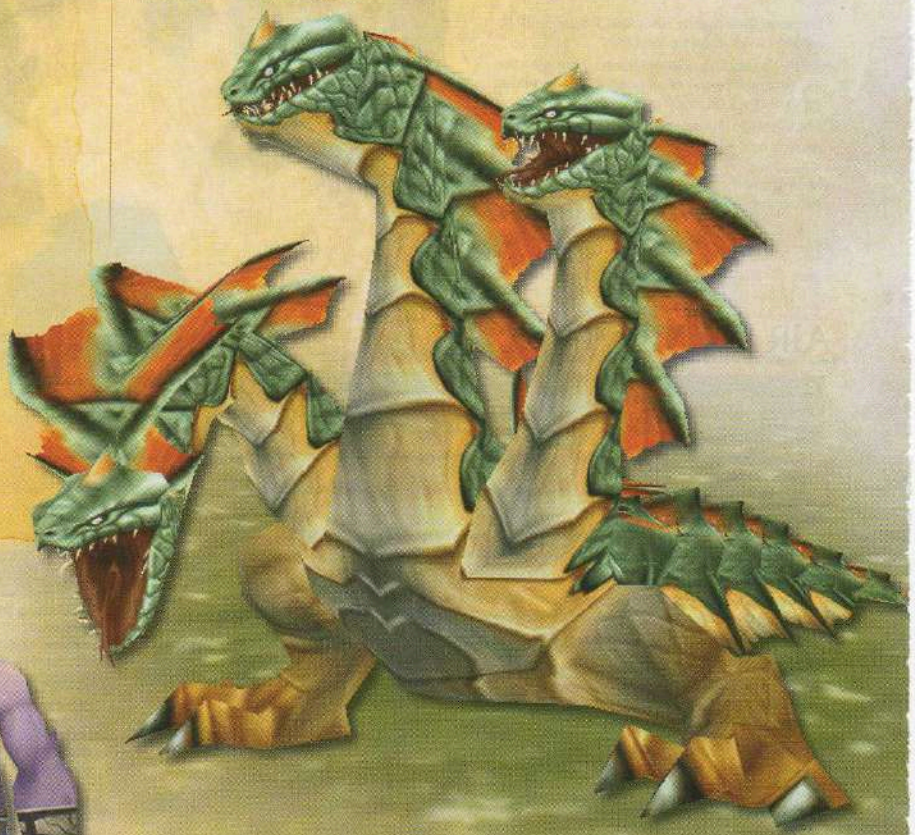


## AKU'MAI

| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 157 - 208 |
| Min - Max HPs | 6510 |
| Min - Max Mana | |
| Min - Max Armor | 992 |

**Poison Cloud:** Inflicts 50 Nature damage to nearby enemies every 5 sec. for 45 sec.

**Frenzied Rage:** Increases the caster's attack speed by 75% for 5 sec., but reduces the Physical damage dealt by 15.



## AKORU THE FIRECALLER

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 100 - 133 |
| Min - Max HPs | 3367 |
| Min - Max Mana | 2568 |
| Min - Max Armor | 3555 |





## AKUNO

| | |
|---|---|
| Min - Max Lvl | 64 |
| Min - Max Dmg | 104 - 138 |
| Min - Max HPs | 3562 |
| Min - Max Mana | 2705 |
| Min - Max Armor | 4036 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 5 targets, inflicting greater Nature damage to each successive target.



## AKUBAR THE SEER

| | |
|---|---|
| Min - Max Lvl | 54 |
| Min - Max Dmg | 86 - 114 |
| Min - Max HPs | 2634 |
| Min - Max Mana | 2041 |
| Min - Max Armor | 2610 |

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Slow:** Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec.

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target.

## ALANDIEN



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 1054 - 1490 |
| Min - Max HPs | 72657 |
| Min - Max Mana | 18930 |
| Min - Max Armor | 5474 |

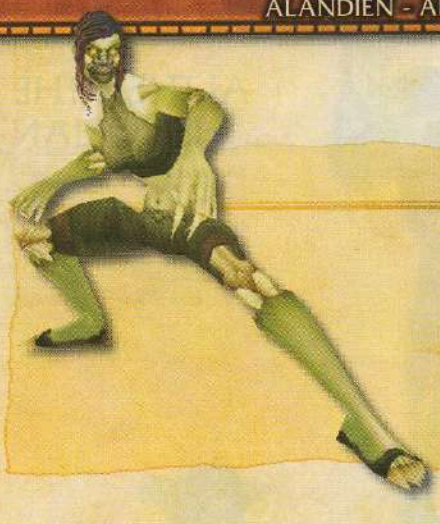
**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Evasion:** Increases the rogue's chance to dodge by 50% for 10 sec.

**Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes 50 damage.

**Shadowfury:** Shadowfury is unleashed, causing 206 to 244 Shadow damage and stunning all enemies within 10 yds.

## ALINA



| | |
|---|---|
| Min - Max Lvl | 33 |
| Min - Max Dmg | 46 - 61 |
| Min - Max HPs | 1221 |
| Min - Max Mana | |
| Min - Max Armor | 1304 |

## ALDARON THE RECKLESS



| | |
|---|---|
| Min - Max Lvl | 8 |
| Min - Max Dmg | 10 - 13 |
| Min - Max HPs | 148 |
| Min - Max Mana | 825 |
| Min - Max Armor | 268 |

**Fireball:** Inflicts Fire damage to an enemy.

## ALLUVION

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 776 - 1096 |
| Min - Max HPs | 29515 |
| Min - Max Mana | 6618 |
| Min - Max Armor | 5954 |

**Water Bolt:** Hurls a watery bolt at an enemy, inflicting 189 to 231 Frost damage.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.



## ALEXI BAROV



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 249 - 331 |
| Min - Max HPs | 12208 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in both hands.

**Sinister Strike:** Inflicts normal damage plus 49 to an enemy.

**Rupture:** Inflicts Physical damage to an enemy every 2 sec. for 10 sec.

**Kick:** Kicks an enemy for 84 damage, interrupting the spell being cast for 6 sec.

**Backstab:** Inflicts normal damage plus 108 to an enemy, but only if attacking from behind.

## ALORRA



**Fireball:** Inflicts Fire damage to an enemy.

**Scorch:** Scorches an enemy for Fire damage.

**Slow:** Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec.

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 234 - 331 |
| Min - Max HPs | 5589 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

## ALIGAR THE TORMENTOR



| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 34 - 46 |
| Min - Max HPs | 664 |
| Min - Max Mana | |
| Min - Max Armor | 992 |

**Heroic Strike:** A strong attack that increases melee damage by 32 and causes a high amount of threat.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.

**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts until cancelled.

## ALSHIRR BANEBREATH



| | |
|---|---|
| Min - Max Lvl | 54 |
| Min - Max Dmg | 92 - 122 |
| Min - Max HPs | 3293 |
| Min - Max Mana | |
| Min - Max Armor | 3216 |



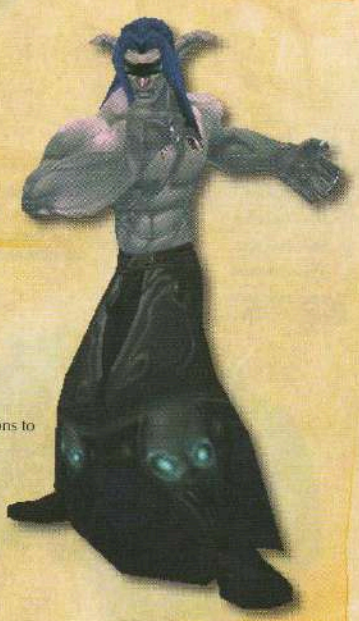
## ALTHEN THE HISTORIAN

| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 85 - 120 |
| Min - Max HPs | 2899 |
| Min - Max Mana | 5598 |
| Min - Max Armor | 1770 |



## AMANI TROLLS

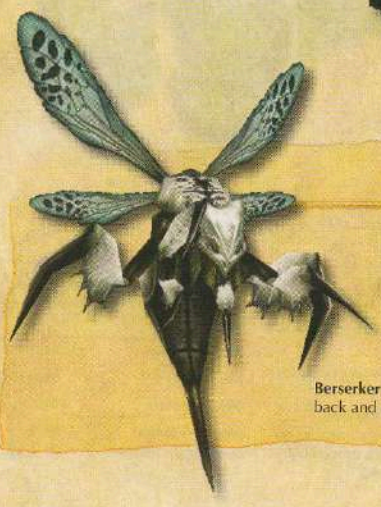
| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Amani Axe Thrower | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| **Throw**: Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Amani Berserker | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Amani Shadowpriest | 8 - 10 | 10 - 16 | 148 - 186 | 165 - 191 | 268 - 426 |
| **Shadow Word**: Pain: Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec. | | | | | |



## ALTRUIS THE SUFFERER

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the both hands.



## ALUNTIR

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 108 - 143 |
| Min - Max HPs | 4208 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Berserker Charge:** Charges at an enemy, knocking it back and inflicting normal damage plus 150.

## AMBASSADOR BLOODRAGE

| | |
|---|---|
| Min - Max Lvl | 35 |
| Min - Max Dmg | 45 - 60 |
| Min - Max HPs | 1110 |
| Min - Max Mana | 2134 |
| Min - Max Armor | 1149 |



**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Cripple:** Increases the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec.

**Call of the Grave:** Inflicts 350 Shadow damage to an enemy after 60 sec.

**Summon Skeletal Servant:** Summons 1 Skeletal Servant to accompany the caster until dismissed.

## ALZZIN THE WILDSHAPER

| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 332 - 440 |
| Min - Max HPs | 32158 |
| Min - Max Mana | 11445 |
| Min - Max Armor | 2788 |
| Nature Resistance: 180 | |

**Enervate:** 200 mana drained every second.

**Wither:** 139 to 161 Nature damage inflicted every 3 sec. Strength reduced by 100.

**Thorns:** Thorns sprout from the friendly target causing 50 Nature damage to attackers when hit. Lasts 10 min.

**Dire Wolf Form:** Allows Alzzin to shapeshift.

**Vicious Bite:** Bites an enemy, inflicting Physical damage.

**Mangle:** Inflicts 200 damage to an enemy every 2 sec. and slows its movement by 50% for 20 sec.

**Tree Form:** Allows Alzzin to shapeshift.

**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 6 sec.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Wild Regeneration:** Heals the caster for 135 to 159 damage every 2 sec. for 20 sec.



## ALZZIN'S MINION

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 19 - 25 |
| Min - Max HPs | 675 |
| Min - Max Mana | |
| Min - Max Armor | 3327 |

## AMBASSADOR FLAMELASH



| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 470 - 624 |
| Min - Max HPs | 26140 |
| Min - Max Mana | |
| Min - Max Armor | 3271 |

**Fire Blast**: Inflicts Fire damage to an enemy.

## AMBASSADOR MALCIN



| | |
|---|---|
| Min - Max Lvl | 35 |
| Min - Max Dmg | 45 - 60 |
| Min - Max HPs | 1261 |
| Min - Max Mana | 2134 |
| Min - Max Armor | 1149 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Curse of Blood:** Increases the Physical damage taken by an enemy by 18 for 2 min.



## AMBASSADOR HELLMAW

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 2285 - 3232 |
| Min - Max HPs | 134685 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Fear:** Strikes fear in all enemies within 45 yds., causing them to flee in terror for up to 6 sec.

**Corrosive Acid**: Deals 1094 to 1906 damage every 3 sec. Armor reduced by 3938 to 5062.

## AMBASSADOR SOLANNAS

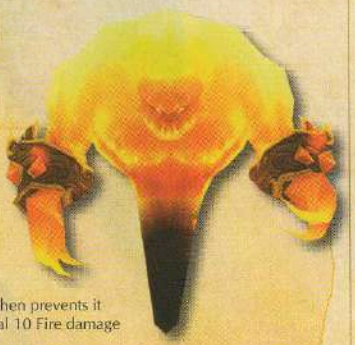


| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 234 - 331 |
| Min - Max HPs | 5589 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Fireball:** Inflicts Fire damage to an enemy.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

## AMBASSADOR INFERNUS



| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 128 - 169 |
| Min - Max HPs | 3963 |
| Min - Max Mana | 1381 |
| Min - Max Armor | 1841 |

**Searing Flames:** Burns an enemy for 126 damage, then prevents it from spellcasting for 9 sec. and inflicts an additional 10 Fire damage every 3 sec.

**Fire Shield IV:** Surrounds an ally with a shield of flame that inflicts 59 Fire damage to nearby enemies every 3 sec. Lasts 15 sec.

**Fire Nova:** Inflicts Fire damage to nearby enemies.



## AMBER PROVOST

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 90 - 118 |
| Min - Max HPs | 2884 |
| Min - Max Mana | 5751 |
| Min - Max Armor | 1923 |



## AMBASSADOR JERRIKAR

| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 362 - 512 |
| Min - Max HPs | 13522 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |

**Silence:** Silences an enemy, preventing it from casting spells for 4 sec.

**Diplomatic Immunity:** Protects the caster from all attacks and spells for 6 sec.

**Dark Strike:** Consecrates the caster's weapon, inflicting 19 to 21 additional damage on its next attack. All damage caused is considered Shadow damage.

## A-ME 01



| | |
|---|---|
| Min - Max Lvl | 48 |
| Min - Max Dmg | 81 - 107 |
| Min - Max HPs | 2578 |
| Min - Max Mana | |
| Min - Max Armor | 2888 |

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 10 for 30 sec.



## AMNENNAR THE COLDBRINGER

| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 191 - 253 |
| Min - Max HPs | 8744 |
| Min - Max Mana | 9136 |
| Min - Max Armor | 1769 |

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

**Amnennar's Wrath:** Knocks an enemy back.



## ANDRE FIREBEARD

| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 76 - 100 |
| Min - Max HPs | 2218 |
| Min - Max Mana | |
| Min - Max Armor | 2725 |



## ANATHEMUS

| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 426 - 564 |
| Min - Max HPs | 8316 |
| Min - Max Mana | |
| Min - Max Armor | 2725 |

## ANETHERON

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 12314 - 17392 |
| Min - Max HPs | 4249000 |
| Min - Max Mana | 67740 |
| Min - Max Armor | 6193 |

**Carrion Swarm:** All healing is reduced by 75%.

**Inferno**

**Sleep:** Puts enemies in a small area to sleep for up to 10 sec. Any damage caused will awaken sleeping targets.

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.





## ANA'THEK THE CRUEL

| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 127 - 168 |
| Min - Max HPs | 2218 |
| Min - Max Mana | |
| Min - Max Armor | 2725 |

**Head Crack:** Reduces an enemy's Stamina by 23 for 20 sec.

**Execute:** Attempts to finish off a wounded enemy, inflicting normal damage plus 362. Execute can only be used on enemies that have 20% or less health.



## ANAYA DAWNRUNNER

| | |
|---|---|
| Min - Max Lvl | 16 |
| Min - Max Dmg | 23 - 31 |
| Min - Max HPs | 356 |
| Min - Max Mana | |
| Min - Max Armor | 713 |

**Banshee Curse:** Reduces an enemy's chance to hit by 17% for 12 sec.



## ANGER GUARD

| | |
|---|---|
| Min - Max Lvl | 67 - 68 |
| Min - Max Dmg | 220 - 325 |
| Min - Max HPs | 6326 - 6542 |
| Min - Max Mana | |
| Min - Max Armor | 5892 - 6192 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Charge:** Charges an enemy, inflicting normal damage plus 75 and stuns the opponent for 2 sec.

## ANGER'REL

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 376 - 499 |
| Min - Max HPs | 11763 |
| Min - Max Mana | |
| Min - Max Armor | 3271 |



**Strike:** Strikes at an enemy, inflicting increased melee damage.

**Shield Block:** Increases the caster's chance to block by 75% for 5 sec., but will only block 1 attacks.

**Sunder Armor:** Hacks at an enemy's armor, reducing it per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Shield Wall:** Reduces the Physical and magical damage taken by the caster by 75% for 10 sec.

## ANTILOS

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 85 - 112 |
| Min - Max HPs | 2769 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |



**Swoop:** Inflicts normal damage plus 66 to enemies in a cone in front of the caster, stunning them for 2 sec.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

## ANTILUS THE SOARER

| | |
|---|---|
| Min - Max Lvl | 48 |
| Min - Max Dmg | 101 - 134 |
| Min - Max HPs | 2578 |
| Min - Max Mana | |
| Min - Max Armor | 2888 |



**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

## ANGERSHADE

| | |
|---|---|
| Min - Max Lvl | 7 - 8 |
| Min - Max Dmg | 8 - 12 |
| Min - Max HPs | 139 - 157 |
| Min - Max Mana | 289 - 319 |
| Min - Max Armor | 132 - 172 |



**Enrage:** Physical damage is increased by 8. Attack speed is increased by 30%.

## ANOK'SUTEN

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 24 - 32 |
| Min - Max HPs | 624 |
| Min - Max Mana | 205 |
| Min - Max Armor | 450 |



**Strike:** Strikes at an enemy, inflicting normal damage plus 20.

**Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec.

**Wither Strike:** Increases the time between an enemy's attacks by 33% for 4 sec.

## ANGO'ROSH OGRES



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Ango'rosh Brute | 62 - 63 | 207 - 303 | 5341 - 5527 | | 4391 - 4691 |
| **Knockdown:** Inflicts 123 to 141 damage to an enemy, stunning it for 2 sec.<br>**Enrage:** Physical damage is increased by 62. Attack speed is increased by 30%. | | | | | |
| Ango'rosh Mauler | 63 - 64 | 181 - 267 | 5527 - 5715 | | 4691 - 4991 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Overpower:** Instantly overpowers an enemy, causing weapon damage plus 47 - 48. Can only be used after the target dodges. Overpower cannot be blocked, dodged, or parried. | | | | | |
| Ango'rosh Ogre | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Kick:** Kicks an enemy for 44 - 45 damage, interrupting the spell being cast for 6 sec.<br>**Enrage:** Physical damage is increased by 62. Attack speed is increased by 30%. | | | | | |
| Ango'rosh Sentry | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 10 for 30 sec.<br>**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally. | | | | | |
| Ango'rosh Shadowmage | 63 - 64 | 168 - 247 | 4422 - 4572 | 2620 - 2705 | 3795 - 4036 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Shadow Shell:** Increases armor for 10 sec. | | | | | |
| Ango'rosh Shaman | 62 - 63 | 160 - 234 | 4274 - 4422 | 2568 - 2620 | 3555 - 3795 |
| **Fire Nova Totem:** Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 430 to 479 fire damage to enemies within 10 yd.<br>**Healing Touch:** Calls upon Nature magic to heal an ally.<br>**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec. | | | | | |
| Ango'rosh Soulcaster | 63 - 64 | 168 - 247 | 4422 - 4572 | 2620 - 2705 | 3795 - 4036 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Siphon Life:** Transfers 80 health from the target to the caster every 3 sec. Lasts 10 sec.<br>**Shadowform:** Assumes a Shadowform, increasing Shadow damage dealt by 20% and reducing melee damage taken by 20%. Shadowform lasts until cancelled. | | | | | |
| Ango'rosh Warlock | 62 - 63 | 148 - 216 | 4487 - 4644 | 6015 - 6156 | 2223 - 2374 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Summon Imp:** Summons an Imp to accompany the caster until dismissed.<br>**Summon Succubus:** Summons 1 Succubus to accompany the caster until dismissed.<br>**Demon Armor:** Protects the caster, increasing armor by 588 - 597, Shadow resistance by 15, and health regeneration for 30 min. | | | | | |

## ANUB'REKHAN

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 3844 - 5096 |
| Min - Max HPs | 1665500 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Locust Swarm:** Deals 875 to 1125 Nature damage every 2 sec. Unable to attack. Unable to cast spells.



# ANUB'SHIAH



| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 444 - 588 |
| Min - Max HPs | 15176 |
| Min - Max Mana | 9615 |
| Min - Max Armor | 2522 |
| Shadow Resistance: 162 | |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Curse of Tongues:** Forces nearby enemies to speak in Demonic, reducing their casting speed by 50% for 15 sec. Only one curse per warlock can be active on any one target.

**Enveloping Web:** Immobilizes an enemy, increases the time between its attacks by 100%, and prevents it from casting spells for 8 sec.

**Demon Armor:** Protects the caster, increasing armor by 498, Shadow resistance by 12, and health regeneration for 30 min.

**Banish:** Banishes an enemy, preventing all action but making it invulnerable for up to 15 sec. Only one target can be banished at a time.

**Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 1 for 2 min. Only one curse per warlock can be active on any one target.



# ANTU'SUL

| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 305 - 405 |
| Min - Max HPs | 12280 |
| Min - Max Mana | 12696 |
| Min - Max Armor | 2255 |

**Earthgrab Totem:** Summons an Earthgrab Totem that lasts 30 sec. and periodically immobilizes nearby enemies.

**Fire Nova Totem:** Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 292 to 328 fire damage to enemies within 10 yd.

**Healing Ward:** Summons a ward that lasts 30 sec. and periodically heals allies in an area around it.

**Flash Heal:** Heals a friendly target for 524 to 622.

**Earth Shock:** Instantly shocks the target with concussive force, causing 353 to 375 Nature damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 2 sec.

**Chain Lightning:** Hurls a lightning bolt at the enemy, dealing 372 to 418 Nature damage and then jumping to additional nearby enemies. Each jump reduces the damage by 30%. Affects 3 total targets.

**Healing Wave of Antu'sul:** Heal your target for 2286 to 2646.



# ANUBISATH

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Anubisath | 58 | 397 - 527 | 8883 | | 3489 |
| Anubisath Conqueror | 61 | 741 - 982 | 31440 | | 4091 |
| Anubisath Defender | 62 | 3237 - 4294 | 485550 | | 4391 |
| Anubisath Guardian | 62 | 1295 - 1717 | 61503 | | 4391 |
| Anubisath Sentinel | 61 | 1799 - 2385 | 110040 | | 4091 |
| **Enrage**: Physical damage is increased by 62. Attack speed is increased by 30%. | | | | | |
| Anubisath Swordsguard | 61 | 1032 - 1368 | 6288 | | 4091 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |
| Anubisath Warbringer | 43 - 45 | 220 - 331 | 13728 - 14784 | | 2397 - 2725 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Sundering Cleave**: Hacks at the armor of an enemy and its nearby allies, affecting up to 3 targets. A target's armor is reduced by 24 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.<br>**War Stomp**: Inflicts normal damage plus 22 - 23 to nearby enemies, knocking them back and stunning them for 5 sec. | | | | | |
| Anubisath Warder | 63 | 3075 - 4077 | 299790 | | 4691 |
| **Silence**: Silences nearby enemies, preventing them from casting spells for 10 sec.<br>**Fear**: Strikes fear in an enemy, causing it to flee in terror for up to 8 sec. Only 1 target can be feared at a time.<br>**Entangling Roots**: Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 15 sec.<br>**Dust Cloud**: Reduces nearby enemies' chance to hit by 85% for 12 sec.<br>**Fire Nova**: Inflicts Fire damage to nearby enemies. | | | | | |
| Anubisath Warrior | 61 | 317 - 421 | 37728 | | 4091 |
| **Uppercut**: Inflicts normal damage plus 50 to an enemy, knocking it back.<br>**Trample**: Inflicts Physical damage to nearby enemies.<br>**Enrage** | | | | | |



# ANVILRAGE DWARVES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Anvilrage Captain | 55 | 338 - 449 | 7842 | | 3271 |
| **Demoralizing Shout**: Reduces the melee attack power of nearby enemies by 10 for 30 sec.<br>**Mortal Strike**: Inflicts 130% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.<br>**Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.<br>**Shield Block**: Increases the caster's chance to block by 75% for 5 sec., but will only block 1 attacks. | | | | | |
| Anvilrage Footman | 50 - 51 | 305 - 412 | 6645 - 6876 | | 2999 - 3052 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Strike**: Strikes at an enemy, inflicting increased melee damage.<br>**Kick**: Kicks an enemy for 64 - 66 damage, interrupting the spell being cast for 6 sec. | | | | | |
| Anvilrage Guardsman | 50 - 51 | 262 - 355 | 6645 - 6876 | | 3733 - 3799 |
| **Shield Block**: Increases the caster's chance to block by 75% for 5 sec., but will only block 1 attacks.<br>**Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.<br>**Sunder Armor**: Hacks at an enemy's armor, reducing it per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Anvilrage Marshal | 53 - 54 | 293 - 397 | 5886 - 6078 | 3964 - 4082 | 2566 - 2610 |
| **Devotion Aura**: Gives 1060 - 1080 additional armor to nearby party members for 4 min. Players may only have one aura on them per paladin at any one time.<br>**Holy Light**: Calls upon Holy magic to heal an ally.<br>**Holy Strike**: Consecrates the caster's weapon, inflicting 146 - 149 additional damage on its next attack. All damage inflicted is based on Holy magic. | | | | | |
| Anvilrage Medic | 50 - 51 | 241 - 324 | 4653 - 4812 | 8786 - 9012 | 1518 - 1546 |
| **Heal**: Calls upon Holy magic to heal an ally.<br>**Prayer of Healing**: Invokes Holy magic to heal nearby party members.<br>**Mind Blast**: Inflicts Shadow damage to an enemy, but causes a high amount of threat.<br>**Power Word**: Fortitude: Increases an ally's Stamina by 39 - 40 for 30 min. | | | | | |
| Anvilrage Officer | 51 | 273 - 361 | 5502 | 3728 | 2477 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Battle Shout**: Increases the melee attack power of nearby party members by 204 for 2 min.<br>**Backhand**: Backhands an enemy, stunning it for 2 sec.<br>**Divine Shield**: Protects the caster from all attacks and spells for 8 sec., but also increases the time between attacks by 100% during that time.<br>**Holy Light**: Calls upon Holy magic to heal an ally. | | | | | |
| Anvilrage Overseer | 48 - 49 | 187 - 254 | 6186 - 6414 | | 2888 - 2944 |
| **Strike**: Strikes at an enemy, inflicting increased melee damage.<br>**Haste Aura**: Increases the attack speed of all nearby party members by 20%. Players may only have one aura on them per paladin at any one time. The aura lasts until cancelled. | | | | | |
| Anvilrage Reservist | 52 - 53 | 88 - 119 | 711 - 736 | | 3108 - 3163 |
| **Strike**: Strikes at an enemy, inflicting weapon damage plus 81 - 83.<br>**Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.<br>**Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.<br>**Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Battle Shout**: Increases the melee attack power of nearby party members by 208 - 212 for 2 min.<br>**Backhand**: Backhands an enemy, stunning it for 2 sec. | | | | | |
| Anvilrage Soldier | 50 | 279 - 370 | 6645 | | 2999 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.<br>**Recklessness** | | | | | |
| Anvilrage Warden | 49 - 50 | 248 - 337 | 6414 - 6645 | | 3232 - 3292 |
| **Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.<br>**Hooked Net**: Immobilizes an enemy for 6 sec. and inflicts Physical damage.<br>**Thrash**: Adds a chance to do two additional attacks | | | | | |

# ANZU



| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 4850 - 6852 |
| Min - Max HPs | 236120 |
| Min - Max Mana | 33090 |
| Min - Max Armor | 5954 |

**Paralyzing Screech:** Stuns all nearby enemies for 6 sec.

**Flesh Rip:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Dive:** Charges a distant enemy, inflicting 1850 to 2150 damage, then fears all nearby targets.

**Spell Bomb:** Curses a target, causing them to lose mana and take damage when they cast spells.

**Cyclone of Feathers**: Invulnerable, but unable to act.

## APEX

| | |
|---|---|
| Min - Max Lvl | 67 - 68 |
| Min - Max Dmg | 734 - 1083 |
| Min - Max HPs | 25304 - 26168 |
| Min - Max Mana | |
| Min - Max Armor | 5892 - 6192 |

**Thunderclap:** Inflicts 71 to 74 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 64% for 10 sec.



## APOTHECARY JORELL

| | |
|---|---|
| Min - Max Lvl | 36 |
| Min - Max Dmg | 50 - 66 |
| Min - Max HPs | 1469 |
| Min - Max Mana | |
| Min - Max Armor | 1480 |



## ARADOS THE DAMNED

| | |
|---|---|
| Min - Max Lvl | 35 |
| Min - Max Dmg | 45 - 60 |
| Min - Max HPs | 1110 |
| Min - Max Mana | 1067 |
| Min - Max Armor | 1149 |

**Heal:** Calls upon Holy magic to heal an ally.

**Divine Protection:** Protects the caster from all attacks and spells for 8 sec., but during that time the caster also cannot attack or use spells.

**Retribution Aura:** Causes 6 Holy damage to any creature that strikes a nearby party member. Players may only have one aura on them per paladin at any one time. The aura lasts until cancelled.



## APEXIS FLAYER

| | |
|---|---|
| Min - Max Lvl | 71 - 72 |
| Min - Max Dmg | 128 - 185 |
| Min - Max HPs | 7181 - 7380 |
| Min - Max Mana | |
| Min - Max Armor | 7089 - 7387 |

**Shred Armor:** Shreds an enemy's armor, reducing it by 3000 for 8 sec.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.



## AQUANTION

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

| | |
|---|---|
| Min - Max Lvl | 13 |
| Min - Max Dmg | 26 - 34 |
| Min - Max HPs | 506 |
| Min - Max Mana | 264 |
| Min - Max Armor | 507 |

Nature Resistance: 144, Frost Resistance: 144



## ARAJ THE SUMMONER

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 217 - 287 |
| Min - Max HPs | 8300 |
| Min - Max Mana | 7458 |
| Min - Max Armor | 3316 |

**Summon Illusory Wraith:** Summons 4 Illusory Wraiths to aid the caster in battle for 1 min.

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.



## APOTHECARY BERARD

| | |
|---|---|
| Min - Max Lvl | 16 |
| Min - Max Dmg | 40 - 53 |
| Min - Max HPs | 1068 |
| Min - Max Mana | |
| Min - Max Armor | 713 |



## AQUEMENTAS

| | |
|---|---|
| Min - Max Lvl | 54 |
| Min - Max Dmg | 92 - 122 |
| Min - Max HPs | 3293 |
| Min - Max Mana | |
| Min - Max Armor | 3216 |

**Aqua Jet:** Sprays water in all directions, inflicting Frost damage to nearby enemies and knocking them back.

**Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.



## APOTHECARY FALTHIS

| | |
|---|---|
| Min - Max Lvl | 22 |
| Min - Max Dmg | 28 - 36 |
| Min - Max HPs | 472 |
| Min - Max Mana | 1357 |
| Min - Max Armor | 499 |

**Summon Voidwalker:** Summons 1 Voidwalker to accompany the caster until dismissed.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.





## ARAKIS

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 108 - 143 |
| Min - Max HPs | 4208 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

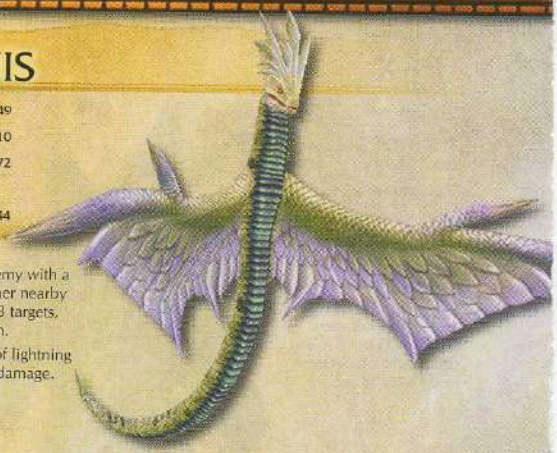
**Berserker Charge:** Charges at an enemy, knocking it back and inflicting normal damage plus 150.

## ARASH-ETHIS

| | |
|---|---|
| Min - Max Lvl | 49 |
| Min - Max Dmg | 83 - 110 |
| Min - Max HPs | 2672 |
| Min - Max Mana | |
| Min - Max Armor | 2944 |

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing Nature damage to each.

**Shock:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage.



## ARANTIR

| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 189 - 251 |
| Min - Max HPs | 5544 |
| Min - Max Mana | |
| Min - Max Armor | 2725 |



**Arantir's Anger:** In a whirlwind of steel you attack all nearby enemies for 4 sec, causing weapon damage plus additional 2 seconds.

**Sinister Strike:** An instant strike that causes 33 damage in addition to your normal weapon damage. Awards 1 combo point.

**Slice and Dice:** Finishing move that increases melee attack speed by 20% per combo point.

**Gouge:** Causes 32 damage, incapacitating the opponent for 4 sec, and turns off your attack. Target must be facing you. Any damage caused will revive the target. Awards 1 combo point.

**Arantir's Rage:** Taunts all nearby enemies.



## ARAZZIUS THE CRUEL

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 1026 - 1430 |
| Min - Max HPs | 44220 |
| Min - Max Mana | 15720 |
| Min - Max Armor | 3795 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Inferno:** Summons a meteor from the Twisting Nether, causing 200 Fire damage and stunning all enemy targets in the area for 2 sec. An Infernal rises from the crater, under the command of the caster for 5 min. Once control is lost, the Infernal must be Enslaved to maintain control. Can only be used outdoors.

**Pyroblast:** Inflicts Fire damage to an enemy, then additional damage every 3 sec. for 12 sec.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

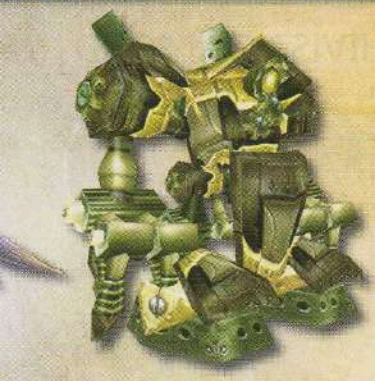
**Power of Arrazius**



## ARCANE ELEMENTALS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Arcane Aberration | 59 - 60 | 379 - 513 | 7107 - 7326 | 9476 - 9736 | 2832 - 3075 |
| **Arcane Bolt:** Hurls magic at nearby enemies, inflicting Arcane damage. | | | | | |
| Arcane Anomaly | 71 | 3291 - 4643 | 1005 | 51324 | 3577 |
| Arcane Resistance: 75 | | | | | |
| **Mana Shield:** Enfolds the caster in a protective shield that lasts Until Cancelled, and absorbs up to 60000 Physical damage, draining mana instead of health. Drains 100 mana per point of damage absorbed. **Blink:** Teleports the caster to a random target. Also frees the caster from any bonds. **Loose Mana:** Restores 175 mana per 1 in an area for 20 sec. **Arcane Volley:** Hurls magical bolts at nearby enemies, inflicting Arcane damage. | | | | | |
| Arcane Burst | 67 | 204 - 287 | 2530 | 2933 | 4755 |
| **Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies. | | | | | |
| Arcane Devourer | 11 - 12 | 14 - 21 | 208 - 230 | 205 - 249 | 450 - 479 |
| **Devour Mana:** Drains an enemy of 55 mana and heals the caster for the mana stolen. | | | | | |
| Arcane Fiend | 64 | 318 - 445 | 1600 | 13525 | 4036 |
| **Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies. **Counterspell:** Counters an enemy's spell, preventing the enemy from casting that spell again for 15 sec. Generates a high amount of threat. | | | | | |
| Arcane Horror | 58 - 59 | 100 - 135 | 2871 - 2961 | | 3435 - 3489 |
| Arcane Servant | 70 | 351 - 497 | 4192 | 3155 | 5474 |
| **Arcane Volley:** Hurls a magical bolt at an enemy, inflicting Arcane damage. **Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies. | | | | | |
| Arcane Wraith | 3 - 4 | 3 - 5 | 69 - 83 | 79 - 104 | 37 - 67 |
| **Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage. | | | | | |
| Chaotic Sentience | 70 - 71 | 2424 - 3485 | 55888 - 57448 | | 6792 - 7089 |
| Arcane Resistance: 75 | | | | | |
| **Unstable Magic:** Increases all spell damage done by nearby enemies by up to 300. Increases all spell damage taken by an enemy by up to 600. Lasts 2 min. | | | | | |
| Ether Feind | 9 - 10 | 11 - 16 | 166 - 186 | 178 - 191 | 342 - 426 |
| Flawless Arcane Elemental | 70 | 252 - 357 | 6986 | | 6792 |
| **Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage. | | | | | |
| Heinous Netherwraith | 70 | 469 - 662 | 11178 | 6310 | 5474 |
| Shadow Resistance: 75, Arcane Resistance: 100 | | | | | |
| **Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage. **Shadow Blast:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. **Damage Amplification:** Holy **Damage Amplification:** Nature | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Magestayer | 68 - 69 | 171 - 253 | 5233 - 5409 | 2991 - 3080 | 4995 - 5235 |
| **Spell Reflection:** Reflects the next magic spell back at its caster. **Blink:** Teleports the caster 20 yd. forward unless something is in the way. Also frees the caster from any bonds. | | | | | |
| Magical Horror | 71 | 2859 - 4039 | 45952 | 32310 | 5714 |
| **Power Distortion:** Curses nearby enemies, increasing the costs of their spells and abilities by 100% for 15 sec. This cost increase applies to all spells and abilities, whether they cost mana, rage, or energy. **Arcane Volley:** Hurls magical bolts at nearby enemies, inflicting Arcane damage. | | | | | |
| Mana Beast | 60 | 35 - 48 | 1195 | 730 | 3075 |
| Mana Burst | 59 - 60 | 9 - 12 | 473 - 488 | 4738 - 4868 | 2832 - 3075 |
| **Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies. | | | | | |
| Mana Elemental | 59 - 60 | 379 - 513 | 2369 - 2442 | 9476 - 9736 | 2832 - 3075 |
| Mana Fiend | 60 | 774 - 1025 | 14652 | 12170 | 3075 |
| **Arcane Explosion:** Sends out a blast wave of magic, inflicting 875 to 1125 Arcane damage to nearby enemies. **Counterspell:** Counters an enemy's spell, preventing the enemy from casting that spell again for 15 sec. Generates a high amount of threat. | | | | | |
| Mana Remnant | 57 - 59 | 365 - 502 | 6681 - 7107 | 8964 - 9476 | 2744 - 2832 |
| **Blink:** Teleports the caster 20 yd. forward unless something is in the way. Also frees the caster from any bonds. **Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing Nature damage to each. | | | | | |
| Mana Seeker | 68 - 69 | 171 - 253 | 5233 - 5409 | 2991 - 3080 | 4995 - 5235 |
| **Mana Burn:** Hits an enemy with an antimana bolt. For each point of mana consumed by the bolt, the target takes 50 damage. **Slow:** Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec. | | | | | |
| Mana Stalker | 5 - 6 | 5 - 8 | 98 - 115 | 115 - 126 | 105 - 150 |
| **Moonfire:** Burns the enemy for Arcane damage and inflicts additional damage over 12 sec. | | | | | |
| Mana Warp | 70 | 1515 - 2142 | 41916 | | 6792 |
| **Warp Breach:** Explode, dealing massive Arcane damage to nearby enemies. | | | | | |
| Mana Wraith | 67 - 68 | 187 - 276 | 6326 - 6542 | | 5892 - 6192 |
| **Devour Mana:** Drains an enemy of 55 mana and heals the caster for the mana stolen. | | | | | |
| Manaspawn | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Manowraith | 6 - 7 | 8 - 11 | 115 - 131 | 126 - 138 | 150 - 205 |
| **Faerie Fire:** Reduces an enemy's armor by 8 for 20 sec. While affected, the target cannot use stealth or invisibility. **Arcane Residue:** Increases all spell damage done by an enemy by up to 20 for 2 min. Increases all spell damage taken by an enemy by up to 10 for 2 min. | | | | | |



## ARCANE NULLIFIER X-21

| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 92 - 122 |
| Min - Max HPs | 4000 |
| Min - Max Mana | |
| Min - Max Armor | 1097 |

**Reflection Field:** Reflects 100% of harmful spells from the caster and nearby allies for 5 sec.

**Mass Nullify:** Attempts to dispel a harmful curse, disease, magic effect, or poison effect from nearby allies.



## ARCANIST DOAN

| | |
|---|---|
| Min - Max Lvl | 35 |
| Min - Max Dmg | 77 - 88 |
| Min - Max HPs | 8118 |
| Min - Max Mana | 2910 |
| Min - Max Armor | 858 |

**Silence:** Silences nearby enemies, preventing them from casting spells for 10 sec.

**Arcane Explosion:** Sends out a blast wave of magic, inflicting 186 to 198 Arcane damage to nearby enemies.

**Polymorph:** Transforms an enemy into a sheep, forcing it to wander around for up to 8 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on beasts, dragons, giants, humanoids, and critters.

**Arcane Bubble:** Immune to all attacks and spells. Cannot attack.

**Detonation**





## ARCANE PROTECTOR

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 7842 - 11090 |
| Min - Max HPs | 118080 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |
| Arcane Resistance: 100 | |

**Fist of Stone:** Stuns the caster, then triggers.



## ARCATRAZ DEFENDER

| | |
|---|---|
| Min - Max Lvl | 68 - 69 |
| Min - Max Dmg | 1076 - 1591 |
| Min - Max HPs | 19626 - 20283 |
| Min - Max Mana | |
| Min - Max Armor | 6192 - 6492 |

**Immolate**





## ARCANE WATCHMAN

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 5751 - 8132 |
| Min - Max HPs | 88560 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |
| Arcane Resistance: 100 | |

**Crystal Strike:** Strikes at an enemy, inflicting 2625 to 3375 arcane damage.

**Overload:** Transfers a tremendous amount of arcane energy to an enemy target, overloading it. The target periodically explodes, releasing the energy and dealing increasing arcane damage to nearby allies.



## ARCATRAZ SENTINEL

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 1641 - 2321 |
| Min - Max HPs | 115269 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Energy Discharge:** Periodically discharges Arcane energy at a nearby target, dealing 563 to 937 damage.

**Explode:** Sacrifices the caster's life in order to inflict Arcane damage to nearby enemies.



## ARCANIST ARDONIS

| | |
|---|---|
| Min - Max Lvl | 67 - 68 |
| Min - Max Dmg | 204 - 301 |
| Min - Max HPs | 5060 - 5233 |
| Min - Max Mana | 2933 - 2991 |
| Min - Max Armor | 4755 - 4995 |

**Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.

**Chain Fireball:** Hurls a fireball at the enemy, dealing 72 to 88 Fire damage and then jumping to additional nearby enemies. Affects 3 total targets.



## ARCATRAZ WARDER

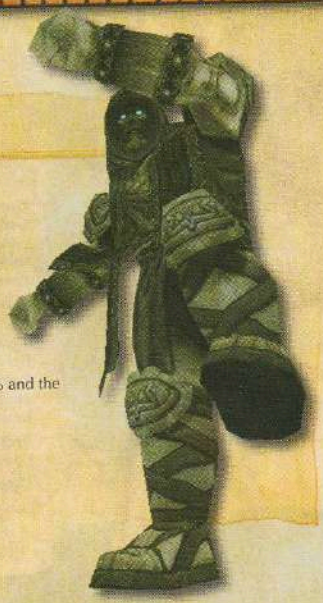
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|---|---|
| Min - Max Lvl | 68 - 69 |
| Min - Max Dmg | 997 - 1473 |
| Min - Max HPs | 15699 - 16227 |
| Min - Max Mana | 8973 - 9240 |
| Min - Max Armor | 4995 - 5235 |

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Arcane Shot:** Shoots an enemy, inflicting Arcane damage.

**Charged Arcane Shot:** Launches an arcane charged arrow at an enemy, inflicting Arcane damage.

## ARCHAEDAS



| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 197 - 261 |
| Min - Max HPs | 22860 |
| Min - Max Mana | |
| Min - Max Armor | 1964 |

**Awaken Earthen Guardians**

**Awaken Vault Warder**

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 78 for 2 min.

## ARCHIMINDY



| | |
|---|---|
| Min - Max Lvl | 1 - 2 |
| Min - Max Dmg | 1 - 2 |
| Min - Max HPs | 42 - 55 |
| Min - Max Mana | |
| Min - Max Armor | 15 - 16 |

## ARCHIMONDE



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 20318 - 28697 |
| Min - Max HPs | 4552500 |
| Min - Max Mana | 677400 |
| Min - Max Armor | 6193 |

**Fear:** Strikes fear into all enemies, causing them to flee in terror for up to 8 sec.

**Grip of the Legion:** Grip an enemy tightly in the fist of the legion, inflicting 375000 Shadow damage over 5 min.

**Air Burst:** Inflicts 3000 Nature damage to nearby enemies and knocks them high in the air.

**Doomfire Strike:** Calls down a pillar of flame that moves around randomly, burning everything in its path.

**Protection of Elune:** Grants protection from attacks.

**Finger of Death:** Strikes an enemy with the finger of death, inflicting 20000 shadow damage upon them.

**Fingers of Death:** Strikes a cone of enemies with the fingers of death, inflicting shadow damage upon them.

**Hand of Death:** Instantly kills all enemies.

## ARCHIVIST GALFORD



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 629 - 833 |
| Min - Max HPs | 19536 |
| Min - Max Mana | 7302 |
| Min - Max Armor | 3075 |

**Fire Nova:** Inflicts Fire damage to nearby enemies.

**Pyroblast:** Inflicts Fire damage to an enemy, then additional damage every 3 sec. for 12 sec.

**Burning Winds:** Stuns an enemy and inflicts 1600 Fire damage over 8 sec.

## ARCHMAGE ALLISTARJ



| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 353 - 467 |
| Min - Max HPs | 13782 |
| Min - Max Mana | 45780 |
| Min - Max Armor | 2788 |

Fire Resistance: 116, Frost Resistance: 116, Arcane Resistance: 116

**Fireball:** Inflicts Fire damage to an enemy.

**Frostbolt:** Inflicts Frost damage to nearby enemies, reducing their movement speed for 4 sec.

**Amplify Damage:** Increases all forms of damage taken by an enemy by 100% for 10 sec.

**Polymorph:** Transforms an enemy into a sheep, forcing it to wander around for up to 8 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on beasts, dragons, giants, humanoids, and critters.

**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 696, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.

**Fire Blast:** Inflicts Fire damage to an enemy.

## ARCHMAGE ATAERIC



| | |
|---|---|
| Min - Max Lvl | 22 |
| Min - Max Dmg | 28 - 36 |
| Min - Max HPs | 472 |
| Min - Max Mana | 1357 |
| Min - Max Armor | 499 |

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Polymorph:** Transforms the enemy into a sheep, forcing it to wander around for up to 20 sec. While wandering, the sheep cannot attack or cast spells but will regenerate very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on Beasts, Humanoids and Critters.

**Chains of Ice:** Forms icy chains around the enemy, locking the target in place for 20 sec.

## ARCONUS THE INSATIABLE



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 234 - 331 |
| Min - Max HPs | 6707 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Consume Shadows:** The Voidwalker consumes nearby shadows to bolster its form, recovering 2005 health over 10 sec.

**Desecration:** Consecrates the land beneath caster, doing 512 Shadow damage over 8 sec to enemies who enter the area.

## ARCUBUS DESTROYER

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 1536 - 2166 |
| Min - Max HPs | 65420 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |



## AREI

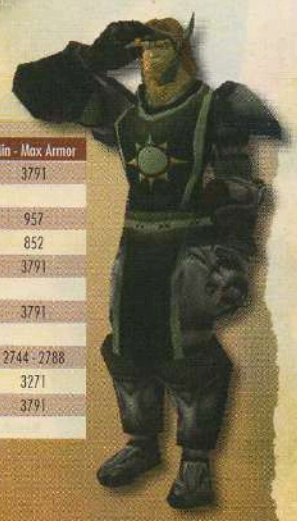
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|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 144 - 191 |
| Min - Max HPs | 4048 |
| Min - Max Mana | |
| Min - Max Armor | 3327 |

**Wither Strike:** Target's health reduced by 10% for 8 sec.



## ARGENT DAWN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Argent Rowman | 60 | 104 - 138 | 3052 | | 3791 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| Argent Guard Mondos | 23 | 33 - 44 | 617 | | 957 |
| Argent Guard Thielbil | 20 | 29 - 39 | 484 | | 852 |
| Argent Guardian | 60 | 104 - 138 | 3052 | | 3791 |
| **Axe Flurry**: Attacks nearby enemies in a flurry of axes that lasts 10 sec. | | | | | |
| Argent Hunter | 60 | 104 - 138 | 3052 | | 3791 |
| **Throw**: Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Argent Medic | 57 - 58 | 182 - 246 | 6726 - 6937 | 8964 - 9156 | 2744 - 2788 |
| Argent Messenger | 55 | 282 - 374 | 5228 | | 3271 |
| Argent Protector | 60 | 103 - 137 | 3052 | | 3791 |
| **Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec. | | | | | |



## ARDO DIRTPAW

| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 32 - 42 |
| Min - Max HPs | 582 |
| Min - Max Mana | 618 |
| Min - Max Armor | 829 |



**Sling Mud:** Tosses mud into an enemy's eyes, reducing its chance to hit by 50% for 15 sec.

**Plague Cloud:** Reduces Strength by 4, Agility by 4, and Intellect by 4 for all enemies in a selected area for 4 min.



## ARGENT OFFICER GARUSH

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 104 - 138 |
| Min - Max HPs | 4120 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



## ARGENT OFFICER PUREHEART

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 104 - 138 |
| Min - Max HPs | 4120 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

## AREA 52 DEATH MACHINE

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 469 - 662 |
| Min - Max HPs | 11178 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Rocket Launcher**



## AR'KELOS

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 214 - 301 |
| Min - Max HPs | 6280 |
| Min - Max Mana | 2991 |
| Min - Max Armor | 4995 |

**Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.



## ARMBREAKER HUFFAZ



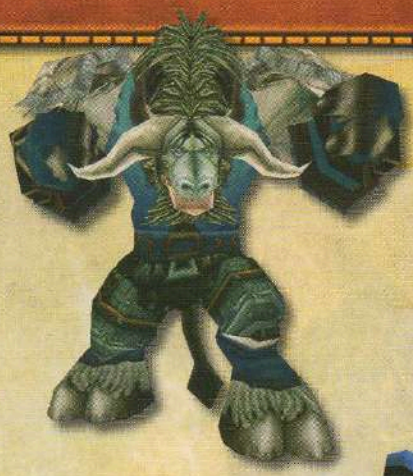
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|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 257 - 363 |
| Min - Max HPs | 7181 |
| Min - Max Mana | |
| Min - Max Armor | 7089 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Glaive:** Throws a glaive at an enemy, inflicting Physical damage.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.

## ARTORIUS THE AMIABLE



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 520 - 689 |
| Min - Max HPs | 24416 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

## ARTORIUS THE DOOMBRINGER



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 1081 - 1434 |
| Min - Max HPs | 24416 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Demonic Doom**

**Fool's Plight**

## ARNAK GRIMTOTEM



| | |
|---|---|
| Min - Max Lvl | 29 |
| Min - Max Dmg | 41 - 54 |
| Min - Max HPs | 950 |
| Min - Max Mana | |
| Min - Max Armor | 1165 |

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back.

## ARUGAL



| | |
|---|---|
| Min - Max Lvl | 21 |
| Min - Max Dmg | 162 - 215 |
| Min - Max HPs | 4640 |
| Min - Max Mana | 2040 |
| Min - Max Armor | 740 |

**Void Bolt:** Sends a bolt of dark magic at an enemy, inflicting 219 to 255 Shadow damage.

**Thundershock:** Inflicts 64 to 86 Nature damage to nearby enemies, stunning them for 5 sec.

**Arugal's Curse:** Transforms an enemy into a Shadowfang Glutton, enslaving it to the caster's will for 10 sec.

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Arugal's Battleskeer | 20 | 29 - 39 | 484 | | 852 |

**Dark Offering:** Uses dark magic to heal an ally for 164.

## ARRA'CHEA



| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 19 - 24 |
| Min - Max HPs | 444 |
| Min - Max Mana | |
| Min - Max Armor | 538 |

**Head Butt:** Stuns an enemy, rendering it unable to move or attack for 2 sec.

## ARVOAR THE RAPACIOUS



| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 653 - 924 |
| Min - Max HPs | 36900 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Flay:** Adds a chance to do two additional attacks

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Rock Shell:** Wraps the caster in stone, absorbing up to 493 - 493 damage. If the shield is broken, the caster enrages, increasing his damage by 142% and attack speed by 60.

**Bellowing Roar**

## AR'TOR, SON OF ORONOK



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



## ARYGOS

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 3067 - 4060 |
| Min - Max HPs | 1599000 |
| Min - Max Mana | 78600 |
| Min - Max Armor | 3795 |



## ARZETH THE MERCILESS

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 560 - 780 |
| Min - Max HPs | 30954 |
| Min - Max Mana | 5240 |
| Min - Max Armor | 3795 |

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.



## ASHKAZ

| | |
|---|---|
| Min - Max Lvl | 62 - 63 |
| Min - Max Dmg | 240 - 352 |
| Min - Max HPs | 5129 - 5306 |
| Min - Max Mana | 2568 - 2620 |
| Min - Max Armor | 3555 - 3795 |

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Arakkoa Blast:** Blasts an enemy with Arcane magic, inflicting normal damage plus 10 and knocking the enemy back.

**Power of Kran'aish:** Curses nearby allies, decreasing the costs of their spells and abilities by 5% for 5 min. This cost decrease applies to all spells and abilities, whether they cost mana, rage, or energy.

## ASHYEN

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 281 - 372 |
| Min - Max HPs | 6474 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |





## ASJORAH

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 29 - 39 |
| Min - Max HPs | 484 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

**Extract Essence:** Stuns the succubus and the target for 12 sec, stealing 199 health from the target over that time.

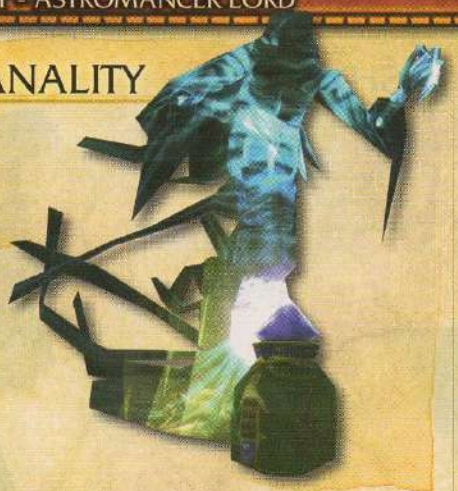


## ASHTONGUE BROKEN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Ashtongue Battlelord | 72 | 7842 - 11090 | 332100 | | 7387 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. **Concussion Blow:** A brutal strike that deals weapon damage and stuns the opponent for 5 sec. **Concussive Throw:** A brutal strike that deals weapon damage and stuns the opponent for 5 sec. **Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 213 for 2 min. | | | | | |
| Ashtongue Broken | 71 | 1429 - 2020 | 40208 | 32310 | 5714 |
| Ashtongue Channeler | 71 | 2457 - 3467 | 125675 | 73320 | 3577 |
| Ashtongue Deathsworn | 70 | 696 - 922 | 22680 | 3155 | 5474 |
| Ashtongue Defender | 72 | 5228 - 7393 | 88560 | | 7387 |
| **Debilitating Strike:** Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any physical attacks for 5 sec. **Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 3 sec. **Heroic Strike:** A strong attack that increases melee damage by 5088 to 5912 and causes a high amount of threat. | | | | | |
| Ashtongue Elementalist | 71 | 3812 - 5386 | 22976 | 32310 | 5714 |
| **Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 3238 to 3762 Fire damage every 2 sec. for 8 sec. **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Ashtongue Feral Spirit | 70 | 3282 - 4641 | 104790 | | 6792 |
| **Charge Frenzy:** Enrages the caster, causing it to randomly charge targets. **Spirit Bond:** Creates a bond between the pet and master which heals both for 5% of their total health per second for 20 seconds. | | | | | |
| Ashtongue Handler | 69 | 145 - 205 | 4057 | | 6492 |
| **Enrage:** Increases the Physical damage dealt by the caster by 50 for 8 sec. | | | | | |
| Ashtongue Illusion | 70 | 116 - 154 | 4212 | 3155 | 5474 |
| Ashtongue Mystic | 71 | 4288 - 6059 | 172320 | 32310 | 5714 |
| **Searing Totem:** Summons a Searing Totem with 1 health at your feet for 30 sec that repeatedly attacks 3 enemies within 40 yards for 2335 to 2775 Fire damage. **Bloodlust:** Increases melee, ranged, and spell casting speed by 35% for all party members. Lasts 20 sec. **Cyclone Totem:** Summons a Cyclone Totem. **Chain Heal:** Infuses a wounded ally with healing energy that spreads to another nearby ally. The spell affects up to 3 targets. **Flame Shock:** Instantly burns an enemy, then inflicts additional Fire damage every 3 sec. for 12 sec. **Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec. **Summon Windfury Totem:** Summons a Windfury Totem with 1 health at the feet of the caster. The totem enchants all party members weapons with wind, if they are within 20 yards. Each hit has a 20% chance of granting the attacker 1 extra attack with 315 extra attack power. Lasts 90 sec. | | | | | |
| Ashtongue Primalist | 72 | 6305 - 8907 | 177090 | 33090 | 5954 |
| **Summon Feral Spirit:** Summons a Feral Spirit to accompany the caster until dismissed. **Multi-Shot:** Fires a volley of missiles at an enemy and its nearby allies, striking up to 3 targets for normal damage plus 3400. **Wyvern Sting:** A stinging shot that puts the target to sleep for 12 sec. Any damage will cancel the effect. When the target wakes up, the Sting causes 426 to 494o1 Nature damage over 12 sec. **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Ashtongue Rogue | 71 | 3697 - 5228 | 28724 | | 7089 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. **Eviscerate** **Debilitating Poison:** Time between attacks increased by 50%. Spell cast time increased by 50%. 1665 to 1935 Nature damage every 2 sec. | | | | | |
| Ashtongue Shaman | 69 - 70 | 224 - 331 | 5409 - 5589 | 3080 - 3155 | 5235 - 5474 |
| **Bloodlust:** Increases an ally's attack speed by 30% for 30 sec. **Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 138 - 140 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min, or after it has struck 3 times. **Fire Nova Totem:** Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 453 to 503 fire damage to enemies within 10 yd. | | | | | |
| Ashtongue Sorcerer | 71 | 5705 - 8048 | 100540 | 73320 | 3577 |
| Ashtongue Spiritbinder | 71 | 3812 - 5386 | 22976 | 32310 | 5714 |
| **Spirit Mend:** Heals an ally every 2 sec. for 10 sec. **Chain Heal:** Infuses a wounded ally with healing energy that spreads to another nearby ally. The spell affects up to 3 targets. **Spirit Heal:** Calls upon Holy magic to heal an ally. | | | | | |
| Ashtongue Stalker | 71 | 6675 - 9440 | 215430 | | 7089 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. **Stealth:** Puts the caster in stealth mode. Lasts until cancelled. **Blind:** Blinds the target, causing it to wander confused for up to 10 sec. Any damage caused will remove the effect. **Instant Poison** **Mind-numbing Poison** | | | | | |
| Ashtongue Stormcaller | 71 | 3812 - 5386 | 172320 | 32310 | 5714 |
| **Summon Storm Fury:** Summons a Storm Fury to accompany the caster until dismissed. **Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 5 targets, inflicting greater Nature damage to each successive target. **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. **Lightning Shield:** Surrounds the caster with 20 balls of lightning that have 25% chance of striking melee or ranged attackers for 230 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min, or after it has struck 20 times. | | | | | |
| Ashtongue Warrior | 69 - 70 | 242 - 357 | 6761 - 6986 | | 6492 - 6792 |
| Ashtongue Worker | 69 | 242 - 341 | 6761 | | 6492 |
| **Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec. | | | | | |

## ASPECT OF BANALITY



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 581 - 769 |
| Min - Max HPs | 14652 |
| Min - Max Mana | 9736 |
| Min - Max Armor | 3075 |

**Befuddlement:** Reduces an enemy's casting speed by 50% for 15 sec.

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 20 for 30 sec.

**Curse of Thorns:** Curses an enemy for 3 min., giving it 50% chance to take 158 to 202 damage on attack.

## ASPECT OF SHADOW



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 581 - 769 |
| Min - Max HPs | 14652 |
| Min - Max Mana | 9736 |
| Min - Max Armor | 3075 |

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage.

**Shadow Shield:** Surrounds the caster with a shield woven of Shadow magic. The shield lasts 30 sec., absorbs up to 1200 Physical or magical damage, and inflicts 60 damage to melee attackers.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

## ASPECT OF CORRUPTION



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 624 - 827 |
| Min - Max HPs | 18312 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Corruption:** Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

## ASTOR HADREN



| | |
|---|---|
| Min - Max Lvl | 13 |
| Min - Max Dmg | 18 - 24 |
| Min - Max HPs | 273 |
| Min - Max Mana | |
| Min - Max Armor | 608 |



## ASTRALAN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Astralan Arcanist | 58 - 60 | 115 - 196 | 3989 - 4979 | | 3435 - 3791 |
| Astralan Bandit | 58 - 60 | 115 - 196 | 3989 - 4979 | | 3435 - 3791 |
| Astralan Raider | 58 - 60 | 115 - 196 | 3989 - 4979 | | 3435 - 3791 |
| Astralan Spell-Thief | 58 - 60 | 115 - 196 | 3989 - 4979 | | 3435 - 3791 |

## ASPECT OF MALICE



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 624 - 827 |
| Min - Max HPs | 18312 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Curse of Blood:** Increases the Physical damage taken by nearby enemies by 90 for 10 min.

## ASTROMANCER



| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 3335 - 4713 |
| Min - Max HPs | 143600 |
| Min - Max Mana | 32310 |
| Min - Max Armor | 5714 |

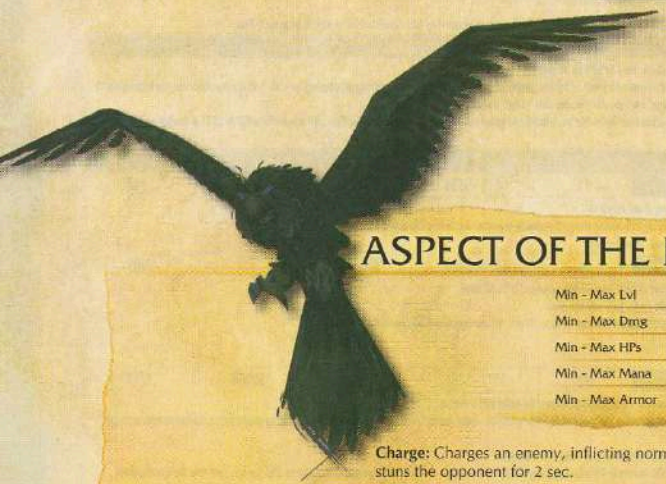
**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.

**Molten Armor:** Causes 75 Fire damage when hit, increases your chance to critically hit with spells by 3%, and reduces the chance you are critically hit by 5%. Only one type of Armor spell can be active on the Mage at any time. Lasts 10 min.

**Fireball Volley:** Inflicts Fire damage to nearby enemies.

**Fire Blast:** Inflicts Fire damage to an enemy.

## ASPECT OF THE RAVEN



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 13972 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Charge:** Charges an enemy, inflicting normal damage and stuns the opponent for 2 sec.

**Feather Burst**

## ASTROMANCER LORD



| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 4850 - 6852 |
| Min - Max HPs | 236120 |
| Min - Max Mana | 49635 |
| Min - Max Armor | 5954 |

**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.

**Fire Shield:** Surrounds an ally with a shield of flame that inflicts 523 to 577 Fire damage to nearby enemies every 3 sec. Lasts 10 min.

**Fireball Volley:** Inflicts Fire damage to nearby enemies.

**Fire Blast:** Inflicts Fire damage to an enemy.

**Dragon's Breath:** Targets in a cone in front of the caster take 2313 to 2687 Fire damage and are Disoriented for 3 sec. Any direct damaging attack will revive targets.



# ATAL'AI TROLLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Atal'ai Corpse Eater | 48 | 242 - 321 | 6186 | | 2888 |
| Atal'ai Deathwalker | 48 - 49 | 232 - 316 | 4950 - 5130 | 1695 - 1750 | 2344 - 2389 |
| **Fear:** Strikes fear in an enemy, causing it to flee in terror for up to 8 sec. Only 1 target can be Feared at a time. **Shadow Word:** Pain: Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec. **Invisibility Detection** | | | | | |
| Atal'ai Deathwalker's Spirit | 48 - 49 | 282 - 383 | 6186 - 6414 | | 2888 - 2944 |
| Atal'ai Exile | 45 | 76 - 100 | 2218 | | 2725 |
| Atal'ai High Priest | 48 - 49 | 233 - 316 | 4950 - 5130 | 1695 - 1750 | 2344 - 2389 |
| **Heal:** Calls upon Holy magic to heal an ally. **Shadow Shield:** Surrounds the caster with a shield woven of Shadow magic. The shield lasts 30 sec., absorbs up to 480 - 490 Physical or magical damage, and inflicts 24 damage to melee attackers. **Renew:** Heals an ally for 277 - 283 damage every 3 sec. for 20 sec. **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. **Summon Atal'ai Skeleton:** Summons 1 Atal'ai Skeleton to aid the caster in battle for 1 min. | | | | | |
| Atal'ai Mistress | 60 | 364 - 483 | 15260 | | 3791 |
| **Snap Kick:** Inflicts 875 to 1125 damage to an enemy, stunning it for 2 sec. **Thrash:** Gives the caster 2 extra attacks. **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. **Pummel:** Pummels an enemy for 45 damage and interrupts the spell being cast for 5 sec. | | | | | |
| Atal'ai Priest | 46 - 47 | 72 - 98 | 1919 - 1990 | 1587 - 1640 | 2255 - 2300 |
| **Heal:** Calls upon Holy magic to heal an ally. **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. **Shadow Shield:** Wraps an ally in a shield that lasts up to 30 sec., absorbing a maximum of 315 - 321 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks. | | | | | |
| Atal'ai Skeleton | 46 - 47 | 104 - 142 | 2399 - 2488 | | 2780 - 2835 |
| Atal'ai Slave | 46 - 47 | 104 - 142 | 2399 - 2488 | | 2780 - 2835 |
| Atal'ai Warrior | 48 | 234 - 310 | 6186 | | 2888 |
| **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. **Strike:** Strikes at an enemy, inflicting increased melee damage. | | | | | |
| Atal'ai Witch Doctor | 47 - 48 | 221 - 298 | 4776 - 4950 | 1640 - 1695 | 2300 - 2344 |
| **Hex:** Transforms an enemy into a frog, rendering it unable to attack or cast spells for 10 sec. **Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target. **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. **Healing Wave:** Calls upon Nature magic to heal an ally. | | | | | |



# ATIESH

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 4572 - 5646 |
| Min - Max HPs | 249825 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting 2250 to 2750 Shadow damage.

**Unholy Aura:** Causes the caster to automatically inflict 150 Shadow damage every 2 sec. to nearby enemies. The aura lasts until cancelled.

**Thrash:** Adds a chance to do two additional attacks.

**Breath of Sargeras**

**Antimagic Pulse:** Dispels magic on nearby enemies, removing 3 beneficial spell effects.

# ATOPH THE BLOODCURSED

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 28 - 37 |
| Min - Max HPs | 449 |
| Min - Max Mana | |
| Min - Max Armor | 817 |

**Strike:** Strikes at an enemy, inflicting weapon damage plus 32.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.



# ATAL'ALARION

| | |
|---|---|
| Min - Max Lvl | 49 |
| Min - Max Dmg | 743 - 986 |
| Min - Max HPs | 16035 |
| Min - Max Mana | |
| Min - Max Armor | 2944 |

**Sweeping Slam:** Inflicts normal damage plus 50 to enemies in a cone in front of the caster, knocking them back.

**Ground Tremor:** Stuns nearby enemies, rendering them unable to move or attack for 2 sec.



# ATTUMEN THE HUNTSMAN

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 4715 - 7508 |
| Min - Max HPs | 379400 |
| Min - Max Mana | |
| Min - Max Armor | 7685 |

**Shadow Cleave:** Inflicts weapon damage plus 1500 to an enemy and its nearest allies, affecting up to 3 targets.

**Intangible Presence:** Reduces an enemy's chance to hit by 50%. Reduces an enemy's chance to hit with spells by 50%.

**Knockdown:** Deals 1500 damage to current enemy target, knocking them down for 3 sec.

**Charge:** Charges an enemy, inflicting normal damage and stunning the opponent.



# ATHRIKUS NARASSIN

| | |
|---|---|
| Min - Max Lvl | 31 |
| Min - Max Dmg | 44 - 58 |
| Min - Max HPs | 1107 |
| Min - Max Mana | |
| Min - Max Armor | 1234 |





## AUCHENAI

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Auchenai Death-Speaker | 64 | 177 - 247 | 4572 | 2705 | 4036 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| **Demon Armor:** Protects the caster, increasing armor by 606, Shadow resistance by 16, and health regeneration for 30 min. | | | | | |
| **Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 32 for 30 sec. Only one curse per warlock can be active on any one target. | | | | | |
| Auchenai Doomsayer | 64 - 65 | 177 - 260 | 4572 - 4731 | 2705 - 2790 | 4036 - 4275 |
| **Mind Flay:** Inflicts Shadow damage to an enemy and reduces its movement speed for 3 sec. | | | | | |
| **Mind Blast:** Inflicts Shadow damage to an enemy, but causes a high amount of threat. | | | | | |
| **Heal:** Calls upon Holy magic to heal an ally. | | | | | |
| Auchenai Initiate | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |
| **Knockdown:** Inflicts 156 to 177 damage to an enemy, stunning it for 1 sec. | | | | | |
| **Whirlwind:** Attacks nearby enemies in a whirlwind of steel, and inflicts double damage. | | | | | |
| Auchenai Monk | 65 - 66 | 641 - 943 | 18833 - 18960 | | 4253 - 4494 |
| **Counter Kick:** A quick kick that injures a single foe for 275 damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 4 sec. | | | | | |
| **Overpower:** Instantly overpowers an enemy, causing weapon damage plus 130 - 132. Can only be used after the target dodges. Overpower cannot be blocked, dodged, or parried. | | | | | |
| **Cyclone Strike:** Performs a spinning attack that hits all nearby enemies, dealing weapon damage plus 150 and knocking them back. | | | | | |
| **Spiritual Sight:** Allows the caster to see incorporeal beings for 2 min. | | | | | |
| Auchenai Necromancer | 66 - 67 | 822 - 1212 | 22014 - 22770 | 8538 - 8799 | 4515 - 4755 |
| **Drain Soul:** Drains the soul of the target, inflicting Shadow damage every 1 seconds for 5 sec. | | | | | |
| **Seed of Corruption:** Imbeds a demon seed in the enemy target, causing 1500 Shadow damage over 18 sec. When the target takes 2500 total damage, the seed will detonate, inflicting Shadow damage to all enemies within 10 yards of the target. | | | | | |
| **Shadow Mend:** Heals friendly targets within 15 yards for 850. | | | | | |
| Auchenai Soulpriest | 65 - 66 | 744 - 1093 | 13720 - 14187 | 8370 - 8538 | 4275 - 4515 |
| **Touch of the Forgotten:** Curses an enemy, reducing healing effects on them by 345 for 3 min. | | | | | |
| **Falter:** Immobilizes nearby enemies for 5 sec. | | | | | |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage and increasing shadow damage taken by 10% for 10 sec. | | | | | |
| Auchenai Vindicator | 65 - 66 | 744 - 1093 | 13720 - 14187 | 8370 - 8538 | 4275 - 4515 |
| **Shadowguard:** Surrounds the caster with 3 shadows that have 50% chance of striking melee or ranged attackers for 520 - 528 damage. Each time the shadows strike, a shadow dissipates. Thus, the effect expires after 10 min, or after it has struck 3 times. | | | | | |
| **Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage. | | | | | |
| Auchenai Warrior | 64 - 65 | 191 - 281 | 5715 - 5914 | | 4991 - 5291 |
| **Knockdown:** Inflicts 154 to 176 damage to an enemy, stunning it for 1 sec. | | | | | |
| **Whirlwind:** Attacks nearby enemies in a whirlwind of steel, and inflicts double damage. | | | | | |



## AVATAR OF TEROKK

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 1002 - 1404 |
| Min - Max HPs | 11828 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |

**Charge:** Charges an enemy, inflicting normal damage and stuns the opponent for 2 sec.
**Feather Burst**



## AVRUU

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 168 - 234 |
| Min - Max HPs | 5306 |
| Min - Max Mana | 2620 |
| Min - Max Armor | 3795 |

**Dark Mending:** Heals an ally with dark magic.
**Judgement of Darkness:** Judges the enemy, causing them to take additional shadow damage when hit.

## AVARUS KHARAG

| | |
|---|---|
| Min - Max Lvl | 25 |
| Min - Max Dmg | 33 - 44 |
| Min - Max HPs | 622 |
| Min - Max Mana | 655 |
| Min - Max Armor | 858 |

**Holy Light:** Heals a friendly target for 317 to 363.
**Hammer of Justice:** Stuns the target for 4 sec.



## AXTROZ

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 971 - 1288 |
| Min - Max HPs | 38844 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Flame Breath:** Inflicts 833 to 967 Fire damage to enemies in a cone in front of the caster.
**Vicious Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.
**Fireball:** Inflicts Fire damage to an enemy.





## AVATAR OF THE MARTYRED

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 1101 - 1548 |
| Min - Max HPs | 30048 |
| Min - Max Mana | |
| Min - Max Armor | 5892 |

**Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.
**Sunder Armor:** Hacks at an enemy's armor, reducing it by 1608 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.



## AVATAR OF SATHAL

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 281 - 397 |
| Min - Max HPs | 6148 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Rain of Chaos:** Calls down a molten rain, burning all enemies in a selected area for 36 Fire damage every 3 sec. for 9 sec.
**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.
**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.



## AXXARIEN SATYR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Axxarien Hellraiser | 15 - 17 | 20 - 31 | 301 - 350 | 326 - 390 | 566 - 625 |
| **Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 43 - 49 Fire damage every 3 sec. for 9 sec. | | | | | |
| Axxarien Shadowstalker | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| **Corruption:** Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec. | | | | | |
| Axxarien Trickster | 16 - 17 | 14 - 20 | 356 - 386 | | 713 - 748 |
| **Eviscerate:** Finishing move that causes damage. | | | | | |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |

## AYAMISS THE HUNTER



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1318 - 1747 |
| Min - Max HPs | 333100 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Paralyze; Poison Stinger; Stinger Spray**

**Thrash:** Gives the caster 2 extra attacks.

**Lash:** Stuns an enemy for 2 sec. and has a chance to disarm.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 124 for 2 min.

## AZSHIR THE SLEEPLESS



**Call of the Grave:** Inflicts 320 Shadow damage to an enemy after 60 sec.

**Soul Siphon:** Drains 79 health every 2 sec. from an enemy and its nearest ally, healing the caster for up to twice the amount of health stolen. Lasts 12 sec.

**Terrify:** Terrifies an enemy, causing it to flee in fear for 4 sec. Only 1 target can be terrified at a time.

| | |
|---|---|
| Min - Max Lvl | 32 |
| Min - Max Dmg | 71 - 94 |
| Min - Max HPs | 2664 |
| Min - Max Mana | 1870 |
| Min - Max Armor | 1063 |



## AYIT

**Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 272 - 379 |
| Min - Max HPs | 5527 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |



## AZUROUS

**Frost Breath:** Inflicts Frost damage to enemies in a cone in front of the caster, stealing their mana and reducing their movement speed for 10 sec.

**Thrash:** Adds a chance to do two additional attacks

| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 397 - 527 |
| Min - Max HPs | 8883 |
| Min - Max Mana | |
| Min - Max Armor | 3489 |

Frost Resistance: 295

## AZALOTH



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 937 - 1324 |
| Min - Max HPs | 27945 |
| Min - Max Mana | 9465 |
| Min - Max Armor | 5474 |

**Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 168 Fire damage every 3 sec. for 9 sec.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Cripple:** Increases the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec.

**War Stomp:** Inflicts normal damage plus 35 to nearby enemies, knocking them back.

## AZZERE THE SKYBLADE



| | |
|---|---|
| Min - Max Lvl | 25 |
| Min - Max Dmg | 33 - 44 |
| Min - Max HPs | 622 |
| Min - Max Mana | 982 |
| Min - Max Armor | 858 |

**Fireball:** Inflicts Fire damage to an enemy.

**Flame Spike:** Calls down a pillar of flame, burning all enemies in a selected area for 114 to 124 Fire damage and an additional 64 damage every 3 sec. for 9 sec.

## AZGALARIL



| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 13 - 17 |
| Min - Max HPs | 198 |
| Min - Max Mana | |
| Min - Max Armor | 512 |

**Consuming Rage:** Increases attack speed by 40% and increases movement speed for 12 sec at the cost of dealing 25 damage every 4 seconds to the Voidwalker.

## AZGALOR



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 20934 - 29567 |
| Min - Max HPs | 4249000 |
| Min - Max Mana | 67740 |
| Min - Max Armor | 6193 |

**Doom**

**Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 1619 to 1881 Fire damage every 2 sec. for 10 sec.

**Howl of Azgalor:** Silences nearby enemies for 5 sec.

**Cleave:** Inflicts weapon damage plus 1750 to an enemy and its nearest allies, affecting up to 5 targets and knocking them back.

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.

## BACH'LOR



**Gore:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Talbuk Strike:** Inflicts normal damage plus 50 to an enemy, knocking it back.

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 832 - 1170 |
| Min - Max HPs | 25304 |
| Min - Max Mana | |
| Min - Max Armor | 5892 |

## BAELMON THE HOUND-MASTER



| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 706 - 994 |
| Min - Max HPs | 26165 |
| Min - Max Mana | 8973 |
| Min - Max Armor | 4995 |

**Cripple:** Increases the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec.

**Dominate Mind:** Takes control of a humanoid enemy up to level 83 for 10 sec., but increases the time between its attacks by 100%.

**Summon Wrath Hound:** Summons a meteor from the Twisting Nether, causing 200 Fire damage and stunning all enemy targets in the area for 2 sec. An Infernal rises from the crater, under the command of the caster for 5 min. Once control is lost, the Infernal must be Enslaved to maintain control. Can only be used outdoors.

**Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 394 Fire damage every 3 sec. for 9 sec.

## BAEL'DUN DWARVES



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bael'dun Appraiser | 8 - 9 | 9 - 14 | 143 - 160 | 319 - 350 | 172 - 218 |
| **Lesser Heal:** Heal your target for 75 to 90. | | | | | |
| Bael'dun Digger | 7 - 8 | 17 - 26 | 137 - 156 | | 239 - 316 |
| Bael'dun Excavator | 21 - 22 | 31 - 42 | 531 - 573 | | 888 - 922 |
| **Sunder Armor:** Sunders the target's armor, reducing it by 90 per Sunder Armor and causes a high amount of threat. Can be applied up to 5 times. Lasts 30 sec. **Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min. | | | | | |
| Bael'dun Foreman | 22 - 23 | 27 - 37 | 573 - 617 | | 922 - 957 |
| **Torch Toss** | | | | | |
| Bael'dun Officer | 26 | 37 - 49 | 788 | | 1061 |
| **Nimble Reflexes:** Increases the caster's chance to parry by 75% for 8 sec. **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Bael'dun Rifleman | 24 - 25 | 34 - 48 | 664 - 713 | | 992 - 1026 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Bael'dun Soldier | 23 - 24 | 33 - 46 | 617 - 664 | | 957 - 992 |

## BALGARAS THE FOUL



| | |
|---|---|
| Min - Max Lvl | 31 |
| Min - Max Dmg | 40 - 54 |
| Min - Max HPs | 850 |
| Min - Max Mana | 878 |
| Min - Max Armor | 1033 |

**Volatile Infection:** Infects an enemy for 3 min., causing it to inflict 90 Nature damage to its nearby allies every 15 sec.

**Summon Voidwalker:** Summons 1 Voidwalker to accompany the caster until dismissed.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

## BAEL'GAR

**Summon Spawn of Bael'Gar:** Summons 1 Spawn of Bael'Gar in a selected area to aid the caster in battle for 3 min. The violent summoning also inflicts 1388 to 1612 Fire damage to enemies in the selected area.

| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 636 - 844 |
| Min - Max HPs | 23710 |
| Min - Max Mana | |
| Min - Max Armor | 3108 |



## BALIZAR THE UMBRAGE



| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 32 - 37 |
| Min - Max HPs | 539 |
| Min - Max Mana | 1545 |
| Min - Max Armor | 538 |

**Summon Imp:** Summons an Imp to accompany the caster until dismissed.

**Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 1 for 2 min. Only one curse per warlock can be active on any one target.

**Curse of Agony:** Curses an enemy with agony, inflicting Shadow damage every 3 sec. over 30 sec. Only one curse per warlock can be active on any one target.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

# BALNAZZAR



| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 904 - 1197 |
| Min - Max HPs | 31080 |
| Min - Max Mana | 15408 |
| Min - Max Armor | 3555 |

**Mind Blast:** Inflicts Shadow damage to an enemy, but causes a high amount of threat.

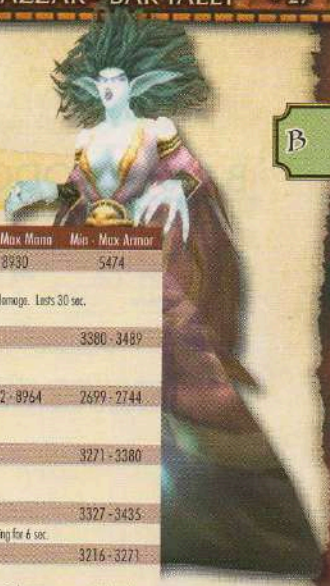
**Shadow Shock:** Instantly lashes nearby enemies with dark magic, inflicting Shadow damage.

**Domination:** Takes control of a humanoid enemy up to level 77 for 15 sec.

**Sleep:** Puts an enemy to sleep for up to 20 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.

**Psychic Scream:** Lets out a psychic scream, causing up to 5 nearby enemies to flee for 6 sec.

# BANSHEE



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Banshee | 70 | 2081 - 2940 | 8383 | 18930 | 5474 |
| **Banshee Curse**: Reduces an enemy's chance to hit by 66% for 5 min.<br>**Anti-Magic Shell**: Creates an anti-magic shell around the caster that will absorb up to 200000 magic damage. Lasts 30 sec.<br>**Banshee Wail**: Wails with anguish, inflicting Shadow damage to an enemy. | | | | | |
| Death Singer | 57 - 59 | 98 - 135 | 3758 - 3997 | | 3380 - 3489 |
| **Banshee Curse**: Reduces an enemy's chance to hit by 10% for 12 sec.<br>**Terrifying Screech**: Causes nearby enemies to flee in fear for 4 sec. | | | | | |
| Death Siren | 56 - 57 | 179 - 241 | 8636 - 8908 | 8652 - 8964 | 2699 - 2744 |
| **Banshee Shriek**: Silences nearby enemies, preventing them from casting spells for 5 sec.<br>**Ribbon of Souls**: Inflicts 128 to 172 Shadow damage to an enemy. | | | | | |
| Hate Shrieker | 55 - 57 | 94 - 129 | 3528 - 3758 | | 3271 - 3380 |
| **Banshee Curse**: Reduces an enemy's chance to hit by 10% for 12 sec.<br>**Deafening Screech**: Silences nearby enemies, preventing them from casting spells for 8 sec. | | | | | |
| Fiend Shrieker | 56 - 58 | 95 - 132 | 3643 - 3875 | | 3327 - 3435 |
| **Sonic Burst**: Inflicts normal damage plus 140 - 145 on nearby enemies, preventing them from spellcasting for 6 sec. | | | | | |
| Screaming Horror | 54 - 55 | 92 - 124 | 3292 - 3398 | | 3216 - 3271 |
| **Banshee Shriek**: Silences nearby enemies, preventing them from casting spells for 5 sec.<br>**Curse of Tongues**: Forces an enemy to speak in Demonic, reducing its casting speed by 50% for 15 sec. Only one curse per warlock can be active on any one target.<br>**Altered Cauldron Toxin**: Damage dealt is decreased by 20%. | | | | | |
| Screeching Spirit | 63 - 64 | 168 - 247 | 4422 - 4572 | 2620 - 2705 | 3795 - 4036 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Fear**: Strikes fear in an enemy, causing it to flee in terror for 6 sec.<br>**Dark Mending**: Heals an ally with dark magic. | | | | | |
| Shrieking Banshee | 57 - 58 | 372 - 502 | 8352 - 8613 | | 3380 - 3435 |
| **Banshee Wail**: Wails with anguish, inflicting Shadow damage to an enemy.<br>**Deafening Screech**: Silences nearby enemies, preventing them from casting spells for 8 sec. | | | | | |
| Torn Screamer | 53 - 55 | 90 - 124 | 3188 - 3398 | | 3163 - 3271 |
| **Banshee Curse**: Reduces an enemy's chance to hit by 10% for 12 sec.<br>**Piercing Screech**: Inflicts 43 to 57 Shadow damage to nearby enemies. | | | | | |
| Wailer | 18 - 19 | 26 - 36 | 417 - 449 | | 782 - 817 |
| **Wailing Dead**: Reduces all the attributes of nearby enemies by 1% for 6 sec. | | | | | |
| Wailing Ancestor | 9 - 10 | 11 - 17 | 176 - 198 | | 406 - 512 |
| **Wailing Dead**: Reduces all the attributes of nearby enemies by 1% for 6 sec. | | | | | |
| Wailing Banshee | 58 - 59 | 389 - 526 | 8613 - 8883 | | 3435 - 3489 |
| **Banshee Curse**: Reduces an enemy's chance to hit by 10% for 12 sec.<br>**Anti-Magic Shield**: Creates an anti-magic shell around the caster, giving it magic immunity for 10 sec. | | | | | |
| Wailing Death | 56 - 57 | 95 - 129 | 3643 - 3758 | | 3327 - 3380 |
| **Wailing Dead**: Reduces all the attributes of nearby enemies by 1% for 6 sec.<br>**Altered Cauldron Toxin**: Damage dealt is decreased by 20%. | | | | | |
| Wailing Spectre | 69 - 70 | 241 - 357 | 6761 - 6986 | | 6492 - 6792 |
| **Wailing Dead**: Reduces all the attributes of nearby enemies by 1% for 6 sec.<br>**Cry of the Dead**: Deals 23 to 37 shadow damage to nearby enemies and interrupts spellcasting for 4 sec. | | | | | |
| Wailing Widow | 57 - 59 | 91 - 125 | 2227 - 2369 | 2241 - 2369 | 2744 - 2832 |
| **Psychic Scream**: Lets out a psychic scream, causing up to 5 nearby enemies to flee for 4 sec.<br>**Ribbon of Souls**: Inflicts 107 to 143 Shadow damage to an enemy. | | | | | |

# BALZAPHON



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 418 - 481 |
| Min - Max HPs | 14652 |
| Min - Max Mana | 14604 |
| Min - Max Armor | 3075 |

**Cone of Cold:** Inflicts Frost damage to enemies in a cone in front of the caster, reducing their movement speed for 8 sec.

**Fear:** Strikes fear in an enemy, causing it to flee in terror for up to 8 sec. Only 1 target can be feared at a time.

**Frostbolt Volley:** Inflicts 226 to 240 Frost damage to nearby enemies, reducing their movement speed by 50% for 8 sec.

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

# BANTHAR



| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 832 - 1170 |
| Min - Max HPs | 25304 |
| Min - Max Mana | |
| Min - Max Armor | 5892 |

**Rushing Charge:** Charges an enemy, inflicting normal damage plus 1.

**Hoof Stomp:** Inflicts normal damage plus 73 to nearby enemies, stunning them for 3 sec.

# BANNOK GRIMAXE



| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 153 - 203 |
| Min - Max HPs | 6883 |
| Min - Max Mana | |
| Min - Max Armor | 3489 |

# BAR TALET



| | |
|---|---|
| Min - Max Lvl | 60 - 65 |
| Min - Max Dmg | 143 - 281 |
| Min - Max HPs | 6224 - 7392 |
| Min - Max Mana | |
| Min - Max Armor | 3791 - 5291 |

## BARAK KODOBANE



| | |
|---|---|
| Min - Max Lvl | 16 |
| Min - Max Dmg | 60 - 79 |
| Min - Max HPs | 356 |
| Min - Max Mana | |
| Min - Max Armor | 713 |

**Shoot:** Shoots at an enemy, inflicting Physical damage.
**Net:** Immobilizes an enemy for 6 sec.

## BARON AQUANIS



| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 69 - 80 |
| Min - Max HPs | 1713 |
| Min - Max Mana | 618 |
| Min - Max Armor | 829 |
| Frost Resistance: 75 | |

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.
**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

## BARASH THE DEN MOTHER



| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 523 - 739 |
| Min - Max HPs | 29520 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Flay:** Adds a chance to do two additional attacks
**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.
**Rock Shell:** Wraps the caster in stone, absorbing up to 493 damage. If the shield is broken, the caster enrages, increasing his damage by 142% and attack speed by 60.
**Bellowing Roar**

## BARON BLOODBANE



| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 118 - 157 |
| Min - Max HPs | 3198 |
| Min - Max Mana | 2369 |
| Min - Max Armor | 2832 |

**Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage.
**Pummel:** Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec.
**Demon Armor:** Protects the caster, increasing armor by 561, Shadow resistance by 14, and health regeneration for 30 min.
**Strike:** Strikes at an enemy, inflicting weapon damage plus 138.

## BARON GEDDON



| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 1538 - 2039 |
| Min - Max HPs | 586256 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Ignite Mana:** Burns 400 mana from nearby enemies every 3 sec. for 5 min. Each point of mana that is destroyed also damages the target from which it is consumed.
**Inferno:** Surrounds the caster with an inferno that periodically inflicts Fire damage to nearby enemies for 8 sec. While the caster is aflame, he cannot move or use his abilities.
**Living Bomb:** Throws a bomb at an enemy. After 8 sec., the bomb explodes, inflicting 3200 Fire damage to the target and its nearby allies.
**Armageddon**
**Summon Player**

## BARIMOKE WILDBEARD



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 143 - 196 |
| Min - Max HPs | 4979 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

## BARON KAZUM



| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 1318 - 1747 |
| Min - Max HPs | 39972 |
| Min - Max Mana | |
| Min - Max Armor | 5840 |

**Stomp:** Inflicts normal damage plus 250 to nearby enemies, knocking them back and stunning them for 2 sec.
**Massive Tremor:** Causes a massive ground tremor, inflicting 900 to 1100 damage to nearby enemies and interrupts any spell being cast for 2 sec..
**Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

## BARNABUS



| | |
|---|---|
| Min - Max Lvl | 38 |
| Min - Max Dmg | 90 - 119 |
| Min - Max HPs | 1046 |
| Min - Max Mana | |
| Min - Max Armor | 1709 |

## BARON LONGSHORE



| | |
|---|---|
| Min - Max Lvl | 16 |
| Min - Max Dmg | 23 - 31 |
| Min - Max HPs | 356 |
| Min - Max Mana | |
| Min - Max Armor | 713 |

## BARON SILVERLAINE



| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 50 - 66 |
| Min - Max HPs | 2420 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

**Veil of Shadow:** Reduces healing effects for an enemy by 75% for 15 sec.



## BARON RAFE DREUGER

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 2109 - 2980 |
| Min - Max HPs | 67068 |
| Min - Max Mana | 25240 |
| Min - Max Armor | 5474 |

**Hammer of Justice:** Stuns an enemy, rendering it unable to move or attack for 6 sec.

**Seal of Command:** Gives the caster a chance to deal additional Holy damage equal to 70% of normal weapon damage. Lasts 30 sec.

**Judgement of Command:** Judges the enemy for 1425 to 1575 holy damage.

**Holy Light:** Calls upon Holy magic to heal an ally.

## BARON VARDUS



| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 48 - 64 |
| Min - Max HPs | 1239 |
| Min - Max Mana | 3191 |
| Min - Max Armor | 1035 |

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

**Blizzard:** Calls down a blizzard that lasts 10 sec., inflicting 160 - 160 Frost damage every 2 sec. to all enemies in a selected area.

**Backhand:** Backhands an enemy, stunning it for 2 sec.



## BARONESS ANASTARI

| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 687 - 910 |
| Min - Max HPs | 35535 |
| Min - Max Mana | 9476 |
| Min - Max Armor | 2832 |

**Banshee Curse:** Reduces nearby enemies' chance to hit by 10% for 12 sec.

**Banshee Wail:** Wails with anguish, inflicting Shadow damage to an enemy.

**Silence:** Silences nearby enemies, preventing them from casting spells for 10 sec.

**Possess:** Takes control of a humanoid enemy up to level 100 for 2 min. and increases its maximum health by 2000%.

## BARON SABLEMANE



| | |
|---|---|
| Min-Max Lvl | 72 |
| Min - Max Dmg | 261 - 370 |
| Min-Max HPs | 7380 |
| Min-Max Mana | 118060 |
| Min-Max Armor | 5955 |

**Fireball:** Inflicts Fire damage to an enemy.

**Chains of Ice:** Forms icy chains around the enemy, locking the target in place for 10 sec.

**Flame Breath:** Inflicts 225 Fire damage to enemies in a cone in front of the caster. Fire damage every 1 sec.



| Name | Min-Max Lvl | Min Max Dmg | Min-Max HPs | Min-Max Mana | Min-Max Armor |
|---|---|---|---|---|---|
| Baron Sablemane's Blackwing | 68 | 214 - 301 | 5233 | 5233 | 4996 |

## BARONESS DOROTHEA MILLSTIPE



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 2109 - 2980 |
| Min - Max HPs | 67068 |
| Min - Max Mana | 25240 |
| Min - Max Armor | 5474 |

**Mind Flay:** Inflicts Shadow damage to an enemy and reduces its movement speed for 3 sec.

**Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes 50 damage.

**Shadowform:** Assumes a Shadowform, increasing Shadow damage dealt by 20% and reducing melee damage taken by 20%. Shadowform lasts until cancelled.

**Holy Light:** Calls upon Holy magic to heal an ally.

# BASALT

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 687 - 790 |
| Min - Max HPs | 31440 |
| Min - Max Mana | |
| Min - Max Armor | 6095 |

**Gargoyle Strike:** Inflicts Nature damage to an enemy.

**Swoop:** Inflicts normal damage plus 237 to enemies in a cone in front of the caster, stunning them for 2 sec.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Veil of Shadow:** Reduces healing effects for an enemy by 75% for 8 sec.





# BASH'IR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bash'ir | 72 | 1455 - 2056 | 118060 | 19854 | 5954 |
| **Warp:** Teleports the caster behind the target. Also frees the caster from any bonds.<br>**Energy Surge:** Inflicts Arcane damage to an enemy for 5 sec.<br>**Energy Flare:** Surrounds the caster with arcane energy, granting a 100% chance of striking melee attackers for 318 damage. The shield expires after 5 sec.<br>**Blind:** Blinds the target, causing it to wander confused for up to 10 sec. Any damage caused will remove the effect. | | | | | |
| Bash'ir Arcanist | 71 - 72 | 238 - 343 | 5744 - 5903 | 3231 - 3309 | 5714 - 5954 |
| **Energy Surge:** Inflicts Arcane damage to an enemy for 5 sec.<br>**Arcane Missiles:** Launches magic missiles at an enemy inflicting Arcane damage each second for 5 sec. | | | | | |
| Bash'ir Controller | 70 | 580 - 768 | 16200 | 3155 | 5474 |
| **Holy Nova:** Causes an explosion of holy light around the caster, causing 720 to 880 Holy damage to all enemy targets within 10 yards and healing all party members within 10 yards for 360 to 440. These effects cause no threat.<br>**Heal:** Calls upon Holy magic to heal an ally.<br>**Power Word:** Shield: Wraps an ally in a shield that lasts up to 30 sec., absorbing a maximum of 959 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks. | | | | | |
| Bash'ir Flesh Fiend | 72 | 774 - 1026 | 85560 | | 7387 |
| **Thrash:** Adds a chance to do two additional attacks<br>**Gaping Maw:** Inflicts Physical damage to several nearby enemies every 3 sec. for 15 sec.<br>**Infectious Poison:** Inflicts 850 to 1150 Nature damage to nearby enemies. | | | | | |
| Bash'ir's Harbinger | 72 | 1454 - 2056 | 118060 | 19854 | 5954 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Charge:** Charges an enemy, inflicting normal damage plus 100 and stuns the opponent for 2 sec.<br>**Spell Reflection**<br>**Dematerialize Armor:** Reduces an enemy's armor by 100% for 8 sec. | | | | | |
| Bash'ir Inquisitor | 72 | 1497 - 2398 | 88545 | 19854 | 5954 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Charge:** Charges an enemy, inflicting normal damage plus 100 and stuns the opponent for 2 sec.<br>**Spell Reflection**<br>**Dematerialize Armor:** Reduces an enemy's armor by 100% for 8 sec. | | | | | |
| Bash'ir Raider | 70 - 71 | 252 - 363 | 6986 - 7181 | | 6792 - 7089 |
| **Energy Flare:** Surrounds the caster with arcane energy, granting a 100% chance of striking melee attackers for 102 - 104 damage. The shield expires after 5 sec.<br>**Warp:** Teleports the caster behind the target. Also frees the caster from any bonds. | | | | | |
| Bash'ir Reckoner | 72 | 1960 - 2772 | 36900 | | 7387 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Warp:** Teleports the caster behind the target. Also frees the caster from any bonds.<br>**Charge:** Charges an enemy, inflicting normal damage plus 100 and stuns the opponent for 2 sec.<br>**Dematerialize Armor:** Reduces an enemy's armor by 100% for 8 sec. | | | | | |
| Bash'ir Spell-Thief | 70 - 71 | 234 - 337 | 5589 - 5744 | 3155 - 3231 | 5474 - 5714 |
| **Drain Mana:** Drains up to 890 mana from an enemy over 5 sec. and transfers it to the caster.<br>**Damage Reduction:** Magic | | | | | |
| Bash'ir Subcriminal | 70 | 464 - 614 | 12960 | 3155 | 5474 |
| **Blink:** Teleports the caster 20 yd. forward unless something is in the way. Also frees the caster from any bonds.<br>**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Bash'ir Surveyor | 72 | 242 - 343 | 5903 | 4964 | 5954 |
| **Stasis Field:** Places the target in a Stasis Field stunning the target.<br>**Arcane Blast:** Blasts an enemy with Arcane magic, inflicting normal damage plus 451 to 461 and knocking the enemy back.<br>**Slow:** Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec. | | | | | |



# BASILISKS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Ambereye Basilisk | 40 - 41 | 56 - 78 | 1829 - 1902 | | 1964 - 2101 |
| **Petrify:** Stuns an enemy, but increases its armor by 30% for 8 sec. | | | | | |
| Ambereye Ravager | 41 - 42 | 59 - 83 | 1902 - 1981 | | 2101 - 2246 |
| **Petrify:** Stuns an enemy, but increases its armor by 30% for 8 sec.<br>**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |
| Blackened Basilisk | 23 - 24 | 36 - 43 | 617 - 664 | | 957 - 992 |
| **Crystalline Slumber:** Stuns an enemy, rendering it unable to move or attack for 15 sec. | | | | | |
| Bladespine Basilisk | 71 - 72 | 257 - 370 | 7181 - 7380 | | 7089 - 7387 |
| Cold Eye Basilisk | 39 - 40 | 54 - 74 | 1678 - 1753 | | 2726 - 2921 |
| **Crystalline Slumber:** Stuns an enemy, rendering it unable to move or attack for 15 sec. | | | | | |
| Craghide Basilisk | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Hypnotic Gaze:** Stuns an enemy, rendering it unable to move or attack for 6 sec. | | | | | |
| Crystal Spine Basilisk | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1988 - 2037 |
| **Crystal Gaze:** Stuns an enemy, rendering it unable to move or attack for 6 sec. | | | | | |
| Dampscale Basilisk | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Glare:** Incapacitates an enemy, rendering it unable to move or attack for 6 sec. | | | | | |
| Dampscale Devourer | 63 - 64 | 181 - 267 | 5527 - 5715 | | 4691 - 4991 |
| **Chomp:** Bites an enemy, inflicting Physical damage. | | | | | |
| Glasshide Basilisk | 42 - 43 | 62 - 88 | 1981 - 2059 | | 2246 - 2397 |
| **Crystal Flash:** Stuns enemies in a cone in front of the caster, rendering them unable to move or attack for 15 sec. | | | | | |
| Glasshide Gazer | 45 - 46 | 75 - 102 | 2310 - 2398 | | 2725 - 2780 |
| **Crystal Gaze:** Stuns an enemy, rendering it unable to move or attack for 6 sec. | | | | | |
| Glasshide Petrifier | 48 - 49 | 80 - 109 | 2577 - 2672 | | 2888 - 2944 |
| **Petrify:** Stuns an enemy, but increases its armor by 30% for 8 sec. | | | | | |
| Gnichealth Basilisk | 67 | 220 - 310 | 6326 | | 23892 - 23892 |
| **Soften:** Reduces armor by 11000. | | | | | |
| Gritjaw Basilisk | 31 - 32 | 44 - 60 | 1107 - 1163 | | 1234 - 1270 |
| **Crystalline Slumber:** Stuns an enemy, rendering it unable to move or attack for 15 sec. | | | | | |
| Hulking Gritjaw Basilisk | 35 - 36 | 58 - 79 | 1464 - 1532 | | 1373 - 1480 |
| **Crystalline Slumber:** Stuns an enemy, rendering it unable to move or attack for 15 sec. | | | | | |
| Ironclaw Basilisk | 71 - 73 | 257 - 375 | 7181 - 7588 | | 7089 - 7684 |
| Ironjaw Basilisk | 43 - 44 | 149 - 214 | 2059 - 2138 | | 2397 - 2557 |
| **Crystal Flash:** Stuns enemies in a cone in front of the caster, rendering them unable to move or attack for 15 sec. | | | | | |
| Ironspine Chomper | 63 - 64 | 181 - 267 | 5527 - 5715 | | 4691 - 4991 |
| **Chomp:** Bites an enemy, inflicting Physical damage. | | | | | |
| Ironspine Gazer | 63 - 64 | 199 - 293 | 6079 - 6286 | | 5691 - 5991 |
| **Hypnotic Gaze:** Stuns an enemy, rendering it unable to move or attack for 6 sec. | | | | | |
| Ironspine Petrifier | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Glare:** Incapacitates an enemy, rendering it unable to move or attack for 6 sec. | | | | | |
| Ironspine Threshalisk | 63 - 64 | 199 - 293 | 6080 - 6287 | | 5691 - 5991 |
| Jadespine Basilisk | 37 - 38 | 103 - 140 | 4008 - 4185 | | 1593 - 1709 |
| **Reflection:** Gives the caster 100% chance to reflect harmful spells for 5 sec.<br>**Crystalline Slumber:** Stuns an enemy, rendering it unable to move or attack for 15 sec. | | | | | |
| Marshrock Threshalisk | 61 - 62 | 159 - 240 | 5158 - 5341 | | 4091 - 4391 |
| **Threshalisk Charge:** Charges an enemy, inflicting normal damage plus 0. | | | | | |
| Ridgestone Trampler | 62 - 63 | 190 - 278 | 5875 - 6080 | | 4391 - 4691 |
| **Enrage:** Increases the Physical damage dealt by the caster by 19 for 15 sec.<br>**Trample:** Inflicts normal damage plus 62 - 63 to nearby enemies. | | | | | |
| Ridgestone Threshalisk (Boss) | 62 - 63 | 189 - 277 | 5875 - 6079 | | 4391 - 4691 |
| **Enrage:** Increases the Physical damage dealt by the caster by 19 for 15 sec.<br>**Threshalisk Charge** | | | | | |
| Rockstone Basilisk | 47 - 48 | 79 - 107 | 2488 - 2578 | | 2835 - 2888 |
| Fire Resistance: 100<br>**Crystal Gaze:** Stuns an enemy, rendering it unable to move or attack for 6 sec. | | | | | |
| Rockstone Crystalhide | 51 - 52 | 86 - 117 | 2980 - 3082 | | 3052 - 3108 |
| Fire Resistance: 100<br>**Crystal Flash:** Stuns enemies in a cone in front of the caster, rendering them unable to move or attack for 15 sec. | | | | | |
| Raven Wraith Basilisk | 66 | 210 - 295 | 6116 | | 5591 |
| Saltstone Basilisk | 30 - 31 | 42 - 58 | 1050 - 1107 | | 1200 - 1234 |
| **Crystalline Slumber:** Stuns an enemy, rendering it unable to move or attack for 15 sec. | | | | | |
| Saltstone Crystalhide | 32 - 33 | 42 - 57 | 977 - 1021 | 935 - 963 | 1063 - 1091 |
| **Mana Burn:** Drains 203 to 216 mana from a target. For each mana drained in this way, the target takes 0.5 Shadow damage. | | | | | |
| Saltstone Gazer | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1340 - 1373 |
| **Crystal Gaze:** Stuns an enemy, rendering it unable to move or attack for 6 sec. | | | | | |
| Scabbed Basilisk | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Heat Wave:** Reduces chance to hit by 35% for 5 seconds and inflicts 1150 - 1350 Fire damage to enemies in a cone in front of the caster. | | | | | |
| Scale Bally | 45 | 76 - 100 | 2218 | | 4059 |
| **Crystal Flash:** Stuns enemies in a cone in front of the caster, rendering them unable to move or attack for 15 sec. | | | | | |
| Scorched Basilisk | 27 - 28 | 42 - 49 | 840 - 896 | | 1097 - 1130 |
| **Crystalline Slumber:** Stuns an enemy, rendering it unable to move or attack for 15 sec. | | | | | |
| Singed Basilisk | 25 - 26 | 39 - 46 | 734 - 788 | | 1026 - 1061 |
| **Crystalline Slumber:** Stuns an enemy, rendering it unable to move or attack for 15 sec. | | | | | |
| Stone Maw Basilisk | 31 - 32 | 44 - 60 | 1107 - 1163 | | 1831 - 1884 |
| **Crystal Gaze:** Stuns an enemy, rendering it unable to move or attack for 6 sec. | | | | | |
| Thrashtail Basilisk | 41 - 42 | 59 - 83 | 1902 - 1981 | | 2101 - 2246 |
| **Lash:** Stuns an enemy for 2 sec. and has a chance to disarm. | | | | | |



## BATTLE-MAGE DATHRIC



| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 214 - 301 |
| Min - Max HPs | 6803 |
| Min - Max Mana | 5982 |
| Min - Max Armor | 4995 |

**Torrent of Flames:** Attacks nearby enemies in an explosion of fire for 1295 damage.

**Pyroblast:** Inflicts Fire damage to an enemy, then additional damage every 3 sec. for 12 sec.

B

## BATS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blood Hunter | 27 | 65 - 87 | 4000 | | 1097 |
| Blood Seeker | 20 | 50 - 66 | 1452 | | 852 |
| **Expose Weakness:** Increases the Physical damage taken by an enemy by 20 for 5 sec. | | | | | |
| Bloodseeker Bat | 60 | 130 - 172 | 5341 | | 3791 |
| **Charge:** Charges an enemy, inflicting normal damage plus 0 and stuns the opponent. | | | | | |
| Dark Screecher | 50 - 51 | 135 - 183 | 2215 - 2292 | | 2999 - 3052 |
| **Sonic Burst:** Inflicts normal damage plus 125 - 128 on nearby enemies, preventing them from spellcasting for 6 sec. **Aural Shock:** Reduces the casting speed of nearby enemies by 35% for 5 min. | | | | | |
| Duskbat | 1 - 2 | 1 - 2 | 42 - 55 | | 15 - 16 |
| Frenzied Bat | 60 | 468 - 620 | 10682 | | 3791 |
| **Frenzied Dive:** Dives upon an enemy, inflicting normal damage and stuns the opponent for 2 sec. | | | | | |
| Frenzied Bloodseeker Bat | 60 | 156 - 207 | 6104 | | 3791 |
| Greater Duskbat | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| **Ravage:** Inflicts normal damage plus 3 - 3 to an enemy, stunning it for 2 sec. | | | | | |
| Greater Kreuf Bat | 26 | 63 - 83 | 2250 | | 1061 |
| **Sonic Burst:** Inflicts normal damage plus 65 - 65 on nearby enemies, preventing them from spellcasting for 6 sec. | | | | | |
| Greater Shadowbat | 71 | 4107 - 5809 | 57448 | | 7089 |
| Shadow Resistance: 105 | | | | | |
| **Wing Beat:** Strikes enemies near the caster, knocking them back and slowing their movement by 50% for 8 sec. **Sonic Blast:** Emits a piercing shriek, inflicting 2520 to 3080 physical damage and stunning the target for 5 sec. Threat is reduced while stunned. | | | | | |
| Kreuf Bat | 26 | 63 - 83 | 2250 | | 1061 |
| Lesser Scavengebat | 16 - 18 | 23 - 35 | 356 - 417 | | 713 - 782 |
| **Disease Touch:** Inflicts 22 to 28 Nature damage to an enemy. | | | | | |
| Mangy Duskbat | 3 - 4 | 2 - 4 | 71 - 86 | | 41 - 76 |
| Mistbat | 9 - 10 | 11 - 17 | 176 - 198 | | 406 - 512 |
| Monstrous Plaguebat | 56 - 58 | 95 - 132 | 3643 - 3875 | | 3327 - 3435 |
| **Sonic Burst:** Inflicts normal damage plus 140 - 145 on nearby enemies, preventing them from spellcasting for 6 sec. | | | | | |
| Noxious Plaguebat | 54 - 56 | 92 - 127 | 3420 - 3644 | | 3216 - 3327 |
| **Slow Poison:** Increases time between attacks by 25% and reduces movement speed by 65% for 25 sec. | | | | | |
| Plaguebat | 53 - 55 | 90 - 125 | 3189 - 3398 | | 3163 - 3271 |
| **Terrifying Screech:** Causes nearby enemies to flee in fear and reduces movement speed by 50% for 4 sec. | | | | | |
| Plagued Bat | 60 | 624 - 827 | 10682 | | 3791 |
| **Putrid Bite:** Increases the damage taken by an enemy by 120 for 30 sec. | | | | | |
| Rabid Shrike Bat | 38 - 39 | 121 - 166 | 4185 - 4377 | | 1709 - 1834 |
| **Sonic Burst:** Inflicts normal damage plus 95 - 98 on nearby enemies, preventing them from spellcasting for 6 sec. **Rabies:** Reduces the rate of an enemy's health regeneration by 50%, in addition to lowering its Strength and its Agility by 12, for 10 min. | | | | | |
| Rassan the Needler | 11 | 15 - 20 | 278 | | 538 |
| **Sonic Burst:** Inflicts normal damage plus 28 on nearby enemies, preventing them from spellcasting for 6 sec. | | | | | |
| Shadowbat | 69 - 70 | 1450 - 2142 | 20283 - 20958 | | 6492 - 6792 |
| **Dark Shriek:** Deals 1350 to 1650 shadow damage to nearby enemies and interrupts spellcasting for 4 sec. | | | | | |
| Shrike Bat | 37 - 38 | 97 - 133 | 4008 - 4185 | | 1593 - 1709 |
| **Sonic Burst:** Inflicts normal damage plus 93 - 95 on nearby enemies, preventing them from spellcasting for 6 sec. | | | | | |
| Vampiric Duskbat | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| **Ravage:** Inflicts normal damage plus 4 to an enemy, stunning it for 2 sec. | | | | | |
| Vampiric Mistbat | 13 - 15 | 18 - 29 | 273 - 328 | | 608 - 677 |
| **Draining Touch:** Drains health from an enemy, transferring it to the caster. | | | | | |
| Vampiric Shadowbat | 71 | 3081 - 4357 | 43086 | | 7089 |
| **Draining Touch:** Attacks have a chance to steal the target's health. | | | | | |
| Vile Bat | 20 | 50 - 66 | 1452 | | 852 |
| **Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. **Diving Sweep:** Inflicts normal damage plus 30 to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |

## BATTLEGUARD SARTURA



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1977 - 2621 |
| Min - Max HPs | 749475 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Sundering Cleave:** Inflicts normal damage plus 189 to an enemy and its nearest allies, affecting up to 3 targets. Also reduces armor by 1512.

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 15 sec. and inflicts normal damage plus 112.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 124 for 2 min.

**Berserk:** Increases the caster's movement speed by 150% and the Physical damage it deals by 500 for 10 min.

## BAYNE



| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 16 - 22 |
| Min - Max HPs | 198 |
| Min - Max Mana | |
| Min - Max Armor | 512 |

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Tendon Rip:** Reduces an enemy's movement speed by 34% for 8 sec.



## BAZIL THREDD

| | |
|---|---|
| Min - Max Lvl | 25 |
| Min - Max Dmg | 86 - 114 |
| Min - Max HPs | 2097 |
| Min - Max Mana | |
| Min - Max Armor | 1026 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Smoke Bomb:** Casts a smoke bomb, stunning nearby enemies for 4 sec.

**Battle Shout:** Increases the melee attack power of nearby party members by 100 -for 2 min.

## BAZZALAN

| | |
|---|---|
| Min - Max Lvl | 16 |
| Min - Max Dmg | 51 - 68 |
| Min - Max HPs | 1513 |
| Min - Max Mana | |
| Min - Max Armor | 713 |





## BEARS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Angerclaw Bear | 47 - 48 | 79 - 107 | 2985 - 3093 | | 1863 - 1898 |
| **Enrage** | | | | | |
| Angerclaw Grizzly | 51 - 52 | 86 - 117 | 3553 - 3675 | | 2006 - 2042 |
| **Low Swipe**: Stuns an enemy and reduces its movement speed by 50%, in addition to increasing the caster's melee damage by 15. Lasts 12 sec. **Enrage** | | | | | |
| Angerclaw Mauler | 49 - 50 | 83 - 112 | 3207 - 3322 | | 1934 - 1971 |
| **Maul**: Adds 77 - 78 damage to the next attack. **Enrage** | | | | | |
| Ashenvale Bear | 21 - 22 | 31 - 42 | 662 - 714 | | 416 - 431 |
| Black Bear | 6 - 7 | 9 - 15 | 144 - 164 | | 64 - 84 |
| Black Bear Patriarch | 16 - 17 | 23 - 33 | 427 - 463 | | 403 - 423 |
| Brown Bear | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| Dire Mother | 18 - 19 | 26 - 37 | 521 - 561 | | 366 - 383 |
| **Ravage**: Inflicts normal damage plus 9 - 9 to an enemy, stunning it for 2 sec. | | | | | |
| Diseased Black Bear | 51 - 52 | 86 - 117 | 3438 - 3556 | | 2305 - 2347 |
| **Infected Wound**: Increases the Physical damage taken by an enemy by 12 - 12 for 30 sec. | | | | | |
| Diseased Grizzly | 55 - 56 | 94 - 127 | 3921 - 4048 | | 2470 - 2513 |
| **Infected Wound**: Increases the Physical damage taken by an enemy by 13 - 13 for 30 sec. | | | | | |
| Elder Ashenvale Bear | 25 - 26 | 36 - 49 | 909 - 975 | | 480 - 496 |
| Elder Black Bear | 11 - 12 | 15 - 22 | 266 - 296 | | 279 - 297 |
| Elder Brown Bear | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| **Swipe** | | | | | |
| Elder Gray Bear | 25 - 26 | 36 - 49 | 944 - 1013 | | 381 - 394 |
| Elder Shardtooth | 57 - 58 | 98 - 132 | 4454 - 4594 | | 2553 - 2594 |
| **Demoralizing Roar**: Reduces the melee attack power of nearby enemies by 2 for 30 sec. | | | | | |
| Ferocious Grizzled Bear | 11 - 12 | 15 - 22 | 266 - 296 | | 279 - 297 |
| Ferocious Rage Scar | 47 - 48 | 79 - 107 | 2488 - 2578 | | 2835 - 2888 |
| **Rend Flesh**: Inflicts 60 - 62 damage to an enemy every 3 sec. for 12 sec. | | | | | |
| Giant Ashenvale Bear | 29 - 30 | 41 - 56 | 1176 - 1242 | | 545 - 562 |
| Giant Grizzled Bear | 12 - 13 | 17 - 24 | 296 - 328 | | 297 - 315 |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Gray Bear | 21 - 22 | 31 - 42 | 677 - 731 | | 330 - 342 |
| Great Bear Spirit | 70 | 125 - 165 | 5468 | | 6792 |
| Grizzled Black Bear | 13 - 14 | 18 - 27 | 328 - 360 | | 315 - 332 |
| Grizzled Brown Bear | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| **Swipe** | | | | | |
| Grizzled Ironfur Bear | 44 - 45 | 72 - 100 | 2138 - 2218 | | 3808 - 4059 |
| Grizzled Thistle Bear | 16 - 17 | 23 - 33 | 445 - 482 | | 334 - 350 |
| **Ravage**: Inflicts normal damage plus 8 to an enemy, stunning it for 2 sec. | | | | | |
| Ice Claw Bear | 7 - 8 | 9 - 14 | 164 - 187 | | 95 - 122 |
| **Ice Claw**: Inflicts normal damage plus 4 to an enemy, and increases the time between its attacks by 100% for 6 sec. | | | | | |
| Ironfur Bear | 41 - 42 | 59 - 83 | 1902 - 1981 | | 3125 - 3342 |
| Ironfur Patriarch | 48 - 49 | 81 - 110 | 2578 - 2672 | | 4302 - 4385 |
| **Demoralizing Roar**: Reduces the melee attack power of nearby enemies by 110 for 30 sec. | | | | | |
| Rabid Shardtooth | 59 - 60 | 102 - 138 | 4738 - 4883 | | 2635 - 2862 |
| **Rabies**: Reduces the rate of an enemy's health regeneration by 50%, in addition to lowering its Strength by 18 and its Agility by 18, for 10 min. **Thrash**: Adds a chance to do two additional attacks | | | | | |
| Rabid Thistle Bear | 13 - 14 | 18 - 27 | 341 - 375 | | 257 - 270 |
| **Rabies**: Reduces the rate of an enemy's health regeneration by 50%, in addition to lowering its Strength by 1 and its Agility by 1, for 10 min. | | | | | |
| Shardtooth Bear | 53 - 54 | 90 - 122 | 3680 - 3800 | | 2389 - 2429 |
| **Tendon Rip**: Reduces an enemy's movement speed by 70% for 8 sec. | | | | | |
| Shardtooth Mauler | 55 - 56 | 94 - 127 | 4182 - 4318 | | 2310 - 2350 |
| **Maul**: Adds 86 - 88 damage to the next attack. | | | | | |
| Thistle Bear | 11 - 12 | 15 - 22 | 278 - 309 | | 227 - 241 |
| **Ravage**: Inflicts normal damage plus 5 - 6 to an enemy, stunning it for 2 sec. | | | | | |
| Thistle Cub | 9 - 10 | 12 - 17 | 220 - 248 | | 155 - 192 |
| **Ravage**: Inflicts normal damage plus 4 - 5 to an enemy, stunning it for 2 sec. | | | | | |
| Vicious Gray Bear | 22 - 23 | 32 - 44 | 742 - 799 | | 342 - 355 |
| Young Black Bear | 5 - 6 | 5 - 9 | 122 - 144 | | 32 - 41 |
| Young Forest Bear | 8 - 9 | 13 - 20 | 195 - 220 | | 122 - 155 |



## THE BEAST

**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec.

**Fire Blast:** Inflicts Fire damage to an enemy.

**Terrifying Roar:** Causes nearby enemies to flee in fear for 5 sec.

**Berserker Charge:** Charges at an enemy, knocking it back and inflicting normal damage plus 300.

**Flamebreak:** Inflicts Fire damage to nearby enemies, knocking them back.

**Fireball:** Inflicts Fire damage to an enemy.

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1079 - 1431 |
| Min - Max HPs | 80925 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

## THE BEHEMOTH

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 148 - 196 |
| Min - Max HPs | 3322 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |





## BENNY BLAANCO

B

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

| | |
|---|---|
| Min - Max Lvl | 15 |
| Min - Max Dmg | 30 - 40 |
| Min - Max HPs | 328 |
| Min - Max Mana | |
| Min - Max Armor | 252 |



## BESSELETH

| | |
|---|---|
| Min - Max Lvl | 21 |
| Min - Max Dmg | 33 - 38 |
| Min - Max HPs | 521 |
| Min - Max Mana | |
| Min - Max Armor | 888 |



**Venom Sting:** Inflicts 70 Nature damage to an enemy, then an additional 6 damage every 5 sec. for 45 sec.

**Web:** Casts a web over an enemy, immobilizing it for 5 sec.

**Thrash:** Adds a chance to do two additional attacks

## BEHOLDERS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Death Watcher | 70 | 1894 - 2678 | 45409 | | 6792 |
| **Tentacle Cleave**: Inflicts normal damage plus 250 to an enemy and its nearest allies, effecting up to 3 targets. **Drain Life**: Drains 5000 health from an enemy over 5 sec., transferring it to the caster. | | | | | |
| Entropic Eye | 70 | 1640 - 2317 | 39123 | 12620 | 5474 |
| **Chaos Breath**: Shoots a cloud of chaos breath at enemies in a cone in front of the caster. Targets are afflicted with several negative effects. **Tentacle Cleave**: Inflicts normal damage plus 250 to an enemy and its nearest allies, effecting up to 3 targets. | | | | | |
| Sightless Eye | 70 | 126 - 179 | 1397 | | 6792 |
| **Sightless Touch**: Deals 428 to 472 Shadow damage to an enemy target. Also slows movement speed by 40% and attack and casting speeds by 50%. | | | | | |



## BHAG'THERA

| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 42 - 56 |
| Min - Max HPs | 1753 |
| Min - Max Mana | |
| Min - Max Armor | 1964 |

**Rend Flesh:** Inflicts 51 - 52 damage to an enemy every 3 sec. for 12 sec.

**Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec.



## BELLYGRUB

| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 34 - 46 |
| Min - Max HPs | 1139 |
| Min - Max Mana | |
| Min - Max Armor | 992 |

**Rushing Charge:** Increases the caster's movement speed by 83% for 3 sec. and causes it to inflict an additional 79 damage on its first attack.

**Trample:** Inflicts normal damage plus 24 to nearby enemies.

## THE BIG BAD WOLF

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 4142 - 5857 |
| Min - Max HPs | 379400 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Terrifying Howl:** Causes nearby enemies to flee in fear for 3 sec.

**Wide Swipe**



## BIG SAMRAS



| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 38 - 51 |
| Min - Max HPs | 1080 |
| Min - Max Mana | |
| Min - Max Armor | 407 |



## BJARN

| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 17 - 22 |
| Min - Max HPs | 247 |
| Min - Max Mana | |
| Min - Max Armor | 573 |

**Ice Claw:** Inflicts normal damage plus 4 to an enemy, and increases the time between its attacks by 100% for 6 sec.

**Rend Flesh:** Inflicts 15 - 16 damage to an enemy every 3 sec. for 12 sec.



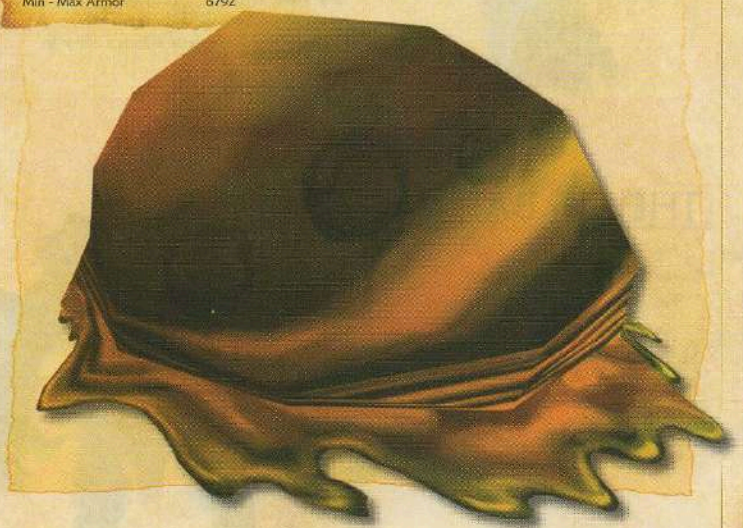
## BLACK DRAGONKIN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Black Broodling | 51 - 52 | 80 - 109 | 2384 - 2466 | 1864 - 1923 | 2477 - 2572 |
| Fire Resistance: 150 | | | | | |
| **Fireball**: Inflicts Fire damage to an enemy. | | | | | |
| Black Dragon Whelp | 17 - 18 | 17 - 26 | 330 - 354 | 938 - 1020 | 402 - 422 |
| **Fireball**: Inflicts Fire damage to an enemy. | | | | | |
| Black Dragonspawn | 52 - 53 | 124 - 167 | 3556 - 3680 | | 3108 - 3163 |
| Fire Resistance: 125 | | | | | |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets; **Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Black Drake | 50 - 52 | 85 - 117 | 2769 - 2964 | | 2999 - 3108 |
| **Flame Breath**: Inflicts 250 - 260 Fire damage to enemies in a cone in front of the caster. | | | | | |
| Black Drakonid | 60 | 520 - 689 | 15260 | | 3791 |
| Fire Resistance: 200, Shadow Resistance: 200 | | | | | |
| **Brood Power**: Black. | | | | | |
| Black Wyrmkin | 53 - 54 | 63 - 90 | 2146 - 2216 | 4765 - 4896 | 1602 - 1630 |
| Fire Resistance: 125 | | | | | |
| **Fireball**: Inflicts Fire damage to an enemy; **Fire Nova**: Inflicts Fire damage to nearby enemies. | | | | | |
| Blackscale | 70 | 884 - 1250 | 34930 | | 6792 |
| **Flame Breath**: Inflicts 700 Fire damage to enemies in a cone in front of the caster; **Terrifying Roar**: Causes nearby enemies to flee in fear for 5 sec. **Tail Sweep**: Inflicts 600 to 1000 damage on enemies in a cone behind the caster, knocking them back. | | | | | |
| Frenzied Black Drake | 54 | 92 - 122 | 3040 | | 3216 |
| **Flame Breath**: Inflicts 540 Fire damage to enemies in a cone in front of the caster; **Flame buffer**: Inflicts 80 to 85 Fire damage to an enemy and increases the Fire damage it takes by 82 for 45 sec.; **Decimate**: Reduces a target's chance to block by 70% for 30 sec.; **Enrage**: Increases the caster's attack speed by 60% and the Physical damage it deals by 106 for 2 min. | | | | | |
| Rogue Black Drake | 50 - 52 | 85 - 117 | 3322 - 3556 | | 2999 - 3108 |
| **Flame Breath**: Inflicts 250 - 260 Fire damage to enemies in a cone in front of the caster. | | | | | |

## BLACK BLOOD OF DRAENOR

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 5240 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Black Sludge:** Increases the time between the attacks of nearby enemies by 50% and slows their movement speed by 30% for 30 sec.



## BLACK SLAYER

**Execute:** Attempts to finish off a wounded enemy, inflicting normal damage plus 378 - 386. Execute can only be used on enemies that have 20% or less health.

| | |
|---|---|
| Min - Max Lvl | 47 - 48 |
| Min - Max Dmg | 79 - 107 |
| Min - Max HPs | 2488 - 2578 |
| Min - Max Mana | |
| Min - Max Armor | 2835 - 2888 |



# THE BLACK STALKER

| | |
|---|---|
| Min - Max Lvl | 65 / 72 |
| Min - Max Dmg | 1786 - 2500 / 2909 - 4111 |
| Min - Max HPs | 75696 / 127505 |
| Min - Max Mana | 27900 / 33090 |
| Min - Max Armor | 4275 / 5954 |



**Levitate**

**Static Charge:** Charges an enemy with energy, inflicting 4500 Nature damage over 12 sec. and sending it into a state of panic. While the target is affected, the static periodically zaps its nearby allies for 750 damage as well.

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 5 targets, inflicting greater Nature damage to each successive target.

**Summon Player**



# BLACKFATHOM NAGA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blackfathom Myrmidon | 22 | 54 - 72 | 2529 | | 922 |
| **Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 10 sec. | | | | | |
| Blackfathom Oracle | 21 | 28 - 38 | 464 | 1020 | 740 |
| **Healing Wave**: Calls upon Nature magic to heal an ally.<br>**Parasite**: Inflicts normal damage plus 30 to an enemy, then an additional 25 Nature damage every 5 sec. for 20 sec. | | | | | |
| Blackfathom Sea Witch | 22 - 23 | 51 - 69 | 1494 - 1599 | 1090 - 1162 | 1034 - 1076 |
| **Blizzard**: Calls down a blizzard that lasts 10 sec., inflicting 88 - 92 Frost damage every 2 sec. to all enemies in a selected area.<br>**Frost Ward**: Absorbs 165 Frost damage. Lasts 30 sec.<br>**Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 264 - 276, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.<br>**Frost Nova**: Blasts enemies near the caster for 21 to 24 Frost damage and freezes them in place for up to 8 sec. Damage caused may interrupt the effect. | | | | | |
| Blackfathom Tide Priestess | 20 - 21 | 27 - 38 | 433 - 464 | 980 - 1020 | 712 - 740 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Heal**: Calls upon Holy magic to heal an ally. | | | | | |

# BLACKHAND ORCS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blackhand Armorsmith | 59 | 703 - 932 | 14805 | | 3489 |
| **Head Crack**: Reduces an enemy's Stamina by 59 for 20 sec.<br>**Backhand**: Backhands an enemy, stunning it for 2 sec.<br>**Strike**: Strikes at an enemy, inflicting increased melee damage. | | | | | |
| Blackhand Assassin | 60 - 61 | 779 - 1052 | 15260 - 15720 | | 1934 - 2086 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Backstab**: Inflicts normal damage plus 324 - 330 to an enemy, but only if attacking from behind.<br>**Slice and Dice**: Increases the caster's attack speed by 30% for 10 sec.<br>**Gouge**: Inflicts 20 damage to an enemy and incapacitates it for up to 4 sec. Any damage received by the stunned target will revive it. | | | | | |
| Blackhand Dragon Handler | 59 - 60 | 407 - 552 | 8883 - 9156 | | 10317 - 11219 |
| **Mend Dragon**: Heals a nearby chromatic dragon for 1000 damage every 2 sec. for 20 sec. | | | | | |
| Blackhand Dreadweaver | 59 - 60 | 379 - 513 | 7107 - 7326 | 2369 - 2434 | 2832 - 3075 |
| **Curse of Thorns**: Curses an enemy for 3 min., giving it 50% chance to take 155 to 202 damage on attack.<br>**Veil of Shadow**: Reduces healing effects for an enemy by 75% for 15 sec.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Blackhand Elite | 60 - 61 | 717 - 968 | 15260 - 15720 | | 3791 - 4091 |
| **Head Crack**: Reduces an enemy's Stamina by 60 - 61 for 20 sec.<br>**Backhand**: Backhands an enemy, stunning it for 2 sec.<br>**Strike**: Strikes at an enemy, inflicting increased melee damage. | | | | | |
| Blackhand Incarcerator | 59 - 60 | 204 - 276 | 7402 - 7630 | | 3489 - 3791 |
| **Encage**: Encages an enemy, stunning it for 30 sec.<br>**Strike**: Strikes at an enemy, inflicting increased melee damage. | | | | | |
| Blackhand Iron Guard | 60 - 61 | 624 - 842 | 12208 - 12576 | | 7505 - 8100 |
| **Shield Slam**: Inflicts 140 - 142 damage to an enemy, stunning it for 2 sec.<br>**Shield Spike**<br>**Shield Wall**: Reduces the Physical and magical damage taken by the caster by 75% for 10 sec. | | | | | |
| Blackhand Summoner | 59 - 60 | 379 - 513 | 7107 - 7326 | 2369 - 2434 | 2832 - 3075 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.<br>**Summon Blackhand Dreadweaver**<br>**Summon Blackhand Veteran** | | | | | |
| Blackhand Thug | 60 | 624 - 827 | 15260 | | 3791 |
| Blackhand Veteran | 59 | 407 - 552 | 8883 - 9156 | | 3489 - 3791 |
| **Shield Charge**: Charges an enemy, knocking it back and inflicting normal damage plus 150.<br>**Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.<br>**Strike**: Strikes at an enemy, inflicting increased melee damage. | | | | | |

# BLACKBREATH CRONY

| | |
|---|---|
| Min - Max Lvl | 53 |
| Min - Max Dmg | 297 - 394 |
| Min - Max HPs | 7359 |
| Min - Max Mana | |
| Min - Max Armor | 3163 |

**Sinister Strike:** Inflicts normal damage plus 121 - 122 to an enemy.

**Rupture:** Inflicts Physical damage to an enemy every 2 sec. for 10 sec.





# BLACKHEART THE INCITER

**Incite Chaos**

**War Stomp:** Knocks nearby enemies back.

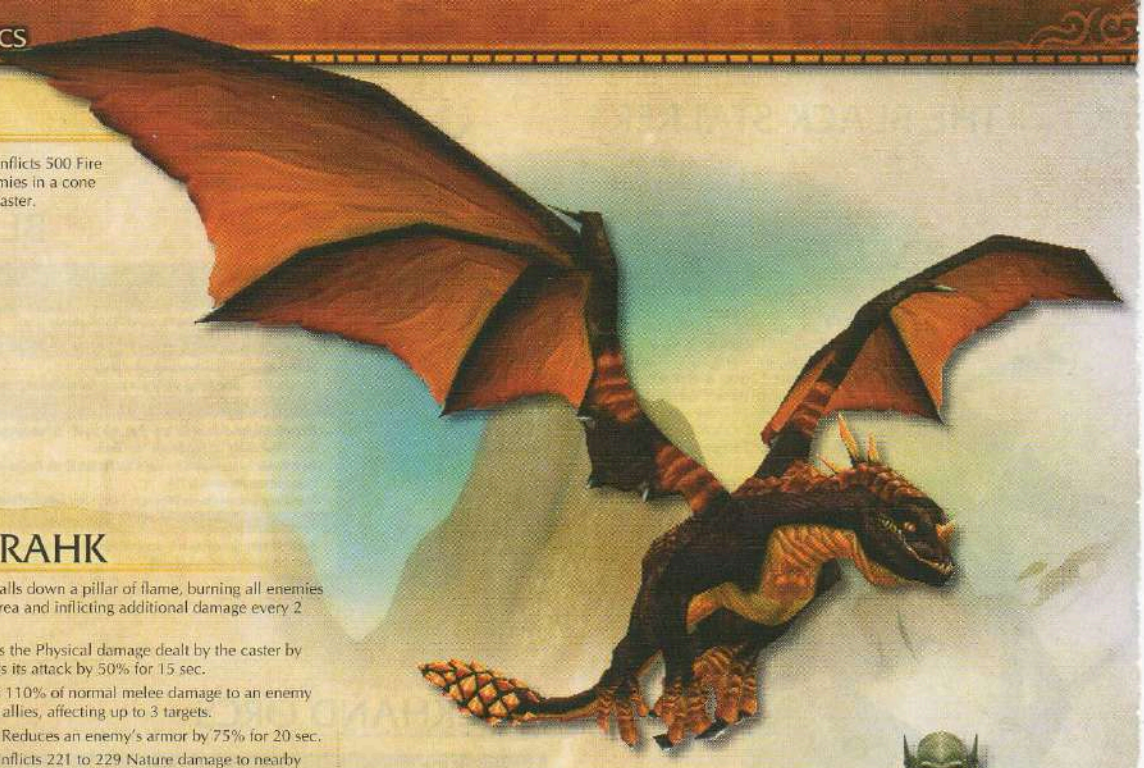
**Charge:** Charges an enemy, inflicting normal damage plus 0 and stuns the opponent for 2 sec.

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1852 - 2619 / 3528 - 4990 |
| Min - Max HPs | 11075 / 184500 |
| Min - Max Mana | |
| Min - Max Armor | 7387 / 7387 |

## BLACKLASH

| | |
|---|---|
| Min-Max Lvl | 50 |
| Min - Max Dmg | 313-415 |
| Min-Max HPs | 11075 |
| Min-Max Mana | 2999 |
| Min-Max Armor | 3018 |

**Flame Breath**: Inflicts 500 Fire damage to enemies in a cone in front of the caster.



## BLACKLORD HAMARAHK

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 249 - 331 |
| Min - Max HPs | 16200 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.

**Rage:** Increases the Physical damage dealt by the caster by 138 and speeds its attack by 50% for 15 sec.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Pierce Armor:** Reduces an enemy's armor by 75% for 20 sec.

**Thunderclap:** Inflicts 221 to 229 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 65% for 10 sec.

**Conflagration:** Sets an enemy aflame, inflicting 3000 Fire damage over 10 sec. and sending it into a state of panic. While the target is affected, the flames periodically scorch its nearby allies for 300 damage as well.





## BLACKMOSS THE FETID

| | |
|---|---|
| Min - Max Lvl | 13 |
| Min - Max Dmg | 18 - 24 |
| Min - Max HPs | 273 |
| Min - Max Mana | |
| Min - Max Armor | 608 |



## BLACKPAW GNOLLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blackpaw Snarl | 13 - 14 | 18 - 27 | 273 - 300 | | 608 - 642 |
| Blackpaw Scavenger | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| **Pierce Armor**: Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Blackpaw Slayer | 12 - 14 | 16 - 25 | 230 - 276 | 249 - 295 | 479 - 537 |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage. **Bloodlust**: Increases an ally's attack speed by 30% for 10 sec. | | | | | |

## BLACKROCK ORCS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blackrock Ambusher | 54 - 55 | 350 - 474 | 4306 - 4444 | | 3216 - 3271 |
| Blackrock Battlemaster | 57 - 58 | 98 - 132 | 3758 - 3876 | | 1726 - 1754 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Blackrock Champion | 24 - 25 | 34 - 48 | 664 - 713 | | 992 - 1026 |
| **Enrage**: Increases the Physical damage dealt by the caster by 7 - 8 for 15 sec.; **Devotion Aura**: Gives 480 - 500 additional armor to nearby party members for 4 min. Players may only have one aura on them per paladin at any one time; **Demoralizing Shout**: Reduces the melee attack power of nearby enemies by 48 - 50 for 30 sec. | | | | | |
| Blackrock Gladiator | 24 - 25 | 41 - 57 | 651 - 699 | | 992 - 1026 |
| **Enrage**: Increases the Physical damage dealt by the caster by 7 - 8 for 15 sec.; **Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. **Defensive Stance**: Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.; **Battle Shout**: Increases the melee attack power of nearby friendly targets by 73 - 76 for 2 min. | | | | | |
| Blackrock Guard | 19 - 20 | 28 - 39 | 449 - 484 | | 817 - 852 |
| **Enrage**: Increases the Physical damage dealt by the caster by 6 for 15 sec. | | | | | |
| Blackrock Hunter | 23 - 24 | 33 - 46 | 605 - 651 | | 957 - 992 |
| **Enrage**: Increases the Physical damage dealt by the caster by 7 for 15 sec.; **Throw**: Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Blackrock Outrunner | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| **Enrage**: Increases the Physical damage dealt by the caster by 6 - 7 for 15 sec.; **Net**: Immobilizes an enemy for 6 sec. | | | | | |
| Blackrock Rattler | 59 | 179 - 237 | 3997 | | 3489 |
| **Backhand**: Backhands an enemy, stunning it for 2 sec.; **Pummel**: Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec. **Enrage**: Increases the caster's attack speed by 60% and the Physical damage it deals by 116 for 2 min. | | | | | |
| Blackrock Renegade | 21 - 22 | 31 - 42 | 531 - 573 | | 888 - 922 |
| **Shield Slam**: Inflicts 31 - 32 damage to an enemy, stunning it for 2 sec.; **Enrage**: Increases the Physical damage dealt by the caster by 7 for 15 sec. | | | | | |
| Blackrock Scout | 20 - 21 | 29 - 40 | 484 - 521 | | 852 - 888 |
| **Enrage**: Increases the Physical damage dealt by the caster by 6 - 7 for 15 sec.; **Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| Blackrock Sentry | 21 - 22 | 31 - 42 | 521 - 562 | | 888 - 922 |
| **Enrage**: Increases the Physical damage dealt by the caster by 7 for 15 sec. | | | | | |
| Blackrock Shadowcaster | 22 - 23 | 22 - 32 | 463 - 494 | 1357 - 1443 | 499 - 519 |
| **Enrage**: Increases the Physical damage dealt by the caster by 7 for 15 sec.; **Demon Armor**: Protects the caster, increasing armor by 228 - 237, Shadow resistance by 3 , and health regeneration for 30 min.; **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. **Shadow Word: Pain**: Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec. **Banish**: Banishes an enemy, preventing all action but making it invulnerable for up to 15 sec. Only one target can be banished at a time. | | | | | |
| Blackrock Slayer | 56 - 57 | 162 - 219 | 3644 - 3758 | | 2513 - 2553 |
| **Execute**: Attempts to finish off a wounded enemy, inflicting normal damage plus 450 - 458. Execute can only be used on enemies that have 20% or less health; **Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |
| Blackrock Soldier | 55 - 56 | 94 - 127 | 3529 - 3644 | | 3271 - 3327 |
| **Improved Blocking**: Increases the caster's chance to block by 78% for 6 sec. **Revenge**: Instantly counterattack an enemy for 47 to 53 damage. Revenge must follow a block, dodge, or parry. | | | | | |
| Blackrock Sorcerer | 55 - 56 | 66 - 94 | 2471 - 2550 | 5013 - 5206 | 1658 - 1686 |
| **Fireball**: Inflicts Fire damage to an enemy. **Flamestrike**: Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec. | | | | | |
| Blackrock Summoner | 22 - 23 | 22 - 32 | 472 - 504 | 1357 - 1443 | 499 - 519 |
| **Fireball**: Inflicts Fire damage to an enemy; **Fire Shield II**: Surrounds an ally with a shield of flame that inflicts 14 - 15 Fire damage to nearby enemies every 3 sec. Lasts 1 min.; **Enrage**: Increases the Physical damage dealt by the caster by 7for 15 sec. **Summon Imp**: Summons an imp to accompany the caster until dismissed. | | | | | |
| Blackrock Tracker | 23 - 24 | 33 - 46 | 617 - 664 | | 957 - 992 |
| **Enrage**: Increases the Physical damage dealt by the caster by 7 for 15 sec. | | | | | |
| Blackrock Warlock | 56 - 57 | 67 - 96 | 2550 - 2631 | 5206 - 5340 | 1686 - 1714 |
| **Immolate**: Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec.; **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. **Curse of Tongues**: Forces an enemy to speak in Demonic, reducing its casting speed by 50% for 15 sec. Only one curse per warlock can be active on any one target. | | | | | |
| Blackrock Worg | 54 - 55 | 92 - 125 | 3293 - 3398 | | 3216 - 3271 |



## BLACKSILT MURLOC

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blacksilt Forager | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |
| Blacksilt Scout | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| Blacksilt Seer | 15 - 17 | 15 - 24 | 285 - 330 | 790 - 938 | 363 - 402 |
| **Wrath:** Hurls a bolt of lightning at an enemy, inflicting Nature damage.<br>**Rejuvenation:** Heals an ally every 3 sec. for 12 sec. | | | | | |
| Blacksilt Shorestriker | 15 - 16 | 20 - 29 | 301 - 325 | 326 - 357 | 566 - 596 |
| **Net:** Immobilizes an enemy for 3 sec. | | | | | |
| Blacksilt Tidecaller | 11 - 13 | 10 - 18 | 199 - 241 | 459 - 601 | 286 - 325 |
| **Lightning Shield:** Surrounds the caster with 3 bolts of lightning that have 50% chance of striking melee or ranged attackers for 22 - 26 damage. Each time the lightning shield strikes, a bolt of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.<br>**Rejuvenation:** Heals an ally every 3 sec. for 12 sec. | | | | | |
| Blacksilt Warrior | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |



## BLACKTALON THE SAVAGE

B

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 603 - 841 |
| Min - Max HPs | 27635 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |



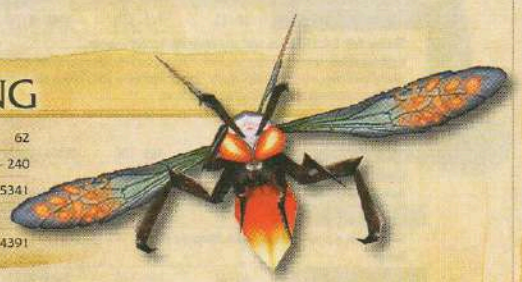
## BLACKSMITH VERRINGTAN

| | |
|---|---|
| Min - Max Lvl | 26 |
| Min - Max Dmg | 28 - 37 |
| Min - Max HPs | 788 |
| Min - Max Mana | |
| Min - Max Armor | 1061 |



## BLACKWING'S ATTENDANTS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blackwing Drakonaar | 72 | 2091 - 2957 | 88560 | | 7387 |
| **Brood Power:** Blank<br>**Mortal Strike:** Inflicts 130% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.<br>**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 8 sec. | | | | | |
| Blackwing Guardsman | 61 | 1481 - 1964 | 31440 | | 4091 |
| **Strike:** Strikes at an enemy, inflicting increased melee damage.<br>**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Dragonbane:** Inflicts 400% weapon damage. | | | | | |
| Blackwing Legionnaire | 60 | 727 - 965 | 9156 | | 3791 |
| **Strike:** Strikes at an enemy, inflicting increased melee damage.<br>**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Dragonbane:** Inflicts 400% weapon damage. | | | | | |
| Blackwing Mage | 60 | 387 - 513 | 7326 | 12170 | 3075 |
| **Fireball:** Inflicts Fire damage to an enemy.<br>**Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies. | | | | | |
| Blackwing Spellbinder | 62 | 1506 - 1996 | 90650 | 25680 | 3555 |
| **Greater Polymorph:** Transforms an enemy into a sheep, forcing it to wander around for up to 20 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Only one target can be polymorphed at a time. Only works on beasts, dragons, giants, humanoids, and critters.<br>**Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec. | | | | | |
| Blackwing Taskmaster | 62 | 1506 - 1996 | 51800 | 25680 | 3555 |
| **Healing Circle**<br>**Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage. | | | | | |
| Blackwing Technician | 60 | 520 - 689 | 15260 | | 3791 |
| **Bomb:** Bombs all enemies in a selected area, inflicting Fire damage.<br>**Bottle of Poison:** Tosses a bottle of poison at an enemy, inflicting 180 Nature damage every 3 sec. for 30 sec. | | | | | |
| Blackwing Warlock | 61 | 1478 - 1956 | 88025 | 24860 | 3316 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 925 to 1075 Fire damage every 2 sec. for 6 sec.<br>**Demon Portal:** Opens a portal into the Twisting Nether that periodically summons demonic minions to aid the caster in battle for 35 sec. | | | | | |

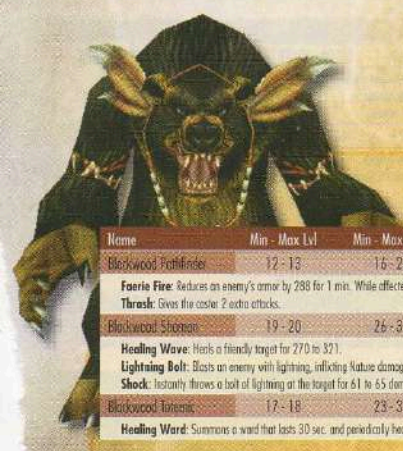


## BLACKSTING

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 172 - 240 |
| Min - Max HPs | 5341 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Fatal Sting:** Stings an enemy and inflicts additional Nature damage every 2 sec. for 12 sec. Caster must be very badly wounded in order to cast this spell.

**Black Blood:** Reduces an enemy's armor for 1 min. While affected, the target cannot use stealth or invisibility.



## BLACKWOOD FURBOLG

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blackwood Pathfinder | 12 - 13 | 16 - 23 | 230 - 253 | 249 - 264 | 479 - 507 |
| **Faerie Fire:** Reduces an enemy's armor by 288 for 1 min. While affected, the target cannot use stealth or invisibility.<br>**Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Blackwood Shaman | 19 - 20 | 26 - 36 | 404 - 433 | 456 - 490 | 683 - 712 |
| **Healing Wave:** Heals a friendly target for 270 to 321.<br>**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Shock:** Instantly throws a bolt of lightning at the target for 61 to 65 damage. | | | | | |
| Blackwood Totemic | 17 - 18 | 23 - 32 | 350 - 377 | 390 - 408 | 625 - 652 |
| **Healing Ward:** Summons a ward that lasts 30 sec. and periodically heals allies in an area around it. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blackwood Tracker | 14 - 15 | 19 - 27 | 276 - 301 | 295 - 326 | 537 - 566 |
| **Faerie Fire:** Reduces an enemy's armor by 336 for 1 min. While affected, the target cannot use stealth or invisibility.<br>**Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Blackwood Ursa | 18 - 19 | 24 - 34 | 377 - 404 | 408 - 456 | 652 - 683 |
| **Rejuvenation:** Heals the target for 56 over 12 sec. | | | | | |
| Blackwood Warrior | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Thunder Clap:** Blasts nearby enemies increasing the time between their attacks by 10% for 14 sec and doing 23 damage to them. This ability causes additional threat and will affect up to 4 targets.<br>**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled. | | | | | |
| Blackwood Windwalker | 13 - 14 | 18 - 27 | 273 - 300 | | 608 - 642 |
| **Gust of Wind:** Stuns nearby enemies, rendering them unable to move or attack for 4 sec. | | | | | |

# BLADESPIRE OGRES



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bladespire Battlemage | 67 | 681 - 957 | 20240 | 8799 - 8799 | 4755 |
| **Flamestrike**: Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.<br>**Bloodlust**: Increases an ally's attack speed by 30% for 30 sec. | | | | | |
| Bladespire Brute | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally. | | | | | |
| Bladespire Champion | 66 | 231 - 324 | 6728 | | 5591 |
| **Thunderclap**: Inflicts 70 to 72 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 63% for 10 sec.<br>**Mighty Charge**: Charges an enemy, inflicting normal damage plus 100 and stuns the opponent. | | | | | |
| Bladespire Chief | 67 | 734 - 1032 | 25304 | | 5892 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Meat Slap**: Inflicts normal damage plus 30 to an enemy and knocks it back.<br>**Tenderize**: Hacks at an enemy's armor, reducing it per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Bladespire Cook | 65 - 66 | 200 - 295 | 5914 - 6116 | | 3993 - 4220 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Tenderize**: Hacks at an enemy's armor, reducing it per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.<br>**Meat Slap**: Inflicts normal damage plus 30 to an enemy and knocks it back. | | | | | |
| Bladespire Crusher | 67 | 220 - 310 | 6326 | | 5892 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Enrage** | | | | | |
| Bladespire Elder | 71 - 73 | 238 - 348 | 5744 - 6070 | 3231 - 3387 | 5714 - 6193 |
| **Lightning Shield**: Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 146 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.<br>**Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Healing Wave**: Calls upon Nature magic to heal an ally. | | | | | |
| Bladespire Enforcer | 67 | 734 - 1032 | 25304 | | 5892 |
| **Thunderclap**: Inflicts 212 to 220 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec.<br>**Enrage** | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bladespire Guardian | 71 - 73 | 257 - 375 | 7181 - 7588 | | 7089 - 7684 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Debilitating Strike**: Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any physical attacks for 5 sec. | | | | | |
| Bladespire Keg King | 71 - 73 | 257 - 375 | 7181 - 7588 | | 7089 - 7684 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Drunken Haze**: Increases the time between an enemy's attacks by 30% and slows its movement by 100% for 25 sec. | | | | | |
| Bladespire Mystic | 67 | 204 - 287 | 5060 | 2933 - 2933 | 4755 |
| **Healing Wave**: Calls upon Nature magic to heal an ally.<br>**Lightning Shield**: Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 134 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.<br>**Bloodlust**: Increases an ally's attack speed by 30% for 15 sec. | | | | | |
| Bladespire Shaman | 65 - 66 | 186 - 273 | 4731 - 4892 | 2790 - 2846 | 4275 - 4515 |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Lightning Shield**: Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 130 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.<br>**Fire Nova Totem**: Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 413 to 459 fire damage to enemies within 10 yd. | | | | | |
| Bladespire Sober Defender | 66 | 756 - 10612 | 27522 | | 5591 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally. | | | | | |

# BLADEWING BLOODLETTER

**Poison Spit:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec.

**Blood Leech:** Drains 10 health from an enemy, transferring it to the caster.

| | |
|---|---|
| Min - Max Lvl | 65 - 66 |
| Min - Max Dmg | 200 - 295 |
| Min - Max HPs | 5914 - 6116 |
| Min - Max Mana | |
| Min - Max Armor | 5291 - 5591 |



# BLAZERUNNER

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 432 - 572 |
| Min - Max HPs | 8097 |
| Min - Max Mana | |
| Min - Max Armor | 3327 |



**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.

# BLEAKHEART SATYR



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bleakheart Hellcaller | 26 - 27 | 34 - 47 | 684 - 724 | 693 - 732 | 887 - 916 |
| **Summon Voidwalker**: Summons 1 Voidwalker to accompany the caster until dismissed.<br>**Summon Imp**: Summons an Imp to accompany the caster until dismissed. | | | | | |
| Bleakheart Satyr | 26 - 27 | 37 - 51 | 788 - 849 | | 1061 - 1097 |
| Bleakheart Shadowstalker | 27 - 28 | 38 - 52 | 840 - 896 | | 1097 - 1130 |
| **Shadowstalker Slash**: Inflicts normal damage plus 58 to an enemy when attacking from stealth, stunning it 5 sec. Awards 2 combo points. | | | | | |
| Bleakheart Trickster | 27 - 28 | 38 - 52 | 840 - 896 | | 1097 - 1130 |



# BLEEDING HOLLOW ORCS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bleeding Hollow Archer | 60 - 61 | 345 - 503 | 11553 - 11554 | 2434 - 2486 | 3075 - 3316 |
| **Multi-Shot**: Fires a volley of missiles at an enemy and its nearby allies, striking up to 3 targets for normal damage plus 225.<br>**Aimed Shot**: An aimed shot that increases ranged damage by 600. | | | | | |
| Bleeding Hollow Clan Soldier | 60 | 104 - 138 | 3052 | | 3791 |
| Bleeding Hollow Dark Shaman | 60 - 61 | 144 - 210 | 3984 - 4126 | 2434 - 2486 | 3075 - 3316 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Lightning Shield**: Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 120 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.<br>**Bloodlust**: Increases an ally's attack speed by 30% for 30 sec.<br>**Fire Nova Totem**: Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 423 to 472 fire damage to enemies within 10 yd. | | | | | |
| Bleeding Hollow Darkcaster | 60 - 61 | 466 - 706 | 10104 - 10472 | 5751 - 5875 | 1923 - 2073 |
| **Scorch**: Scorches an enemy for Fire damage.<br>**Rain of Fire**: Calls down a molten rain, burning all enemies in a selected area for 354 Fire damage every 3 sec. for 9 sec. | | | | | |
| Bleeding Hollow Grunt | 60 - 61 | 143 - 221 | 4979 - 5158 | | 3791 - 4091 |
| **Strike**: Strikes at an enemy, inflicting weapon damage plus 93 - 94.<br>**Enrage** | | | | | |
| Bleeding Hollow Necrolyte | 60 - 61 | 144 - 210 | 3984 - 4126 | 2434 - 2486 | 3075 - 3316 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Curse of the Bleeding Hollow**: Reduces the effect of healing effects on an enemy by 15% for 15 min. | | | | | |
| Bleeding Hollow Orphan | 8 - 15 | 16 - 44 | 156 - 328 | | 316 - 677 |
| **Pulverize**: Pulverize nearby enemies, interrupting their spellcasting for 2 sec. | | | | | |
| Bleeding Hollow Peon | 59 | 121 - 165 | 4142 | | 3489 |
| Bleeding Hollow Refugee | 42 - 68 | 94 - 488 | 1651 - 6542 | | 2246 - 6192 |
| **Pulverize**: Pulverize nearby enemies, interrupting their spellcasting for 2 sec. | | | | | |
| Bleeding Hollow Riding Wolf | 60 | 71 - 98 | 2490 | | 3791 |
| Bleeding Hollow Scryer | 60 - 61 | 318 - 463 | 10104 - 10472 | 5751 - 5875 | 1923 - 2073 |
| **Fear**: Strikes fear in an enemy, causing it to flee in terror for 2 sec. Only 1 target can be feared at a time.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Fel Infusion**: Imbues the target with nether energies, reinforcing the fel infusion. | | | | | |
| Bleeding Hollow Shadowcaster | 61 - 62 | 152 - 223 | 4126 - 4274 | 2486 - 2568 | 3316 - 3555 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Death Coil**: Causes the enemy target to run in horror for 3 sec and causes 80 Shadow damage. The caster gains 100% of the damage caused in health.<br>**Shadow Nova**: Inflicts Shadow damage to nearby enemies. | | | | | |
| Bleeding Hollow Skeleton | 60 - 60 | 71 - 98 | 996 | | 3791 |
| Bleeding Hollow Tormentor | 60 - 61 | 144 - 210 | 3984 - 4126 | 2434 - 2486 | 3075 - 3316 |
| **Mend Pet**: Heals your pet 38 health every second while you focus. Lasts 10 sec.<br>**Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |
| Bleeding Hollow Voidwalker | 60 - 61 | 144 - 210 | 3984 - 4126 | 2434 - 2486 | 3075 - 3316 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Death Coil**: Causes the enemy target to run in horror for 3 sec and causes 80 Shadow damage. The caster gains 100% of the damage caused in health.<br>**Shadow Nova**: Inflicts Shadow damage to nearby enemies. | | | | | |
| Bleeding Hollow Wolf | 60 | 71 - 98 | 2490 | | 3791 |

## BLINDEYE THE SEER



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1724 - 2435 |
| Min - Max HPs | 303500 |
| Min - Max Mana | 67740 |
| Min - Max Armor | 6193 |

**Heal:** Calls upon Holy magic to heal an ally.
**Greater Power Word: Shield**
**Prayer of Healing:** Invokes Holy magic to heal nearby party members.

## BLOOD GUARD PORUNG



| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1960 - 2772 |
| Min - Max HPs | 103320 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

## BLOOD LORD ZARATH



| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 7147 - 10099 |
| Min - Max HPs | 287200 |
| Min - Max Mana | 3231 |
| Min - Max Armor | 5714 |

## BLINDLIGHT MURLOC



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blindlight Muckdweller | 23 | 56 - 75 | 1815 | | 957 |
| **Leech Poison:** Drains 46 health from an enemy every 5 sec. over 45 sec., transferring it to the caster. | | | | | |
| Blindlight Murloc | 22 | 54 - 72 | 1686 | | 922 |
| **Sunder Armor:** Sunders the target's armor, reducing it by 180 per Sunder Armor and causes a high amount of threat. Can be applied up to 5 times. Lasts 30 sec. **Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min. | | | | | |
| Blindlight Oracle | 23 | 52 - 69 | 1599 | 1162 | 800 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. **Renew:** Heals an ally for 132 damage every 3 sec. for 20 sec. **Heal:** Heal your target for 546 to 622. | | | | | |

## BLOOD OF AGAMAGGAN



| | |
|---|---|
| Min - Max Lvl | 26 |
| Min - Max Dmg | 63 - 83 |
| Min - Max HPs | 2250 |
| Min - Max Mana | |
| Min - Max Armor | 1061 |

**Curse of Blood:** Increases the Physical damage taken by an enemy by 13 for 2 min.

## BLOOD ELVES



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blood Elf Bandit | 7 | 7 - 9 | 103 | | 239 |
| **Shadowstalker Stealth:** Puts the caster in stealth mode. Lasts until cancelled; **Backstab:** Inflicts normal damage plus 15 to an enemy, but only if attacking from behind; **Sinister Strike:** Inflicts normal damage plus 15 to an enemy; **Eviscerate:** Finishing move that causes damage; **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Blood Elf Scout | 3 - 4 | 3 - 5 | 69 - 83 | 79 - 104 | 37 - 67 |
| **Faerie Fire:** Reduces an enemy's armor by 8 for 20 sec. While affected, the target cannot use stealth or invisibility. | | | | | |
| Demon Hunter Initiate | 70 | 234 - 331 | 5589 | 3155 | 5474 |
| **Immolation:** Inflicts 140 to 150 Fire damage every 2 seconds to nearby enemies; **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand; **Banish:** Banishes an enemy, preventing all action but making it invulnerable for up to 10 sec. Only one target can be banished at a time. **Spellbreaker:** Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any spellcasting by 75% for 6 sec. | | | | | |
| Demon Hunter Supplicant | 70 | 252 - 357 | 6986 | | 6792 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Firewing Bloodwarder | 63 - 64 | 168 - 247 | 4422 - 4572 | 2620 - 2705 | 3795 - 4036 |
| **Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage. | | | | | |
| Firewing Courier | 64 | 191 - 267 | 7430 | | 4991 |
| Firewing Defender | 63 - 64 | 181 - 267 | 5527 - 5715 | | 4691 - 4991 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 98 - 99; **Mana Tap:** Drains 1270 - 1290 mana from your target and charges you with Arcane energy for 10 min. This effect stacks up to 3 times. | | | | | |
| Firewing Warlock | 63 - 64 | 126 - 186 | 4422 - 4572 | 2620 - 2705 | 3795 - 4036 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage; **Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec.; **Sun Shield:** Full mana regeneration for 2 min.; **Mana Tap:** Drains 1270 - 1290 mana from your target and charges you with Arcane energy for 10 min. This effect stacks up to 3 times; **Arcane Torrent:** Silence all enemies within 8 yards for 2 sec. In addition, you gain Mana for each Mana Tap charge currently affecting you. | | | | | |

## BLOOD STEWARD OF KIRTONOS



| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 443 - 587 |
| Min - Max HPs | 15090 |
| Min - Max Mana | 14916 |
| Min - Max Armor | 3316 |

**Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 1 for 2 min. Only one curse per warlock can be active on any one target.

**Curse of Impotence:** Decreases the Magical damage dealt by the target by 1 for 2 min.

**Evasion:** Increases the caster's chance to dodge by 25%. Lasts until cancelled.

**Paralyzing Poison:** Stuns an enemy, rendering it unable to move or attack for 8 sec.



## BLOODAXE ORCS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bloodaxe Evoker | 58 - 59 | 362 - 489 | 6891 - 7107 | 2289 - 2369 | 2788 - 2832 |
| **Flamecrack:** Inflicts 1250 Fire damage to all enemies in a 20 yard area. | | | | | |
| **Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec. | | | | | |
| **Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage. | | | | | |
| Bloodaxe Raider | 57 - 58 | 372 - 503 | 8352 - 8613 | | 3380 - 3435 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |
| **Sunder Armor:** Hacks at an enemy's armor, reducing it by per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Bloodaxe Summoner | 57 - 58 | 346 - 467 | 6681 - 6891 | 2241 - 2289 | 2744 - 2786 |
| **Summon:** Teleports 1 enemy target to the caster. | | | | | |
| **Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| **Arcane Missiles** | | | | | |
| Bloodaxe Veteran | 58 - 59 | 251 - 340 | 8613 - 8883 | | 3435 - 3489 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| **Snap Kick:** Inflicts 232 - 236 damage to an enemy, stunning it for 2 sec. | | | | | |
| **Pummel:** Pummels an enemy for 45 damage and interrupts the spell being cast for 5 sec. | | | | | |
| Bloodaxe Warmonger | 57 - 58 | 607 - 730 | 8352 - 8613 | | 3380 - 3435 |
| **Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 112 - 114 for 2 min. | | | | | |
| **Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |
| Bloodaxe Warg | 56 - 57 | 266 - 360 | 2699 - 2784 | | 3327 - 3380 |
| Bloodaxe Warg Pup | 52 - 53 | 88 - 119 | 3082 - 3189 | | 3108 - 3163 |

## BLOODMAGE THALNOS



| | |
|---|---|
| Min - Max Lvl | 32 |
| Min - Max Dmg | 71 - 94 |
| Min - Max HPs | 7104 |
| Min - Max Mana | 2337 |
| Min - Max Armor | 1063 |

**Flame Spike:** Calls down a pillar of flame, burning all enemies in a selected area for 195 to 209 Fire damage and an additional 77 damage every 3 sec. for 9 sec.

**Flame Shock:** Instantly sears the target with fire, causing 92 - 92 Fire damage immediately and 96 Fire damage over 12 sec.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Fire Nova:** Inflicts Fire damage to nearby enemies.



## BLOODLETTER

| | |
|---|---|
| Min - Max Lvl | 57 - 58 |
| Min - Max Dmg | 372 - 503 |
| Min - Max HPs | 6960 - 7178 |
| Min - Max Mana | |
| Min - Max Armor | 3380 - 3731 |

**Sinister Strike:** Inflicts normal damage plus 833 to 967 to an enemy.

**Rupture:** Inflicts Physical damage to an enemy every 2 sec. for 10 sec.

## BLOODCURSED NAGA

| | |
|---|---|
| Min - Max Lvl | 15 - 16 |
| Min - Max Dmg | 19 - 27 |
| Min - Max HPs | 285 - 307 |
| Min - Max Mana | 790 - 856 |
| Min - Max Armor | 363 - 383 |

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 180 - 192, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.



## BLOODLORD MANDOKIR

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2334 - 3094 |
| Min - Max HPs | 466340 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 672.

**Charge:** Charges an enemy, inflicting normal damage and stuns the opponent for 2 sec.

**Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**Overpower:** Instantly overpowers an enemy, causing weapon damage plus 750. Can only be used after the target dodges. Overpower cannot be blocked, dodged, or parried.

**Execute:** Attempts to finish off a wounded enemy, inflicting normal damage plus 506 - 506. Execute can only be used on enemies that have 20% or less health.

**Enrage:** Increases the caster's attack speed by 65% and the Physical damage it deals by 30 for 90 sec.

**Summon Player:** Summons an enemy player.



## BLOODFALCON

**Swoop:** Inflicts normal damage plus 266 to enemies in a cone in front of the caster, stunning them for 2 sec.

**Bloodburn:** Inflicts 373 to 425 Physical damage to an enemy and increases the Arcane damage it takes by 149 for 20 sec.

**Charge:** Charges an enemy, inflicting normal damage and stuns the opponent for 2 sec.

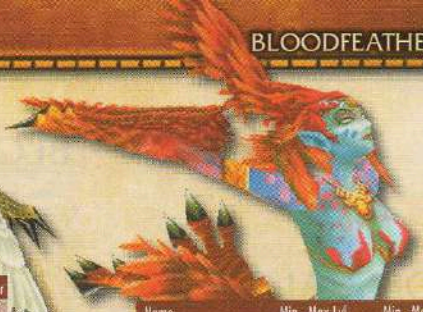
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|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 822 - 1160 |
| Min - Max HPs | 13522 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |





# BLOODFEATHER HARPY

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bloodfeather Fury | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Savagery**: Increases the caster's attack speed by 20% for 8 sec. | | | | | |
| Bloodfeather Harpy | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| Bloodfeather Matriarch | 11 | 14 - 18 | 208 | 205 | 450 |
| **Healing Wave**: Heals a friendly target for 69 to 83.<br>**Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Bloodfeather Rogue | 8 - 9 | 6 - 9 | 156 - 176 | | 316 - 406 |
| Bloodfeather Sorceress | 9 | 8 - 12 | 160 | 350 | 327 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 108 , slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |
| Bloodfeather Wind Witch | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Gust of Wind**: Stuns nearby enemies, rendering them unable to move or attack for 4 sec. | | | | | |



# BLOODFURY HARPY

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bloodfury Ambusher | 23 - 24 | 40 - 48 | 426 - 457 | 581 - 618 | 800 - 829 |
| **Shock**: Instantly throws a bolt of lightning at the target for 112 to 121 damage. | | | | | |
| Bloodfury Harpy | 23 - 24 | 36 - 43 | 617 - 664 | | 957 - 992 |
| Bloodfury Ripper | 26 | 40 - 46 | 750 | | 1061 |
| **Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec.<br>**Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 26 for 2 min. | | | | | |
| Bloodfury Roguefeather | 25 - 26 | 39 - 46 | 734 - 788 | | 1026 - 1061 |
| **Thrash**: Gives the caster 2 extra attacks. | | | | | |
| Bloodfury Slayer | 25 - 26 | 43 - 51 | 640 - 684 | 655 - 693 | 858 - 887 |
| **Execute**: Attempts to finish off a wounded enemy, inflicting normal damage plus 202 - 210. Execute can only be used on enemies that have 20% or less health.<br>**Curse of Recklessness**: Increases an enemy's attack power by 45, but reduces its armor by 290 for 2 min. Cursed enemies will ignore fear effects and refuse to flee from combat. | | | | | |
| Bloodfury Storm Witch | 26 - 27 | 37 - 44 | 684 - 724 | 693 - 732 | 887 - 916 |
| **Lightning Cloud**: Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 44 to 50 Nature damage and inflicting 58 to 66 additional damage every 5 sec.<br>**Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Bloodfury Windcaller | 24 - 25 | 35 - 41 | 582 - 622 | 618 - 655 | 829 - 858 |
| **Enveloping Winds**: Surrounds an enemy with a cyclone for up to 10 sec. If the target takes any damage, it will break free of the imprisoning winds. | | | | | |



# BLOODMAUL OGRES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bloodmaul Agent | 65 - 68 | 200 - 325 | 5914 - 6542 | | 5291 - 6192 |
| Bloodmaul Battle Mag | 66 - 67 | 179 - 264 | 6116 - 6326 | | 5591 - 5892 |
| **Blood Howl**: Increases the Physical damage taken by nearby enemies by 43 - 44 for 15 sec. | | | | | |
| Bloodmaul Brewmaster | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Drunken Haze**: Increases the time between an enemy's attacks by 30% and slows its movement by 100% for 25 sec. | | | | | |
| Bloodmaul Brute | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Debilitating Strike**: Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any physical attacks for 5 sec.<br>**Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 66 for 2 min. | | | | | |
| Bloodmaul Dire Wolf | 65 | 150 - 211 | 5914 | | 5291 |
| **Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Bloodmaul Dredger | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |
| **Puncture Armor**: Hacks at an enemy's armor, reducing it by 1024.<br>**Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 65 for 2 min. | | | | | |
| Bloodmaul Evil Spirit | 66 | 210 - 295 | 7645 | | 5591 |
| Bloodmaul Geomancer | 65 - 66 | 186 - 273 | 4731 - 4892 | 2790 - 2846 | 5055 - 5307 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 780 - 792, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |
| Bloodmaul Grunt | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |
| **Uppercut**: Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |
| Bloodmaul Lookout | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bloodmaul Mauler | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| **Knockdown**: Inflicts 157 to 179 damage to an enemy, stunning it for 1 sec.<br>**Bloodmaul Rage**: Increases the caster's Physical damage by 100%, but reduces movement speed by 75%. Lasts 7 sec. | | | | | |
| Bloodmaul Shaman | 65 - 66 | 186 - 273 | 4731 - 4892 | 2790 - 2846 | 4275 - 4515 |
| **Lightning Shield**: Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 130 - 132 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.<br>**Scorching Totem**: Summons a Scorching Totem at the caster's feet. Totem lasts 35 sec. and attacks a nearby enemy every 2 sec.<br>**Superior Healing Ward**: Summons a ward that lasts 30 sec. and periodically heals allies in an area around it. | | | | | |
| Bloodmaul Skirmisher | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |
| **Kick**: Kicks an enemy for 47 - 48 damage, interrupting the spell being cast for 6 sec.<br>**Bloodmaul Rage**: Increases the caster's Physical damage by 100%, but reduces movement speed by 75%. Lasts 7 sec. | | | | | |
| Bloodmaul Soothsayer | 66 - 67 | 161 - 246 | 4281 - 4429 | 6588 - 6749 | 2826 - 2976 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Demon Armor**: Protects the caster, increasing armor by 624 - 633, Shadow resistance by 16 - 17, and health regeneration for 30 min.<br>**Summon Imp**: Summons an Imp to accompany the caster until dismissed. | | | | | |
| Bloodmaul Supplicant | 65 - 68 | 200 - 325 | 5914 - 6542 | | 5291 - 6192 |
| Bloodmaul Taskmaster | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| **Knockdown**: Inflicts 157 to 179 damage to an enemy, stunning it for 1 sec.<br>**Bloodmaul Rage**: Increases the caster's Physical damage by 100%, but reduces movement speed by 75%. Lasts 7 sec. | | | | | |
| Bloodmaul Warlock | 66 - 67 | 161 - 246 | 4281 - 4429 | 6588 - 6749 | 2826 - 2976 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Demon Armor**: Protects the caster, increasing armor by 624 - 633, Shadow resistance by 16 - 17, and health regeneration for 30 min.<br>**Summon Imp**: Summons an Imp to accompany the caster until dismissed. | | | | | |

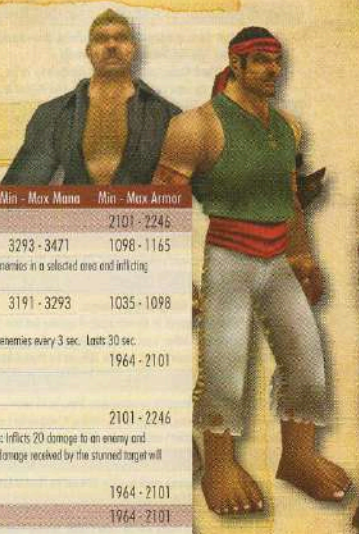


# BLOODROAR THE STALKER

| | |
|---|---|
| Min - Max Lvl | 48 |
| Min - Max Dmg | 81 - 107 |
| Min - Max HPs | 2578 |
| Min - Max Mana | |
| Min - Max Armor | 2888 |

**Blood Howl:** Increases the Physical damage taken by nearby enemies by 16 for 15 sec.

**Enrage:** Increases the caster's attack speed by 30% and the Physical damage it deals by 48 for 2 min.



# BLOODSAIL PIRATES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bloodsail Darkbrand | 41 - 42 | 59 - 83 | 1902 - 1981 | | 2101 - 2246 |
| Bloodsail Elder Magus | 41 - 42 | 41 - 61 | 1110 - 1156 | 3293 - 3471 | 1098 - 1165 |
| **Fireball**: Inflicts Fire damage to an enemy; **Flamestrike**: Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.; **Fire Nova**: Inflicts Fire damage to nearby enemies. | | | | | |
| Bloodsail Mage | 40 - 41 | 39 - 58 | 1292 - 1332 | 3191 - 3293 | 1035 - 1098 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Fire Shield III**: Surrounds an ally with a shield of flame that inflicts 31 - 32 Fire damage to nearby enemies every 3 sec. Lasts 30 sec. | | | | | |
| Bloodsail Raider | 40 - 41 | 56 - 78 | 1829 - 1902 | | 1964 - 2101 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Net**: Immobilizes an enemy for 6 sec. | | | | | |
| Bloodsail Sea Dog | 41 - 42 | 59 - 83 | 1902 - 1981 | | 2101 - 2246 |
| **Backstab**: Inflicts normal damage plus 150 to an enemy, but only if attacking from behind; **Gouge**: Inflicts 20 damage to an enemy and incapacitates it for up to 4 sec. You will automatically stop attacking Target must be facing you. Any damage received by the stunned target will revive it; **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Bloodsail Swabby | 40 - 41 | 56 - 78 | 1829 - 1902 | | 1964 - 2101 |
| Bloodsail Swashbuckler | 40 - 41 | 56 - 78 | 1829 - 1902 | | 1964 - 2101 |
| **Kick**: Kicks an enemy for 22 - 23 damage, interrupting the spell being cast for 6 sec.<br>**Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. | | | | | |
| Bloodsail Traitor | 43 - 44 | 67 - 96 | 2059 - 2138 | | 2397 - 2557 |
| Bloodsail Warlock | 40 - 41 | 39 - 58 | 1292 - 1332 | 3191 - 3293 | 1035 - 1098 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage; **Curse of Weakness**: Reduces the Physical damage dealt by an enemy by 20 for 2 min. Only one curse per warlock can be active on any one target; **Summon Succubus**: Summons 1 Succubus to accompany the caster until dismissed; **Summon Imp**: Summons an Imp to accompany the caster until dismissed. | | | | | |



## BLOODSCALE NAGA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bloodscale Enchantress | 63 - 64 | 168 - 247 | 4422 - 4572 | 2620 - 2705 | 3795 - 4036 |
| **Ice Barrier**: Instantly shields the caster, absorbing 650 damage. Lasts 30 sec. While the shield holds, spells will not be interrupted.<br>**Freezing Circle**: Summons a circle of ice that freezes enemies.<br>**Arcane Missiles**: Launches magical missiles at an enemy, inflicting Arcane damage each second for 5 sec. | | | | | |
| Bloodscale Myrmidon | 63 - 64 | 181 - 267 | 5527 - 5715 | | 4691 - 4991 |
| **Curse of Nazjatar**: Increases magical damage taken by the target enemy by 50%. **Enrage** | | | | | |
| Bloodscale Overseer | 61 - 62 | 159 - 240 | 5158 - 5341 | | 4091 - 4391 |
| **Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.<br>**Curse of Nazjatar**: Increases magical damage taken by the target enemy by 50%. | | | | | |
| Bloodscale Sea Witch | 64 | 213 - 297 | 5486 | 3246 | 4036 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.; **Water Shield**: The caster is surrounded by 3 globes of water. When a spell, melee or ranged attack hits the caster, 200 mana is restored to the caster. This expends one water globe. Only one globe will activate every few seconds. Lasts 10 min. Only one Elemental Shield can be active on the Shaman at any one time.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Bloodscale Slavedriver | 63 - 64 | 181 - 267 | 5527 - 5715 | | 4691 - 4991 |
| **Forced Labor**: Haste on nearby ally, increasing his attack speed.<br>**Battle Shout**: Increases the melee attack power of nearby friendly targets by 190 - 193 for 2 min. | | | | | |
| Bloodscale Wavecaller | 62 | 160 - 223 | 4274 | 2568 | 3555 |
| **Water Bolt**: Hurls a watery bolt at an enemy, inflicting 350 to 450 Frost damage; **Water Shield**: The caster is surrounded by 3 globes of water. When a spell, melee or ranged attack hits the caster, 200 mana is restored to the caster. This expends one water globe. Only one globe will activate every few seconds. Lasts 10 min. Only one Elemental Shield can be active on the Shaman at any one time. | | | | | |

## BLOODSHOT

| | |
|---|---|
| Min - Max Lvl | 54 |
| Min - Max Dmg | 92 - 122 |
| Min - Max HPs | 3293 |
| Min - Max Mana | |
| Min - Max Armor | 3216 |

**Dire Growl:** Reduces an enemy's Strength by 51 and its Agility by 51 for 15 sec.





## BLOODWARDERS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bloodwarder Centurion | 70 | 1177 - 1664 | 20958 | | 6792 |
| Bloodwarder Falconer | 70 | 1177 - 1664 | 20958 | | 6792 |
| **Deterrence**: When activated, increases your Dodge and Parry chance by 25% for 10 sec.<br>**Wing Clip**: Inflicts 20% normal melee damage and reduces the enemy target's movement speed by 30% for 10 sec.<br>**Arcane Shot**: Shoots an enemy, inflicting Arcane damage.<br>**Multi-Shot**: Fires a volley of missiles at an enemy and its nearby allies, striking up to 10 targets for normal damage plus 1665 to 1935. | | | | | |
| Bloodwarder Greenkeeper | 69 - 70 | 1045 - 1543 | 16227 - 16767 | 3080 - 3155 | 5235 - 5474 |
| **Nature Shock**: Hurls a bolt of lightning at an enemy, inflicting Nature damage.<br>**Greenkeeper's Fury**: Hurls a bolt of lightning at an enemy, inflicting Nature damage.<br>**Impending Coma**: Increases the time between an enemy's attacks by 150% and slows its movement by 70% for 8 sec. Puts an enemy to sleep. | | | | | |
| Bloodwarder Legionnaire | 71 | 5750 - 8133 | 179525 | | 7089 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Whirlwind**: Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 120.<br>**Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Bloodthirst**: Instantly attack the target causing 120% of normal weapon damage. In addition, the next 5 successful melee attacks will restore 238 to 262 health. This effect lasts 10 sec. | | | | | |
| Bloodwarder Marshal | 72 | 6692 - 9463 | 295200 | | 7387 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Whirlwind**: Attacks nearby enemies in a whirlwind of steel that lasts 6 sec. and inflicts normal damage plus 726.<br>**Bloodthirst**: Instantly attack the target causing 120% of normal weapon damage. In addition, the next 5 successful melee attacks will restore 238 to 262 health. This effect lasts 10 sec.<br>**Uppercut**: Inflicts normal damage plus 250 to an enemy, knocking it back. | | | | | |
| Bloodwarder Mender | 69 - 70 | 873 - 1329 | 14199 - 14670 | 21093 - 21588 | 3277 - 3427 |
| **Mind Blast**: Inflicts Shadow damage to an enemy, but causes a high amount of threat.<br>**Greater Heal**: Calls upon Holy magic to heal an ally.<br>**Holy Fury**: Increases an ally's Spell damage by up to 295 for 30 min. | | | | | |
| Bloodwarder Physician | 69 | 1045 - 1473 | 16227 | 15400 | 5235 |
| **Anesthetic**: Puts an enemy to sleep for up to 6 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.<br>**Bandage**: Heals 600 damage over 8 sec.<br>**Holy Shock** | | | | | |
| Bloodwarder Protector | 69 - 70 | 1045 - 1543 | 15686 - 16208 | 3080 - 3155 | 5235 - 5474 |
| **Intervene**: Run at high speed towards a party member, intercepting the next melee or ranged attack made against them.<br>**Crystal Strike**: Strikes at an enemy, inflicting 2625 to 3375 arcane damage.<br>**Spell Reflection** | | | | | |
| Bloodwarder Slayer | 70 | 1177 - 1664 | 20958 | | 6792 |
| **Mortal Strike**: Inflicts 300% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.<br>**Whirlwind**: Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 714. | | | | | |
| Bloodwarder Squire | 71 | 5717 - 8079 | 143600 | 32310 | 5714 |
| **Cleanse**: Cleanses a friendly target, removing 1 poison effect, 1 disease effect, and 1 magic effect.<br>**Flash of Light**: Calls upon Holy magic to heal an ally.<br>**Hammer of Wrath**: Hurls a hammer that strikes an enemy for 2844 to 3656 Holy damage. Only usable on enemies that have 20% or less health.<br>**Hammer of Justice**: Stuns an enemy, rendering it unable to move or attack for 6 sec. | | | | | |
| Bloodwarder Steward | 69 - 70 | 1127 - 1664 | 20283 - 20958 | | 6492 - 6792 |
| **Arcane Flurry**: Attacks nearby enemies in a flurry of axes that lasts 10 sec. | | | | | |
| Bloodwarder Vindicator | 71 | 7623 - 10772 | 229760 | 48465 | 5714 |
| **Cleanse**: Cleanses a friendly target, removing 1 poison effect, 1 disease effect, and 1 magic effect.<br>**Flash of Light**: Calls upon Holy magic to heal an ally.<br>**Hammer of Wrath**: Hurls a hammer that strikes an enemy for 3719 to 4781 Holy damage. Only usable on enemies that have 20% or less health.<br>**Hammer of Justice**: Stuns an enemy, rendering it unable to move or attack for 6 sec. | | | | | |



## BLOODSCALP TROLLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bloodscalp Axe Thrower | 33 - 34 | 45 - 63 | 1221 - 1279 | | 1304 - 1340 |
| **Throw**: Throws a weapon at an enemy, inflicting Physical damage.<br>**Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 64 for 2 min. | | | | | |
| Bloodscalp Beastmaster | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1340 - 1373 |
| **Bloodscalp Pet**: Summons a Bloodscalp Tiger to accompany the caster until dismissed.<br>**Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 64 for 2 min. | | | | | |
| Bloodscalp Berserker | 36 - 37 | 78 - 106 | 1469 - 1536 | | 906 - 974 |
| **Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 64 for 2 min. | | | | | |
| Bloodscalp Headhunter | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| **Throw**: Throws a weapon at an enemy, inflicting Physical damage.<br>**Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 64 for 2 min. | | | | | |
| Bloodscalp Hunter | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1340 - 1373 |
| **Throw**: Throws a weapon at an enemy, inflicting Physical damage.<br>**Net**: Immobilizes an enemy for 6 sec.<br>**Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 64 for 2 min. | | | | | |
| Bloodscalp Mystic | 34 - 35 | 44 - 60 | 1064 - 1110 | 1007 - 1067 | 1121 - 1149 |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Healing Wave**: Calls upon Nature magic to heal an ally.<br>**Quick Flame Ward**: Renders an ally immune to Fire spells for 10 sec.<br>**Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 64 for 2 min. | | | | | |
| Bloodscalp Panther | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1340 - 1373 |
| **Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 64 for 2 min. | | | | | |
| Bloodscalp Scavenger | 33 - 34 | 46 - 63 | 1221 - 1279 | | 1304 - 1340 |
| **Backstab**: Inflicts normal damage plus 60 - 62 to an enemy, but only if attacking from behind.<br>**Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec.<br>**Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 64 for 2 min. | | | | | |
| Bloodscalp Scout | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1340 - 1373 |
| **Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 64 for 2 min. | | | | | |
| Bloodscalp Shaman | 33 - 34 | 43 - 58 | 1021 - 1064 | 963 - 1007 | 1091 - 1121 |
| **Fire Nova**: Inflicts Fire damage to nearby enemies.<br>**Lightning Shield**: Surrounds an ally with 3 bolts of lightning that have 50% chance of striking melee or ranged attackers for 83 damage. Each time the lightning shield strikes, a bolt of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.<br>**Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 64 for 2 min. | | | | | |
| Bloodscalp Speaker | 61 | 529 - 702 | 3144 | | 4091 |
| **Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec.<br>**Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.<br>**Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 64 for 2 min. | | | | | |
| Bloodscalp Tiger | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1340 - 1373 |
| **Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 64 for 2 min. | | | | | |
| Bloodscalp Warrior | 33 - 34 | 45 - 63 | 1221 - 1279 | | 1304 - 1340 |
| **Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.<br>**Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.<br>**Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 64 for 2 min. | | | | | |
| Bloodscalp Witch Doctor | 37 | 48 - 63 | 1257 | 1142 | 1325 |
| **Healing Ward**: Summons a ward that lasts 30 sec. and periodically heals allies in an area around it.<br>**Earthgrab Totem**: Summons an Earthgrab Totem that lasts 30 sec. and periodically immobilizes nearby enemies.<br>**Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 64 for 2 min. | | | | | |



# BLUEGILL MURLOC

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bluegill Forager | 22 - 23 | 32 - 44 | 573 - 617 | | 922 - 957 |
| Frost Resistance: 30 | | | | | |
| **Sinister Strike:** Inflicts normal damage plus 5 - 6 to an enemy; **Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Bluegill Muckdweller | 23 - 24 | 23 - 34 | 504 - 539 | 1443 - 1545 | 519 - 538 |
| Frost Resistance: 30 | | | | | |
| **Gouge:** Causes 22 damage, incapacitating the opponent for 4 sec, and turns off your attack. Target must be facing you. Any damage caused will revive the target. Awards 1 combo point; **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Bluegill Murloc | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| Frost Resistance: 30 | | | | | |
| Bluegill Oracle | 25 - 26 | 33 - 46 | 640 - 684 | 655 - 693 | 858 - 887 |
| Frost Resistance: 30 | | | | | |
| **Healing Wave:** Heals a friendly target for 378 to 445. | | | | | |
| **Healing Ward:** Summons a ward that lasts 30 sec. and periodically heals allies in an area around it. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bluegill Puddlejumper | 21 - 22 | 31 - 42 | 531 - 573 | | 888 - 922 |
| Frost Resistance: 30 | | | | | |
| Bluegill Raider | 28 - 29 | 40 - 54 | 896 - 950 | | 1130 - 1165 |
| Frost Resistance: 30 | | | | | |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage; **Net:** Immobilizes an enemy for 5 sec. | | | | | |
| Bluegill Warrior | 24 - 25 | 34 - 48 | 664 - 713 | | 992 - 1026 |
| Frost Resistance: 30 | | | | | |
| **Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.; **Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled. | | | | | |



# BLUE DRAGONKIN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blue Dragonspawn | 50 - 51 | 377 - 510 | 6645 - 6876 | | 2999 - 3052 |
| Frost Resistance: 175 | | | | | |
| Blue Drakonid | 60 | 520 - 689 | 15260 | | 3791 |
| Frost Resistance: 200, Arcane Resistance: 200 | | | | | |
| **Brood Power:** Blue | | | | | |
| Blue Scalebane | 52 - 53 | 300 - 406 | 7469 - 7727 | | 5253 - 5347 |
| Frost Resistance: 175 | | | | | |
| Cobalt Broodling | 55 - 56 | 87 - 118 | 2823 - 2915 | 2117 - 2163 | 2654 - 2699 |
| Frost Resistance: 84, Arcane Resistance:168 | | | | | |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. **Drain Mana:** Drains up to 1420 mana from an enemy over 5 sec. and transfers it to the caster. | | | | | |
| Cobalt Mageweaver | 57 - 58 | 263 - 373 | 5847 - 6030 | 5340 - 5461 | 1714 - 1742 |
| Frost Resistance: 85, Arcane Resistance: 170 | | | | | |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. **Blizzard:** Calls down a blizzard that lasts 10 sec., inflicting 342 - 348 Frost damage every 2 sec. to all enemies in a selected area. **Frost Armor:** Encases an ally in a layer of frost that lasts 1 min. The thick ice increases armor by 684 - 696, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |
| Cobalt Scalebane | 56 - 57 | 355 - 480 | 8097 - 8352 | | 4141 - 4207 |
| Frost Resistance: 84, Arcane Resistance: 168 | | | | | |
| **Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. **Shield Slam:** Inflicts 132 - 134 damage to an enemy, stunning it for 2 sec. | | | | | |
| Cobalt Whelp | 54 - 55 | 92 - 125 | 3293 - 3398 | | 4003 - 4071 |
| Frost Resistance: 82, Arcane Resistance: 165 | | | | | |
| **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. **Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec. | | | | | |
| Cobalt Wyrmkin | 55 - 56 | 338 - 458 | 7842 - 8097 | | 3271 - 3327 |
| Frost Resistance: 82, Arcane Resistance: 165 | | | | | |
| **Strike:** Strikes at an enemy, inflicting increased melee damage. **Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |
| Cobaltvine Dragonspawn | 48 - 49 | 258 - 351 | 6186 - 6414 | | 2888 - 2944 |
| Cobaltvine Wyrmkin | 49 - 50 | 281 - 381 | 6414 - 6645 | | 2944 - 2999 |
| Corrupted Blue Whelp | 60 | 312 - 414 | 4578 | | 3791 |
| Frost Resistance: 300, Arcane Resistance: 150 | | | | | |



# BOAHN

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Serpent Form:** Shapeshifts into a serpent for 10 sec., increasing Physical damage by 25, but sacrificing the ability to cast spells.

**Healing Touch:** Heals a friendly target for 200 to 248.

**Druid's Slumber:** Puts the enemy target to sleep for up to 15 sec. Any hostile action will awaken the target. Only one target can be slept at a time.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

| | |
|---|---|
| Min - Max Lvl | 17 |
| Min - Max Dmg | 29 - 39 |
| Min - Max HPs | 525 |
| Min - Max Mana | 390 |
| Min - Max Armor | 625 |



# BOARS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Agam'ar | 24 - 25 | 59 - 81 | 1953 - 2097 | | 992 - 1026 |
| **Rushing Charge:** Increases the caster's movement speed by 83 - 84% for 3 sec. and causes it to inflict an additional 79 - 82 damage on its first attack. | | | | | |
| Ashmane Boar | 48 - 49 | 81 - 110 | 2578 - 2672 | | 2888 - 2944 |
| Fire Resistance: 98 | | | | | |
| **Rushing Charge:** Increases the caster's movement speed by 107 - 108% for 3 sec. and causes it to inflict an additional 151 - 154 damage on its first attack. | | | | | |
| Battleboar | 3 - 4 | 3 - 5 | 71 - 86 | | 41 - 76 |
| Boar Spirit | 16 - 20 | 23 - 39 | 267 - 363 | | 713 - 852 |
| Bristleback Battleboar | 4 - 5 | 4 - 7 | 86 - 102 | | 76 - 120 |
| **Boar Charge:** Increases the Physical damage dealt by the caster by 8 - 11 and its movement speed by 60% for 4 sec. | | | | | |
| Corrupted Mottled Boar | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Boar Charge:** Increases the Physical damage dealt by the caster by 23 - 26 and its movement speed by 60% for 4 sec. **Corrupted Intellect:** Reduces the Intellect of nearby enemies by 5 for 4 sec. | | | | | |
| Crag Boar | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |
| **Rushing Charge:** Increases the caster's movement speed by 65% for 3 sec. and causes it to inflict an additional 25 damage on its first attack. | | | | | |
| Dire Mottled Boar | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| **Boar Charge:** Increases the Physical damage dealt by the caster by 13 and its movement speed by 60% for 4 sec. | | | | | |
| Elder Crag Boar | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| **Rushing Charge:** Increases the caster's movement speed by 67% for 3 sec. and causes it to inflict an additional 31 damage on its first attack. | | | | | |
| Elder Mottled Boar | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| **Boar Charge:** Increases the Physical damage dealt by the caster by 18 and its movement speed by 60% for 4 sec. | | | | | |
| Elder Mountain Boar | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Rushing Charge:** Increases the caster's movement speed by 75% for 3 sec. and causes it to inflict an additional 55 damage on its first attack. | | | | | |
| Great Gorefusk | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Rushing Charge:** Increases the caster's movement speed by 76% for 3 sec. and causes it to inflict an additional 58 damage on its first attack. | | | | | |
| Large Crag Boar | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| **Rushing Charge:** Increases the caster's movement speed by 66% for 3 sec. and causes it to inflict an additional 28 damage on its first attack. | | | | | |
| Longsnout | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Rushing Charge:** Increases the caster's movement speed by 70% for 3 sec. and causes it to inflict an additional 40 damage on its first attack. | | | | | |
| Mangy Mountain Boar | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |
| **Rushing Charge:** Increases the caster's movement speed by 74% for 3 sec. and causes it to inflict an additional 52 damage on its first attack. | | | | | |
| Mottled Boar | 1 - 2 | 1 - 2 | 42 - 55 | | 15 - 16 |
| Mountain Boar | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Rushing Charge:** Increases the caster's movement speed by 69% for 3 sec. and causes it to inflict an additional 37 damage on its first attack. | | | | | |
| Plagued Swine | 60 | 104 - 138 | 3968 | | 3791 |
| **Boar Charge:** Increases the Physical damage dealt by the caster by 148 and its movement speed by 60% for 4 sec. | | | | | |
| Porcine Entourage | 7 | 9 - 12 | 137 | | 239 |
| **Rushing Charge:** Increases the caster's movement speed by 66% for 3 sec. and causes it to inflict an additional 28 - 28 damage on its first attack. | | | | | |
| Ragora Agam'ar | 25 | 61 - 81 | 2097 | | 1026 |
| **Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 50 for 2 min. | | | | | |
| Rockside Boar | 7 - 8 | 9 - 14 | 137 - 356 | | 239 - 316 |
| **Rushing Charge:** Increases the caster's movement speed by 66% for 3 sec. and causes it to inflict an additional 28 damage on its first attack. | | | | | |
| Rotting Agam'ar | 26 | 63 - 83 | 2250 | | 1061 |
| Seared Crag Boar | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Rushing Charge:** Increases the caster's movement speed by 68% for 3 sec. and causes it to inflict an additional 34 damage on its first attack. | | | | | |
| Shard-Hide Boar | 70 - 71 | 252 - 363 | 6986 - 7181 | | 6792 - 7089 |
| **Boar Charge:** Increases movement speed by 60% for 3 sec.; **Spell Reflection:** Reflects spells for 4 sec. | | | | | |
| Small Crag Boar | 3 | 3 - 4 | 71 | | 41 |
| Stonetusk Boar | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |
| **Rushing Charge:** Increases the caster's movement speed by 65% for 3 sec. and causes it to inflict an additional 25 damage on its first attack. | | | | | |
| Thistle Boar | 2 - 3 | 2 - 4 | 55 - 71 | | 16 - 41 |
| Withered Battle Boar | 34 | 47 - 63 | 1279 | | 1340 |
| Young Stonetusk | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| **Rushing Charge:** Increases the caster's movement speed by 72% for 3 sec. and causes it to inflict an additional 46 damage on its first attack. | | | | | |
| Young Thistle Boar | 1 - 2 | 1 - 2 | 42 - 55 | | 15 - 16 |



# BOG GIANTS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bog Giant | 63 | 1307 - 1822 | 36478 | | 4691 |
| | 70 | 4544 - 6426 | | | 6792 |
| **Fungal Decay**: Costs an enemy in fungus, damaging them and slowing them. This effect decreases over time. **Trample**: Inflicts Physical damage to nearby enemies. **Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 63 for 2 min. | | | | | |
| Bog Lord | 64 | 191 - 267 | 5715 | | 4991 |
| **Fungal Decay**: Costs an enemy in fungus, damaging them and slowing them. This effect decreases over time. **Boglord Bash**: Inflicts normal damage to an enemy and knocks it back. **Unstable Mushroom Primer** | | | | | |
| Bog Lurker | 63 | 252 - 352 | 8844 | 2620 | 3795 |
| **Fungal Regrowth**: Heals an ally for a fixed amount, then heals additional damage every 3 sec. for 21 sec. **War Stomp**: Inflicts normal damage plus 0 to nearby enemies, knocking them back. | | | | | |
| Bog Overlord | 70 | 3282 - 4641 | 45409 | | 6792 |
| | 70 | 7069 - 9996 | | | |
| **Fungal Decay**: Costs an enemy in fungus, damaging them and slowing them. This effect decreases over time. **Trample**: Inflicts Physical damage to nearby enemies. **Disease Cloud**: A cloud of disease surrounds the beaver, causing 740 to 860 Nature damage to enemies every 2 sec. **Poison Bolt**: Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. **Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 70 for 2 min. | | | | | |
| Bogling | 5 | 2 - 3 | 48 | 230 | 66 |
| Fen Creeper | 24 - 25 | 34 - 48 | 664 - 713 | | 992 - 1026 |
| Nature Resistance: 50 | | | | | |
| Fen Dweller | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| Nature Resistance: 50 | | | | | |
| Fen Lord | 25 - 26 | 36 - 49 | 734 - 788 | | 1026 - 1061 |
| Nature Resistance: 50 | | | | | |
| **Summon Fen Dweller**: Summons 1 Fen Dweller to accompany the caster until dismissed. **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Fungal Giant | 63 - 64 | 181 - 267 | 5527 - 5715 | | 4691 - 4991 |
| **Unstable Cloud**: Deals 920 to 1240 damage over 20 sec. Movement speed reduced by 50% stacks up to 5 times. Lasts 20 sec. | | | | | |
| Hungry Bog Lord | 64 | 191 - 267 | 5715 | | 4991 |
| Marsh Dredger | 61 - 62 | 152 - 223 | 4126 - 4274 | 2486 - 2568 | 3316 - 3555 |
| **Strangling Roots**: Entangles an enemy in roots, inflicting Nature damage every 2 sec. and immobilizing it for up to 8 sec. | | | | | |
| Marsh Lurker | 61 - 62 | 152 - 223 | 4126 - 4274 | 2486 - 2568 | 3316 - 3555 |
| **Wild Regeneration**: Heals the caster for 86 to 101 damage every 2 sec. for 20 sec. | | | | | |
| Shriveling Bog Lord | 64 | 191 - 267 | 5715 | | 4991 |
| **Choking Vines**: Casts an enemy in roots, damaging them and slowing them. This effect will transform into a root if too many affect the target. **War Stomp**: Inflicts normal damage to nearby enemies, knocking them back. **Consume**: Consumes a nearby Sporegger Spawn. | | | | | |
| Shriveling Fungal Giant | 63 - 64 | 181 - 267 | 5527 - 5715 | | 4691 - 4991 |
| **Choking Vines**: Casts an enemy in roots, damaging them and slowing them. This effect will transform into a root if too many affect the target. **War Stomp**: Inflicts normal damage to nearby enemies, knocking them back. **Consume**: Consumes a nearby Sporegger Spawn. | | | | | |
| Underbog Colossus | 72 | 7842 - 11090 | 553500 | | 7387 |
| Underbog Lord | 64 | 1905 - 2664 | 45720 | | 4991 |
| **Fungal Decay**: Costs an enemy in fungus, damaging them and slowing them. This effect decreases over time. **Knock Away**: Inflicts normal damage plus 30 to an enemy and knocks it back. **Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 64 for 2 min. | | | | | |
| Withered Bog Lord | 62 | 172 - 240 | 5341 | | 4391 |
| **Osmosis**: Drains 415 health from nearby enemies over 5 sec., transferring it to the caster. **War Stomp**: Inflicts normal damage to nearby enemies, knocking them back. | | | | | |



# BOGSTROKS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Arkkoran Clacker | 53 - 54 | 90 - 122 | 3189 - 3293 | | 4711 - 4790 |
| Arkkoran Muckdweller | 53 - 54 | 90 - 122 | 3189 - 3293 | | 3163 - 3216 |
| Arkkoran Oracle | 54 - 55 | 86 - 116 | 2634 - 2718 | 2041 - 2117 | 2610 - 2654 |
| **Shock**: Instantly throws a bolt of lightning at an enemy, inflicting Nature damage. **Lightning Shield:** Surrounds the caster with 3 bolts of lightning that have 50% chance of striking melee or ranged attackers for 108 - 110 damage. Each time the lightning shield strikes, a bolt of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times; **Healing Wave**: Calls upon Nature magic to heal an ally. | | | | | |
| Arkkoran Poiser | 54 - 55 | 92 - 125 | 3293 - 3398 | | 4790 - 4871 |
| **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Bogstrok | 62 | 689 - 958 | 15489 | | 4391 |
| | 70 | 2727 - 3927 | 25463 | | 6792 |
| **Piercing Jab**: Inflicts 139 to 161% weapon damage and reduces an enemy's armor by 15% for 20 sec. | | | | | |
| Bogstrok Basher | 63 | 127 - 177 | 4974 | | 4691 |
| **Increased Block 34**: Increases your block rating by 34. | | | | | |
| Bogstrok Crusher | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Piercing Jab**: Inflicts 139 to 161% weapon damage and reduces an enemy's armor by 15% for 20 sec. **Crush Armor**: Bash at an enemy's armor, reducing it by 744 per Crush Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Bogstrok Ratchling | 62 | 34 - 48 | 1068 | | 4391 |
| Bogstrok Razorclaw | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Piercing Jab**: Inflicts 139 to 161% weapon damage and reduces an enemy's armor by 15% for 20 sec. **Gushing Wound**: Inflicts Physical damage to an enemy every 5 sec. for 25 sec. Removed by any healing effect. | | | | | |
| Coast Crawl Clacker | 42 - 43 | 62 - 88 | 1651 - 1716 | | 3342 - 3568 |
| Coast Crawl Despoiler | 43 - 44 | 62 - 89 | 1373 - 1426 | 1432 - 1483 | 2906 - 3092 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.; **Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 528, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |
| Coast Crawl Snapclaw | 44 - 45 | 72 - 100 | 1782 - 1848 | | 3808 - 4059 |
| Greater Bogstrok | 62 | 689 - 958 | 15489 | | 4391 |
| | 70 | 4797 - 6783 | 27350 | | 6792 |
| **Decayed Strength**: Reduces an enemy's Strength by 25 for 5 min. | | | | | |
| Makrinni Razorclaw | 54 - 55 | 92 - 125 | 3293 - 3398 | | 4790 - 4871 |
| **Sunder Armor**: Hacks at an enemy's armor, reducing it by 424 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Makrinni Scrabbler | 52 - 53 | 76 - 103 | 2158 - 2232 | 4650 - 4765 | 2345 - 2386 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.; **Heal**: Calls upon Holy magic to heal an ally. | | | | | |
| Makrinni Snapclaw | 50 - 51 | 85 - 114 | 2880 - 2980 | | 4467 - 4546 |
| **Tendon Rip**: Reduces an enemy's movement speed by 70% for 8 sec. | | | | | |
| Makrura Clacker | 6 - 7 | 7 - 12 | 120 - 137 | | 252 - 349 |
| Makrura Elder | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| **Claw Grasp**: Immobilizes an enemy and inflicts 40 damage over 4 sec. | | | | | |
| Makrura Shellhide | 6 - 7 | 7 - 12 | 120 - 137 | | 252 - 349 |
| Makrura Snapclaw | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| **Claw Grasp**: Immobilizes an enemy and inflicts 40 damage over 4 sec. | | | | | |
| Muckshell Clacker | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1638 - 1766 |
| **Tendon Rip**: Reduces an enemy's movement speed by 60% for 8 sec. | | | | | |
| Muckshell Pincer | 35 - 36 | 49 - 66 | 1464 - 1532 | | 1373 - 1480 |
| **Duel Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Muckshell Razorclaw | 43 - 44 | 80 - 115 | 2059 - 2138 | | 2865 - 3057 |
| **Rend Flesh**: Inflicts 55 - 56 damage to an enemy every 3 sec. for 12 sec. | | | | | |
| Muckshell Scrabbler | 35 - 36 | 45 - 61 | 1211 - 1260 | 1067 - 1097 | 1368 - 1470 |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage; **Healing Wave**: Heals a friendly target for 720 to 854. | | | | | |
| Muckshell Snapclaw | 40 - 41 | 56 - 78 | 1829 - 1902 | | 2346 - 2510 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Murkshallow Shellhide | 22 - 23 | 54 - 75 | 1686 - 1815 | | 922 - 957 |
| Fire Resistance: 75, Nature Resistance: 75, Frost Resistance: 75, Shadow Resistance: 75 | | | | | |
| Murkshallow Snapclaw | 22 | 54 - 72 | 1686 | | 922 |
| **Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 10 sec. | | | | | |
| Murkshallow Softshell | 23 | 25 - 33 | 182 | | 1419 |



# BOGLASH

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 177 - 245 |
| Min - Max HPs | 15474 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Cloud of Corruption**

**Forked Lightning Tether:** Inflicts Nature damage to an enemy for 5 sec.

**Thrash:** Adds a chance to do two additional attacks



# BOMB BOTS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Atomo-bomb 3600 | 20 | 29 - 39 | 484 | | 852 |
| Boom Bot | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| Boom Bot Xtreme | 68 | 231 - 325 | 6542 | | 6192 |
| Crash Bigbomb | 67 | 220 - 310 | 8540 | | 5892 |
| Walking Bomb | 26 | 37 - 49 | 75 | | 2087 |

# BONECHEWER ORCS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bonechewer Backbreaker | 63 - 64 | 168 - 247 | 4422 - 4572 | 2620 - 2705 | 3795 - 4036 |
| **Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage.<br>**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec. | | | | | |
| Bonechewer Beastmaster | 60 | 343 - 471 | 14439 | | 3791 |
| | 70 | 1817 - 2570 | 27948 | | 6792 |
| **Battle Shout:** Increases the melee attack power of nearby party members by 240 for 2 min.<br>**Battle Shout:** Increases the melee attack power of nearby party members by 280 for 2 min.<br>**Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |
| Bonechewer Behemoth | 72 | 7842 - 11090 | 664200 | | 7387 |
| **Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 142 for 2 min. | | | | | |
| Bonechewer Blade Fury | 72 | 6273 - 8872 | 221400 | | 7387 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 8 sec. and inflicts normal damage plus 121. | | | | | |
| Bonechewer Blood Prophet | 71 | 4288 - 6059 | 172320 | 32310 | 5714 |
| **Bloodbolt:** Inflicts Shadow damage to an enemy and reduces its movement speed for 4 sec.<br>**Prophecy of Blood:** Increases target's damage taken by 50 and damage dealt by 20.<br>**Blood Drain:** Drains 4000 to 6000 health from an enemy over 5 sec., transferring it to the caster.<br>**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 140 for 2 min. | | | | | |
| Bonechewer Brawler | 71 | 10269 - 14523 | 394955 | | 7089 |
| **Frenzy**<br>**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 140 for 2 min. | | | | | |
| Bonechewer Combatant | 71 | 10269 - 14523 | 394955 | | 7089 |
| **Combat Rage:** Increases the caster's attack speed by 25% and the Physical damage it deals by 20 for 10 min.<br>**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 140 for 2 min. | | | | | |
| Bonechewer Destroyer | 60 - 61 | 619 - 955 | 14439 - 14958 | | 3791 - 4091 |
| | 70 | 3029 - 4284 | 27350 | | 6792 |
| **Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.<br>**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back. | | | | | |
| Bonechewer Devastator | 63 - 64 | 136 - 200 | 5527 - 5715 | | 4691 - 4991 |
| **Snap Kick:** Inflicts 126 - 129 damage to an enemy, stunning it for 2 sec.<br>**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Bonechewer Evoker | 58 - 59 | 102 - 148 | 3191 - 3313 | 2289 - 2369 | 2788 - 2832 |
| **Fireball:** Inflicts Fire damage to an enemy. | | | | | |
| Bonechewer Hungerer | 60 - 61 | 343 - 529 | 14439 - 14958 | | 3791 - 4091 |
| | 71 | 2464 - 3485 | 28114 | | 7089 |
| **Strike:** Strikes at an enemy, inflicting increased melee damage.<br>**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 240 for 30 sec.<br>**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 284 for 30 sec.<br>**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. | | | | | |
| Bonechewer Marauder | 69 | 181 - 256 | 4057 | | 6492 |
| **Snap Kick:** Inflicts 138 damage to an enemy, stunning it for 2 sec.<br>**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Bonechewer Messenger | 68 | 231 - 325 | 4906 | | 6192 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Charge:** Charges an enemy, inflicting normal damage plus 100 and stuns the opponent for 2 sec. | | | | | |



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bonechewer Mutant | 58 - 59 | 115 - 165 | 3989 - 4142 | | 3435 - 3489 |
| **Bonechewer Bite:** Inflicts 110% weapon damage to an enemy and infects them with Bonechewer Rot.<br>**Enrage** | | | | | |
| Bonechewer Ore | 59 - 60 | 122 - 196 | 4142 - 4979 | | 3489 - 3791 |
| Bonechewer Peon | 59 - 60 | 122 - 196 | 4142 - 4979 | | 3489 - 3791 |
| Bonechewer Raider | 58 - 59 | 115 - 165 | 3989 - 4142 | | 3435 - 3489 |
| **Summon Bonechewer Riding Wolf:** Summons Wolf to accompany the caster until dismissed. | | | | | |
| Bonechewer Ravener | 60 - 61 | 343 - 529 | 14439 - 14958 | | 3791 - 4091 |
| **Kidney Shot:** Finishing move that stuns the target.<br>**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Bonechewer Riding Wolf | 58 | 115 - 154 | 3989 | | 3435 |
| **Festering Bite:** Reduces an enemy's chance to critically hit with a melee attack by 2%, and reduces its chance to critically hit with a spell attack by 2%. Lasts 2 min.<br>**Furious Howl:** Increases the Strength of nearby party members by 17 for 15 sec. | | | | | |
| Bonechewer Ripper | 61 | 382 - 529 | 16506 | | 4091 |
| | 71 | 2464 - 3485 | 57448 | | 7089 |
| **Enrage:** Increases the Physical damage dealt by the caster by 61 and speeds its attacks by 30% for 5 sec.<br>**Enrage:** Increases the Physical damage dealt by the caster by 71 and speeds its attacks by 30%. | | | | | |
| Bonechewer Scavenger | 58 - 59 | 115 - 165 | 3989 - 4142 | | 3435 - 3489 |
| **Throw Wrench:** Throws a wrench at an enemy, inflicting Physical damage.<br>**Bonechewer Bite:** Inflicts 110% weapon damage to an enemy and infects them with Bonechewer Rot. | | | | | |
| Bonechewer Shield Disciple | 71 | 6675 - 9440 | 215430 | | 7089 |
| **Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 3 sec.<br>**Intervene:** Run at high speed towards a party member, intercepting the next melee or ranged attack made against them.<br>**Throw Shield:** Hurl your shield at the enemy, dealing 2775 to 3225% weapon damage and stunning them for 3 sec.<br>**Shield Wall:** Reduces the Physical and magical damage taken by the caster by 75% for 15 sec. | | | | | |
| Bonechewer Spectator | 71 | 1027 - 1452 | 32314 | | 7089 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Strike:** Strikes at an enemy, inflicting increased melee damage.<br>**Sunder Armor:** Hacks at an enemy's armor, reducing it per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.<br>**Mortal Wound:** Healing reduced by 10% per mortal Wound. Can be applied up to 10 times. Lasts 15 sec. | | | | | |
| Bonechewer Taskmaster | 71 | 5717 - 8079 | 172320 | 32310 | 5714 |
| **Disgruntled:** Enrages self, increasing size and damage done.<br>**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Fury:** Enrages self, increasing size and damage done. | | | | | |
| Bonechewer Worker | 70 | 937 - 1324 | 25150 | 31550 | 5474 |
| **Throw Pick:** Chucks your pick at the enemy. | | | | | |



## BONELASHER

**Fevered Disease:** Inflicts 25 Nature damage to an enemy, then an additional 11 damage every 3 sec. for 15 sec.

| | |
|---|---|
| Min - Max Lvl | 64 - 65 |
| Min - Max Dmg | 191 - 281 |
| Min - Max HPs | 5715 - 5914 |
| Min - Max Mana | |
| Min - Max Armor | 4991 - 5291 |



## BONEPICKER

| | |
|---|---|
| Min - Max Lvl | 49 - 50 |
| Min - Max Dmg | 83 - 112 |
| Min - Max HPs | 2779 - 2880 |
| Min - Max Mana | |
| Min - Max Armor | 2944 - 2999 |



## BOOKIE HEROD

| | |
|---|---|
| Min - Max Lvl | 35 |
| Min - Max Dmg | 34 - 47 |
| Min - Max HPs | 992 |
| Min - Max Mana | 2680 |
| Min - Max Armor | 751 |

**Summon Syndicate Spectre:** Summons 1 Syndicate Spectre to aid the caster in battle for 30 sec.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Demon Armor:** Protects the caster, increasing armor by 300, Shadow resistance by 6 and restores 9 health every 5 sec. Only one type of Armor spell can be active on the Warlock at any time. Lasts 30 min.

# BOOTY BAY BUCCANEERS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Booty Bay Bruiser | 67 | 441 - 620 | 12652 | | 5892 |
| **Net:** Immobilizes an enemy for 5 sec. | | | | | |
| Booty Bay Elite | 71 | 760 - 1008 | 20815 | | 7089 |
| **Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec. | | | | | |
| **Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |

# BOR'ZEHN

| | |
|---|---|
| Min - Max Lvl | 35 |
| Min - Max Dmg | 49 - 64 |
| Min - Max HPs | 1342 |
| Min - Max Mana | |
| Min - Max Armor | 1373 |





# BOSS COPPERPLUG

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 28 - 37 |
| Min - Max HPs | 449 |
| Min - Max Mana | |
| Min - Max Armor | 817 |

**Bomb:** Bombs all enemies in a selected area, inflicting Fire damage.

**Net:** Immobilizes an enemy for 6 sec.



# BORAK, SON OF ORONOK

| | |
|---|---|
| Min-Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min-Max HPs | 6986 |
| Min-Max Mana | 6986 |
| Min-Max Armor | 6792 |

# BOSS GALGOSH

| | |
|---|---|
| Min - Max Lvl | 22 |
| Min - Max Dmg | 32 - 42 |
| Min - Max HPs | 573 |
| Min - Max Mana | |
| Min - Max Armor | 922 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Enrage:** Increases the Physical damage dealt by the caster by 7 for 15 sec.



# BORELGORE



| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 169 - 324 |
| Min - Max HPs | 6288 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Venom Spit:** Spits poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec.

**Trample:** Inflicts normal damage plus 61 to nearby enemies.

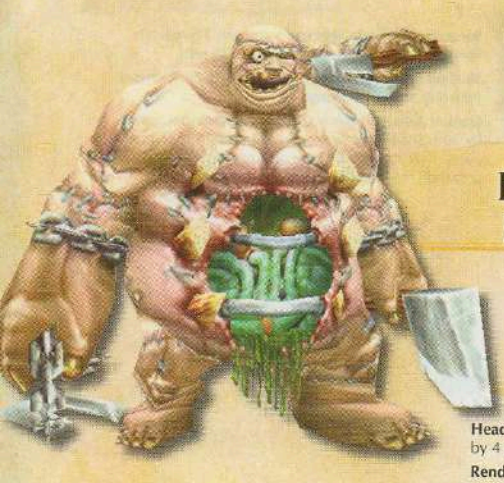
# BOSS GROG'AK

| | |
|---|---|
| Min - Max Lvl | 62 - 63 |
| Min - Max Dmg | 160 - 234 |
| Min - Max HPs | 4274 - 4422 |
| Min - Max Mana | 2568 - 2620 |
| Min - Max Armor | 3555 - 3795 |

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 126 for 30 sec.

**Forceful Cleave:** Inflicts weapon damage plus 93 - 94 to an enemy and its nearest ally and knocks them back.





# BORGOTH THE BLOODLETTER

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 32 - 43 |
| Min - Max HPs | 629 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

**Head Crack:** Reduces an enemy's Stamina by 4 for 20 sec.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.



# BOSS THO'GRUN

| | |
|---|---|
| Min - Max Lvl | 41 - 42 |
| Min - Max Dmg | 59 - 83 |
| Min - Max HPs | 1902 - 1981 |
| Min - Max Mana | |
| Min - Max Armor | 2101 - 2246 |



# BOULDERFIST OGRES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Boulderfist Brute | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| **Fist of Stone:** Gives the caster an additional 50 damage per hit for 12 sec., but reduces its movement speed by 75% and increases the time between its attacks by 54%.<br>**Knockdown:** Inflicts 83 to 100 damage to an enemy, stunning it for 2 sec. | | | | | |
| Boulderfist Crusher | 64 - 65 | 286 - 421 | 5715 - 5914 | | 4991 - 5291 |
| **Pulverize:** Pulverize nearby enemies, interrupting their spellcasting for 2 sec. | | | | | |
| Boulderfist Enforcer | 33 - 34 | 45 - 63 | 1221 - 1279 | | 1304 - 1340 |
| **Fist of Stone:** Gives the caster an additional 50 damage per hit for 12 sec., but reduces its movement speed by 75% and increases the time between its attacks by 54%.<br>**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 66 for 30 sec. | | | | | |
| Boulderfist Hunter | 64 - 65 | 343 - 506 | 5715 - 5914 | | 4991 - 5291 |
| **Spear Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Boulderfist Invader | 64 - 65 | 286 - 421 | 5715 - 5914 | | 4991 - 5291 |
| **Pulverize:** Pulverize nearby enemies, interrupting their spellcasting for 2 sec. | | | | | |
| Boulderfist Lord | 39 - 40 | 71 - 97 | 1605 - 1676 | | 1834 - 1964 |
| **Fist of Stone:** Gives the caster an additional 50 damage per hit for 12 sec., but reduces its movement speed by 75% and increases the time between its attacks by 54%.<br>**Devotion Aura:** Gives 780 additional armor to nearby party members for 4 min. Players may only have one aura on them per paladin at any time. | | | | | |
| Boulderfist Mage | 65 - 66 | 186 - 273 | 4731 - 4892 | 2790 - 2846 | 4275 - 4515 |
| **Bloodlust:** Increases an ally's attack speed by 30% for 30 sec.<br>**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Fire Blast:** Inflicts Fire damage to an enemy. | | | | | |
| Boulderfist Magus | 36 - 37 | 35 - 50 | 1075 - 1116 | 2763 - 2861 | 803 - 858 |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 432, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.<br>**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Boulderfist Mauler | 37 - 38 | 51 - 70 | 1470 - 1535 | | 1593 - 1709 |
| **Fist of Stone:** Gives the caster an additional 50 damage per hit for 12 sec., but reduces its movement speed by 75% and increases the time between its attacks by 54%.<br>**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Boulderfist Mystic | 64 - 65 | 177 - 260 | 4572 - 4731 | 2705 - 2790 | 4036 - 4275 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Healing Touch:** Calls upon Nature magic to heal an ally.<br>**Earth Shock:** Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec. | | | | | |
| Boulderfist Ogre | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |
| **Fist of Stone:** Gives the caster an additional 50 damage per hit for 12 sec., but reduces its movement speed by 75% and increases the time between its attacks by 54%. | | | | | |
| Boulderfist Saboteur | 64 | 29 - 40 | 2858 | | 4991 |
| **Spear Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Boulderfist Shaman | 38 - 39 | 49 - 67 | 1248 - 1298 | 1189 - 1236 | 1418 - 1517 |
| **Searing Totem:** Summons a Searing Totem with 5 health at your feet for 40 sec that repeatedly attacks an enemy within 20 yards for 19 to 25 Fire damage.<br>**Healing Wave:** Calls upon Nature magic to heal an ally.<br>**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Boulderfist Warrior | 65 - 66 | 180 - 265 | 5914 - 6116 | | 5291 - 5591 |
| **Shoulder Charge:** Charges an enemy, inflicting normal damage plus 1.<br>**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |



# BOULDER'MOK OGRES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Boulder'mok Brute | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Debilitating Strike:** Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any physical attacks for 5 sec.<br>**Enrage** | | | | | |
| Boulder'mok Chieftain | 68 | 231 - 325 | 7196 | | 6192 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Thunderclap:** Inflicts 72 to 74 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 64% for 10 sec.<br>**Furious Rage** | | | | | |
| Boulder'mok Shaman | 67 - 68 | 204 - 301 | 5060 - 5233 | 2933 - 2991 | 4755 - 4995 |
| **Healing Wave:** Calls upon Nature magic to heal an ally.<br>**Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 134 - 136 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.<br>**Bloodlust:** Increases an ally's attack speed by 30% for 10 sec. | | | | | |

# BRACK

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 39 - 52 |
| Min - Max HPs | 449 |
| Min - Max Mana | |
| Min - Max Armor | 817 |

**Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.

**Strike:** Strikes at an enemy, inflicting weapon damage plus 32.





# BOULDERHEART

| | |
|---|---|
| Min - Max Lvl | 25 |
| Min - Max Dmg | 36 - 48 |
| Min - Max HPs | 699 |
| Min - Max Mana | |
| Min - Max Armor | 1026 |



# BRAXXUS

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1455 - 2056 |
| Min - Max HPs | 118060 |
| Min - Max Mana | 19854 |
| Min - Max Armor | 5954 |

**Panic:** Panics nearby enemies, causing them to flee in fear for 6 sec.

**Double Breath:** Inflicts Fire damage to enemies in a cone in front of the caster.

**Mangle:** Inflicts 300 damage to an enemy every 2 sec. and slows its movement by 50% for 20 sec.



# BRAZEN

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

# BRIMGORE

| | |
|---|---|
| Min - Max Lvl | 41 |
| Min - Max Dmg | 147 - 195 |
| Min - Max HPs | 4755 |
| Min - Max Mana | |
| Min - Max Armor | 3125 |

**Flame Breath:** Inflicts 205 Fire damage to enemies in a cone in front of the caster.





# BRISTLEBACK QUILBOAR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bristleback Defender | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| **Rushing Charge:** Increases the caster's movement speed by 80% for 3 sec. and causes it to inflict an additional 70 damage on its first attack; **Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 42 for 30 sec. **Battle Shout:** The warrior shouts, increasing the melee attack power of all party members within 20 yards by 39. Lasts 2 min. | | | | | |
| Bristleback Geomancer | 19 - 20 | 24 - 34 | 379 - 405 | 1118 - 1202 | 442 - 460 |
| **Fireball:** Inflicts Fire damage to an enemy; **Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.; **Quick Flame Ward:** Renders an ally immune to Fire spells for 10 sec. | | | | | |
| Bristleback Hunter | 17 - 18 | 25 - 35 | 386 - 417 | | 748 - 782 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. **Poisoned Shot:** Inflicts normal damage plus 17 - 18 to an enemy, then an additional 17 - 18 Nature damage every 10 sec. for 1 min. | | | | | |
| Bristleback Interloper | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Muscle Tear:** Cripples an enemy, inflicting normal damage plus 7 - 8 and reducing its Strength by 6 for 5 sec. | | | | | |
| Bristleback Mystic | 21 - 22 | 28 - 39 | 473 - 508 | 510 - 545 | 740 - 770 |
| **Shock:** Instantly throws a bolt of lightning at the target for 61 - 65 to 70 damage; **Thunderclap:** Inflicts 25 to 28 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec. | | | | | |
| Bristleback Quilboar | 3 - 4 | 3 - 5 | 71 - 86 | | 41 - 76 |
| Bristleback Shaman | 3 - 4 | 3 - 5 | 69 - 83 | 79 - 104 | 37 - 67 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Bristleback Thornweaver | 18 - 19 | 24 - 34 | 377 - 404 | 408 - 456 | 652 - 683 |
| **Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 10 sec. **Thorns:** Thorns sprout from the friendly target causing 6 Nature damage to attackers when hit. Lasts 10 min. | | | | | |
| Bristleback Water Seeker | 16 - 17 | 22 - 31 | 325 - 350 | 357 - 390 | 596 - 625 |
| **Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 5 sec. | | | | | |

# BRO'GAZ THE CLANLESS

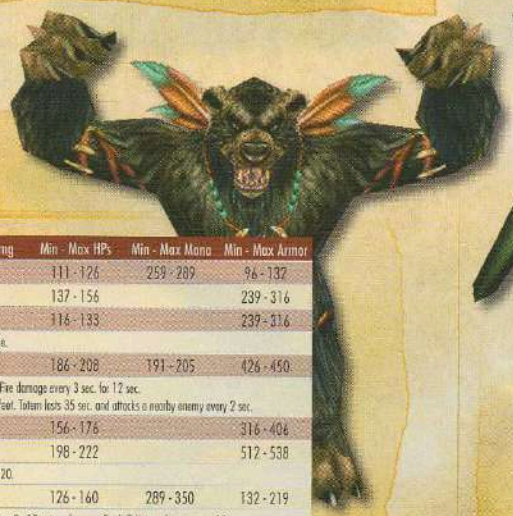
| | |
|---|---|
| Min - Max Lvl | 66 |
| Min - Max Dmg | 292 - 410 |
| Min - Max HPs | 9784 |
| Min - Max Mana | 5692 |
| Min - Max Armor | 4515 |

**Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.

**Pummel:** Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec.

**Heal:** Calls upon Holy magic to heal an ally.





# BRISTLELIMB FURBOLGS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bristlelimb Ambusher | 6 - 7 | 6 - 10 | 111 - 126 | 259 - 289 | 96 - 132 |
| Bristlelimb Furbolg | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| Bristlelimb Pathfinder | 7 - 8 | 9 - 14 | 116 - 133 | | 239 - 316 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Bristlelimb Shaman | 10 - 11 | 12 - 18 | 186 - 208 | 191 - 205 | 426 - 450 |
| **Flame Shock:** Instantly burns an enemy, then inflicts additional Fire damage every 3 sec. for 12 sec. **Scorching Totem:** Summons a Scorching Totem at the caster's feet. Totem lasts 35 sec. and attacks a nearby enemy every 2 sec. | | | | | |
| Bristlelimb Brute | 8 - 9 | 16 - 24 | 156 - 176 | | 316 - 406 |
| Bristlelimb Warrior | 10 - 11 | 16 - 24 | 198 - 222 | | 512 - 538 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 18 - 20. | | | | | |
| Bristlelimb Windcaller | 7 - 9 | 6 - 11 | 126 - 160 | 289 - 350 | 132 - 219 |
| **Wind Shock:** Blasts an enemy with the power of the wind, dealing 9 - 13 nature damage. Deals 7 Nature damage over 10 sec. **Rejuvenation:** Heals an ally every 3 sec. for 12 sec. | | | | | |



# BROGGOK

| | |
|---|---|
| Min - Max Lvl | 63 / 72 |
| Min - Max Dmg | 651 - 937 / 2846 - 4129 |
| Min - Max HPs | 30960 / 82656 |
| Min - Max Mana | 18468 / 22500 |
| Min - Max Armor | 2374 / 3728 |

**Slime Spray**

**Poison Cloud**

**Poison Bolt:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 3 sec. for 9 sec.



# BROKEN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Broken Exile | 42 | 62 - 83 | 1981 | | 2246 |
| Broken Illusion | 70 | 116 - 154 | 3240 | 3155 | 5474 |
| Broken One | 48 - 50 | 75 - 104 | 2062 - 2215 | 1695 - 1807 | 2344 - 2432 |
| **Feral:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.<br>**Enrage** | | | | | |
| Dreghood Brute | 56 - 57 | 96 - 130 | 2699 - 2784 | | 3327 - 3380 |
| **Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |
| Dreghood Druidge | 61 - 62 | 104 - 156 | 3868 - 4006 | | 4091 - 4391 |
| Dreghood Geomancer | 56 - 57 | 33 - 48 | 1889 - 1949 | 5206 - 5340 | 1686 - 1714 |
| **Fireball:** Inflicts Fire damage to an enemy.<br>**Earth Shield:** Protects the target with an earthen shield, causing melee attacks to heal the shielded target. This effect can only occur once every few seconds. 10 charges. Lasts 2 min. | | | | | |
| Dreghood Slave | 70<br>70 | 706 - 999<br>984 - 1392 | 20259<br>27350 | | 6792<br>6792 |
| **Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 138 for 2 min.<br>**Enrage:** Physical damage dealt is increased by 138. Attack speed increased by 30%. | | | | | |
| Dreghood Wanderer | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. | | | | | |
| Greyheart Battle-Master | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Greyheart Nether-Mage | 71 | 3812 - 5386 | 143600 | 48465 | 5714 |
| Greyheart Nether-sage | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Greyheart Ox-Slayer | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Greyheart Shaman | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Greyheart Shield-Bearer | 71 | 6418 - 9077 | 179525 | | 7089 |
| **Shield Charge:** Charges an enemy, knocking it back and inflicting normal damage plus 3825 to 3675.<br>**Avenger's Shield:** Hurls a holy shield at the enemy, dealing 3150 to 3850 Holy damage, Dazing them and then jumping to additional nearby enemies. Affects 3 total targets. | | | | | |
| Greyheart Skyseer | 71 | 8985 - 12707 | 179525 | | 5349 |
| **Kick:** Kicks an enemy for 4275 to 4725 damage, interrupting the spell being cast for 6 sec.<br>**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Greyheart Spellbinder | 71 | 5717 - 8079 | 114880 | 80775 | 5714 |
| **Spell Shock:** Counters an enemy's spell, preventing the enemy from casting that spell again for 6 sec. Generates a high amount of threat.<br>**Mind Blast:** Inflicts Shadow damage to an enemy, but causes a high amount of threat. | | | | | |
| Greyheart Technician | 71 | 1027 - 1452 | 14362 | | 7089 |
| **Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |
| Greyheart Tidecaller | 71 | 4764 - 6732 | 143600 | 48465 | 5714 |
| **Poison Shield:** Protects the caster with a poisonous shield. When a spell, melee or ranged attack hits the caster, the attacker will be poisoned. This expends one poison bolt. Only one bolt will fire every few seconds. Lasts 2 min.<br>**Water Elemental Totem** | | | | | |
| Greyheart Warlinder | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Murkblood Brute | 67 | 176 - 248 | 4428 | | 5892 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Murkblood Foreman | 63 - 64<br>71 | 905 - 1332<br>1282 - 1813 | 24872 - 25718<br>43625 | | 4691 - 4991<br>7089 |
| **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Murkblood Healer | 63 - 64<br>71 | 672 - 988<br>1191 - 1683 | 12824 - 13259<br>22488 | 13100 - 13525<br>16155 | 2795 - 3036<br>4714 |
| **Prayer of Healing:** Invokes Holy magic to heal nearby party members.<br>**Renew:** Heals an ally every 3 sec. for 15 sec.<br>**Holy Light:** Calls upon Holy magic to heal an ally. | | | | | |
| Murkblood Henchman | 63 - 64 | 672 - 988 | 12824 - 13259 | 2620 - 2705 | 3795 - 4036 |
| **Prayer of Healing:** Invokes Holy magic to heal nearby party members.<br>**Renew:** Heals an ally every 3 sec. for 15 sec.<br>**Holy Light:** Calls upon Holy magic to heal an ally. | | | | | |
| Murkblood Invader | 67 | 220 - 310 | 6326 | | 5892 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Sunder Armor:** Hacks at an enemy's armor, reducing it by 528 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Murkblood Miner | 70 | 252 - 357 | 6986 | | 6792 |
| Murkblood Shield | 63 - 64<br>70 | 672 - 988<br>936 - 1322 | 12824 - 13259<br>21881 | 13100 - 13525<br>15775 | 3795 - 4036<br>5474 |
| **Fireball:** Inflicts Fire damage to an enemy.<br>**Scorch:** Scorches an enemy for Fire Dmg.<br>**Amplify Magic:** Increases all forms of damage taken by an enemy by 50% for 10 sec. | | | | | |
| Murkblood Overseer | 70 | 252 - 357 | 6986 | | 6792 |
| Murkblood Plunder | 65 - 66 | 186 - 273 | 4731 - 4892 | 2790 - 2846 | 4275 - 4515 |
| **Tainted Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 5 targets, inflicting greater Nature damage to each successive target.<br>**Corrupted Earth:** Shocks an enemy with concussive force, inflicting Nature damage and slowing the target for 3 sec.<br>**Putrid Cloud:** Creates a violent storm in the target area causing 22 Nature damage to enemies every 3 sec, and increasing the time between the attacks of enemies by 20%. Lasts 15 sec. Druid must channel to maintain the spell. | | | | | |
| Murkblood Raider | 66 - 67 | 189 - 279 | 5504 - 5693 | | 5591 - 5892 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Sunder Armor:** Hacks at an enemy's armor, reducing it by 520 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Murkblood Scavenger | 64 | 82 - 114 | 1000 | 6299 | 2525 |
| Murkblood Spearman | 63 - 64<br>71 | 672 - 988<br>1191 - 1683 | 12824 - 13259<br>22488 | 2620 - 2705<br>3237 | 3795 - 4036<br>5714 |
| **Viper Sting:** Stings the target, draining 1368 mana over 8 sec. Only one Sting per Hunter can be active on any one target.<br>**Viper Sting:** Stings the target, draining 2076 mana over 8 sec. Only one Sting per Hunter can be active on any one target.<br>**Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Murkblood Tribesman | 63 - 64<br>71 | 724 - 1066<br>2053 - 2904 | 16028 - 16574<br>28114 | | 4691 - 4991<br>7089 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Strike:** Strikes at an enemy, inflicting weapon damage plus 147 - 148.<br>**Strike:** Strikes at an enemy, inflicting weapon damage plus 165 - 166. | | | | | |
| Murkblood Twin | 65 | 1224 - 1715 | 38441 | | 5291 |
| **Sinister Strike:** Inflicts normal damage plus 55 to an enemy.<br>**Eviscerate:** Eviscerates an enemy, inflicting 98 Physical damage.<br>**Mutilate:** Instantly attacks with both weapons. Awards 2 combo points.<br>**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |

# BROKENTOE

| | |
|---|---|
| Min - Max Lvl | 65 - 66 |
| Min - Max Dmg | 1558 - 2292 |
| Min - Max HPs | 59140 - 61160 |
| Min - Max Mana | |
| Min - Max Armor | 5291 - 5591 |

**Hoof Stomp:** Inflicts normal damage plus 71 - 72 to nearby enemies, stunning them for 3 sec.





# BROKESPEAR

| | |
|---|---|
| Min - Max Lvl | 17 |
| Min - Max Dmg | 40 - 53 |
| Min - Max HPs | 386 |
| Min - Max Mana | |
| Min - Max Armor | 748 |

**Throw:** Throws a weapon at an enemy, inflicting Physical damage.

**Slowing Poison:** Increases the time between an enemy's attacks by 25% and slows its movement by 30% for 25 sec.

## BRONTUS

| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 88 - 117 |
| Min - Max HPs | 3200 |
| Min - Max Mana | |
| Min - Max Armor | 1097 |

**Rushing Charge:** Increases the caster's movement speed by 86% for 3 sec. and causes it to inflict an additional 88 damage on its first attack.

**Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec.



## BRUBECK STORMFOOT

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 702 - 983 |
| Min - Max HPs | 17742 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |



## BROODLORD LASHLAYER

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 2746 - 3640 |
| Min - Max HPs | 916025 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 8 sec.

**Mortal Strike:** Inflicts 500% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.



## BRUEGAL IRONKNUCKLE

| | |
|---|---|
| Min - Max Lvl | 25 |
| Min - Max Dmg | 86 - 114 |
| Min - Max HPs | 2097 |
| Min - Max Mana | |
| Min - Max Armor | 1026 |



## BRUMERAN

| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 100 - 132 |
| Min - Max HPs | 3589 |
| Min - Max Mana | |
| Min - Max Armor | 3435 |

**Lightning Breath:** Breathes lightning at an enemy, inflicting Nature damage.

**Venom Spit:** Spits poison at an enemy, causing harm and inflicting additional Nature damage every 5 sec. for 10 sec.

**Enrage**



## BROTHER RAVENOAK

| | |
|---|---|
| Min - Max Lvl | 29 |
| Min - Max Dmg | 70 - 81 |
| Min - Max HPs | 2319 |
| Min - Max Mana | 811 |
| Min - Max Armor | 975 |

**Bear Form:** Shapeshifts into a bear for 5 min., increasing armor and hit points, as well as allowing the use of various bear abilities.

**Rejuvenation:** Heals the target for 180 over 12 sec.

**Low Swipe:** Stuns an enemy and reduces its movement speed by 50%, in addition to increasing the caster's melee damage by 15. Lasts 12 sec.

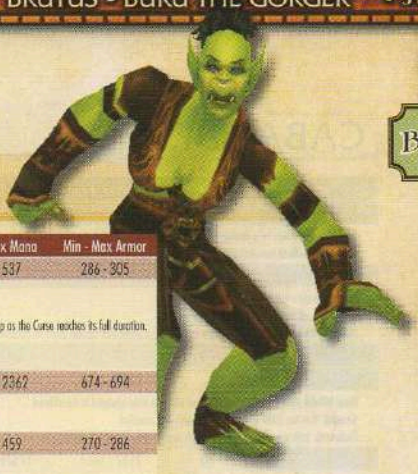
**Maul:** Adds 47 damage to the next attack.



## BRUTUS

| | |
|---|---|
| Min - Max Lvl | 43 |
| Min - Max Dmg | 87 - 115 |
| Min - Max HPs | 2746 |
| Min - Max Mana | |
| Min - Max Armor | 2343054 |





## BURNING BLADE ORCS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Burning Blade Acolyte | 11 - 12 | 10 - 16 | 199 - 219 | 459 - 537 | 286 - 305 |
| **Demon Skin:** Protects the caster, increasing armor by 120 and restores 5 Health per 5 sec. for 30 min.<br>**Immolate:** Burns the enemy for 19 - 23 Fire damage and then an additional 40 Fire damage over 15 sec.<br>**Curse of Agony:** Curses the target with agony, causing 84 Shadow damage over 24 sec. This damage is dealt slowly at first, and builds up as the Curse reaches its full duration. Only one Curse per Warlock can be active on any one target.<br>**Drain Life:** Transfers 10 health every 1 sec from the target to the caster. Lasts 5 sec. | | | | |
| Burning Blade Adept | 31 - 32 | 30 - 44 | 847 - 882 | 2253 - 2362 | 674 - 694 |
| **Fireball:** Inflicts Fire damage to an enemy.<br>**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec. | | | | | |
| Burning Blade Apprentice | 10 - 11 | 9 - 14 | 178 - 199 | 382 - 459 | 270 - 286 |
| **Summon Voidwalker:** Summons 1 Voidwalker to accompany the caster until dismissed.<br>**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Burning Blade Augur | 30 - 31 | 36 - 50 | 811 - 847 | 2175 - 2253 | 654 - 674 |
| **Curse of Thorns:** Curses an enemy for 3 min., giving it 50% chance to take 34 to 56 damage on attack.<br>**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Burning Blade Bruiser | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Bruise:** Adds a chance to Bruise a target, which lowers the targets armor value. | | | | | |
| Burning Blade Enforcer | 36 | 50 - 66 | 1469 | | 1480 |
| Burning Blade Crusher | 13 | 18 - 24 | 273 | | 608 |
| **Bruise:** Adds a chance to Bruise a target, which lowers the targets armor value. | | | | | |
| Burning Blade Cultist | 10 - 11 | 9 - 14 | 178 - 199 | 382 - 459 | 270 - 286 |
| **Summon Imp:** Summons an Imp to accompany the caster until dismissed.<br>**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec. | | | | | |
| Burning Blade Fanatic | 9 - 10 | 11 - 16 | 166 - 186 | 178 - 191 | 342 - 426 |
| **Fanatic Blade:** Causes the caster to inflict an additional 3 to 5 Fire damage to an enemy when the caster is using melee attacks. Lasts 10 sec. | | | | | |
| Burning Blade Felsworn | 31 - 32 | 59 - 80 | 1107 - 1163 | | 637 - 655 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Burning Blade Invoker | 39 - 40 | 38 - 55 | 1196 - 1239 | 3075 - 3191 | 974 - 1035 |
| **Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.<br>**Flame buffet:** Inflicts 38 to 41 Fire damage to an enemy and increases the Fire damage it takes by 39 - 40 for 45 sec. | | | | | |
| Burning Blade Neophyte | 9 - 10 | 11 - 16 | 166 - 186 | 178 - 191 | 342 - 426 |
| **Immolate:** Burns the enemy for 10 - 11 Fire damage and then an additional 20 Fire damage over 15 sec.<br>**Demon Skin:** Protects the caster, increasing armor by 40 and restores 3 Health per 5 sec. for 30 min. | | | | | |
| Burning Blade Nightmare | 40 | 56 - 74 | 1753 | | 1964 |
| Burning Blade Reaver | 30 - 31 | 42 - 58 | 1050 - 1107 | | 1200 - 1234 |
| **Arcing Smash:** Lashes out in a vicious arc, inflicting damage to enemies in a cone in front of the caster. | | | | | |
| Burning Blade Seer | 33 | 32 - 45 | 919 | 2457 | 712 |
| **Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.<br>**Flame buffet:** Inflicts 32 to 34 Fire damage to an enemy and increases the Fire damage it takes by 33 for 45 sec. | | | | | |
| Burning Blade Shadowmage | 32 - 33 | 31 - 45 | 882 - 919 | 2362 - 2457 | 694 - 712 |
| **Shadow Shell:** Increases armor for 10 sec.<br>**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Burning Blade Summoner | 38 - 39 | 37 - 53 | 1155 - 1196 | 2975 - 3075 | 915 - 974 |
| **Summon Imp:** Summons an Imp to accompany the caster until dismissed.<br>**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Burning Blade Thug | 8 - 9 | 19 - 29 | 156 - 176 | | 316 - 406 |
| Burning Blade Taskmaster | 14 | 14 - 20 | 263 | 710 | 344 |
| **Demon Skin:** Protects the caster, increasing armor by 120 and restores 5 Health per 5 sec. for 30 min.<br>**Immolate:** Burns the enemy for 22 - 23 Fire damage and then an additional 40 Fire damage over 15 sec.<br>**Curse of Agony:** Curses the target with agony, causing 84 Shadow damage over 24 sec. This damage is dealt slowly at first, and builds up as the Curse reaches its full duration. Only one Curse per Warlock can be active on any one target.<br>**Drain Life:** Transfers 10 health every 1 sec from the target to the caster. Lasts 5 sec. | | | | | |

## BURGLE EYE

| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 48 - 63 |
| Min - Max HPs | 1257 |
| Min - Max Mana | 1142 |
| Min - Max Armor | 1325 |







## BURU THE GORGER

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 767 - 1015 |
| Min - Max HPs | 666250 |
| Min - Max Mana | 471600 |
| Min - Max Armor | 3795 |

**Dismember:** Increases the damage of your next melee swing by 100 and causes the target to bleed

**Gathering Speed:** Increases movement speed.

**Thorns:** Thorns sprout from the friendly target causing 177 Nature damage to attackers when hit. Lasts Until Cancelled.

**Creeping Plague**

# CABALISTS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Cabal Acolyte | 69 | 1045 - 1473 | 16227 | 9240 | 5235 |
| **Heal:** Calls upon Holy magic to heal an ally.<br>**Renew:** Heals an ally every 3 sec. for 15 sec.<br>**Shadow Defense:** Protects the target with a magical shield that absorbs 2295 to 3105 shadow damage. Lasts 1 Hour. | | | | | |
| Cabal Agent | 68 - 70 | 150 - 232 | 6542 - 6986 | | 6192 - 6792 |
| Cabal Assassin | 70 | 1110 - 1569 | 20958 | | 5459 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Stealth:** Puts the caster in stealth mode. Lasts until cancelled.<br>**Backstab:** Inflicts normal damage plus 365 to an enemy, but only if attacking from behind. | | | | | |
| Cabal Cultist | 69 - 70 | 1127 - 1664 | 17579 - 18164 | | 6492 - 6792 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Thrash:** Gives the caster 2 extra attacks.<br>**Kick:** Kicks an enemy for 102 - 104 damage, interrupting the spell being cast for 6 sec. | | | | | |
| Cabal Deathsworn | 69 - 70 | 1127 - 1664 | 20283 - 20958 | | 6492 - 6792 |
| **Black Cleave:** Inflicts weapon damage plus 75 to an enemy and its nearest allies, affecting up to 3 targets. Enemies hit by this ability also suffer periodic Shadow damage every 3 sec. for 12 sec.<br>**Knockdown:** Inflicts 134 to 151 damage to an enemy, stunning it for 2 sec.<br>**Enrage:** Increases attack speed by 30% and Physical damage dealt by 18 for 2 min. | | | | | |
| Cabal Executioner | 71 | 1436 - 2031 | 21543 | | 7089 |
| **Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 120 .<br>**Execute:** Attempts to finish off a wounded enemy, inflicting normal damage plus 570. Execute can only be used on enemies that have 20% or less health.<br>**Enrage:** Increases attack speed by 30% and Physical damage dealt by 18 for 2 min. | | | | | |
| Cabal Familiar | 69 | 284-412 | 5206 | 14062 | 3277 |
| **Firebolt:** Shoots a bolt of flame at an enemy, inflicting Fire damage. | | | | | |
| Cabal Fanatic | 70 | 1177 - 1664 | 20958 | | 6792 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Fixate:** Causes an enemy to fixate upon the caster and increases the caster's attack speed by 50% for 10 sec. While the target is fixated upon the caster, the target is very reluctant to attack anything else. | | | | | |
| Cabal Initiate | 62 - 63 | 160 - 234 | 4274 - 4422 | 2568 - 2620 | 3555 - 3795 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Eviscerate:** Finishing move that causes damage.<br>**Enrage:** Increases attack speed by 30% and Physical damage dealt by 18 for 2 min. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Cabal Interrogator | 64 - 65 | 177 - 260 | 4572 - 4731 | 2705 - 2790 | 4036 - 4275 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Eviscerate:** Finishing move that causes damage. | | | | | |
| Cabal Ritualist | 69 - 70 | 1045 - 1543 | 16227 - 16767 | 9240 - 9465 | 5235 - 5474 |
| Cabal Shadow Priest | 69 - 70 | 1045 - 1543 | 16227 - 16767 | 9240 - 9465 | 5235 - 5474 |
| **Shadowform:** Assumes a Shadowform, increasing Shadow damage dealt by 20% and reducing melee damage taken by 20%. Shadowform lasts until cancelled.<br>**Mind Flay:** Inflicts Shadow damage to an enemy and reduces its movement speed for 3 sec.<br>**Shadow Word:** Pain: Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec. | | | | | |
| Cabal Skirmisher | 63 | 181 - 253 | 5527 | | 4691 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Enrage:** Increases attack speed by 30% and Physical damage dealt by 18 for 2 min. | | | | | |
| Cabal Spellbinder | 70 - 71 | 1092 - 1569 | 16767 - 17232 | 9465 - 9693 | 5474 - 5714 |
| **Spell Shock:** Counters an enemy's spell, preventing the enemy from casting that spell again for 6 sec. Generates a high amount of threat.<br>**Brain Wash:** Take control of a target humanoid's mind for 12 sec. | | | | | |
| Cabal Soul-weaver | 62 - 63 | 160 - 234 | 4274 - 4422 | 2568 - 2620 | 3555 - 3795 |
| **Incinerate:** Deals 74 to 86 Fire damage to your target.<br>**Drain Life:** Drains 420 health from an enemy over 5 sec., transferring it to the caster. | | | | | |
| Cabal Summoner | 70 - 71 | 1092 - 1569 | 16767 - 17232 | 9465 - 9693 | 5474 - 5714 |
| **Fireball:** Inflicts Fire damage to an enemy. | | | | | |
| Cabal Tomb Raider | 63 - 64 | 181 - 267 | 5527 - 5715 | | 4691 - 4991 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Backstab:** Inflicts normal damage plus 150 to an enemy, but only if attacking from behind.<br>**Crippling Poison:** Movement slowed by 50%.<br>**Dazed:** Movement speed reduced by 50%. | | | | | |
| Cabal Warlock | 69 | 1045 - 1473 | 16227 | 9240 | 5235 |
| **Seed of Corruption:** Imbeds a demon seed in the enemy target, causing 1500 Shadow damage over 18 sec. When the target takes 2500 total damage, the seed will detonate, inflicting Shadow damage to all enemies within 10 yards of the target.<br>**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Demon Armor:** Protects the caster, increasing armor by 651, Shadow resistance by 17, and health regeneration by 30 min. | | | | | |
| Cabal Zealot | 70 | 1095 - 1548 | 16767 | 9465 | 5474 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Shape of the Beast:** Time between attacks increased by 100%. Attack Power increased by 750. Cannot cast spells.<br>**Frenzy:** Attack speed increased by 100%. | | | | | |

# CAEDAKAR THE VICIOUS

| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 35 - 40 |
| Min - Max HPs | 582 |
| Min - Max Mana | 618 |
| Min - Max Armor | 829 |



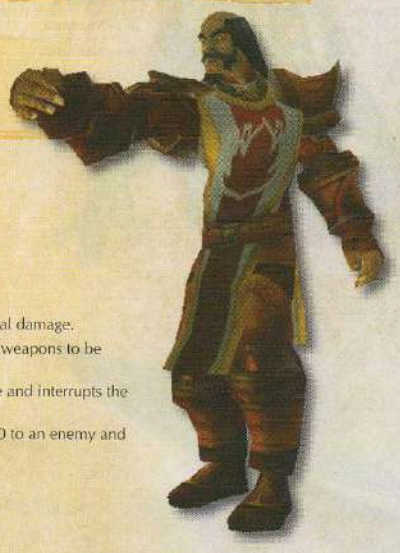
**Lightning Shield:** The caster is surrounded by 3 balls of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 51 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min. Only one Elemental Shield can be active on the Shaman at any one time.

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Healing Wave:** Heals a friendly target for 279 to 328.

# CANNON MASTER WILLEY

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 727 - 965 |
| Min - Max HPs | 36624 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Pummel:** Pummels an enemy for 45 damage and interrupts the spell being cast for 5 sec.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Summon Crimson Rifleman**



# CALIPH SCORPIDSTING

| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 77 - 102 |
| Min - Max HPs | 2399 |
| Min - Max Mana | |
| Min - Max Armor | 2780 |



# CANNONEER SMYTHE

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 28 - 37 |
| Min - Max HPs | 449 |
| Min - Max Mana | |
| Min - Max Armor | 817 |

## CANNONEER WHESSAN



| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 28 - 37 |
| Min - Max HPs | 449 |
| Min - Max Mana | |
| Min - Max Armor | 817 |

## CAPTAIN BO'KAR



**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Furious Rage:** Physical damage dealt is decreased by 50%. Attack speed increased by 300%.

| | |
|---|---|
| Min - Max Lvl | 63 - 64 |
| Min - Max Dmg | 181 - 267 |
| Min - Max HPs | 5527 - 5715 |
| Min - Max Mana | |
| Min - Max Armor | 4691 - 4991 |

## CAPTAIN DARGOL



| | |
|---|---|
| Min - Max Lvl | 13 |
| Min - Max Dmg | 18 - 24 |
| Min - Max HPs | 273 |
| Min - Max Mana | |
| Min - Max Armor | 608 |



## CANSIS

| | |
|---|---|
| Min - Max Lvl | 62 - 62 |
| Min - Max Dmg | 172 - 240 |
| Min - Max HPs | 5341 |
| Min - Max Mana | |
| Min - Max Armor | 4391 - 4391 |



## CAPTAIN DRENN

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 1000 per Sunder Armor. Can be applied up to 5 times. Lasts 20 sec.

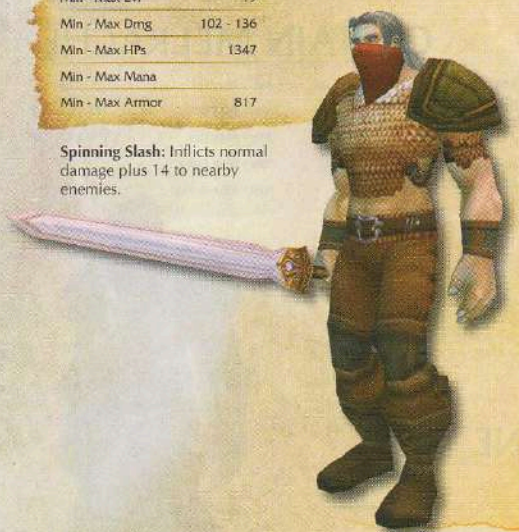
**Lightning Cloud:** Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 657 to 843 Nature damage and inflicting 657 to 843 additional damage every 3 sec.

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 1977 - 2621 |
| Min - Max HPs | 56627 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

## CAPO THE MEAN

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 102 - 136 |
| Min - Max HPs | 1347 |
| Min - Max Mana | |
| Min - Max Armor | 817 |

**Spinning Slash:** Inflicts normal damage plus 14 to nearby enemies.



## CAPTAIN FAIRMOUNT



| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 29 - 39 |
| Min - Max HPs | 484 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

**Intimidating Shout:** Shouts at an enemy, paralyzing it with terror for 8 sec. and causing all other nearby enemies to flee in fear.

**Battle Shout:** Increases the melee attack power of nearby party members by 80 - 80 for 2 min.

**Pummel:** Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec.



## CAPTAIN FLAT TUSK

**Heroic Strike:** A strong attack that increases melee damage by 31 and causes a high amount of threat.

**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled.

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 38 - 50 |
| Min - Max HPs | 666 |
| Min - Max Mana | |
| Min - Max Armor | 538 |

## CAPTAIN GEROGG HAMMERTOE



| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 65 - 87 |
| Min - Max HPs | 2400 |
| Min - Max Mana | |
| Min - Max Armor | 1097 |

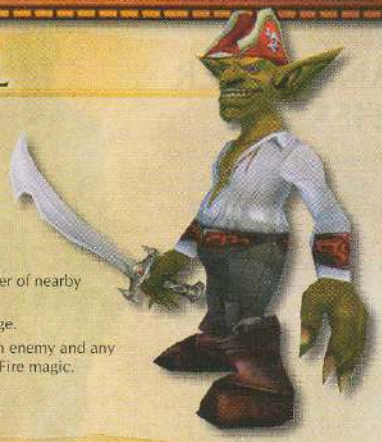
**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.

**Improved Blocking:** Chance to block increased by 75%.

**Shield Bash:** Bashes the target with your shield for 45 damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 6 sec.

**Shield Wall:** Reduces the damage taken from melee attacks, ranged attacks and spells by 75% for 10 sec.

## CAPTAIN KEELHAUL



| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 62 - 83 |
| Min - Max HPs | 2064 |
| Min - Max Mana | |
| Min - Max Armor | 2246 |

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 10 for 30 sec.

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Exploding Shot:** Inflicts normal damage plus 25 to an enemy and any of its nearby allies. All damage inflicted is based on Fire magic.

## CAPTAIN KROMCRUSH



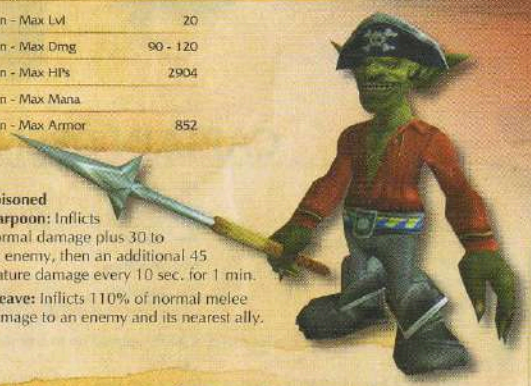
| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 847 - 1122 |
| Min - Max HPs | 28296 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Intimidating Shout:** Shouts at an enemy, paralyzing it with terror for 8 sec. and causing all other nearby enemies to flee in fear.

**Mortal Cleave:** Inflicts 150% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**Retaliation:** Instantly counterattack any enemy that strikes you in melee for 15 sec. Melee attacks made from behind cannot be counterattacked.

## CAPTAIN GREENSKIN



| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 90 - 120 |
| Min - Max HPs | 2904 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

**Poisoned Harpoon:** Inflicts normal damage plus 30 to an enemy, then an additional 45 Nature damage every 10 sec. for 1 min.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

## CAPTAIN KROSH

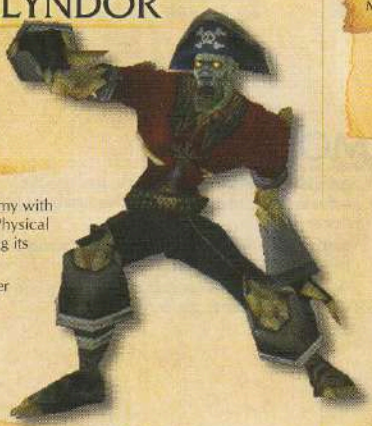


| | |
|---|---|
| Min - Max Lvl | 63 - 64 |
| Min - Max Dmg | 181 - 252 |
| Min - Max HPs | 5527 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Furious Rage:** Physical damage dealt is decreased by 50%. Attack speed increased by 300%.

## CAPTAIN HALYNDOR



| | |
|---|---|
| Min - Max Lvl | 30 |
| Min - Max Dmg | 42 - 56 |
| Min - Max HPs | 1003 |
| Min - Max Mana | |
| Min - Max Armor | 1200 |

**Curse of the Eye:** Curses an enemy with the Eye of Paleth, reducing the Physical damage it deals by 8 and slowing its spellcasting by 20% for 2 min.

**Ward of the Eye:** Gives the caster 100% chance to reflect harmful spells for 6 sec.



## CAPTAIN MELRACHE



| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 25 - 34 |
| Min - Max HPs | 247 |
| Min - Max Mana | |
| Min - Max Armor | 573 |

**Devotion Aura:** Gives 240 additional armor to nearby party members for 4 min. Players may only have one aura on them per paladin at any one time.

**Strike:** Strikes at an enemy, inflicting weapon damage plus 21-22.

## CAPTAIN IRONHILL



| | |
|---|---|
| Min - Max Lvl | 32 |
| Min - Max Dmg | 45 - 60 |
| Min - Max HPs | 1057 |
| Min - Max Mana | |
| Min - Max Armor | 1270 |

**Stoneform:** Increases the caster's armor by 106 for 15 sec.

**Pummel:** Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec.

## CAPTAIN PERRINE

| | |
|---|---|
| Min - Max Lvl | 9 |
| Min - Max Dmg | 12 - 16 |
| Min - Max HPs | 176 |
| Min - Max Mana | |
| Min - Max Armor | 406 |

## CAPTAIN QEEZ

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 1977 - 2621 |
| Min - Max HPs | 56627 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |



**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 1000 per Sunder Armor. Can be applied up to 5 times. Lasts 20 sec.

**Intimidating Shout:** Shouts at an enemy, paralyzing it with terror for 8 sec. and causing all other nearby enemies to flee in fear.

## CAPTAIN TUUBID

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 1977 - 2621 |
| Min - Max HPs | 56627 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |



**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 1000 per Sunder Armor. Can be applied up to 5 times. Lasts 20 sec.

## CAPTAIN SAEED

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 357 - 505 |
| Min - Max HPs | 34464 |
| Min - Max Mana | 16155 |
| Min - Max Armor | 5714 |



**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.



## CAPTAIN TYRALIUS

| | |
|---|---|
| Min - Max Lvl | 69 - 70 |
| Min - Max Dmg | 242 - 357 |
| Min - Max HPs | 6761 - 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6492 - 6792 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Glaive:** Throws a glaive at an enemy, inflicting Physical damage.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.



## CAPTAIN SHATTERSKULL

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 1128 - 1497 |
| Min - Max HPs | 130700 |
| Min - Max Mana | |
| Min - Max Armor | 3271 |

**Intimidating Shout:** Shouts at an enemy, paralyzing it with terror for 8 sec. and causing all other nearby enemies to flee in fear.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 624 .

**Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

## CAPTAIN VACHON

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 15 - 20 |
| Min - Max HPs | 222 |
| Min - Max Mana | |
| Min - Max Armor | 538 |

**Shield Bash:** Bashes the target with your shield for 6 damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 6 sec.

**Improved Blocking:** Increases the caster's chance to block by 56% for 6 sec.

**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.



## CAPTAIN STILLWATER

| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 58 - 77 |
| Min - Max HPs | 1651 |
| Min - Max Mana | 2762 |
| Min - Max Armor | 1841 |



**Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.

**Slow:** Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec.

**Flame Spike:** Calls down a pillar of flame, burning all enemies in a selected area for 188 to 198 Fire damage and an additional 87 damage every 3 sec. for 9 sec.



## CAPTAIN XURREM

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 1977 - 2621 |
| Min - Max HPs | 56627 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 1000 per Sunder Armor. Can be applied up to 5 times. Lasts 20 sec.

**Shockwave:** Inflicts 1313 to 1687 Nature damage to nearby enemies, reducing their attack speed by 0% and slowing their movement to 1% of normal for 2 sec.



## CAPTAIN ZOVAX

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Toughen:** Reduces damage taken by all schools by 5%.

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

## CARNIVOUS THE BREAKER

| | |
|---|---|
| Min - Max Lvl | 16 |
| Min - Max Dmg | 23 - 31 |
| Min - Max HPs | 356 |
| Min - Max Mana | |
| Min - Max Armor | 713 |

**Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec.

**Thrash:** Gives the caster 2 extra attacks.



## CARAVAN MASTER TSET

| | |
|---|---|
| Min - Max Lvl | 53 |
| Min - Max Dmg | 84 - 111 |
| Min - Max HPs | 2551 |
| Min - Max Mana | 1982 |
| Min - Max Armor | 3202 |

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 636, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.





## CAREGIVER ISEL

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 186 - 260 |
| Min - Max HPs | 4731 |
| Min - Max Mana | 2790 |
| Min - Max Armor | 4275 |





## CARETAKER ALARIC

| | |
|---|---|
| Min - Max Lvl | 41 |
| Min - Max Dmg | 59 - 78 |
| Min - Max HPs | 1823 |
| Min - Max Mana | |
| Min - Max Armor | 2101 |



## CARETAKER NEVLIN

| | |
|---|---|
| Min - Max Lvl | 41 |
| Min - Max Dmg | 59 - 78 |
| Min - Max HPs | 1823 |
| Min - Max Mana | |
| Min - Max Armor | 2101 |



## CARETAKER WESTON

| | |
|---|---|
| Min - Max Lvl | 41 |
| Min - Max Dmg | 59 - 78 |
| Min - Max HPs | 1823 |
| Min - Max Mana | |
| Min - Max Armor | 2101 |

## CARRION BIRDS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Akkorai Hatchling | 70 | 63 - 89 | 349 | | 6192 |
| Assault Hardling | 68 - 69 | 231 - 325 | 3271 | | 6192 - 6492 |
| Bonestripper Buzzard | 58 - 59 | 121 - 165 | 3989 - 4142 | | 3435 - 3489 |
| **Swoop**: Inflicts normal damage plus 75 - 76 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Bonestripper Vulture | 61 - 62 | 172 - 240 | 5158 - 5341 | | 4091 - 4391 |
| **Gut Rip**: Reduces an enemy's Stamina by 13 for 2 min. | | | | | |
| Breed of Anzu | 70 | 505 - 714 | 10479 | | 6792 |
| **Screech**: Reduces the attack power of nearby enemies by 15. | | | | | |
| Buzzard | 37 - 39 | 51 - 72 | 1536 - 1678 | | 1593 - 1834 |
| **Infected Wound**: Increases the Physical damage taken by an enemy by 8 - 9 for 30 sec. | | | | | |
| Carrion Horror | 35 - 37 | 51 - 68 | 1403 - 1536 | | 1373 - 1593 |
| **Infected Wound**: Increases the Physical damage taken by an enemy by 8 for 30 sec. | | | | | |
| Carrion Vulture | 50 - 52 | 85 - 112 | 2880 - 3082 | | 2999 - 3108 |
| **Swoop**: Inflicts normal damage plus 66 - 68 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Dire Condor | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |
| **Swoop**: Inflicts normal damage plus 27 - 28 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Dire Raven | 67 - 68 | 220 - 310 | 6326 - 6542 | | 5892 - 6192 |
| **Screech**: Reduces the attack power of nearby enemies by 320. | | | | | |
| Diesal Flyer | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| **Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. | | | | | |
| Diesal Ripper | 39 - 40 | 54 - 74 | 1678 - 1753 | | 1834 - 1964 |
| **Rend Flesh**: Inflicts 50 - 51 damage to an enemy every 3 sec. for 12 sec. | | | | | |
| Diesal Swooper | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |
| **Swoop**: Inflicts normal damage plus 44 - 45 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Elder Mesa Buzzard | 37 - 38 | 51 - 70 | 1536 - 1604 | | 1593 - 1709 |
| **Fevered Fatigue:** Reduces an enemy's Intellect and Spirit by 8 for 30 min. | | | | | |
| Fire Roc | 43 - 45 | 62 - 93 | 1648 - 1774 | 1432 - 1534 | 1958 - 2211 |
| Fire Resistance: 110 | | | | | |
| **Flamespit:** Inflicts Fire damage to an enemy. | | | | | |
| Giant Buzzard | 39 - 41 | 54 - 78 | 1751 - 1902 | | 1834 - 2101 |
| **Infected Wound:** Increases the Physical damage taken by an enemy by 9 for 30 sec. | | | | | |
| Greater Firebird | 46 | 77 - 102 | 2399 | | 2780 |
| Fire Resistance: 110 | | | | | |
| **Crimson Fury**: Gives the caster 3 extra attacks and causes it to inflict additional Fire damage on each successful hit. Lasts 4 sec. | | | | | |
| **Fire Nova:** Inflicts Fire damage to nearby enemies. | | | | | |
| Greater Fleshripper | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Muscle Tear**: Cripples an enemy, inflicting normal damage plus 11 and reducing its Strength by 17 for 5 sec. | | | | | |
| Mesa Buzzard | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1340 - 1373 |
| **Fevered Fatigue:** Reduces an enemy's Intellect and Spirit by 8 for 30 min. | | | | | |
| Mountain Buzzard | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| **Tetanus**: Reduces an enemy's Stamina by 3 for 20 min. | | | | | |
| Plaguewing Vulture | 56 - 58 | 96 - 132 | 3644 - 3876 | | 3327 - 3435 |
| **Swoop**: Inflicts normal damage plus 73 - 75 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| **Fevered Fatigue:** Reduces an enemy's Intellect and Spirit by 11 for 30 min. | | | | | |
| Roc | 41 - 43 | 59 - 88 | 1902 - 2059 | | 2101 - 2397 |
| Rotting Condor | 53 - 55 | 90 - 125 | 3189 - 3398 | | 3163 - 3271 |
| **Swoop**: Inflicts normal damage plus 69 - 72 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Salt Flats Scavenger | 30 - 32 | 42 - 60 | 1050 - 1163 | | 1200 - 1270 |
| **Execute**: Attempts to finish off a wounded enemy, inflicting normal damage plus 242 - 258. Execute can only be used on enemies that have 20% or less health. | | | | | |
| Salt Flats Vulture | 32 - 34 | 45 - 63 | 1163 - 1279 | | 1270 - 1340 |
| **Execute**: Attempts to finish off a wounded enemy, inflicting normal damage plus 258 - 274. Execute can only be used on enemies that have 20% or less health. | | | | | |
| Searing Roc | 47 - 49 | 79 - 110 | 2488 - 2672 | | 2835 - 2944 |
| Fire Resistance: 240 | | | | | |
| **Fevered Fatigue:** Reduces an enemy's Intellect and Spirit by 11 for 30 min. | | | | | |
| Starving Buzzard | 35 - 37 | 49 - 68 | 1403 - 1536 | | 1373 - 1593 |
| Swoop | 7 - 9 | 9 - 16 | 137 - 176 | | 239 - 406 |
| **Swoop**: Inflicts normal damage plus 18 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Talonrip Swoop | 8 - 10 | 10 - 17 | 156 - 198 | | 316 - 512 |
| **Swoop**: Inflicts normal damage plus 15 - 16 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Wayward Buzzard | 35 - 37 | 49 - 68 | 1403 - 1536 | | 1373 - 1593 |
| Wiry Swoop | 5 - 7 | 5 - 12 | 102 - 137 | | 120 - 239 |
| **Swoop**: Inflicts normal damage plus 14 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Young Fleshripper | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |

# CATS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blackwind Scarecat | 70 - 71 | 213 - 307 | 9082 - 9335 | | 6792 - 7089 |
| **Rip:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Broken Tooth | 37 | 32 - 43 | 1603 | | 1593 |
| Corrupted Saber | 5 | 3 - 4 | 408 | | 120 |
| Crag Stalker | 25 - 26 | 29 - 39 | 734 - 788 | | 1026 - 1063 |
| **Surprise Attack:** Inflicts normal damage plus 64 to 71 to an enemy when attacking from stealth, stunning the target for 2.5 sec. | | | | | |
| Darkmaw Cub | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Dunstar Tiger | 7 - 8 | 6 - 9 | 137 - 156 | | 239 - 316 |
| Elder Nightsaber | 8 - 9 | 7 - 11 | 156 - 176 | | 316 - 406 |
| Elder Shadowsnow Panther | 42 - 43 | 47 - 66 | 1981 - 2059 | | 2246 - 2397 |
| Elder Sunkissed | 8 - 9 | 8 - 13 | 156 - 176 | | 316 - 406 |
| Elder Stranglethorn Tiger | 34 - 35 | 31 - 42 | 1279 - 1342 | | 1340 - 1373 |
| **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Enraged Panther | 30 | 127 - 169 | 2865 | | 1200 |
| Feral Mountain Lion | 27 - 28 | 23 - 31 | 840 - 896 | | 1097 - 1130 |
| Feral Nightsaber | 10 - 11 | 10 - 15 | 198 - 222 | | 512 - 538 |
| **Muscle Tear:** Cripples an enemy, inflicting normal damage plus 8 and reducing its Strength by 11 for 5 sec. | | | | | |
| Flatland Cougar | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| Flatland Prowler | 9 | 12 - 16 | 176 | | 406 |
| Frostsaber | 56 - 57 | 72 - 97 | 3644 - 3758 | | 3327 - 3380 |
| Frostsaber Cub | 55 - 56 | 71 - 95 | 3529 - 3644 | | 3271 - 3327 |
| Frostsaber Huntress | 58 - 59 | 75 - 101 | 3876 - 3997 | | 3435 - 3489 |
| **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.<br>**Enrage:** Increases attack speed by 30% Physical damage dealt it deals by 18 for 2 min. | | | | | |
| Frostsaber Ride Watcher | 59 - 60 | 76 - 103 | 3997 - 4120 | | 3489 - 3791 |
| **Enrage:** Increases attack speed by 30% and the Physical damage dealt by 18 for 2 min. | | | | | |
| Frostsaber Stalker | 59 - 60 | 76 - 103 | 3997 - 4120 | | 3489 - 3791 |
| Ghost Saber | 19 - 20 | 28 - 39 | 449 - 484 | | 817 - 852 |
| **Claw:** Claw the enemy, causing 12 to 16 damage. | | | | | |
| Ghostclaw Lynx | 13 - 14 | 14 - 20 | 273 - 300 | | 608 - 642 |
| Ghostclaw Ravager | 16 - 17 | 18 - 25 | 356 - 386 | | 713 - 748 |
| **Exploit Weakness:** Inflicts normal damage plus 31 to 35 on an enemy, but only if attacking from behind. | | | | | |
| Great Cat Spirit | 70 | 125 - 165 | 5468 | | 6792 |
| Grovestalker Lynx | 65 - 66 | 132 - 194 | 5914 - 6116 | | 5291 - 5591 |
| **Dash:** Increases movement speed by 60% for 15 sec. Does not break prowling. | | | | | |
| Hulking Mountain Lion | 33 - 34 | 32 - 44 | 1221 - 1279 | | 1304 - 1340 |
| Humor the Pridelord | 23 | 37 - 48 | 1815 | | 957 |
| **Agonizing Pain:** Increases the Physical damage taken by an enemy by 9 for 15 sec. | | | | | |
| Infected Nightstalker Runt | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| Jaguara Stalker | 41 | 59 - 78 | 1902 | | 2101 |
| **Thrash:** Adds a chance to do two additional attacks | | | | | |
| Juvenile Snow Leopard | 5 - 6 | 4 - 7 | 102 - 120 | | 120 - 174 |
| Mangy Nightsaber | 2 | 2 | 55 | | 16 |
| Moonstalker | 14 - 15 | 13 - 19 | 300 - 328 | | 642 - 677 |
| Moonstalker Matriarch | 19 - 20 | 18 - 25 | 449 - 484 | | 817 - 852 |
| **Summon Moonstalker Runt:** Summons 1 Moonstalker Runt to accompany the caster until dismissed. | | | | | |
| Moonstalker Runt | 16 - 17 | 15 - 21 | 356 - 386 | | 713 - 748 |
| Moonstalker Sire | 17 - 18 | 16 - 23 | 386 - 417 | | 748 - 782 |
| **Exploit Weakness:** Inflicts normal damage plus 33 to 37 on an enemy, but only if attacking from behind. | | | | | |
| Mountain Cougar | 3 | 3 - 4 | 71 | | 41 |
| Mountain Lion | 32 - 33 | 31 - 43 | 1163 - 1221 | | 1270 - 1304 |
| Needles Cougar | 27 - 28 | 28 - 38 | 840 - 896 | | 1097 - 1130 |
| Nightsaber | 5 - 6 | 4 - 6 | 102 - 120 | | 120 - 174 |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Nightsaber Stalker | 7 - 8 | 7 - 11 | 137 - 156 | | 239 - 316 |
| Nightstalker | 8 - 9 | 8 - 13 | 156 - 176 | | 316 - 406 |
| Panther | 32 - 33 | 29 - 40 | 1163 - 1221 | | 1270 - 1304 |
| Ridge Huntress | 38 - 39 | 53 - 72 | 1604 - 1678 | | 1709 - 1834 |
| Ridge Stalker | 36 - 37 | 32 - 44 | 1469 - 1536 | | 1480 - 1593 |
| Ridge Stalker Patriarch | 40 - 41 | 36 - 51 | 1829 - 1902 | | 1964 - 2101 |
| Ripfang Lynx | 68 - 69 | 173 - 256 | 6542 - 6761 | | 6192 - 6492 |
| **Swipe; Dash:** Increases movement speed by 60% for 15 sec. Does not break prowling. | | | | | |
| Sable Jaguar | 67 - 68 | 220 - 325 | 9489 - 9813 | | 5892 - 6192 |
| Savannah Cub | 4 - 5 | 2 - 4 | 86 - 102 | | 76 - 120 |
| Savannah Highmane | 12 - 13 | 13 - 18 | 247 - 273 | | 573 - 608 |
| Savannah Huntress | 11 - 12 | 11 - 16 | 222 - 247 | | 538 - 573 |
| Savannah Matriarch | 17 - 18 | 21 - 30 | 386 - 417 | | 748 - 782 |
| **Savannah Cub:** Summons 1 Savannah Cub to accompany the caster until dismissed. | | | | | |
| Savannah Patriarch | 15 - 16 | 14 - 20 | 328 - 356 | | 677 - 713 |
| Savannah Prowler | 14 - 15 | 14 - 21 | 300 - 328 | | 642 - 677 |
| Shadow Panther | 39 - 40 | 43 - 59 | 1678 - 1753 | | 1834 - 1964 |
| Shadowclaw | 13 | 22 - 29 | 205 | | 608 |
| **Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 7 for 2 min. | | | | | |
| Shadowmaw Panther | 37 - 38 | 38 - 52 | 1536 - 1604 | | 1593 - 1709 |
| Skullsplitter Panther | 40 - 41 | 56 - 78 | 1829 - 1902 | | 1964 - 2101 |
| Skullsplitter Tiger | 40 - 41 | 56 - 78 | 1829 - 1902 | | 1964 - 2101 |
| Snow Leopard | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| Springpaw Lynx | 2 - 3 | 2 - 4 | 55 - 71 | | 16 - 41 |
| Springpaw Matriarch | 9 - 10 | 10 - 14 | 194 - 218 | | 406 - 512 |
| Springpaw Stalker | 6 - 7 | 6 - 9 | 120 - 137 | | 174 - 239 |
| Starving Ghostclaw | 9 - 10 | 9 - 13 | 176 - 198 | | 406 - 512 |
| Starving Mountain Lion | 23 - 24 | 20 - 27 | 617 - 664 | | 957 - 992 |
| Stranglethorn Tiger | 32 - 33 | 29 - 40 | 1163 - 1221 | | 1270 - 1304 |
| Stranglethorn Tigress | 37 - 38 | 33 - 45 | 1536 - 1604 | | 1593 - 1709 |
| Swamp Jaguar | 36 - 37 | 30 - 41 | 1469 - 1536 | | 1480 - 1593 |
| Twilight Runner | 23 - 24 | 23 - 28 | 617 - 664 | | 957 - 992 |
| Young Nightsaber | 1 | 1 - 2 | 42 | | 15 |
| Young Panther | 30 - 31 | 28 - 38 | 1050 - 1107 | | 1200 - 1234 |
| Young Stranglethorn Tiger | 30 - 31 | 28 - 38 | 1050 - 1107 | | 1200 - 1234 |
| Zulian Cub | 60 | 104 - 138 | 3052 | | 3791 |
| Zulian Guardian | 61 | 593 - 786 | 6288 | | 4091 |
| **Claw:** Claw the enemy, causing normal damage plus 100. | | | | | |
| Zulian Panther | 60 | 520 - 689 | 21364 | | 3791 |
| **Exploit Weakness:** Inflicts normal damage plus 178 to 182 on an enemy, but only if attacking from behind; **Rake:** Rake the target for 32 to 48 damage and an additional 72 damage over 9 sec.; **Ravage:** Inflicts normal damage plus 30 to an enemy, stunning it for 2 sec. | | | | | |
| Zulian Prowler | 60 | 83 - 110 | 3052 | | 3791 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Zulian Stalker | 61 | 529 - 702 | 22008 | | 4091 |
| **Ambush:** Ambush the target, causing 292 to 356 damage. | | | | | |
| Zulian Tiger | 60 | 416 - 552 | 9156 | | 3791 |



## CATACLYSM OVERSEER

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 757 - 1071 |
| Min - Max HPs | 69860 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

## CAULDRON LORD BILEMAW

| | |
|---|---|
| Min - Max Lvl | 53 |
| Min - Max Dmg | 90 - 119 |
| Min - Max HPs | 3189 |
| Min - Max Mana | |
| Min - Max Armor | 3163 |



**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Thrash:** Gives the caster 2 extra attacks.

**Infected Wound:** Increases the Physical damage taken by an enemy by 12 for 30 sec.

**Altered Cauldron Toxin:** Damage dealt is decreased by 20%.



## CAULDRON LORD MALVINIOUS

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 87 - 116 |
| Min - Max HPs | 2718 |
| Min - Max Mana | 2117 |
| Min - Max Armor | 2654 |

**Summon Skeleton:** Summons 1 Skeleton to aid the caster in battle for 1 min.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Drain Life:** Drains 360 health from an enemy over 5 sec., transferring it to the caster.

**Altered Cauldron Toxin:** Damage dealt is decreased by 20%.

## CAVALIER DURGEN

| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 91 - 121 |
| Min - Max HPs | 3006 |
| Min - Max Mana | 2241 |
| Min - Max Armor | 2744 |



**Holy Strike:** Consecrates the caster's weapon, inflicting 157-158 additional damage on its next attack. All damage inflicted is based on Holy magic.

**Hammer of Justice:** Stuns an enemy, rendering it unable to move or attack for 6 sec.

**Retribution Aura:** Causes 11-12 Holy damage to any creature that strikes a nearby party member.



## CELEBRAS THE CURSED

| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 323 - 428 |
| Min - Max HPs | 12280 |
| Min - Max Mana | 6348 |
| Min - Max Armor | 2255 |

**Corrupt Forces of Nature:** Summons 3 Forces of Nature to aid the caster in battle for 1 min.

**Twisted Tranquility:** Deals nature damage to enemies in an area over 10 sec, slowing their movement by 70% and increasing the time between their attacks by 300%.

**Wrath:** Hurls a bolt of lightning at an enemy, inflicting Nature damage.

**Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 10 sec.

## CAULDRON LORD RAZARCH

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 83 - 109 |
| Min - Max HPs | 2550 |
| Min - Max Mana | 5206 |
| Min - Max Armor | 1686 |



**Summon Skeleton:** Summons 1 Skeleton to aid the caster in battle for 1 min.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Drain Life:** Drains 365 health from an enemy over 5 sec., transferring it to the caster.

**Altered Cauldron Toxin:** Damage dealt is decreased by 20%.



## CENTIPAAR HIVE

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Centipaar Spitdrencher | 49 - 50 | 82 - 112 | 2672 - 2769 | | 2944 - 2999 |
| **Arcing Smash**: Lashes out in a vicious arc, inflicting damage to enemies in a cone in front of the caster.<br>**Thrash**: Gives the caster 2 extra attacks. | | | | | |
| Centipaar Stinger | 48 - 49 | 81 - 110 | 2578 - 2672 | | 2888 - 2944 |
| **Venom Sting**: Inflicts 151 Nature damage to an enemy, then an additional 11-12 damage every 5 sec. for 45 sec.<br>**Thrash**: Gives the caster 2 extra attacks. | | | | | |
| Centipaar Swarmer | 49 - 50 | 83 - 112 | 2672 - 2769 | | 2944 - 2999 |
| **Thrash**: Gives the caster 2 extra attacks.<br>**Silithid Swarm**: Summons 1 Silithid Swarm to accompany the caster until dismissed. | | | | | |
| Centipaar Tunneler | 47 - 48 | 79 - 107 | 2488 - 2578 | | 2835 - 2888 |
| **Thrash**: Gives the caster 2 extra attacks.<br>**Pierce Armor**: Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Centipaar Wasp | 47 - 48 | 79 - 107 | 2488 - 2578 | | 2835 - 2888 |
| **Thrash**: Gives the caster 2 extra attacks.<br>**Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Centipaar Worker | 48 - 49 | 81 - 110 | 2578 - 2672 | | 2888 - 2944 |
| **Thrash**: Gives the caster 2 extra attacks. | | | | | |

## CAULDRON LORD SOULWRATH

| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 100 - 132 |
| Min - Max HPs | 3876 |
| Min - Max Mana | |
| Min - Max Armor | 3435 |



**Putrid Stench:** Reduces nearby enemies' Strength by 50 and Agility by 50 for 10 sec., as well as preventing them from casting spells.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back.

**Altered Cauldron Toxin:** Damage dealt is decreased by 20%.

## CHANCELLOR BLOODLEAF



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 516 - 728 |
| Min - Max HPs | 22356 |
| Min - Max Mana | 63100 |
| Min - Max Armor | 5474 |

**Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.

**Arcane Missles:** Launches magical missiles at any enemy, inflicting arcane damage each second for 5 sec.



## CHIEF ENGINEER GORK'LONN

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 757 - 1071 |
| Min - Max HPs | 20958 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



## CHARLGA RAZORFLANK

| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 61 - 81 |
| Min - Max HPs | 6900 |
| Min - Max Mana | 2196 |
| Min - Max Armor | 916 |

**Chain Bolt:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing 138 to 156 Nature damage to each.

**Purity:** Makes the caster immune to all attacks and spells for 2 sec.

**Mana Spike:** Restores the caster's mana.

**Renew:** Heals the target for 315 over 15 sec.

## CHIEF ENGINEER LORTHANDER



| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 336 - 474 |
| Min - Max HPs | 10818 |
| Min - Max Mana | 15400 |
| Min - Max Armor | 5235 |

**Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage.

**Arcane Unlocking:** Escape the effects of any stun, immobilization or movement speed reduction effect.

**Slow:** Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec.

## CHARMING COURTESAN



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 937 - 1324 |
| Min - Max HPs | 25150 |
| Min - Max Mana | 31550 |
| Min - Max Armor | 5474 |

**Poisonous Throw:** Throws your weapon, inflicting its 787 to 913% of its damage on the target and inflicts Nature damage every 694 to 806 sec. for 18 sec.



## CHATTER

| | |
|---|---|
| Min - Max Lvl | 23 |
| Min - Max Dmg | 33 - 44 |
| Min - Max HPs | 617 |
| Min - Max Mana | |
| Min - Max Armor | 957 |

**Paralyzing Poison:** Stuns an enemy, rendering it unable to move or attack for 8 sec.

**Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec.



## CHIEF MURGUT

| | |
|---|---|
| Min - Max Lvl | 26 |
| Min - Max Dmg | 37 - 49 |
| Min - Max HPs | 788 |
| Min - Max Mana | |
| Min - Max Armor | 1061 |



## CHIEF SHARPCLAW

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 104 - 138 |
| Min - Max HPs | 15260 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

## CHIEFTAIN MUMMAKI

| | |
|---|---|
| Min - Max Lvl | 64 |
| Min - Max Dmg | 153 - 213 |
| Min - Max HPs | 5715 |
| Min - Max Mana | |
| Min - Max Armor | 4991 |

**Backstab:** Inflicts normal damage plus 115 to an enemy, but only if attacking from behind.

**Vanish:** Puts the caster in stealth mode for 7 sec.







## CHIEF SHARPTUSK THORNMANTLE

| | |
|---|---|
| Min - Max Lvl | 5 |
| Min - Max Dmg | 5 - 7 |
| Min - Max HPs | 102 |
| Min - Max Mana | |
| Min - Max Armor | 120 |

## CHIEFTAIN NEK'ROSH

| | |
|---|---|
| Min - Max Lvl | 26 |
| Min - Max Dmg | 54 - 68 |
| Min - Max HPs | 750 |
| Min - Max Mana | |
| Min - Max Armor | 1061 |

**Battle Shout:** The warrior shouts, increasing the melee attack power of all party members within 20 yards by 57. Lasts 2 min.

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 52 for 30 sec.





## CHIEF UKORZ SANDSCALP

| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 247 - 328 |
| Min - Max HPs | 13433 |
| Min - Max Mana | |
| Min - Max Armor | 2780 |

**Wide Slash:** Inflicts normal damage plus 138 to enemies in a cone in front of the caster.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 90 for 2 min.

**Berserker Stance:** Assumes an aggressive stance that generates rage when the warrior strikes an opponent. Lasts 4 min.

## CHIEFTAIN OOMOOROO

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 15 - 20 |
| Min - Max HPs | 278 |
| Min - Max Mana | |
| Min - Max Armor | 538 |

**Enrage:** Increases the Physical damage dealt by the caster by 11 and speeds its attacks by 30% for 5 sec.

**Strike:** Strikes at an enemy, inflicting increased melee damage.

## CHIEFTAIN BLOODMAW

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 96 - 127 |
| Min - Max HPs | 3644 |
| Min - Max Mana | |
| Min - Max Armor | 3327 |

**Curse of the Deadwood:** Reduces healing effects for an enemy by 50% for 2 min.



## CHIEFTAIN ZUL'MAROSH

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 14 - 18 |
| Min - Max HPs | 208 |
| Min - Max Mana | 205 |
| Min - Max Armor | 450 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 80 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.





## CHIMAERA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Arcane Chimaerok | 60 - 62 | 624 - 859 | 30520 - 32370 | | 3791 - 4391 |
| **Magic Reflection**: Causes an ally to reflect 100% of harmful spells for 10 sec.<br>**Lightning Breath**: Breathes lightning at an enemy, inflicting Nature damage.<br>**Counterspell**: Counters an enemy's spell, preventing the enemy from casting that spell again for 15 sec. Generates a high amount of threat. | | | | | |
| Chillwind Chimaera | 55 - 57 | 94 - 130 | 3529 - 3758 | | 3271 - 3380 |
| **Lightning Breath**: Breathes lightning at an enemy, inflicting Nature damage. | | | | | |
| Chillwind Ravager | 57 - 59 | 98 - 135 | 3758 - 3997 | | 3380 - 3489 |
| **Enrage:** Increases attack speed by 30% and Physical damage dealt by 18 for 2 min.<br>**Chill:** Slows movement. | | | | | |
| Chimaera Matriarch | 28 | 43 - 49 | 876 | | 1130 |
| **Corrosive Poison**: Reduces an enemy's armor by 66 and inflicts 11 - 12 Nature damage every 5 sec. for 30 sec. | | | | | |
| Chimaerok | 60 - 61 | 624 - 842 | 30520 - 31440 | | 3791 - 4091 |
| **Lightning Breath**: Breathes lightning at an enemy, inflicting Nature damage.<br>**Swoop**: Inflicts normal damage plus 234 - 237 to enemies in a cone in front of the caster, stunning them for 2 sec.<br>**Corrosive Venom Spit**: Spits poison at an enemy, inflicting harm, reducing the target's armor, and causing additional Nature damage every 5 sec. for 10 sec. | | | | | |
| Chimaerok Devourer | 61 - 62 | 636 - 859 | 22068 - 22659 | | 4091 - 4391 |
| **Fatal Bite**: Drains 1960 - 1992 health from an enemy, healing the caster for up to twice that amount.<br>**Enrage:** Increases attack speed by 30% and Physical damage dealt by 18 for 2 min. | | | | | |
| Cliff Stormer | 15 - 17 | 24 - 31 | 328 - 386 | | 677 - 748 |
| **Lizard Bolt**: Inflicts 22 to 28 Nature damage to an enemy. | | | | | |
| Fledgling Chillwind | 53 - 55 | 90 - 125 | 3189 - 3398 | | 3163 - 3271 |
| **Venom Spit**: Spits poison at an enemy, causing harm and inflicting additional Nature damage every 5 sec. for 10 sec. | | | | | |
| Fledgling Chimaera | 25 - 27 | 39 - 48 | 734 - 840 | | 1026 - 1097 |
| **Corrosive Poison**: Reduces an enemy's armor by 79 - 84 and inflicts 10 - 11 Nature damage every 5 sec. for 30 sec. | | | | | |
| Mistwing Ravager | 52 - 53 | 82 - 111 | 2466 - 2551 | 1923 - 1982 | 2572 - 2566 |
| **Poisoned Shot**: Inflicts normal damage plus 52 - 53 to an enemy, then an additional 52 - 53 Nature damage every 10 sec. for 1 min. | | | | | |
| Mistwing Rogue | 49 - 50 | 77 - 104 | 2138 - 2215 | 1750 - 1807 | 2389 - 2432 |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Mistwing Chimaera | 68 | 231 - 325 | 6542 | | 6192 |
| **Venom Spit**: Spits poison at an enemy, causing harm and inflicting additional Nature damage every 5 sec. for 10 sec. | | | | | |
| Young Chimaera | 23 - 25 | 33 - 41 | 544 - 622 | 581 - 655 | 800 - 858 |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage. | | | | | |



## CHO'RUSH THE OBSERVER

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 242 - 320 |
| Min - Max HPs | 19536 |
| Min - Max Mana | 9736 |
| Min - Max Armor | 3075 |

C

## CHO'WAR THE PILLAGER

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 489 - 688 |
| Min - Max HPs | 44282 |
| Min - Max Mana | |
| Min - Max Armor | 5892 |

**Mortal Strike:** Inflicts 300% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**Sundering Cleave:** Hacks at the armor of an enemy and its nearby allies, affecting up to 3 targets. A target's armor is reduced by 1608 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Charge:** Charges an enemy, inflicting normal damage plus 0 and stuns the opponent for 2 sec.

**Battle Shout:** Increases the melee attack power of nearby friendly targets by 305 for 2 min.



## CHROMAGGUS

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 3295 - 4368 |
| Min - Max HPs | 1832050 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Enrage:** Increases the caster's attack speed by 50% and the Physical damage it deals by 219 to 281 for 10 min.

**Frenzy**
**Frost Burn**
**Incinerate**
**Time Lapse**
**Corrosive Acid**
**Ignite Flesh**

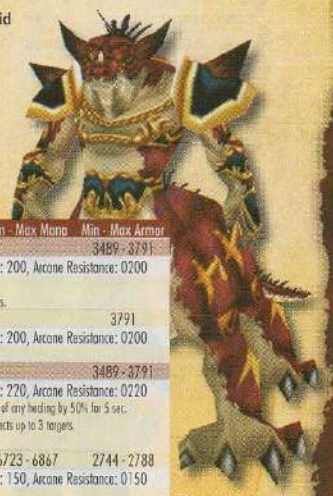




## CHOK'SUL

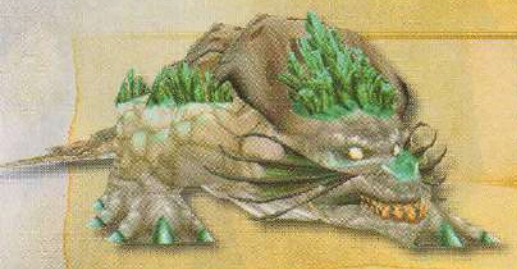
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|---|---|
| Min - Max Lvl | 22 |
| Min - Max Dmg | 54 - 72 |
| Min - Max HPs | 1686 |
| Min - Max Mana | |
| Min - Max Armor | 922 |

**Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back.



## CHROMATIC DRAGONKIN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Chromatic Dragonspawn | 59 - 60 | 382 - 517 | 14805 - 15260 | | 3489 - 3791 |
| Fire Resistance: 200, Nature Resistance: 200, Frost Resistance: 200, Shadow Resistance: 200, Arcane Resistance: 0200<br>**Strike**: Strikes an an enemy, inflicting increased melee damage.<br>**Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |
| Chromatic Drakonid | 60 | 624 - 827 | 24416 | | 3791 |
| Fire Resistance: 200, Nature Resistance: 200, Frost Resistance: 200, Shadow Resistance: 200, Arcane Resistance: 0200<br>**Broad Power**: Block. | | | | | |
| Chromatic Elite Guard | 59 - 60 | 927 - 1255 | 23688 - 24416 | | 3489 - 3791 |
| Fire Resistance: 220, Nature Resistance: 220, Frost Resistance: 220, Shadow Resistance: 220, Arcane Resistance: 0220<br>**Mortal Strike:** Inflicts 300% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.<br>**Knockdown**: Inflicts 147 to 169 damage to an enemy and its nearest allies, stunning them for 2 sec. Affects up to 3 targets.<br>**Strike**: Strikes at an enemy, inflicting increased melee damage. | | | | | |
| Chromatic Whelp | 57 - 58 | 267 - 360 | 3340 - 3446 | 6723 - 6867 | 2744 - 2788 |
| Fire Resistance: 150, Nature Resistance: 150, Frost Resistance: 150, Shadow Resistance: 150, Arcane Resistance: 0150<br>**Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Fireball Volley**: Inflicts Fire damage to nearby enemies.<br>**Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |



## CHOMPER

| | |
|---|---|
| Min - Max Lvl | 26 |
| Min - Max Dmg | 37 - 49 |
| Min - Max HPs | 750 |
| Min - Max Mana | |
| Min - Max Armor | 1061 |

## CHRONALIS

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 952 - 1263 |
| Min - Max HPs | 37728 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Sand Breath:** Inflicts Arcane damage to enemies in a cone in front of the caster, reducing their movement and increasing the time between their attacks for 10 sec.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage.





## CHRONO LORD DEJA

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1455 - 2056 |
| Min - Max HPs | 88545 |
| Min - Max Mana | 33090 |
| Min - Max Armor | 5954 |

**Arcane Blast:** Blasts an enemy with Arcane magic, inflicting normal damage plus 3063 to 3937 and knocking the enemy back.

**Time Lapse:** Increases the time between an enemy's attacks by 60% and slows its movement by 60% for 10 sec.

**Arcane Discharge:** Inflicts 2313 to 2687 Arcane damage to enemies in an area around the caster.

## CLACK THE REAVER

| | |
|---|---|
| Min - Max Lvl | 53 |
| Min - Max Dmg | 90 - 119 |
| Min - Max HPs | 3189 |
| Min - Max Mana | |
| Min - Max Armor | 3163 |

**Venom Sting:** Inflicts 166 Nature damage to an enemy, then an additional 12 damage every 5 sec. for 45 sec.

**Knockdown:** Inflicts 138 to 158 damage to an enemy and its nearest allies, stunning them for 2 sec. Affects up to 3 targets.





## CLAW

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 401 - 562 |
| Min - Max HPs | 53226 |
| Min - Max Mana | |
| Min - Max Armor | 8291 |

**Echoing Roar:** Reduces nearby enemies' armor by 75% for 20 sec.

**Maul:** Adds 150 damage to the next attack.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 192 for 20 sec.

## CHUCKY "TEN THUMBS"

| | |
|---|---|
| Min - Max Lvl | 43 - 44 |
| Min - Max Dmg | 67 - 96 |
| Min - Max HPs | 2059 - 2138 |
| Min - Max Mana | |
| Min - Max Armor | 2397 - 2557 |





## CITIZEN WILKES

| | |
|---|---|
| Min - Max Lvl | 25 |
| Min - Max Dmg | 36 - 48 |
| Min - Max HPs | 713 |
| Min - Max Mana | |
| Min - Max Armor | 1026 |

## THE CLEANER

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 4393 - 5824 |
| Min - Max HPs | 666200 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |





## CLERIC OF KARABOR

| | |
|---|---|
| Min - Max Lvl | 69 - 70 |
| Min - Max Dmg | 242 - 357 |
| Min - Max HPs | 6761 - 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6492 - 6792 |



## CLUTCHMOTHER ZAVAS

**Pierce Armor:** Reduces an enemy's armor by 75% for 20 sec.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

| | |
|---|---|
| Min - Max Lvl | 54 |
| Min - Max Dmg | 92 - 122 |
| Min - Max HPs | 3293 |
| Min - Max Mana | |
| Min - Max Armor | 3216 |



## COHLIEN FROSTWEAVER

**Ice Barrier:** Instantly shields the caster, absorbing 650 damage. Lasts 30 sec. While the shield holds, spells will not be interrupted.

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 214 - 301 |
| Min - Max HPs | 6803 |
| Min - Max Mana | 5982 |
| Min - Max Armor | 4995 |



## CLUNK

| | |
|---|---|
| Min - Max Lvl | 44 |
| Min - Max Dmg | 72 - 96 |
| Min - Max HPs | 1782 |
| Min - Max Mana | |
| Min - Max Armor | 2557 |



## COILFANG NAGA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Coilfang Ambusher | 70 | 2343 - 3313 | 27945 | 3155 | 5474 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Spread Shot**: Fires a volley of missiles at an enemy and its nearby allies, striking targets for normal damage plus 3500. | | | | | |
| Coilfang Beast-Tamer | 71 | 7188 - 10166 | 251335 | | 7089 |
| **Throw**: Throws a weapon at an enemy, inflicting Physical damage.<br>**Cleave**: Inflicts weapon damage plus 135 to an enemy and its nearest ally.<br>**Bestial Wrath**: Send your pet into a rage causing 50% additional damage for 18 sec. While enraged, the beast does not feel pity or remorse or fear and it cannot be stopped unless killed. | | | | | |
| Coilfang Champion | 63 | 724 - 1009 | 16028 | | 4691 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Sunder Armor**: Hacks at an enemy's armor, reducing it by 1512 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.<br>**Intimidating Shout**: Shouts at an enemy, paralyzing it with terror for 8 sec. and causing all other nearby enemies to flee in fear. | | | | | |
| Coilfang Collaborator | 62 | 413 - 575 | 15489 | | 4391 |
| **Cripple**: Increases the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec.<br>**Revenge**: Instantly counterattack an enemy for 287 to 313 damage. Revenge must follow a block, dodge, or parry.<br>**Enrage**: Increases the caster's attack speed by 60% and the Physical damage it deals by 122 for 2 min. | | | | | |
| Coilfang Defender | 63 | 724 - 1009 | 16028 | | 4691 |
| **Shield Slam**: Inflicts 146 damage to an enemy, stunning it for 2 sec.<br>**Spell Reflection**: Encases the caster in a magical shield, causing spells to be reflected back upon their target 50% of the time. | | | | | |
| Coilfang Elite | 70 | 7890 - 11156 | 174650 | | 6792 |
| **Cleave**: Inflicts weapon damage plus 125 to an enemy and its nearest ally.<br>**Hamstring**: Inflicts weapon damage plus 20 to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |
| Coilfang Emissary | 63 | 252 - 352 | 8844 | 10480 | 3795 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.<br>**Water Spout**: Creates a powerful sprout of water beneath the target, dealing 463 to 537 Frost damage and knocking them high into the air.<br>**Arcane Explosion**: Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies. | | | | | |
| Coilfang Enchantress | 62 | 640 - 889 | 12395 | 2568 | 3555 |
| **Entangling Roots**: Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 8 sec.<br>**Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Lightning Cloud**: Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 18 to 22 Nature damage and inflicting 18 to 22 additional damage every 5 sec. | | | | | |
| Coilfang Engineer | 70 | 1177 - 1664 | 20259 | | 6792 |
| **Net**: Immobilizes an enemy for 6 sec.<br>**Bomb**: Bombs all enemies in a selected area, inflicting Fire damage. | | | | | |
| Coilfang Fathom-Witch | 71 | 3812 - 5386 | 143600 | 48465 | 5714 |
| **Domination**: Takes control of a humanoid enemy up to level 100 for 10 sec.<br>**Shadow Nova**<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Coilfang Guardian | 70 | 7574 - 10710 | 69860 | | 6792 |
| **Arcing Smash**: Lashes out in a vicious arc, inflicting normal damage plus 125 to enemies in a cone in front of the caster.<br>**Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |
| Coilfang Hate-Screamer | 71 | 3812 - 5386 | 143600 | 48465 | 5714 |
| **Silence**: Silences an enemy, preventing it from casting spells for 5 sec.<br>**Sonic Scream** | | | | | |
| Coilfang Lapor | 70 | 410 - 579 | 5589 | 3155 | 5474 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Strike**: Strikes at an enemy, inflicting increased melee damage.<br>**Heal**: Calls upon Holy magic to heal an ally.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Sunder Armor**: Hacks at an enemy's armor, reducing it by 0 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.<br>**Fire Blast**: Inflicts Fire damage to an enemy.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Coilfang Myrmidon | 70 | 1177 - 1664 | 20259 | | 6792 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Execute**: Attempts to finish off a wounded enemy, inflicting normal damage plus 562. Execute can only be used on enemies that have 20% or less health. | | | | | |
| Coilfang Observer | 62 | 640 - 889 | 12395 | 2568 | 3555 |
| **Immolate**: Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec.<br>**Heavy Dynamite.** | | | | | |
| Coilfang Oracle | 70 | 1092 - 1543 | 16208 | 15775 | 5474 |
| **Sonic Burst**: Inflicts normal damage plus 175 on nearby enemies, preventing them from spellcasting for 6 sec.<br>**Heal**: Calls upon Holy magic to heal an ally.<br>**Frost Shock**: Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec. | | | | | |
| Coilfang Priestess | 71 | 3812 - 5386 | 143600 | 48465 | 5714 |
| **Greater Heal**: Calls upon Holy magic to heal an ally.<br>**Holy Smite**: Smites an enemy, inflicting 3150 to 3850 Holy damage.<br>**Holy Fire**: Consumes an enemy in flames, burning it and inflicting additional Fire damage every 2 sec. over 8 sec. | | | | | |
| Coilfang Scale-Healer | 62 - 63 | 640 - 937 | 12395 - 12824 | 2568 - 2620 | 3555 - 3795 |
| **Holy Nova**: Causes an explosion of holy light around the caster, causing 720 to 880 Holy damage to all enemy targets within 10 yards and healing all party members within 10 yards for 360 to 440. These effects cause no threat.<br>**Heal**: Calls upon Holy magic to heal an ally.<br>**Power Word**: Shield: Wraps an ally in a shield that lasts up to 30 sec., absorbing a maximum of 849 - 863 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks. | | | | | |
| Coilfang Serpentguard | 71 | 6675 - 9440 | 179525 | | 7089 |
| **Spell Reflection** | | | | | |
| Coilfang Shatterer | 71 | 6675 - 9440 | 179525 | | 7089 |
| **Shatter Armor**: Reduces an enemy's armor by 50% for 15 sec. Reduces an enemy's damage by 35% for 15 sec.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Coilfang Siren | 70 | 1092 - 1543 | 16208 | 15775 | 5474 |
| **Fear**: Strikes fear in an enemy, causing it to flee in terror for 4 sec.<br>**Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Arcane Flare**: Burns the enemy for Arcane damage and inflicts additional damage over 12 sec. | | | | | |
| Coilfang Slavehandler | 62 - 63 | 727 - 1065 | 16023 - 16581 | | 4391 - 4691 |
| **Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.<br>**Head Crack**: Reduces an enemy's Stamina by 1 for 20 sec. | | | | | |
| Coilfang Slavemaster | 70 | 1177 - 1664 | 20259 | | 6792 |
| **Geyser**: Knocks nearby enemies back and reduces their movement speed by 50% for 5 sec.<br>**Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.<br>**Enrage**: Increases the caster's attack speed by 60% and the Physical damage it deals by 138 for 2 min.<br>**Fiend Fury**: Sends the caster into a rage that lasts 10 sec., increasing the Physical damage it deals by 45, but increasing the time between its attacks by 50%. | | | | | |
| Coilfang Soothsayer | 62 | 523 - 752 | 10843 | 6015 | 2223 |
| **Domination**: Takes control of a humanoid enemy up to level 70 for 10 sec.<br>**Decayed Intellect**: Reduces your Intellect by 25%.<br>**Arcane Missiles**: Launches magical missiles at an enemy, inflicting arcane damage each second for 5 sec. | | | | | |
| Coilfang Sorceress | 70 | 1092 - 1543 | 22356 | 15775 | 5474 |
| **Blizzard**: Calls down a blizzard that lasts 10 sec., inflicting 840 Frost damage every 2 sec. to all enemies in a selected area.<br>**Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Coilfang Technician | 63 | 672 - 937 | 12824 | 2620 | 3795 |
| **Blizzard**: Calls down a blizzard that lasts 10 sec., inflicting 756 Frost damage every 2 sec. to all enemies in a selected area.<br>**Rain of Fire**: Calls down a molten rain, burning all enemies in a selected area for 548 Fire damage every 3 sec. for 9 sec.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Coilfang Warrior | 70 | 1177 - 1664 | 20259 | | 6792 |
| **Defensive Stance**: Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.<br>**Mortal Blow**: Reduces an enemy's Stamina by 1 and attack speed by 25% for 12 sec.<br>**Battle Shout**: Increases the melee attack power of nearby friendly targets by 318 for 2 min. | | | | | |



## COILSKAR GENERAL

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 10782 - 15249 |
| Min - Max HPs | 287240 |
| Min - Max Mana | |
| Min - Max Armor | 7089 |

**Free Friend**: Frees a nearby ally from the enemy's incapacitating effects.

**Booming Voice**: Increases the melee attack speed and reduces the casting time of nearby friendly targets by 238% for 30 sec.

**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.



## COLONEL KURZEN

| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 48 - 63 |
| Min - Max HPs | 2286 |
| Min - Max Mana | |
| Min - Max Armor | 1964 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

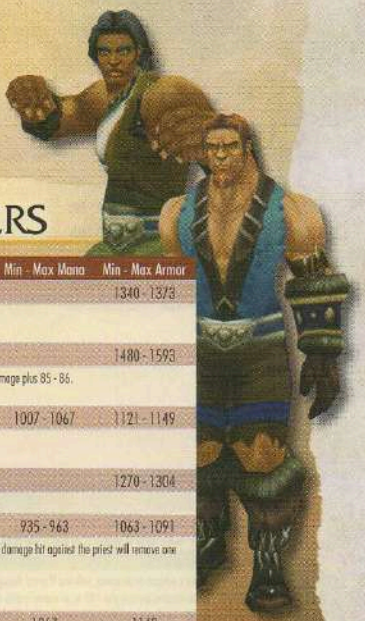
**Smoke Bomb:** Casts a smoke bomb, stunning nearby enemies for 3 sec. and putting the caster into stealth mode.

**Garrote:** Inflicts 36 damage to an enemy every 3 sec. for 18 sec. when attacking from stealth.



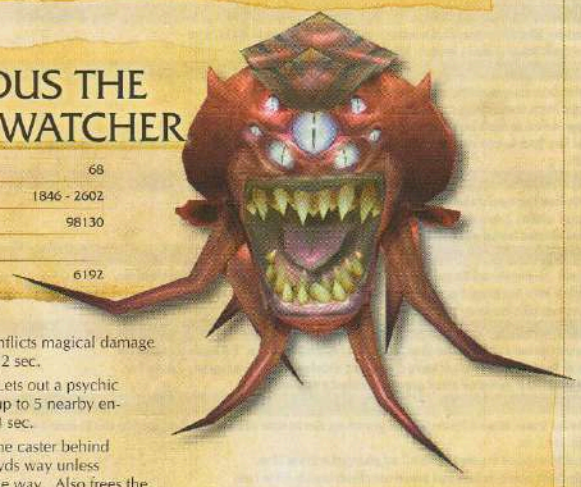
## COILSKAR NAGA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Coilskar Assassin | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Coilskar Commander | 70 | 252 - 357 | 6986 | | 6792 |
| Coilskar Defender | 68 | 231 - 325 | 6542 | | 6192 |
| **Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec. **Shield Block**: Increases the caster's chance to block by 75% for 6 sec., but will only block 1 attacks. | | | | | |
| Coilskar Harpooner | 71 | 4764 - 6732 | 172320 | 129240 | 5714 |
| **Hooked Net**: Immobilizes nearby enemies for 6 sec. and inflicts Physical damage. **Spear Throw**: Throws a weapon at an enemy, inflicting Physical damage. **Harpooner's Mark**: Places the Harpooner's Mark on the Target. This forces any nearby Dragon Turtles to | | | | | |
| Coilskar Muckwatcher | 70 | 252 - 357 | 6986 | | 6792 |
| **Battle Shout**: Increases the melee attack power of nearby friendly targets by 314 for 20 sec. **Stab**: Inflicts normal damage plus 50 to an enemy while casting. | | | | | |
| Coilskar Myrmidon | 69 - 70 | 242 - 357 | 6761 - 6986 | | 6492 - 6792 |
| **Boiling Blood**: Increases target's damage taken by 20 and damage dealt by 10. | | | | | |
| Coilskar Screamer | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Coilskar Sea Caller | 71 | 3812 - 5386 | 172320 | 129240 | 5714 |
| **Forked Lightning**: Inflicts Nature damage to enemies in a cone in front of the caster. **Hurricane**: Creates a violent storm in the target area causing 1665 to 1935 Nature damage to enemies every 3 sec, and increasing the time between the attacks of enemies by 67%. Lasts 20 sec. Druid must channel to maintain the spell. | | | | | |
| Coilskar Siren | 68 - 69 | 214 - 316 | 5233 - 5409 | 2991 - 3080 | 4995 - 5235 |
| **Water Bolt**: Hurls a watery bolt at an enemy, inflicting 63 to 77 Frost damage. **Viscous Shield**: Coats the caster in water, protecting them against physical attacks for a short time. | | | | | |
| Coilskar Soothsayer | 71 | 3812 - 5386 | 172320 | 129240 | 5714 |
| **Holy Nova**: Causes an explosion of divine light, inflicting 1750 to 2250 Holy damage to nearby enemies and reducing the caster's threat level. **Restoration**: Heals an ally every 3 sec. for 15 sec. | | | | | |
| Coilskar Sorceress | 69 - 70 | 224 - 331 | 5409 - 5589 | 3080 - 3155 | 5235 - 5474 |
| **Water Bolt**: Hurls a watery bolt at an enemy, inflicting 63 to 77 Frost damage. **Viscous Shield**: Coats the caster in water, protecting them against physical attacks for a short time. | | | | | |
| Coilskar Waterkeeper | 69 | 224 - 316 | 5409 | 3080 | 5235 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. **Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Coilskar Wrangler | 71 | 7147 - 10099 | 172320 | 32310 | 5714 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. **Lightning Prod**: Strikes an enemy with a lightning bolt that jumps to nearby enemies. The spell affects up to 0 targets, inflicting 2775 to 3225 Nature damage to each target. **Electric Spur**: Frenzies a nearby Leviathan, increasing its rate of attack. | | | | | |



## KURZEN'S FOLLOWERS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Kurzen Commando | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1340 - 1373 |
| **Backstab**: Backstab the target, causing 150% weapon damage plus 69 to the target. **Smoke Bomb**: Casts a smoke bomb, stunning nearby enemies for 4 sec. | | | | | |
| Kurzen Elite | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| **Whirlwind**: Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 85 - 86. **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally. | | | | | |
| Kurzen Headsmasher | 34 - 35 | 44 - 60 | 1064 - 1110 | 1007 - 1067 | 1121 - 1149 |
| **Shrink**: Reduces an enemy's Strength by 10 and Stamina by 10 for 2 min. **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Kurzen Jungle Fighter | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |
| **Improved Blocking III** | | | | | |
| Kurzen Medicine Man | 32 - 33 | 42 - 57 | 977 - 1021 | 935 - 963 | 1063 - 1091 |
| **Inner Fire**: A burst of Holy energy fills the caster, increasing armor by 315. Each melee or ranged damage hit against the priest will remove one charge. Lasts 10 min, or until 20 charges are used. **Heal**: Heal your target for 703 to 799. **Renew**: Heals the target for 315 over 15 sec. | | | | | |
| Kurzen Mindslave | 35 | 45 - 60 | 1110 | 1067 | 1149 |
| **Heal**: Calls upon Holy magic to heal an ally. **Smoke Bomb**: Casts a smoke bomb, stunning nearby enemies for 4 sec. | | | | | |
| Kurzen Shadow Hunter | 38 | 53 - 70 | 1604 | | 1709 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage. **Poisoned Shot**: Inflicts normal damage plus 38 to an enemy, then an additional 38 Nature damage every 10 sec. for 1 min. | | | | | |
| Kurzen Subchief | 38 | 49 - 65 | 1305 | 1189 | 1418 |
| **Flame Shock**: Instantly sears the target with fire, causing 94 - 95 Fire damage immediately and 96 Fire damage over 12 sec. | | | | | |
| Kurzen War Panther | 32 - 33 | 29 - 40 | 1163 - 1221 | | 1270 - 1304 |
| Kurzen War Tiger | 32 - 33 | 29 - 40 | 1162 - 1221 | | 1270 - 1304 |
| Kurzen Witch Doctor | 36 - 37 | 46 - 63 | 1208 - 1257 | 1097 - 1142 | 1234 - 1325 |
| **Searing Totem**: Summons a Searing Totem with 5 health at your feet for 40 sec that repeatedly attacks an enemy within 20 yards for 19 to 25 Fire damage. **Purge**: Purges the enemy target, removing 1 beneficial magic effect. | | | | | |
| Kurzen Wrangler | 34 | 44 - 58 | 1064 | 1007 | 1121 |
| **Net**: Immobilizes an enemy for 6 sec. | | | | | |
| Kurzen's Agent | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |



## COLLIDUS THE WARP-WATCHER

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 1846 - 2602 |
| Min - Max HPs | 98130 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |

**Focused Bursts:** Inflicts magical damage to an enemy for 12 sec.

**Psychic Scream:** Lets out a psychic scream, causing up to 5 nearby enemies to flee for 4 sec.

**Blink:** Teleports the caster behind a target up to 20 yds way unless something is in the way. Also frees the caster from any bonds.



## COLONEL ZERRAN

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 1977 - 2621 |
| Min - Max HPs | 56627 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 1000 per Sunder Armor. Can be applied up to 5 times. Lasts 20 sec.

## COLOSSAL ANUBISATH WARBRINGER



| | |
|---|---|
| Min - Max Lvl | 61 - 62 |
| Min - Max Dmg | 2328 - 3149 |
| Min - Max HPs | 345840 - 356070 |
| Min - Max Mana | |
| Min - Max Armor | 4091 - 4391 |

**Cleave:** Inflicts normal damage plus 305 - 310 to an enemy and its nearest allies, affecting up to 10 targets.

**War Stomp:** Inflicts normal damage plus 66 - 67 to nearby enemies, stunning them for 5 sec.

**Smash:** Smashes the ground, inflicting 810 to 990 damage to nearby enemies.

## COLOSSUS OF ZORA

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 6370 - 8445 |
| Min - Max HPs | 3331000 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Colossal Smash**



## COLOSSUS LURKER



| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 6418 - 9077 |
| Min - Max HPs | 143620 |
| Min - Max Mana | |
| Min - Max Armor | 7089 |



## COMAR VILLARD

| | |
|---|---|
| Min - Max Lvl | 22 |
| Min - Max Dmg | 30 - 39 |
| Min - Max HPs | 508 |
| Min - Max Mana | 545 |
| Min - Max Armor | 770 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Thrash:** Adds a chance to do two additional attacks

**Gouge:** Causes 10 damage, incapacitating the opponent for 4 sec, and turns off your attack. Target must be facing you. Any damage caused will revive the target. Awards 1 combo point.

## COLOSSUS OF ASHI

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 6370 - 8445 |
| Min - Max HPs | 3331000 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Colossal Smash**



## COMMANDER DAWNFORGE

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 231 - 325 |
| Min - Max HPs | 6542 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |

**Spellbreaker:** Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any spellcasting by 75% for 6 sec.

**Forceful Cleave:** Inflicts weapon damage plus 102 to an enemy and its nearest ally and knocks them back.





## COLOSSUS OF REGAL

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 6370 - 8445 |
| Min - Max HPs | 3331000 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Colossal Smash**



## COMMANDER FELSTROM

| | |
|---|---|
| Min - Max Lvl | 32 |
| Min - Max Dmg | 45 - 60 |
| Min - Max HPs | 1163 |
| Min - Max Mana | |
| Min - Max Armor | 1270 |

**Felstrom Resurrection:** Kills the caster to summon a copy of itself.



## COMMANDER GOR'SHAK

| | |
|---|---|
| Min - Max Lvl | 54 |
| Min - Max Dmg | 313 - 415 |
| Min - Max HPs | 7599 |
| Min - Max Mana | |
| Min - Max Armor | 3216 |

## CONJURER LUMINRATH

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 214 - 301 |
| Min - Max HPs | 6803 |
| Min - Max Mana | 5982 |
| Min - Max Armor | 4995 |

**Lightning Bolt:** Blast an enemy with lightning, inflicting Nature damage.

**Blink:** Teleports the caster 20 yds. forward. Also frees the caster from any bonds.

**Summon Dancing Sword:** Summons 1 Dancing Sword to aid the caster in battle for 30 sec.





## COMMANDER HOGARTH

| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 122 - 165 |
| Min - Max HPs | 4142 |
| Min - Max Mana | |
| Min - Max Armor | 3489 |

**Strike:** Strikes at an enemy, inflicting weapon damage plus 92.

**Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.



## CONQUERED SOUL OF THE BLIGHTCALLER

**Incapacitating Shout:** Reduces the movement speed of nearby enemies by 60% for 1 min.

| | |
|---|---|
| Min - Max Lvl | 58 - 59 |
| Min - Max Dmg | 200 - 270 |
| Min - Max HPs | 861 - 888 |
| Min - Max Mana | |
| Min - Max Armor | 3435 - 3489 |



## COMMANDER SARANNIS

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1523 - 2154 |
| Min - Max HPs | 110700 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Arcane Devastation:** An instant weapon attack that causes 50% of weapon damage plus an additional 1200 damage for each application of Arcane Resonance on the target.



## CONSORTIUM

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Consortium Clobber | 65 | 186 - 260 | 14193 | 8370 | 4275 |
| Consortium Engineer | 63 - 65 | 543 - 843 | 27635 - 29570 | | 4691 - 5291 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Consortium Gemcutter | 65 | 186 - 260 | 14193 | 8370 | 4275 |
| Consortium Laborer | 61 - 64 | 478 - 800 | 25790 - 28575 | | 4091 - 4991 |
| Consortium Nether Runner | 65 | 186 - 260 | 14193 | 8370 | 4275 |
| Consortium Overseer | 65 | 186 - 260 | 14193 | 8370 | 4275 |
| Consortium Prospector | 65 | 186 - 260 | 14193 | 8370 | 4275 |

## COMMANDER SPRINGVALE

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 68 - 91 |
| Min - Max HPs | 2165 |
| Min - Max Mana | 980 |
| Min - Max Armor | 712 |

**Hammer of Justice:** Stuns the target for 4 sec.

**Holy Light:** Heals a friendly target for 305 to 351.

**Divine Shield:** Protects the paladin from all damage and spells for 10 sec, but increases the time between your attacks by 100%. Once protected, the target cannot be made invulnerable by Divine Shield, Divine Protection, Blessing of Protection again or use Avenging Wrath for 1 min.



## COOKIE

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 72 - 96 |
| Min - Max HPs | 2904 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

**Cookie's Cooking:** Heals the caster for 111 to 129.

**Acid Splash:** Inflicts 50 Nature damage to nearby enemies every 5 sec. for 30 sec.



# COROK THE MIGHTY

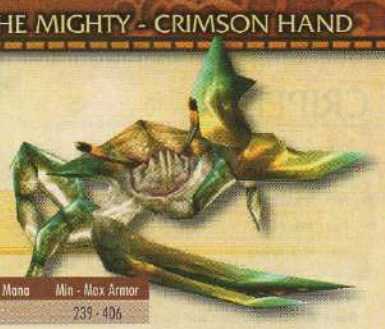
| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 833 - 1178 |
| Min - Max HPs | 27944 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Stomp:** Stomps the ground, inflicting normal damage to nearby enemies and knocking them back.

**Trample:** Inflicts Physical damage to nearby enemies.



# CRABS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Barbed Crawler | 7 - 9 | 9 - 16 | 137 - 176 | | 239 - 406 |
| **Thorns**: Thorns sprout from the friendly target causing 3 - 4 Nature damage to attackers when hit. Lasts 10 min. | | | | | |
| Barbed Crustacean | 23 | 25 - 33 | 1392 | | 1419 |
| Clobbering Crawler | 19 - 20 | 28 - 39 | 449 - 484 | | 1211 - 1263 |
| Corrupted Surf Crawler | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Decayed Strength**: Reduces an enemy's Strength by 2 for 5 min. | | | | | |
| Drysnap Crawler | 33 - 34 | 43 - 58 | 928 - 967 | 963 - 1007 | 1351 - 1388 |
| **Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 396 - 408, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.<br>**Frost Shock**: Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec. | | | | | |
| Drysnap Pincer | 34 - 35 | 47 - 64 | 1163 - 1220 | | 1664 - 1705 |
| **Sunder Armor**: Hacks at an enemy's armor, reducing it by 0 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.<br>**Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Encrusted Surf Crawler | 9 - 10 | 12 - 17 | 176 - 198 | | 463 - 585 |
| **Quick Sidestep**: Increases the caster's chance to dodge by 50% for 6 sec. | | | | | |
| Encrusted Tide Crawler | 18 - 20 | 26 - 39 | 417 - 484 | | 1159 - 1263 |
| **Infected Wound**: Increases the Physical damage taken by an enemy by 3 - 4 for 30 sec. | | | | | |
| Enraged Reef Crawler | 30 - 32 | 42 - 60 | 955 - 1057 | | 1780 - 1884 |
| **Enrage** | | | | | |
| Monstrous Crawler | 43 - 44 | 67 - 96 | 1716 - 1782 | | 3568 - 3808 |
| Mud Crawler | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| Pygmy Surf Crawler | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |
| Pygmy Tide Crawler | 9 - 10 | 12 - 17 | 176 - 198 | | 599 - 758 |
| Raging Reef Crawler | 20 - 21 | 29 - 40 | 494 - 531 | | 1263 - 1317 |
| **Thrash**: Gives the caster 2 extra attacks. | | | | | |
| Reef Crawler | 15 - 17 | 22 - 33 | 328 - 386 | | 1003 - 1109 |
| **Muscle Tear**: Cripples an enemy, inflicting normal damage plus 11 and reducing its Strength by 16 for 5 sec. | | | | | |
| Sand Crawler | 13 - 14 | 18 - 27 | 273 - 300 | | 783 - 827 |
| Sea Crawler | 15 - 16 | 22 - 31 | 328 - 356 | | 872 - 919 |
| Shore Crawler | 17 - 18 | 25 - 35 | 386 - 417 | | 964 - 1008 |
| Skittish Protector | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |
| Silt Crawler | 40 - 41 | 56 - 78 | 1829 - 1902 | | 2921 - 3125 |
| Skittering Crawler | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| Skittering Crustacean | 22 | 54 - 72 | 1686 | | 922 |
| Snapping Crustacean | 22 - 23 | 54 - 75 | 1686 - 1815 | | 922 - 957 |
| Southern Sand Crawler | 40 - 41 | 56 - 78 | 1829 - 1902 | | 2921 - 3125 |
| Spined Crawler | 20 - 21 | 29 - 40 | 494 - 531 | | 1263 - 1317 |
| Surf Crawler | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| Tide Crawler | 12 - 14 | 17 - 27 | 247 - 300 | | 849 - 951 |
| Young Reef Crawler | 10 - 11 | 13 - 20 | 198 - 222 | | 758 - 797 |

# CORRUPTOR

| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 62 - 83 |
| Min - Max HPs | 1238 |
| Min - Max Mana | |
| Min - Max Armor | 2246 |

**Noxious Catalyst:** Reduces an enemy's Nature resistance by 31 for 2 min.

**Corruption:** Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec.





# CRANKY BENJ

| | |
|---|---|
| Min - Max Lvl | 32 |
| Min - Max Dmg | 45 - 60 |
| Min - Max HPs | 1163 |
| Min - Max Mana | |
| Min - Max Armor | 1884 |
| Frost Resistance: 75 | |

# COSMIC INFUSER



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 3787 - 5355 |
| Min - Max HPs | 251496 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Heal:** Calls upon Holy magic to heal an ally.

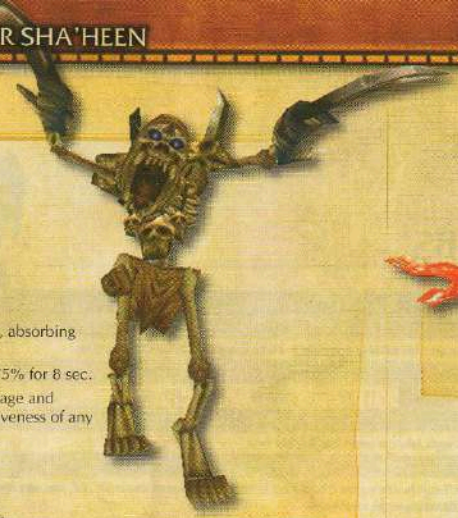
**Holy Nova:** Causes an explosion of divine light, inflicting 875 to 1125 Holy damage to nearby enemies and reducing the caster's threat level.

# CREEPTHESS

| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 34 - 46 |
| Min - Max HPs | 664 |
| Min - Max Mana | |
| Min - Max Armor | 992 |



## CRIPPLER



| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 361 - 506 |
| Min - Max HPs | 11828 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |

**Bone Armor:** Encases the caster in bone armor, absorbing 879 to 1021 damage for 1 min.

**Pierce Armor:** Reduces an enemy's armor by 75% for 8 sec.

**Debilitating Strike:** Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any physical attacks for 5 sec.

## CRUELFIN



| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 17 - 22 |
| Min - Max HPs | 247 |
| Min - Max Mana | |
| Min - Max Armor | 573 |



## CROCOLISKS

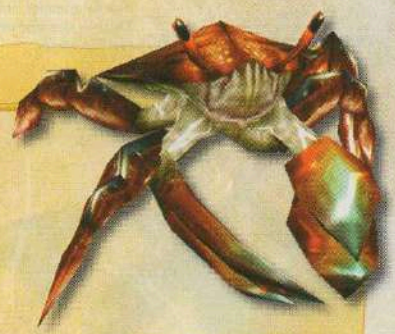
| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Barbscale Crocolisk | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Thorns:** Thorns sprout from the friendly target causing 43 - 44 Nature damage to attackers when hit. Lasts Until Cancelled. **Tendon Rip:** Reduces an enemy's movement speed by 70% for 8 sec. | | | | | |
| Corrupted Dreadmaw Crocolisk | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |
| **Decayed Agility:** Reduces an enemy's Agility by 2 for 5 min. | | | | | |
| Darkwater Crocolisk | 67 - 68 | 330 - 487 | 9489 - 9813 | | 3892 - 6192 |
| Dreadmaw Crocolisk | 9 - 11 | 12 - 20 | 176 - 222 | | 406 - 538 |
| **Muscle Tear:** Cripples an enemy, inflicting normal damage plus 7 - 8 and reducing its Strength by 6 for 5 sec. | | | | | |
| Drywallow Crocolisk | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| Drywallow Dragonmaw | 39 - 40 | 54 - 74 | 1750 - 1829 | | 1834 - 1964 |
| **Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Drywallow Snapper | 37 - 38 | 51 - 70 | 1536 - 1604 | | 1593 - 1709 |
| **Vicious Bite:** Bites an enemy, inflicting Physical damage. | | | | | |
| Drywallow Vicejaw | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| Elder Saltwater Crocolisk | 38 | 53 - 70 | 1604 | | 2539 |
| **Tendon Rip:** Reduces an enemy's movement speed by 62% for 8 sec. | | | | | |
| Giant Wetlands Crocolisk | 25 - 26 | 36 - 49 | 734 - 788 | | 1026 - 1061 |
| **Tendon Rip:** Reduces an enemy's movement speed by 50% for 8 sec. | | | | | |
| Large Loch Crocolisk | 22 | 32 - 42 | 573 | | 922 |
| **Infected Wound:** Increases the Physical damage taken by an enemy by 4 - 4 for 30 sec. | | | | | |
| Loch Crocolisk | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |
| **Thrash:** Adds a chance to do two additional attacks | | | | | |
| Mottled Drywallow Crocolisk | 38 - 39 | 49 - 67 | 1305 - 1357 | 1189 - 1236 | 1418 - 1517 |
| River Crocolisk | 30 - 31 | 42 - 58 | 1050 - 1107 | | 1200 - 1234 |
| **Tendon Rip:** Reduces an enemy's movement speed by 55% for 8 sec. | | | | | |
| Saltwater Crocolisk | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| **Tendon Rip:** Reduces an enemy's movement speed by 59% for 8 sec. | | | | | |
| Sawtooth Crocolisk | 38 - 39 | 58 - 79 | 1604 - 1678 | | 1709 - 1834 |
| Sawtooth Snapper | 41 - 42 | 65 - 91 | 1902 - 1981 | | 2101 - 2246 |
| **Tendon Rip:** Reduces an enemy's movement speed by 65% for 8 sec. | | | | | |
| Snapjaw Crocolisk | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| **Tendon Rip:** Reduces an enemy's movement speed by 60% for 8 sec. | | | | | |
| Wetlands Crocolisk | 23 - 24 | 36 - 50 | 617 - 664 | | 957 - 992 |
| Young Sawtooth Crocolisk | 35 - 36 | 53 - 73 | 1403 - 1469 | | 1373 - 1480 |
| Young Wetlands Crocolisk | 21 - 22 | 34 - 47 | 531 - 573 | | 888 - 922 |
| Zulian Crocolisk | 60 | 416 - 552 | 9156 | | 3791 |
| **Tendon Rip:** Reduces an enemy's movement speed by 25% for 8 sec. **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |

## CRUSHRIDGE OGRES



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Crushridge Brute | 35 - 36 | 73 - 99 | 1220 - 1277 | | 841 - 906 |
| Crushridge Enforcer | 38 - 39 | 53 - 72 | 1395 - 1459 | | 1709 - 1834 |
| **Intimidation:** Intimidates an enemy, causing it to flee in terror for 3 sec. Only 1 target can be feared at a time. **Head Crack:** Reduces an enemy's Stamina by 19 for 20 sec. | | | | | |
| Crushridge Mauler | 37 - 38 | 44 - 60 | 970 - 1004 | 36 - 52 | 858 - 915 |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. **Bloodlust:** Increases an ally's attack speed by 30% for 30 sec. | | | | | |
| Crushridge Mauler | 36 - 37 | 50 - 68 | 1277 - 1336 | | 1480 - 1593 |
| **Backhand:** Backhands an enemy, stunning it for 2 sec. **Strike:** Strikes at an enemy, inflicting weapon damage plus 57 - 59. | | | | | |
| Crushridge Ogre | 34 - 35 | 47 - 64 | 1163 - 1220 | | 1340 - 1373 |
| Crushridge Plunderer | 36 - 37 | 85 - 116 | 1277 - 1336 | | 1480 - 1593 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally. **Bomb:** Bombs all enemies in a selected area, inflicting Fire damage. | | | | | |
| Crushridge Warmonger | 39 - 40 | 54 - 74 | 1459 - 1524 | | 1834 - 1964 |
| **Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 76 - 78 for 2 min. | | | | | |

## CRUSTY



| | |
|---|---|
| Min - Max Lvl | 30 - 32 |
| Min - Max Dmg | 38 - 54 |
| Min - Max HPs | 955 - 1057 |
| Min - Max Mana | |
| Min - Max Armor | 1780 - 1884 |

Enrage

## THE CRONE



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 4925 - 6957 |
| Min - Max HPs | 151750 |
| Min - Max Mana | 50805 |
| Min - Max Armor | 6193 |

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 5 targets, inflicting greater Nature damage to each successive target.

## CRYO-ENGINEER SHA'HEEN



| | |
|---|---|
| Min - Max Lvl | 66 |
| Min - Max Dmg | 195 - 273 |
| Min - Max HPs | 19568 |
| Min - Max Mana | 8538 |
| Min - Max Armor | 4515 |

**Blink:** Teleports the caster 20 yd. forward unless something is in the way. Also frees the caster from any bonds.

**Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage.

**Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.

**Vir'aani Concentration:** Assumes an arcane focus, increasing Arcane damage dealt by 10%. Reduces your chance to be interrupted by 10.



# CRYPT FIENDS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Crypt Beast | 59 - 60 | 407 - 552 | 8883 - 9156 | | 3489 - 3791 |
| **Encasing Webs:** Immobilizes an enemy and increases the time between its attacks by 100% for 6 sec. | | | | | |
| Crypt Crawler | 58 - 59 | 389 - 527 | 8613 - 8883 | | 3435 - 3489 |
| **Enveloping Web:** Immobilizes an enemy, increases the time between its attacks by 100%, and prevents it from casting spells for 8 sec. | | | | | |
| Crypt Fiend | 70 | 2522 - 3567 | 174650 | | 6792 |
| Crypt Guard | 61 | 1587 - 2105 | 204360 | | 4091 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |
| **Web:** Casts a web over an enemy, immobilizing it for 10 sec. | | | | | |
| **Acid Spit:** Inflicts Nature damage to an enemy every 2 sec. for 10 sec. | | | | | |
| **Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 120 for 2 min. | | | | | |
| **Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min. | | | | | |
| Crypt Reaver | 61 | 3175 - 4209 | 141480 | | 4091 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |
| **Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 120 for 2 min. | | | | | |
| Crypt Slayer | 58 - 59 | 100 - 135 | 3876 - 3997 | | 3435 - 3489 |
| **Fatal Sting:** Stings an enemy and inflicts additional Nature damage every 2 sec. for 12 sec. Caster must be very badly wounded in order to cast this spell. | | | | | |
| Crypt Stalker | 53 - 54 | 90 - 122 | 3189 - 3293 | | 3163 - 3216 |
| Crypt Walker | 55 - 56 | 94 - 127 | 3529 - 3644 | | 3271 - 3327 |
| **Web:** Casts a web over an enemy, immobilizing it for 5 sec. | | | | | |
| Tomb Fiend | 35 | 49 - 64 | 1342 | | 1373 |
| Tomb Horror | 61 | 3386 - 4490 | 110040 | | 4091 |
| Tomb Reaver | 36 | 85 - 112 | 3831 | | 1480 |



# CRYSTAL FANG

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 288 - 383 |
| Min - Max HPs | 9156 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

C

# CRYSTAL FLAYER

| | |
|---|---|
| Min - Max Lvl | 66 - 67 |
| Min - Max Dmg | 210 - 310 |
| Min - Max HPs | 6116 - 6326 |
| Min - Max Mana | |
| Min - Max Armor | 5591 - 5892 |

**Rapid Pummel:** Pummels an enemy rapidly for 1.7 sec.



# CRYSTALCORE DEVASTATOR

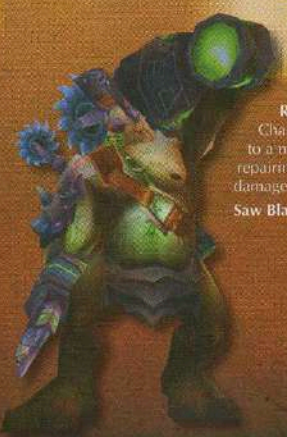
| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 8364 - 11829 |
| Min - Max HPs | 553500 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Countercharge:** Charges the caster with Arcane energy, adding 1497 to 1653 additional Arcane damage to melee attacks. This energy can also be released to interrupt an enemy spell.

**Countercharge:** Counters an enemy's spell, preventing the enemy from casting that spell again for 10 sec.

**Knock Away:** Inflicts normal damage plus 4000 to nearby enemies and knocks them back.





# CRYSTALCORE MECHANIC

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 5134 - 7261 |
| Min - Max HPs | 179525 |
| Min - Max Mana | |
| Min - Max Armor | 7089 |

**Recharge:** Channels energy to a nearby golem, repairing it for 10000 damage every 1 sec.

**Saw Blade**



# CRYSTALCORE SENTINEL

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 7319 - 10350 |
| Min - Max HPs | 295200 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Charged Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.

**Trample:** Inflicts Physical damage to nearby enemies.

**Overcharge:** Charges a massive burst of energy that deals 14250 to 15750 Arcane damage.

# C'THUN

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 110 - 146 |
| Min - Max HPs | 999300 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |



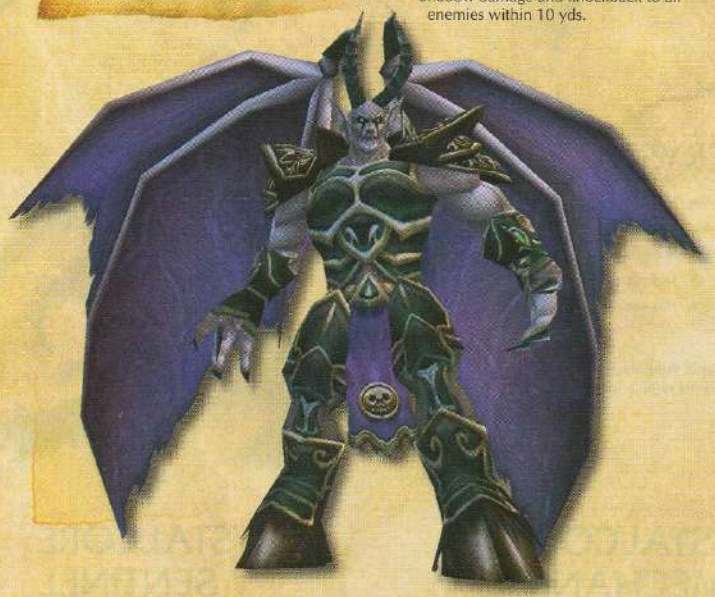
## CULUTHAS

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 780 - 1102 |
| Min - Max HPs | 22356 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Sleep:** Puts an enemy to sleep for up to 3 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.

**Chain Felfire:** Inflicts Fire damage to an enemy.

**Shadowfury:** Shadowfury is unleashed, causing 69 to 81 Shadow damage and knockback to all enemies within 10 yds.



## CYCLOK THE MAD

| | |
|---|---|
| Min - Max Lvl | 48 |
| Min - Max Dmg | 70 - 92 |
| Min - Max HPs | 1804 |
| Min - Max Mana | 4140 |
| Min - Max Armor | 1462 |



**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec.

**Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.

**Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage.



## CYCLONIAN

| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 112 - 149 |
| Min - Max HPs | 4572 |
| Min - Max Mana | |
| Min - Max Armor | 1964 |

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 89.

**Gust of Wind:** Stuns nearby enemies, rendering them unable to move or attack for 4 sec.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.



## THE CURATOR

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 5467 - 7722 |
| Min - Max HPs | 698050 |
| Min - Max Mana | 67740 |
| Min - Max Armor | 6193 |

**Arcane Infusion:** Imbues the caster with Arcane damage, causing 1500 to 2500 Arcane damage to targets hit by melee swings.

**Evocation:** Regenerate 5% mana per second for 20 sec. Damage taken while Evocating is increased by 200%.

**Astral Deconstruction:** Increases Arcane damage taken by all enemy targets by 500%. Game over.

## CYRUKH THE FIRELORD

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 2875 - 4066 |
| Min - Max HPs | 369000 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Trample:** Inflicts Fire damage to nearby enemies.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Fel Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.



## CYBER-RAGE FORGELORD

| | |
|---|---|
| Min - Max Lvl | 68 - 69 |
| Min - Max Dmg | 231 - 341 |
| Min - Max HPs | 6542 - 6761 |
| Min - Max Mana | |
| Min - Max Armor | 6192 - 6492 |



**Chaos Nova:** Inflicts Fire damage to nearby enemies.

**Enrage**



# DAGGERSPINE NAGA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Daggerspine Marauder | 40 - 41 | 56 - 78 | 1829 - 1902 | | 1964 - 2101 |
| Daggerspine Raider | 38 - 39 | 53 - 72 | 1604 - 1678 | | 1709 - 1834 |
| **Net:** Immobilizes an enemy for 6 sec. | | | | | |
| Daggerspine Screamer | 29 - 30 | 38 - 52 | 812 - 852 | 811 - 852 | 975 - 1004 |
| **Deafening Screech:** Silences nearby enemies, preventing them from casting spells for 8 sec. | | | | | |
| Daggerspine Shorehunter | 30 - 31 | 47 - 64 | 1050 - 1107 | | 1200 - 1234 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Daggerspine Shorestalker | 28 - 29 | 40 - 54 | 896 - 950 | | 1130 - 1165 |
| **Pummel:** Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec.<br>**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min. | | | | | |
| Daggerspine Siren | 31 - 32 | 40 - 55 | 935 - 977 | 878 - 935 | 1033 - 1063 |
| **Shadow Word: Pain:** A word of darkness that causes 234 Shadow damage over 18 sec.<br>**Enveloping Winds:** Surrounds an enemy with a cyclone for up to 10 sec. If the target takes any damage, it will break free of the imprisoning winds.<br>**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Daggerspine Sorceress | 39 - 40 | 39 - 55 | 1196 - 1239 | 3075 - 3191 | 974 - 1035 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Lightning Shield:** The caster is surrounded by 3 balls of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 114 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min. Only one Elemental Shield can be active on the Shaman at any one time.<br>**Chain Lightning:** Hurls a lightning bolt at the enemy, dealing 204 to 232 Nature damage and then jumping to additional nearby enemies. Each jump reduces the damage by 30%. Affects 3 total targets. | | | | | |
| Daggerspine Wavecaller | 40 - 41 | 56 - 78 | 1829 - 1902 | | 1964 - 2101 |

# DAL BLOODCLAW

| | |
|---|---|
| Min - Max Lvl | 25 |
| Min - Max Dmg | 36 - 48 |
| Min - Max HPs | 713 |
| Min - Max Mana | |
| Min - Max Armor | 1026 |

**Revenge:** Instantly counterattack an enemy for 20 to 24 damage. Revenge must follow a block, dodge, or parry.

**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.



D



# DALARAN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Dalaran Apprentice | 13 - 14 | 16 - 23 | 241 - 263 | 601 - 710 | 325 - 344 |
| Arcane Resistance: 30 | | | | | |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 2 sec.<br>**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 156 - 168, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |
| Dalaran Brewmaster | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| **Potion Toss:** Heals an ally for 100 damage after 2 sec. | | | | | |
| Dalaran Conjurer | 17 - 18 | 22 - 30 | 330 - 354 | 938 - 1020 | 402 - 422 |
| Arcane Resistance: 30 | | | | | |
| **Summon Voidwalker:** Summons 1 Voidwalker to accompany the caster until dismissed.<br>**Demon Skin:** Protects the caster, increasing armor by 120 and restores 5 Health per 5 sec. for 30 min.<br>**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Dalaran Mage | 15 - 16 | 19 - 27 | 285 - 307 | 790 - 856 | 363 - 383 |
| Arcane Resistance: 30 | | | | | |
| **Fire Shield:** Surrounds an ally with a shield of flame that inflicts 6 - 6 Fire damage to nearby enemies every 3 sec. Lasts 1 min.<br>**Fireball:** Inflicts Fire damage to an enemy.<br>**Quick Flame Ward:** Renders an ally immune to Fire spells for 10 sec. | | | | | |
| Dalaran Miner | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| Dalaran Protector | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |
| **Summon Dalaran Serpent:** Summons 1 Dalaran Serpent to aid the caster in battle for 30 sec. | | | | | |
| Dalaran Shield Guard | 31 - 32 | 43 - 59 | 1106 - 1162 | | 1234 - 1270 |
| **Violent Shield:** Armor increased by 720. Cannot move or attack. 85 damage inflicted to melee attackers. | | | | | |
| Dalaran Sorceress | 61 - 63 | 547 - 785 | 21666 - 23220 | 5875 - 6156 | 2073 - 2374 |
| Dalaran Spellscribe | 21 | 26 - 35 | 441 | 1272 | 480 |
| **Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 252, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.<br>**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Freeze:** Inflicts 43 to 51 Frost damage to an enemy every 3 sec., stunning it for 15 sec. | | | | | |
| Dalaran Summoner | 34 - 35 | 41 - 55 | 954 - 992 | 2553 - 2680 | 732 - 751 |
| **Fireball:** Inflicts Fire damage to an enemy.<br>**Summon Shield Guard**<br>**Summon Theurgist** | | | | | |
| Dalaran Theurgist | 32 - 33 | 31 - 45 | 882 - 919 | 2362 - 2457 | 694 - 712 |
| **Summon Spirit of Old:** Summons 1 Spirit of Old to aid the caster in battle for 10 sec.<br>**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Frost Ward:** Surrounds the caster with a shield that lasts 1 min. and can absorb a fixed amount of Frost damage. | | | | | |
| Dalaran Warder | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Summon Dalaran Serpent:** Summons 1 Dalaran Serpent to aid the caster in battle for 30 sec. | | | | | |
| Dalaran Watcher | 18 - 19 | 19 - 28 | 354 - 379 | 1326 - 1453 | 422 - 442 |
| Arcane Resistance: 30 | | | | | |
| **Fire Shield:** Surrounds an ally with a shield of flame that inflicts 7 Fire damage to nearby enemies every 3 sec. Lasts 1 min.<br>**Flamestrike:** Calls down a pillar of fire, burning all enemies within the area for 53 to 69 Fire damage and an additional 48 Fire damage over 8 sec. | | | | | |
| Dalaran Wizard | 19 - 20 | 20 - 29 | 379 - 405 | 1118 - 1202 | 442 - 460 |
| Arcane Resistance: 30 | | | | | |
| **Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 228 - 240, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.<br>**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Quick Frost Ward:** Renders an ally immune to Frost spells for 10 sec.<br>**Frost Nova:** Blasts enemies near the caster for 23 to 26 Frost damage and freezes them in place for up to 8 sec. Damage caused may interrupt the effect. | | | | | |
| Dalaran Worker | 33 - 34 | 46 - 63 | 1221 - 1279 | | 1304 - 1340 |

# DAGRI

| | |
|---|---|
| Min - Max Lvl | 23 |
| Min - Max Dmg | 21 - 29 |
| Min - Max HPs | 617 |
| Min - Max Mana | |
| Min - Max Armor | 957 |





# DAGUN THE RAVENOUS

| | |
|---|---|
| Min - Max Lvl | 43 |
| Min - Max Dmg | 153 - 203 |
| Min - Max HPs | 5148 |
| Min - Max Mana | |
| Min - Max Armor | 2397 |

# DAGZ

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 104 - 138 |
| Min - Max HPs | 3052 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



## DALIN FORGEWRIGHT

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 27 - 36 |
| Min - Max HPs | 433 |
| Min - Max Mana | 490 |
| Min - Max Armor | 712 |



**Renew:** Heals the target for 175 over 15 sec.

**Power Word: Fortitude:** Power infuses the target, increasing their Stamina by 8 for 30 min.

**Heal:** Heal your target for 304 to 350.

## DARBEL MONTROSE

| | |
|---|---|
| Min - Max Lvl | 39 |
| Min - Max Dmg | 91 - 121 |
| Min - Max HPs | 2360 |
| Min - Max Mana | 2472 |
| Min - Max Armor | 1517 |



**Summon Succubus:** Summons 1 Succubus to accompany the caster until dismissed.

**Curse of Weakness:** Reduces the Physical damage dealt by nearby enemies by 1 for 2 min. Only one curse per warlock can be active on any one target.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Banish:** Banishes an enemy, preventing all action but making it invulnerable for up to 15 sec. Only one target can be banished at a time.

## DALLIAH THE DOOMSAYER

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1777 - 2514 |
| Min - Max HPs | 132840 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |



**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 6 sec. and inflicts normal damage plus 726.

**Gift of the Doomsayer:** Curses an enemy for 10 sec., giving it 100% chance to heal its target by 2313 to 2687 on heal.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Heal:** Calls upon Holy magic to heal an ally.



## DAR'KHAN DRATHIR

| | |
|---|---|
| Min - Max Lvl | 21 |
| Min - Max Dmg | 73 - 97 |
| Min - Max HPs | 3712 |
| Min - Max Mana | 1020 |
| Min - Max Armor | 740 |



**Fear:** Strikes fear in an enemy, causing it to flee in terror for 4 sec.

**Corruption:** Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

## DARK CONCLAVE ARAKKOA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Dark Conclave Harbinger | 68 | 214 - 301 | 5233 | 2991 | 4995 |
| **Dark Mending:** Heals an ally with dark magic.<br>**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally. | | | | | |
| Dark Conclave Hawkeye | 67 | 220 - 310 | 6326 | | 5892 |
| **Enraging Strike:** Inflicts 200% weapon damage and leaves the target enraged, increasing the effectiveness of its attacks. | | | | | |
| Dark Conclave Ravenguard | 68 | 231 - 325 | 6542 | | 6192 |
| **Piercing Howl:** Causes all enemies near the warrior to be dazed for 6 sec.<br>**Enrage** | | | | | |
| Dark Conclave Ritualist | 67 - 68 | 72 - 105 | 2530 - 2616 | 2933 - 2991 | 4755 - 4995 |
| Dark Conclave Scorncrow | 67 - 68 | 204 - 301 | 5060 - 5233 | 2933 - 2991 | 4755 - 4995 |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Dark Conclave Shadowmancer | 67 - 68 | 204 - 301 | 5566 - 5756 | 2933 - 2991 | 4755 - 4995 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Fear:** Strikes fear in an enemy, causing it to flee in terror for 6 sec.<br>**Dark Mending:** Heals an ally with dark magic. | | | | | |
| Dark Conclave Talonite | 67 | 204 - 287 | 5060 | 2933 | 4755 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Talon of Justice:** Stuns an enemy, rendering it unable to move or attack for 3 sec.<br>**Cold Touch** | | | | | |

# DARK IRON DWARVES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Crypt Robber | 54 - 55 | 138 - 187 | 5066 - 5228 | | 3216 - 3271 |
| Dark Guard | 52 | 300 - 399 | 7113 | | 3108 |
| **Strike:** Strikes at an enemy, inflicting increased melee damage. | | | | | |
| Dark Iron Agent | 27 | 65 - 867 | 2400 | | 1097 |
| **Dark Iron Land Mine:** Places a Dark Iron Land Mine on the ground. The next hostile creature to pass near the mine will cause it to explode, inflicting 450 damage on nearby enemies. Mines are unstable and only last for 1 min. | | | | | |
| Dark Iron Ambassador | 28 | 94 - 124 | 3660 | 1512 | 946 |
| **Summon Burning Servant:** Summons 1 Burning Servant to aid the caster in battle for 4 min.<br>**Fireball:** Inflicts Fire damage to an enemy.<br>**Fire Shield II:** Surrounds an ally with a shield of flame that inflicts 15 - 15 Fire damage to nearby enemies every 3 sec. Lasts 1 min. | | | | | |
| Dark Iron Ambusher | 10 | 13 - 17 | 198 | | 512 |
| Dark Iron Bombardier | 30 - 31 | 42 - 58 | 1050 - 1107 | | 1200 - 1234 |
| **Bomb:** Bombs all enemies in a selected area, inflicting Fire damage. | | | | | |
| Dark Iron Demolitionist | 30 - 31 | 42 - 58 | 955 - 1006 | | 1200 - 1234 |
| **Bomb:** Bombs all enemies in a selected area, inflicting Fire damage.<br>**Gift of Ragnaros:** Inflicts normal damage plus 47 - 50 to an enemy. | | | | | |
| Dark Iron Dwarf | 27 - 28 | 38 - 52 | 800 - 853 | | 1097 - 1130 |
| **Gift of Ragnaros:** Inflicts normal damage plus 40 - 42 to an enemy. | | | | | |
| Dark Iron Gadgeteer | 43 - 44 | 47 - 70 | 1441 - 1496 | 3575 - 3680 | 1234 - 1304 |
| **Fireball:** Inflicts Fire damage to an enemy.<br>**Bomb:** Bombs all enemies in a selected area, inflicting Fire damage. | | | | | |
| Dark Iron Guerilla | 17 - 18 | 25 - 35 | 386 - 417 | | 748 - 782 |
| Dark Iron Insurgent | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |
| **Stoneform:** Increases the caster's armor by 67 - 70 for 15 sec. | | | | | |
| Dark Iron Lookout | 47 - 48 | 79 - 107 | 2488 - 2578 | | 2835 - 2888 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Dark Iron Marksman | 55 | 94 - 125 | 3398 | | 3271 |
| Dark Iron Raider | 14 | 20 - 27 | 300 | | 642 |
| Dark Iron Riflemen | 27 - 28 | 38 - 52 | 800 - 853 | | 1097 - 1130 |
| **Gift of Ragnaros:** Inflicts normal damage plus 40 - 42 to an enemy.<br>**Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Dark Iron Saboteur | 28 - 29 | 40 - 54 | 853 - 905 | | 1130 - 1165 |
| **Gift of Ragnaros:** Inflicts normal damage plus 42 - 45 to an enemy.<br>**Sapper Explode:** Inflict 237 to 264 Fire damage to nearby enemies. | | | | | |
| Dark Iron Sapper | 17 | 25 - 33 | 386 | | 748 |
| **Sapper Explode:** Inflict 141 to 159 Fire damage to nearby enemies. | | | | | |



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Dark Iron Sentry | 48 | 300 - 398 | 4950 | 1695 | 2344 |
| Dark Iron Shadowcaster | 31 - 32 | 30 - 44 | 847 - 882 | 2253 - 2362 | 674 - 694 |
| Shadow Resistance: 75 | | | | | |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Immolate:** Burns the enemy for 92 - 94 Fire damage and then an additional 165 Fire damage over 15 sec. | | | | | |
| Dark Iron Slaver | 45 - 46 | 76 - 102 | 2310 - 2399 | | 2725 - 2780 |
| **Net:** Immobilizes an enemy for 6 sec.<br>**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Dark Iron Spy | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| Dark Iron Stegasmith | 46 - 47 | 77 - 105 | 2399 - 2488 | | 2780 - 2835 |
| **Steam Jet:** Inflicts 92 - 94 Nature damage to nearby enemies, reducing their chance to hit by 30% for 10 sec. | | | | | |
| Dark Iron Steelshifter | 42 - 45 | 62 - 100 | 1238 - 1386 | | 2246 - 2725 |
| Dark Iron Supplier | 31 - 32 | 40 - 55 | 935 - 977 | 878 - 935 | 1033 - 1063 |
| **Resupply:** Heals an ally for 800.<br>**Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec.<br>**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Dark Iron Taskmaster | 47 - 48 | 79 - 107 | 2488 - 2578 | | 2835 - 2888 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Battle Command:** Increases the attack speed of nearby allies by 50% for 6 sec. | | | | | |
| Dark Iron Tunneler | 29 - 30 | 41 - 56 | 905 - 955 | | 1165 - 1200 |
| **Gift of Ragnaros:** Inflicts normal damage plus 45 - 47 to an enemy.<br>**Sunder Armor:** Hacks at an enemy's armor, reducing it per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.<br>**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min. | | | | | |
| Dark Iron Watchman | 44 - 45 | 72 - 100 | 2138 - 2218 | | 2557 - 2725 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 69 - 71. | | | | | |

# DARK KEEPER BETHEK

| | |
|---|---|
| Min - Max Lvl | 53 |
| Min - Max Dmg | 293 - 389 |
| Min - Max HPs | 5886 |
| Min - Max Mana | 3964 |
| Min - Max Armor | 2566 |



**Fireball:** Inflicts Fire damage to an enemy.

**Amplify Damage:** Increases all forms of damage taken by an enemy by 100% for 10 sec.

# DARK KEEPER OFGUT

| | |
|---|---|
| Min - Max Lvl | 53 |
| Min - Max Dmg | 293 - 389 |
| Min - Max HPs | 5886 |
| Min - Max Mana | 3964 |
| Min - Max Armor | 2566 |



**Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage.

**Anti-Magic Shield:** Creates an anti-magic shell around the caster, giving it magic immunity for 10 sec.

# DARK KEEPER PELVER

| | |
|---|---|
| Min - Max Lvl | 53 |
| Min - Max Dmg | 293 - 389 |
| Min - Max HPs | 5886 |
| Min - Max Mana | 3964 |
| Min - Max Armor | 2566 |



**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 636 - 636, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.

# DARK KEEPER UGGEL

| | |
|---|---|
| Min - Max Lvl | 53 |
| Min - Max Dmg | 293 - 389 |
| Min - Max HPs | 5886 |
| Min - Max Mana | 3964 |
| Min - Max Armor | 2566 |



**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Curse of Agony:** Curses an enemy with agony, inflicting Shadow damage every 3 sec. over 30 sec. Only one curse per warlock can be active on any one target.

# DARK KEEPER VORFALK

| | |
|---|---|
| Min - Max Lvl | 53 |
| Min - Max Dmg | 293 - 389 |
| Min - Max HPs | 5886 |
| Min - Max Mana | 3964 |
| Min - Max Armor | 2566 |



**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Shock:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage.

# DARK KEEPER ZIMREL

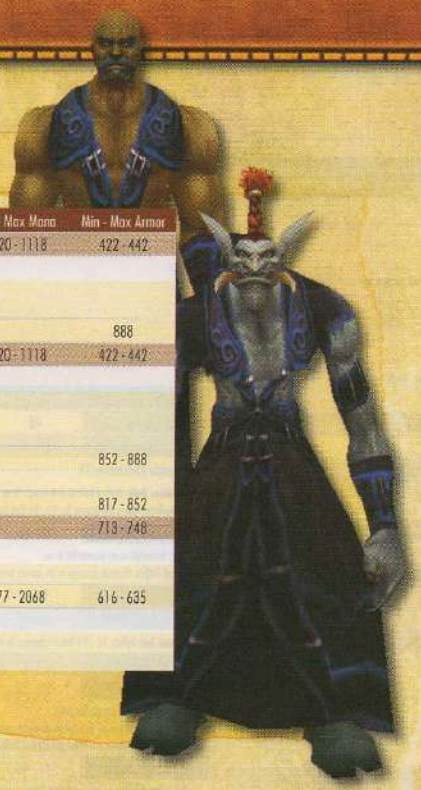
| | |
|---|---|
| Min - Max Lvl | 53 |
| Min - Max Dmg | 293 - 389 |
| Min - Max HPs | 5886 |
| Min - Max Mana | 3964 |
| Min - Max Armor | 2566 |



**Holy Smite:** Smites an enemy, inflicting Holy damage.

**Power Word: Shield:** Wraps an ally in a shield that lasts up to 30 sec., absorbing a maximum of 363 - 363 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks.

# DARK STRAND



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Dark Strand Adept | 18 - 19 | 23 - 32 | 354 - 379 | 1020 - 1118 | 422 - 442 |
| Shadow Resistance: 40 | | | | | |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. **Summon Voidwalker:** Summons 1 Voidwalker to accompany the caster until dismissed. | | | | | |
| Dark Strand Assassin | 21 | 31 - 40 | 531 | | 888 |
| Dark Strand Cultist | 18 - 19 | 18 - 27 | 354 - 379 | 1020 - 1118 | 422 - 442 |
| Shadow Resistance: 40 | | | | | |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. **Corruption:** Corrupts the target, causing 90 Shadow damage over 15 sec. **Summon Imp:** Summons an Imp to accompany the caster until dismissed. | | | | | |
| Dark Strand Enforcer | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| **Enrage** | | | | | |
| Dark Strand Excavator | 19 - 20 | 28 - 39 | 449 - 484 | | 817 - 852 |
| Dark Strand Fanatic | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| Shadow Resistance: 40 | | | | | |
| **Curse of Mending:** Curses an enemy for 3 min., giving it 20% chance to heal its target by 8on attack. | | | | | |
| Dark Strand Voidcaller | 28 - 29 | 28 - 40 | 702 - 739 | 1977 - 2068 | 616 - 635 |
| Shadow Resistance: 39, Arcane Rasistance: 39 | | | | | |
| **Summon Voidwalker:** Summons 1 Voidwalker to accompany the caster until dismissed. **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |

# DARKSCREECHER AKKARAI



| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 970 - 1370 |
| Min - Max HPs | 47224 |
| Min - Max Mana | 9927 |
| Min - Max Armor | 5954 |

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Blink:** Teleports the caster 15 yd. forward unless something is in the way. Also frees the caster from any bonds.

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Curse of Mending**

**Fire Blast:** Inflicts Fire damage to an enemy.



# DARKCREST NAGA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Darkcrest Sentry | 61 - 62 | 53 - 72 | 1572 - 1618 | | 4091 - 4391 |
| Darkcrest Siren | 62 - 63 | 160 - 234 | 4274 - 4422 | 2568 - 2620 | 3555 - 3795 |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. **Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. **Silence:** Silences an enemy, preventing it from casting spells for 5 sec. | | | | | |
| Darkcrest Slayer | 61 - 62 | 159 - 240 | 5158 - 5341 | | 4091 - 4391 |
| **Lash:** Stuns an enemy for 2 sec. and has a chance to disarm. **Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 10 for 30 sec. | | | | | |
| Darkcrest Sorceress | 61 - 62 | 152 - 223 | 4126 - 4274 | 2486 - 2568 | 3316 - 3555 |
| **Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage. **Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 732 - 744, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. **Freezing Circle:** Summons a circle of ice that freezes enemies. | | | | | |
| Darkcrest Taskmaster | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Tail Lash:** Strikes at an enemy, inflicting weapon damage plus 96 - 98. **Curse of Nazjatar:** Increases magical damage taken by the target enemy by 50%. | | | | | |

# DARKSLAYER MORDENTHAL



| | |
|---|---|
| Min - Max Lvl | 23 |
| Min - Max Dmg | 33 - 44 |
| Min - Max HPs | 617 |
| Min - Max Mana | |
| Min - Max Armor | 957 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

# DARKMASTER GANDLING



| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 246 - 326 |
| Min - Max HPs | 50300 |
| Min - Max Mana | 7458 |
| Min - Max Armor | 3316 |

**Shadow Portal:** Teleports an enemy to one of 6 locations within Scholomance.

**Shadow Shield:** Surrounds the caster with a shield woven of Shadow magic. The shield lasts 30 sec., absorbs up to 610 Physical or magical damage, and inflicts 30 damage to melee attackers.

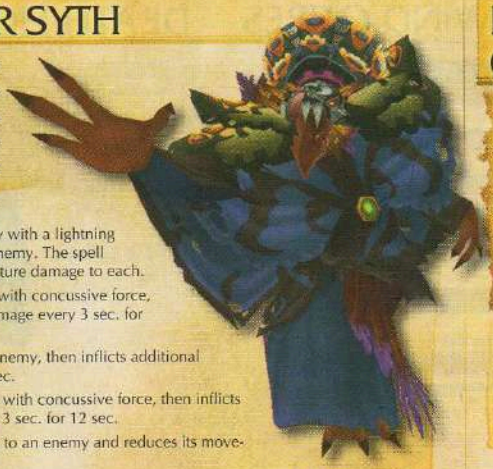
**Curse of the Darkmaster:** Reduces an enemy's Strength by 50 and Stamina by 50 for 1 min.



# DARKSPEAR TROLLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Darkspear Axe Thrower | 67 - 68 | 979 - 1444 | 12652 - 13084 | | 5892 - 6192 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Darkspear Shaman | 60 | 194 - 256 | 61050 | 81960 | 3075 |
| **Chain Heal:** Infuses a wounded ally with healing energy that spreads to another nearby ally. The spell affects up to 3 targets, but the healing energy is diminished by 50% for each successive target. **Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 5 targets, inflicting greater Nature damage to each successive target. **Windfury Totem:** Summons a Windfury Totem with 5 health at the feet of the caster. The totem anchants all party members main-hand weapons with wind, if they are within 20 yards. Each hit has a 20% chance of granting the attacker 1 extra attack with 315 extra melee attack power. Lasts 2 min. **Strength of Earth Totem:** Summons a Strength of the Earth Totem with 5 health at the feet of the caster. The totem increases the strength of party members by 77 within 20 yards of the totem. Lasts 2 min. **Healing Wave:** Calls upon Nature magic to heal an ally. | | | | | |

## DARKWEAVER SYTH



| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 1203 - 1694 |
| Min - Max HPs | 85194 |
| Min - Max Mana | 140620 |
| Min - Max Armor | 3277 |

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing Nature damage to each.

**Arcane Shock:** Shocks an enemy with concussive force, then inflicts additional Arcane damage every 3 sec. for 12 sec.

**Flame Shock:** Instantly burns an enemy, then inflicts additional Fire damage every 3 sec. for 12 sec.

**Shadow Shock:** Shocks an enemy with concussive force, then inflicts additional Shadow damage every 3 sec. for 12 sec.

**Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.

## DAUGHTER OF CENARIUS



| | |
|---|---|
| Min - Max Lvl | 23 - 25 |
| Min - Max Dmg | 33 - 41 |
| Min - Max HPs | 544 - 622 |
| Min - Max Mana | 581 - 655 |
| Min - Max Armor | 800 - 858 |

Fire Resistance: 25, Nature Resistance: 25, Frost Resistance: 25, Shadow Resistance: 25

**Throw:** Throws a weapon at an enemy, inflicting Physical damage.

**Dispel Magic:** Dispels magic on the target, removing 1 harmful spell from a friend or 1 beneficial spell from an enemy.

## DARMEND



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 234 - 331 |
| Min - Max HPs | 5589 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Fireball:** Inflicts Fire damage to an enemy.

**Scorch:** Scorches an enemy for Fire damage.

**Slow:** Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec.

## DAUGHTER OF DESTINY



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 234 - 331 |
| Min - Max HPs | 5589 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Chaos Nova:** Inflicts Fire damage to nearby enemies.

**Curse of Horrors:** Curses an enemy for 2 min., causing it to be periodically haunted by malevolent ghosts.



## DARROWSHIRE UNDEAD

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Darrowshire Betrayer | 57 - 58 | 98 - 132 | 2784 - 2871 | | 3380 - 3435 |
| **Wither Strike:** Target's health reduced by 10% for 8 sec. | | | | | |
| Darrowshire Defender | 57 - 58 | 98 - 132 | 3758 - 3876 | | 3380 - 3435 |
| **Strike:** Strikes at an enemy, inflicting damage plus 90 - 91. **Shield Block:** Increases the caster's chance to block by 75% for 5 sec., but will only block 1 attack. | | | | | |
| Darrowshire Poltergeist | 56 - 57 | 96 - 130 | 3644 - 3758 | | 3327 - 3380 |
| Darrowshire Spirit | 56 - 57 | 96 - 130 | 3644 - 3758 | | 3327 - 3380 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 87 - 89. | | | | | |



## DEAD-TOOTH JACK

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 15 - 20 |
| Min - Max HPs | 222 |
| Min - Max Mana | |
| Min - Max Armor | 538 |



## DART

| | |
|---|---|
| Min - Max Lvl | 38 |
| Min - Max Dmg | 53 - 70 |
| Min - Max HPs | 1604 |
| Min - Max Mana | |
| Min - Max Armor | 1709 |

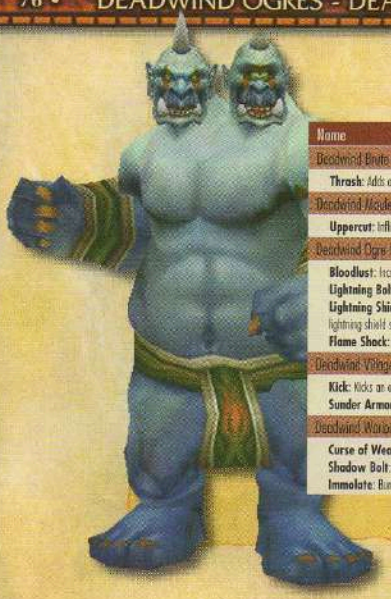
**Raptor Charge:** Increases movement speed by 60% for 4 sec.

**Rend Flesh:** Inflicts 49 damage to an enemy every 3 sec. for 12 sec.



## DEADMIRE

| | |
|---|---|
| Min - Max Lvl | 41 |
| Min - Max Dmg | 59 - 78 |
| Min - Max HPs | 1902 |
| Min - Max Mana | |
| Min - Max Armor | 2101 |



## DEADWIND OGRES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Deadwind Brute | 55 - 56 | 94 - 127 | 3529 - 3644 | | 3271 - 3327 |
| **Thrash:** Adds a chance to do two additional attacks | | | | | |
| Deadwind Reaver | 56 - 57 | 144 - 195 | 3644 - 3758 | | 1699 - 1726 |
| **Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |
| Deadwind Ogre Mage | 55 - 57 | 81 - 111 | 2470 - 2631 | 5013 - 5340 | 1658 - 1714 |
| **Bloodlust:** Increases an ally's attack speed by 30% for 30 sec.<br>**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 112 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.<br>**Flame Shock:** Instantly burns an enemy, than inflicts additional Fire damage every 3 sec. for 12 sec. | | | | | |
| Deadwind Viking | 69 - 70 | 242 - 357 | 6761 - 6986 | | 6492 - 6792 |
| **Kick:** Kicks an enemy for 51 - 52 damage, interrupting the spell being cast for 6 sec.<br>**Sunder Armor:** Hacks at an enemy's armor, reducing it by 544 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Deadwind Warlock | 57 - 58 | 84 - 114 | 2631 - 2714 | 5340 - 5461 | 1714 - 1742 |
| **Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 29 for 2 min. Only one curse per warlock can be active on any one target.<br>**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec. | | | | | |

## DEATH HOWL

| | |
|---|---|
| Min - Max Lvl | 49 |
| Min - Max Dmg | 83 - 110 |
| Min - Max HPs | 2672 |
| Min - Max Mana | |
| Min - Max Armor | 2944 |



## DEADWOOD FURBOLGS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Deadwood Avenger | 54 - 55 | 92 - 125 | 3293 - 3398 | | 3216 - 3271 |
| **Curse of the Deadwood:** Reduces healing effects for an enemy by 50% for 2 min.<br>**Enrage** | | | | | |
| Deadwood Den Watcher | 53 - 54 | 90 - 122 | 3189 - 3293 | | 3163 - 3216 |
| **Curse of the Deadwood:** Reduces healing effects of an enemy by 50% for 2 min. | | | | | |
| Deadwood Gardener | 48 - 49 | 75 - 102 | 2062 - 2138 | 1695 - 1750 | 2344 - 2389 |
| **Rejuvenation:** Heals an ally every 3 sec. for 12 sec.<br>**Healing Wave:** Calls upon Nature magic to heal an ally.<br>**Curse of the Deadwood:** Reduces healing effects of an enemy by 50% for 2 min. | | | | | |
| Deadwood Pathfinder | 49 - 50 | 83 - 112 | 2672 - 2769 | | 2944 - 2999 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage.<br>**Piercing Shot:** Shoots at an enemy, inflicting normal damage and reducing the enemy's armor by 580 for 15 sec.<br>**Curse of the Deadwood:** Reduces healing effects of an enemy by 50% for 2 min. | | | | | |
| Deadwood Shaman | 53 - 54 | 84 - 114 | 2551 - 2634 | 1982 - 2041 | 2566 - 2610 |
| **Lightning Shield:** Surrounds an ally with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 106 - 108 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.<br>**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target.<br>**Curse of the Deadwood:** Reduces healing effects of an enemy by 50% for 2 min. | | | | | |
| Deadwood Warrior | 48 - 49 | 81 - 110 | 2578 - 2672 | | 2888 - 2944 |
| **Strike:** Strikes at an enemy, inflicting normal damage plus 75 - 77.<br>**Curse of the Deadwood:** Reduces healing effects of an enemy by 50% for 2 min. | | | | | |

## DEATH LASH

| | |
|---|---|
| Min - Max Lvl | 57 - 58 |
| Min - Max Dmg | 587 - 794 |
| Min - Max HPs | 16704 - 17226 |
| Min - Max Mana | |
| Min - Max Armor | 3380 - 3435 |



**Thorns:** Causes 38 - 39 Nature damage to any creature that strikes the caster.

**Thrash:** Adds a chance to do two additional attacks

## DEARNY

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 234 - 331 |
| Min - Max HPs | 5589 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |



**Fireball:** Inflicts Fire damage to an enemy.

**Scorch:** Scorches an enemy for Fire damage.

**Slow:** Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec.

## DEATH FLAYER

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 14 - 19 |
| Min - Max HPs | 222 |
| Min - Max Mana | |
| Min - Max Armor | 667 |



**Venom Sting:** Inflicts 40 Nature damage to an enemy, then an additional 4 damage every 5 sec. for 45 sec.

## DEATH LORD

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 3941 - 5215 |
| Min - Max HPs | 113175 |
| Min - Max Mana | 12430 |
| Min - Max Armor | 3316 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Death Coil:** Causes the enemy target to run in horror for 3 sec and causes 929 Shadow damage. The caster gains 100% of the damage caused in health.

**Aura of Agony:** Curses an enemy with agony, inflicting Shadow damage every 2 sec. over 8 sec. Only one curse per warlock can be active on any one target.



# DEATH SPEAKER JARGBA

| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 61 - 81 |
| Min - Max HPs | 3450 |
| Min - Max Mana | 1464 |
| Min - Max Armor | 916 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Dominate Mind:** Takes control of a humanoid enemy up to level 42 for 15 sec.





# DEATH TALON DRAGONKIN

| ame | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Death Talon Captain | 62 | 3107 - 4122 | 242775 | | 4391 |
| **Aura of Flames:** Bathed in flames, melee attacks against the caster cause 175 to 225 Fire damage.<br>**Mark of Detonation**<br>**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Commanding Shout** | | | | | |
| Death Talon Dragonspawn | 60 | 1455 - 1930 | 45780 | | 3791 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Strike:** Strikes at an enemy, inflicting increased melee damage.<br>**Dragonbane:** Inflicts 400% weapon damage. | | | | | |
| Death Talon Flamescale | 62 | 1942 - 2576 | 129480 | | 4391 |
| **Berserker Charge:** Charges at an enemy, knocking it back and inflicting normal damage plus 300.<br>**Flame Shock:** Instantly burns an enemy, then inflicts additional Fire damage every 3 sec. for 12 sec. | | | | | |
| Death Talon Hatcher | 61 | 1971 - 2607 | 88025 | 24860 | 3316 |
| **Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec. | | | | | |
| Death Talon Overseer | 62 | 2374 - 3149 | 161850 | | 4391 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Fire Blast:** Inflicts 1144 to 1409 Fire damage to an enemy. | | | | | |
| Death Talon Seether | 62 | 2158 - 2862 | 113295 | | 4391 |
| **Frenzy**<br>**Flame buffet:** Inflicts 925 to 1075 Fire damage to an enemy and increases the Fire damage it takes by 1000 for 20 sec. | | | | | |

| ame | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Death Talon Wyrmguard | 63 | 2746 - 3640 | 216515 | | 4691 |
| **War Stomp:** Inflicts normal damage plus 500 to nearby enemies, knocking them back and stunning them for 5 sec. | | | | | |
| Death Talon Wyrmkin | 61 | 1774 - 2347 | 88025 | 24860 | 3316 |
| **Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.<br>**Fireball Volley:** Inflicts Fire damage to nearby enemies. | | | | | |



# DEATH'S HEAD QUILBOAR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Death's Head Acolyte | 25 - 26 | 57 - 77 | 1830 - 1953 | 655 - 693 | 858 - 887 |
| Arcane Resistance: 45 | | | | | |
| **Renew:** Heals an ally for 144 - 150 damage every 3 sec. for 20 sec.<br>**Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes 0.5 damage. | | | | | |
| Death's Head Adept | 25 - 26 | 43 - 62 | 2248 - 2392 | 2449 - 2560 | 557 - 577 |
| Arcane Resistance: 45 | | | | | |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Chains of Ice:** Forms icy chains around the enemy, locking the target in place for 15 sec. | | | | | |
| Death's Head Cultist | 33 - 34 | 43 - 58 | 1067 - 1112 | 1926 - 2014 | 1091 - 1121 |
| **Death & Decay:** Invokes the malignant power of death and decay, inflicting Shadow damage to all enemies in a selected area for 10 sec.<br>**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Death's Head Geomancer | 35 | 58 - 81 | 2706 | 5360 | 751 |
| **Fireball:** Inflicts Fire damage to an enemy.<br>**Flame Spike:** Calls down a pillar of flame, burning all enemies in a selected area for 158 to 168 Fire damage and an additional 78 damage every 3 sec. for 9 sec.<br>**Slow:** Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Death's Head Necromancer | 35 | 77 - 102 | 3027 | 1067 | 1149 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Cripple:** Increases the time between an enemy's attacks by 100% and slows its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec.<br>**Shackle Undead:** Shackles an undead enemy for up to 20 sec., preventing it from casting spells, attacking, or moving. Any damage caused will release the target. Only one target can be shackled at a time.<br>**Bone Armor:** Encases the caster in bone armor, absorbing 278 to 322 damage for 1 min. While the armor holds, spellcasting cannot be interrupted by Physical attacks.<br>**Summon Skeletal Servant:** Summons 1 Skeletal Servant to accompany the caster until dismissed. | | | | | |
| Death's Head Priest | 25 | 57 - 75 | 1830 | 1965 | 858 |
| Arcane Resistance: 45 | | | | | |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Heal:** Heal your target for 566 to 642.<br>**Power Word: Fortitude:** Power infuses the target, increasing their Stamina by 20 for 30 min. | | | | | |
| Death's Head Sage | 25 - 26 | 57 - 77 | 1830 - 1953 | 655 - 693 | 858 - 887 |
| Arcane Resistance: 45 | | | | | |
| **Elemental Protection Totem:** Summons an Elemental Protection Totem at the caster's feet. Totem lasts 30 sec. and increases nearby party members' resistance to harmful magic.<br>**Healing Ward:** Summons a ward that lasts 30 sec. and periodically heals allies in an area around it. | | | | | |
| Death's Head Seer | 25 - 26 | 567 - 77 | 1830 - 1953 | 655 - 693 | 858 - 887 |
| Arcane Resistance: 45 | | | | | |
| **Lava Spout Totem:** Summons a Lava Spout Totem at the caster's feet. Totem lasts 20 sec. and inflicts 65 Fire damage to nearby enemies every 3 sec.<br>**Healing Ward:** Summons a ward that lasts 30 sec. and periodically heals allies in an area around it. | | | | | |
| Death's Head Ward Keeper | 15 | 22 - 29 | 328 | | 677 |



## DEATHBRINGER JOVAAN

| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 242 - 341 |
| Min - Max HPs | 6761 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |



## DEATHFORGE

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Deathforge Automaton | 71 - 72 | 1669 - 2403 | 78991 - 81180 | | 10081 - 10506 |
| **Earthquake**: Inflicts 750 damage on nearby enemies interrupting any spells being cast.<br>**Sonic Burst**: Inflicts normal damage plus 178 - 180 on nearby enemies, preventing them from spellcasting for 10 sec.<br>**Knockback**: Knocks back target enemy, sending them flying. | | | | | |
| Deathforge Cultist | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Deathforge Doomguard | 65 | 200 - 281 | 5914 | | 5291 |
| Deathforge Escort | 70 | 252 - 357 | 6986 | | 6792 |
| Deathforge Felstalker | 67 | 220 - 310 | 3796 | | 5892 |
| Deathforge Guardian | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Piercing Strike**: Pierces through an enemy's armor, dealing weapon damage plus 38 - 39 and increasing Physical damage taken by 57 for 4 sec.<br>**Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec. | | | | | |
| Deathforge Imp | 67 | 204 - 287 | 1518 | 2933 | 4755 |
| **Firebolt**: Shoots a bolt of flame at an enemy, inflicting Fire damage. | | | | | |
| Deathforge Mine | 65 | 114 - 151 | 352 | | 5291 |
| Deathforge Over-Smith | 68 | 231 - 325 | 6542 | | 6192 |
| **Slime Spray**: Sprays target enemy with slime, causing 97 - 98 Nature damage every 2 sec. for 12 sec. | | | | | |
| Deathforge Smith | 68 - 69 | 214 - 316 | 5233 - 5409 | 2991 - 3080 | 4995 - 5235 |
| **Drill Armor**: Reduces an enemy's armor by 75%.<br>**Chaos Nova**: Inflicts Fire damage to nearby enemies. | | | | | |
| Deathforge Summoner | 68 - 69 | 193 - 284 | 4710 - 4868 | 2991 - 3080 | 4995 - 5235 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Fel Immolate**: Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec. | | | | | |
| Deathforge Technician | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Steal Armor**: Steals 2640 - 2680 armor from an enemy. Lasts 10 sec.<br>**Drain Life**: Drains 455 - 465 health from an enemy over 5 sec., transferring it to the caster. | | | | | |
| Deathforge Tinkerer | 68 - 69 | 230 - 325 | 6542 - 6761 | | 6192 - 6492 |
| **Create Deathforge Mine**: Create a Deathforge Land Mine.<br>**Shrapnel Bomb**: Throws an shrapnel bomb at the target, inflicting Physical damage and increasing Physical damage the target takes by 150 for 10 sec. | | | | | |



## DEATHCLASP

| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 305 - 405 |
| Min - Max HPs | 8883 |
| Min - Max Mana | |
| Min - Max Armor | 3489 |

**Paralyzing Poison:** Stuns an enemy, rendering it unable to move or attack for 8 sec.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.



## DEATHCLAW

| | |
|---|---|
| Min - Max Lvl | 17 |
| Min - Max Dmg | 25 - 33 |
| Min - Max HPs | 482 |
| Min - Max Mana | |
| Min - Max Armor | 748 |



## DEATH KNIGHT DARKREAVER

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 903 - 1197 |
| Min - Max HPs | 38850 |
| Min - Max Mana | 10272 |
| Min - Max Armor | 3555 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Blood Leech:** Drains 186 health from nearby enemies, healing the caster for up to three times the amount stolen.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.



## DEATHEYE

| | |
|---|---|
| Min - Max Lvl | 49 |
| Min - Max Dmg | 95 - 126 |
| Min - Max HPs | 2672 |
| Min - Max Mana | |
| Min - Max Armor | 2944 |
| Fire Resistance: 100 | |

**Call of the Grave:** Inflicts 490 Shadow damage to an enemy after 60 sec.

**Crystal Gaze:** Stuns an enemy, rendering it unable to move or attack for 6 sec.



# DEATHKNIGHTS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Deathknight | 61 | 2249 - 2981 | 75456 | | 5093 |
| **Haste Aura:** Increases the attack speed of all nearby party members by 20%. Players may only have one aura on them per paladin at any one time. The aura lasts until cancelled; **Intimidating Shout:** Shouts at an enemy, paralyzing it with terror for 8 sec. and causing all other nearby enemies to flee in fear. **Veil of Darkness:** Prevents healing on the target; **Raise Dead:** Raise two skeletons from a fallen squire. | | | | | |
| Deathknight Captain | 61 | 4815 - 6384 | 94320 | | 4091 |
| Deathknight Cavalier | 61 | 3449 - 4563 | 113175 | 12430 | 3316 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. **Death Coil:** Causes the enemy target to run in horror for 3 sec and causes 929 Shadow damage. The caster gains 100% of the damage caused in health. **Aura of Agony:** Curses an enemy with agony, inflicting Shadow damage every 2 sec. over 8 sec. Only one curse per warlock can be active on any one target. | | | | | |
| Deathknight Understudy | 60 | 4729 - 6274 | 91560 | | 7505 |
| **Taunt:** Taunts the target to attack you; **Shield Wall:** Reduces the Physical and magical damage taken by the caster by 75% for 20 sec. | | | | | |
| Deathknight Vindicator | 62 | 4016 - 5321 | 129500 | 25680 | 3555 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. **Death Coil:** Causes the enemy target to run in horror for 3 sec and causes 932 Shadow damage. The caster gains 100% of the damage caused in health. **Aura of Agony:** Curses an enemy with agony, inflicting Shadow damage every 2 sec. over 8 sec. Only one curse per warlock can be active on any one target. | | | | | |
| Unrelenting Deathknight | 61 | 2540 - 3367 | 20436 | | 4091 |
| **Shadow Mark:** In a whirlwind of steel you attack up to 0 enemies within 8 yards, causing weapon damage to each enemy; Intercept: Charge an enemy, causing 25 damage and stunning it for 3 sec. | | | | | |
| Unrelenting Rider | 62 | 2209 - 2927 | 25900 | 12840 | 3555 |
| **Unholy Aura:** Causes the caster to automatically inflict 150 Shadow damage every 2 sec. to nearby enemies. The aura lasts until cancelled; **Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies. | | | | | |



# DEATHSPEAKER SELENDRE

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 84 - 117 |
| Min - Max HPs | 2550 |
| Min - Max Mana | 5206 |
| Min - Max Armor | 1686 |
| Shadow Resistance: 56 | |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Curse of Tongues:** Forces an enemy to speak in Demonic, reducing its casting speed by 50% for 15 sec. Only one curse per warlock can be active on any one target.

**Drain Life:** Drains 365 - 370 health from an enemy over 5 sec., transferring it to the caster.

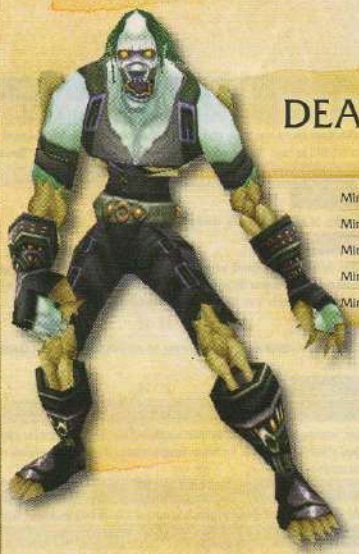
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# DEATHMAW

| | |
|---|---|
| Min - Max Lvl | 53 |
| Min - Max Dmg | 73 - 97 |
| Min - Max HPs | 3189 |
| Min - Max Mana | |
| Min - Max Armor | 3163 |

**Tendon Rip:** Reduces an enemy's movement speed by 25% for 8 sec.



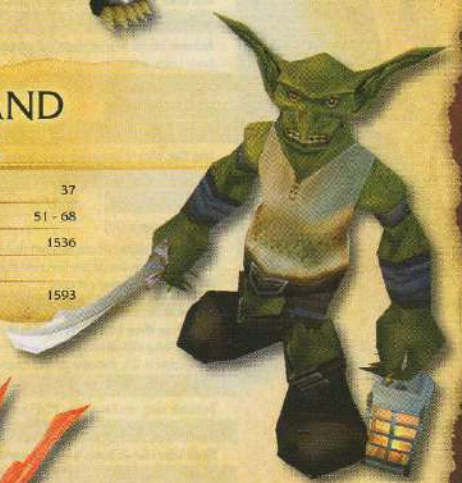
# DEATHSTALKER VINCENT

| | |
|---|---|
| Min - Max Lvl | 21 |
| Min - Max Dmg | 31 - 40 |
| Min - Max HPs | 531 |
| Min - Max Mana | |
| Min - Max Armor | 888 |



# DEATHSHADOW

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Deathshadow Acolyte | 70 - 71 | 234 - 337 | 5589 - 5744 | 3155 - 3231 | 5474 - 5714 |
| **Mind Sear:** Inflicts Shadow damage to an enemy for 3 sec. | | | | | |
| Deathshadow Agent | 70 - 71 | 234 - 337 | 5589 - 5744 | 3155 - 3231 | 5474 - 5714 |
| **Mind Sear:** Inflicts Shadow damage to an enemy for 3 sec. | | | | | |
| Deathshadow Archon | 70 - 71 | 379 - 545 | 6986 - 7181 | | 6792 - 7089 |
| **Bloodthirst:** Instantly attack the target causing 120% of normal weapon damage. In addition, the next 5 successful melee attacks will restore 238 to 262 health. This effect lasts 10 sec. **Enrage:** Physical damage dealt is increased by 71, Attack speed increased 30%. | | | | | |
| Deathshadow Hound | 70 - 71 | 128 - 181 | 3493 - 3590 | | 6792 - 7089 |
| **Carnivorous Bite:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Deathshadow Imp | 70 - 71 | 83 - 117 | 1956 - 2010 | 3155 - 3231 | 5474 - 5714 |
| **Fireball:** Shoots a ball of flame at an enemy, inflicting Fire damage. | | | | | |
| Deathshadow Overlord | 70 - 71 | 1447 - 2044 | 33534 - 34464 | 9465 - 9693 | 5474 - 5714 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. **Fireball:** Inflicts Fire damage to an enemy. **Impending Doom:** Inflicts 2500 Shadow damage to target enemy after 30 sec. | | | | | |
| Deathshadow Spellbinder | 70 - 71 | 238 - 336 | 5589 - 5744 | 3155 - 3231 | 5474 - 5714 |
| **Counterspell:** Counters an enemy's spell, preventing the enemy from casting that spell again for 15 sec. Generates a high amount of threat. **Chains of Ice:** Forms icy chains around the enemy, locking the target in place for 10 sec. **Arcane Missiles:** Launches magical missiles at an enemy, inflicting Arcane damage each second for 5 sec. | | | | | |
| Deathshadow Warlock | 70 - 71 | 234 - 337 | 5589 - 5744 | 3155 - 3231 | 5474 - 5714 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. **Demon Armor:** Protects the caster, increasing armor by 669, Shadow resistance by 18, and health regeneration for 30 min. **Summon Twilight Ridge Imp:** Summons an imp to accompany the caster until dismissed. **Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec. | | | | | |



# DECKHAND MOISHE

| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 51 - 68 |
| Min - Max HPs | 1536 |
| Min - Max Mana | |
| Min - Max Armor | 1593 |



# DEATHSKITTER

| | |
|---|---|
| Min - Max Lvl | 64 |
| Min - Max Dmg | 635 - 888 |
| Min - Max HPs | 22860 |
| Min - Max Mana | |
| Min - Max Armor | 4991 |

**Dread Poison:** Inflicts 37 Nature damage to an enemy every 5 sec. for 20 sec.



# DEEB

| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 16 - 21 |
| Min - Max HPs | 230 |
| Min - Max Mana | 373 |
| Min - Max Armor | 479 |

**Shock:** Instantly throws a bolt of lightning at the target for 25 to 28 damage.

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

# DEER

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Antlered Courser | 22 - 23 | 35 - 41 | 573 - 617 | | 922 - 957 |
| **Rushing Charge**: Increases the caster's movement speed by 81% for 3 sec. and causes it to inflict an additional 73 damage on its first attack. | | | | | |
| Elder Shadowhorn Stag | 26 - 27 | 37 - 51 | 788 - 840 | | 1061 - 1097 |
| **Shadowhorn Charge**: Increases the Physical damage dealt by the caster by 26 - 27 and speeds its movement by 80% for 6 sec. Also curses an enemy on the first successful hit, reducing the Physical damage it deals by 3, reducing the magical damage it deals by 10, and increasing the Physical damage it takes by 3 for 5 min. | | | | | |
| Gazelle | 3 | 3 - 4 | 14 | | 41 |
| Great Courser | 24 - 25 | 37 - 45 | 664 - 713 | | 992 - 1026 |
| **Rushing Charge**: Increases the caster's movement speed by 83% for 3 sec. and causes it to inflict an additional 79 damage on its first attack. | | | | | |
| Maddened Stag | 1 | 1 - 2 | 42 | | 15 |
| Moongraze Buck | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| **Knockdown**: Inflicts 35 damage to an enemy, stunning it for 1 sec. | | | | | |
| Moongraze Stag | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Mossheef Courser | 52 - 53 | 88 - 119 | 3082 - 3189 | | 3108 - 3163 |
| **Enrage** | | | | | |
| Mossheef Runner | 45 - 47 | 76 - 105 | 2310 - 2488 | | 2725 - 2835 |
| Mossheef Stag | 49 - 50 | 82 - 112 | 2672 - 2769 | | 2944 - 2999 |
| Shadowhorn Stag | 22 - 23 | 32 - 44 | 573 - 617 | | 922 - 957 |

# DEFIAS BROTHERHOOD

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Defias Agent | 24 - 25 | 34 - 48 | 664 - 713 | | 992 - 1026 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec.; **Backstab**: Backstab the target, causing 150% weapon damage plus 30 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point; **Slowing Poison** | | | | | |
| Defias Ambusher | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| Defias Bandit | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| **Snap Kick**: Inflicts 18 damage to an enemy, stunning it for 2 sec. | | | | | |
| Defias Blackguard | 19 | 47 - 63 | 1347 | | 817 |
| **Stealth**: Allows the rogue to sneak around, but reduces your speed by 40%. Lasts until cancelled; **Rupture**: Inflicts Physical damage to an enemy every 2 sec. Additional combo points increase the periodic damage inflicted and the total duration; **Faded**: Puts the caster in stealth mode. Lasts until cancelled; **Cheap Shot**: Stuns an enemy for 4 sec. Must be stealthed. Awards 2 combo points. | | | | | |
| Defias Bodyguard | 10 | 13 - 17 | 198 | | 512 |
| **Backstab**: Inflicts normal damage plus 20 - 20 to an enemy, but only if attacking from behind; **Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. | | | | | |
| Defias Companion | 15 - 16 | 11 - 16 | 328 - 356 | | 677 - 713 |
| Defias Conjurer | 15 - 16 | 19 - 27 | 285 - 307 | 790 - 856 | 363 - 383 |
| **Voidwalker**: Summons 1 Voidwalker to aid the caster in battle for 3 min.; **Fireball**: Inflicts Fire damage to an enemy; **Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 10, slows melee attackers' movement speed by 30%, and increases the time between their attacks by 25%. | | | | | |
| Defias Convict | 23 - 24 | 56 - 78 | 1815 - 1953 | | 957 - 992 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand; **Backhand**: Backhands an enemy, stunning it for 2 sec. | | | | | |
| Defias Cutpurse | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |
| **Backstab**: Backstab the target, causing 150% weapon damage plus 15 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point. | | | | | |
| Defias Digger | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| Defias Dockmaster | 10 | 13 - 17 | 198 | | 512 |
| Defias Dockworker | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| **Snap Kick**: Inflicts 18 damage to an enemy, stunning it for 2 sec. | | | | | |
| Defias Drone | 22 | 32 - 42 | 573 | | 922 |
| Defias Enchanter | 26 - 27 | 26 - 38 | 628 - 665 | 1707 - 1812 | 889 - 920 |
| Arcane Resistance: 040 | | | | | |
| **Enchanted Quickness**: Increases the caster's attack speed by 35% for 15 sec.; **Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 324, slows melee attackers' movement by 30%, and increases the time between their attacks by 25%. **Fireball**: Inflicts Fire damage to an enemy. | | | | | |
| Defias Evoker | 17 - 18 | 30 - 44 | 990 - 1062 | 1876 - 2040 | 608 - 638 |
| **Quick Flame Ward**: Renders an ally immune to Fire spells for 10 sec.; **Flamestrike**: Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.; **Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 204, slows melee attackers' movement speed by 30%, and increases the time between their attacks by 25%. | | | | | |
| Defias Fanged | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Backstab**: Inflicts normal damage plus 20 - 22 to an enemy, but only if attacking from behind. | | | | | |
| Defias Henchman | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| **Shield Slam**: Inflicts 25 damage to an enemy, stunning it for 2 sec.; **Improved Blocking**: Increases the caster's chance to block by 58% for 6 sec. | | | | | |
| Defias Highwayman | 17 - 18 | 25 - 35 | 386 - 417 | | 748 - 782 |
| **Backstab**: Backstab the target, causing 150% weapon damage plus 15 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point; **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Defias Inmate | 23 - 24 | 56 - 78 | 1815 - 1953 | | 957 - 992 |
| **Rend**: Wounds the target causing them to bleed for 45 damage plus additional damage, over 15 sec.; **Battle Stance**: Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled. | | | | | |
| Defias Insurgent | 24 | 76 - 101 | 1953 | | 992 |
| **Battle Shout**: Increases the melee attack power of nearby party members by 96 for 2 min. **Demoralizing Shout**: Reduces the melee attack power of nearby enemies by 10 for 30 sec. | | | | | |
| Defias Knuckleduster | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Pummel**: Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec.; **Thrash**: Adds a chance to do two additional attacks | | | | | |
| Defias Looter | 13 - 14 | 18 - 27 | 273 - 300 | | 608 - 642 |
| **Backstab**: Inflicts normal damage plus 25 - 27 to an enemy, but only if attacking from behind; **Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. | | | | | |
| Defias Magician | 16 - 17 | 20 - 29 | 307 - 330 | 856 - 938 | 383 - 402 |
| **Summon Living Flame**: Summons 1 Living Flame to aid the caster in battle for 4 min.; **Fireball**: Inflicts Fire damage to an enemy. | | | | | |
| Defias Messenger | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Defias Miner | 17 - 18 | 25 - 35 | 386 - 417 | | 748 - 782 |
| **Pierce Armor**: Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Defias Night Blade | 25 - 26 | 36 - 49 | 734 - 788 | | 1026 - 1061 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec.; **Backstab**: Backstab the target, causing 150% weapon damage plus 30 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point; **Slowing Poison** | | | | | |
| Defias Night Runner | 24 - 25 | 34 - 48 | 664 - 713 | | 992 - 1026 |
| **Backstab**: Backstab the target, causing 150% weapon damage plus 30 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point. | | | | | |
| Defias Overseer | 17 - 18 | 43 - 59 | 1158 - 1251 | | 748 - 782 |
| **Battle Command**: Increases the attack speed of nearby allies by 50% for 6 sec. | | | | | |
| Defias Patrolstalker | 15 - 16 | 22 - 31 | 328 - 356 | | 872 - 919 |
| **Backstab**: Inflicts normal damage plus 29 - 31 to an enemy, but only if attacking from behind. **Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec. | | | | | |
| Defias Pillager | 14 - 15 | 14 - 22 | 263 - 285 | 710 - 790 | 512 - 543 |
| **Fireball**: Inflicts Fire damage to an enemy; **Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 168, slows melee attackers' movement speed by 30%, and increases the time between their attacks by 25%. | | | | | |
| Defias Pirate | 19 - 20 | 47 - 66 | 1347 - 1452 | | 817 - 852 |
| **Bloodsail Companion**: Summons 1 Defias Companion to accompany the caster until dismissed. | | | | | |
| Defias Prisoner | 23 | 56 - 75 | 1815 | | 957 |
| **Kick**: A quick kick that injures a single foe for 15 damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 5 sec. **Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. | | | | | |
| Defias Profiteer | 20 | 22 - 29 | 484 | | 852 |
| Defias Raider | 17 - 18 | 25 - 35 | 328 - 354 | | 748 - 782 |
| **Battle Stance**: Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled; **Heroic Strike**: A strong attack that increases melee damage by 45 and causes a high amount of threat. | | | | | |
| Defias Renegade Mage | 18 - 19 | 18 - 27 | 354 - 379 | 1020 - 1118 | 422 |
| **Fireball**: Inflicts Fire damage to an enemy; **Fire Shield**: Surrounds an ally with a shield of flame that inflicts 7 Fire damage to nearby enemies every 3 sec. Lasts 1 min.; **Quick Flame Ward**: Renders an ally immune to Fire spells for 10 sec. | | | | | |
| Defias Rogue Wizard | 9 - 10 | 10 - 15 | 160 - 178 | 350 - 382 | 327 - 390 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 2 sec. **Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 108, slows melee attackers' movement speed to 30%, and increases the time between their attacks by 25%. | | | | | |
| Defias Smuggler | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |
| **Backstab**: Backstab the target, causing 150% weapon damage plus 15 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point; **Throw**: Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Defias Squallshaper | 19 | 33 - 47 | 1137 | 2236 | 870 |
| **Frost Nova**: Blasts enemies near the caster for 21 to 24 Frost damage and freezes them in place for up to 8 sec. Damage caused may interrupt the effect. **Fire Blast**: Blasts the enemy for 103 to 127 Fire damage. **Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 226, slows melee attackers' movement speed to 30%, and increases the time between their attacks by 25%. | | | | | |
| Defias Ship Miner | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |
| **Pierce Armor**: Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Defias Taskmaster | 18 - 19 | 45 - 63 | 1251 - 1347 | | 782 - 817 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage; **Piercing Shot**: Shoots at an enemy, inflicting normal damage and reducing the enemy's armor by 580 for 15 sec. | | | | | |
| Defias Thug | 3 - 4 | 3 - 5 | 71 - 86 | | 41 - 76 |
| Defias Tower Patroller | 23 | 33 - 44 | 617 | | 957 |
| Defias Tower Sentry | 24 | 34 - 46 | 664 | | 992 |
| Defias Trapper | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| **Net**: Immobilizes an enemy for 5 sec.; **Backstab**: Backstab the target, causing 150% weapon damage plus 30 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point. | | | | | |
| Defias Watchman | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| Defias Wizard | 18 - 19 | 38 - 54 | 1062 - 1137 | 2040 - 2236 | 422 |
| **Fireball**: Inflicts Fire damage to an enemy; **Quick Flame Ward**: Renders an ally immune to Fire spells for 10 sec.; **Chains of Ice**: Forms icy chains around the enemy, locking the target in place for 15 sec. | | | | | |
| Defias Worker | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |

## DELLA

| | |
|---|---|
| Min - Max Lvl | 49 |
| Min - Max Dmg | 83 - 110 |
| Min - Max HPs | 2672 |
| Min - Max Mana | |
| Min - Max Armor | 2944 |



## DEMOS, OVERSEER OF HATE

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 1536 - 2166 |
| Min - Max HPs | 65420 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |



## DEREK THE UNDYING

| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 100 - 132 |
| Min - Max HPs | 2871 |
| Min - Max Mana | |
| Min - Max Armor | 3435 |



## DELMANIS THE HATED

| | |
|---|---|
| Min - Max Lvl | 17 |
| Min - Max Dmg | 17 - 24 |
| Min - Max HPs | 330 |
| Min - Max Mana | 938 |
| Min - Max Armor | 402 |

**Flame Blast:** Inflicts 143 to 147 Fire damage to an enemy.

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.





## DERMOT

| | |
|---|---|
| Min - Max Lvl | 34 |
| Min - Max Dmg | 47 - 63 |
| Min - Max HPs | 1279 |
| Min - Max Mana | |
| Min - Max Armor | 1340 |

## DENATH

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 104 - 138 |
| Min - Max HPs | 3662 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



## DEMETRIA

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 486 - 676 |
| Min - Max HPs | 26412 |
| Min - Max Mana | 35250 |
| Min - Max Armor | 2073 |



**Mind Blast:** Inflicts Shadow damage to an enemy, but causes a high amount of threat.

**Dominate Mind:** Takes control of a humanoid enemy up to level 76 for 15 sec.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

**Dispel Magic:** Dispels magic on an ally, removing 1 harmful spell.

**Psychic Scream:** Lets out a psychic scream, causing up to 5 nearby enemies to flee for 6 sec.

**Mind Flay:** Inflicts Shadow damage to an enemy and reduces its movement speed for 3 sec.

**Shadowform:** Assumes a Shadowform, increasing Shadow damage dealt by 20% and reducing melee damage taken by 20%. Shadowform lasts until cancelled.

## DESSECUS

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 321 - 425 |
| Min - Max HPs | 6477 |
| Min - Max Mana | 2163 |
| Min - Max Armor | 2699 |

**Lightning Cloud:** Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 193 to 197 Nature damage and inflicting 207 to 213 additional damage every 5 sec.

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target.



## DEMON OF THE ORB

| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 95 - 126 |
| Min - Max HPs | 4572 |
| Min - Max Mana | |
| Min - Max Armor | 1964 |





## DETH'RYLL SATYR

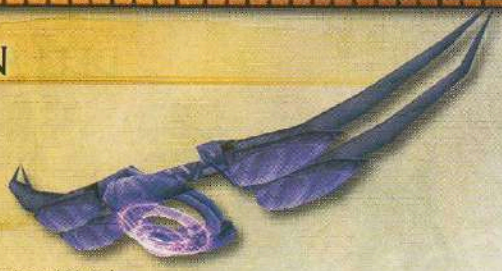
| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Deth'ryll Satyr | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Deth'ryll Shadowstalker | 13 - 14 | 18 - 27 | 273 - 300 | | 608 - 642 |
| **Shadowstalker Stab:** Inflicts normal damage plus 28 to 32 to an enemy when attacking from stealth, stunning it 5 sec. | | | | | |

## DETRAFILA



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 142 - 196 |
| Min - Max HPs | 4979 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

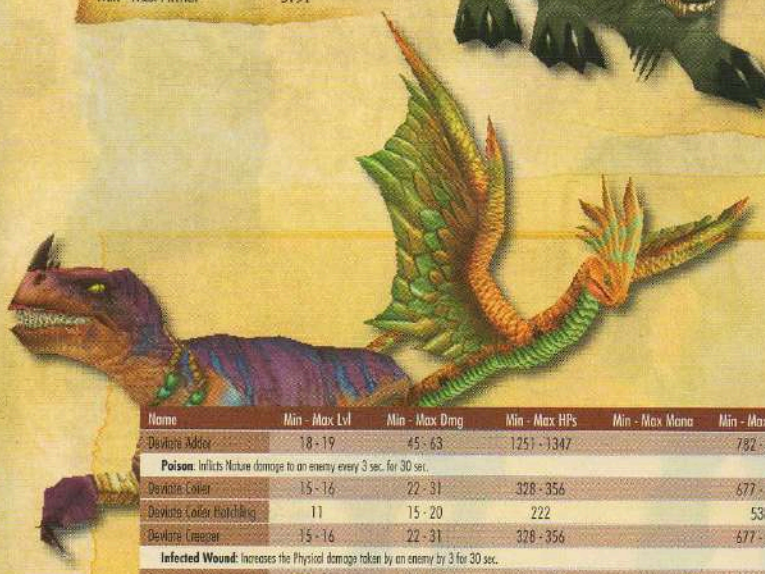
## DEVASTATION



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 7574 - 10710 |
| Min - Max HPs | 220059 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 6 sec. and inflicts normal damage plus 714.

## DEVIATE BEASTS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Deviate Adder | 18 - 19 | 45 - 63 | 1251 - 1347 | | 782 - 817 |
| **Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Deviate Coiler | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| Deviate Coiler Hatchling | 11 | 15 - 20 | 222 | | 538 |
| Deviate Creeper | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| **Infected Wound:** Increases the Physical damage taken by an enemy by 3 for 30 sec. | | | | | |
| Deviate Gnaskik | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |
| **Tendon Rip:** Reduces an enemy's movement speed by 43% for 8 sec. | | | | | |
| Deviate Dreadfang | 19 | 47 - 63 | 1347 | | 817 |
| **Terrify:** Terrifies an enemy, causing it to flee in fear for 4 sec. Only 1 target can be terrified at a time. | | | | | |
| Deviate Faerie Dragon | 19 | 47 - 63 | 1347 | | 817 |
| Deviate Guardian | 18 - 19 | 45 - 63 | 1251 - 1347 | | 782 - 817 |
| Deviate Horror | 18 - 19 | 45 - 63 | 1251 - 1347 | | 782 - 817 |
| Deviate Lasher | 19 | 32 - 42 | 134 | | 817 |
| **Wide Slash:** Inflicts normal damage plus 14 to enemies in a cone in front of the caster. | | | | | |
| Deviate Lurker | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| Frost Resistance: 100 | | | | | |
| Deviate Moccasin | 19 | 47 - 63 | 1347 | | 817 |
| Deviate Nightmare | 19 - 21 | 28 - 40 | 449 - 521 | | 817 - 888 |
| Deviate Python | 18 - 19 | 26 - 37 | 167 - 180 | | 782 - 817 |
| Deviate Ravager | 18 - 19 | 45 - 63 | 1251 - 1347 | | 782 - 817 |
| **Thresh:** Adds a chance to do two additional attacks | | | | | |
| Deviate Shambler | 19 | 44 - 58 | 1212 | 456 | 683 |
| **Wild Regeneration:** Heals the caster for 38 to 62 damage every 2 sec. for 20 sec. | | | | | |
| Deviate Slayer | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Fatal Bite:** Drains 130 - 138 health from an enemy, healing the caster for up to twice that amount. | | | | | |
| Deviate Stalker | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| Deviate Stinglash | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Lash:** Stuns an enemy for 2 sec. and has a chance to disarm. | | | | | |
| Deviate Venomwing | 19 | 47 - 63 | 1347 | | 817 |
| **Toxic Spit:** Inflicts Nature damage to an enemy. | | | | | |
| Deviate Viper | 19 | 47 - 63 | 1122 | | 817 |
| **Localized Toxin:** Inflicts 6 - 6 Nature damage to an enemy every 5 sec. for 1 min. | | | | | |



## DEVILSAUR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Devilsaur | 54 - 55 | 376 - 509 | 7599 - 7842 | | 3216 - 3271 |
| Fire Resistance: 54 | | | | | |
| **Mighty Blow:** Inflicts normal damage plus 93 to an enemy, knocking it back. | | | | | |
| Ironhide Devilsaur | 54 - 56 | 451 - 623 | 7599 - 8097 | | 4003 - 4141 |
| Tyrant Devilsaur | 54 - 55 | 516 - 698 | 7599 - 7842 | | 3216 - 3271 |
| **Terrifying Roar:** Causes nearby enemies to flee in fear for 5 sec. | | | | | |

## DEVLIN AGAMAND



| | |
|---|---|
| Min - Max Lvl | 9 |
| Min - Max Dmg | 12 - 128 |
| Min - Max HPs | 176 |
| Min - Max Mana | |
| Min - Max Armor | 406 |

**Head Crack:** Reduces an enemy's Stamina by 2 for 20 sec.



## DEXTREN WARD

| | |
|---|---|
| Min - Max Lvl | 25 |
| Min - Max Dmg | 73 - 97 |
| Min - Max HPs | 2097 |
| Min - Max Mana | |
| Min - Max Armor | 1026 |

**Intimidating Shout:** Shouts at an enemy, paralyzing it with terror for 8 sec. and causing all other nearby enemies to flee in fear.

**Strike:** Strikes at an enemy, inflicting weapon damage plus 41.

**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled.

## DIAMOND HEAD



| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 76 - 100 |
| Min - Max HPs | 2219 |
| Min - Max Mana | |
| Min - Max Armor | 5393 |

**Knockdown:** Knocks an enemy down, stunning it for 2 sec

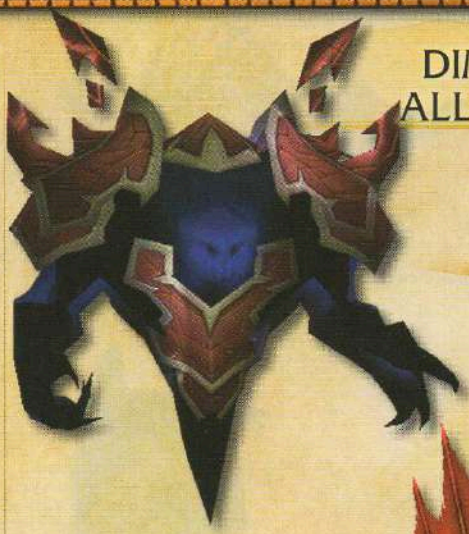


## DIATHORUS THE SEEKER

| | |
|---|---|
| Min - Max Lvl | 32 |
| Min - Max Dmg | 42 - 55 |
| Min - Max HPs | 977 |
| Min - Max Mana | 935 |
| Min - Max Armor | 1063 |
| Shadow Resistance: 102 | |

**Fear:** Strikes fear in an enemy, causing it to flee in terror for 4 sec. Only 1 target can be feared at a time.

**Drain Life:** Drains 175 health from an enemy over 5 sec., transferring it to the caster.



## DIMENSIUS THE ALL-DEVOURING

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 2272 - 3213 |
| Min - Max HPs | 279440 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Shadow Vault**

**Consume:** Consumes a nearby Ethereal Soldier.

**Shadow Spiral**



## DINOSAUR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Dimetrodon | 51 - 52 | 86 - 117 | 2980 - 3082 | | 3052 - 3108 |
| **Dire Growl:** Reduces an enemy's Strength by 49 and its Agility by 49 for 15 sec. | | | | | |
| Elder Dimetrodon | 54 - 55 | 92 - 125 | 3293 - 3398 | | 3216 - 3271 |
| **Pommel:** Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec.; **Thrash:** Adds a chance to do two additional attacks | | | | | |
| Fel-fire Dimetrodon | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Flaming Wound:** Surrounds self with a shield of flame that inflicts 71 - 72 Fire damage to nearby enemies every 3 sec. Lasts 15 sec. **Fel Fireball:** Inflicts Fire damage to an enemy. | | | | | |
| Fledgling Pterrordax | 48 - 50 | 81 - 112 | 2578 - 2769 | | 2888 - 2999 |
| **Swoop:** Inflicts normal damage plus 63 - 66 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Frenzied Pterrordax | 52 - 54 | 88 - 122 | 3082 - 3293 | | 3108 - 3216 |
| **Terrify:** Terrifies an enemy, causing it to flee in fear for 4 sec. Only 1 target can be terrified at a time.; **Thrash:** Adds a chance to do two additional attacks | | | | | |
| Greater Fel-fire Dimetrodon | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Flaming Wound:** Surrounds self with a shield of flame that inflicts 56 to 57 Fire damage to nearby enemies every 3 sec. Lasts 15 sec. **Fel Fireball:** Inflicts Fire damage to an enemy. | | | | | |
| Incendosaur | 47 - 49 | 79 - 110 | 2488 - 2672 | | 2835 - 2944 |
| Fire Resistance: 125 | | | | | |
| **Immolate; Fireball:** Inflicts Fire damage to an enemy. | | | | | |
| Plated Stegodon | 52 - 54 | 300 - 415 | 7113 - 7599 | | 4629 - 4790 |
| **Head Smash:** Inflicts normal damage plus 31 - 32 on an enemy, stunning it for 2 sec. | | | | | |
| Pterrordax | 50 - 52 | 85 - 117 | 2880 - 3082 | | 2999 - 3108 |
| **Terrifying Screech:** Causes nearby enemies to flee in fear for 4 sec. | | | | | |
| Spiked Stegodon | 53 - 54 | 306 - 415 | 7359 - 7599 | | 3163 - 3216 |
| **Head Smash:** Inflicts normal damage plus 31 - 32 on an enemy, stunning it for 2 sec.; **Spikes** | | | | | |
| Stegodon | 52 - 53 | 291 - 394 | 7113 - 7359 | | 3108 - 3163 |
| **Rushing Charge:** Increases the caster's movement speed by 111 - 112% for 3 sec. and causes it to inflict an additional 163 - 166 damage on its first attack.; **Head Smash:** Inflicts normal damage plus 62 - 63 on an enemy, stunning it for 2 sec. | | | | | |
| Subterranean Dimetrodon | 46 - 47 | 224 - 304 | 5757 - 5970 | | 2780 - 2835 |
| **Sonic Burst:** Inflicts normal damage plus 118 on nearby enemies, preventing them from spellcasting for 6 sec. | | | | | |
| Young Dimetrodon | 49 - 50 | 83 - 112 | 2672 - 2769 | | 2944 - 2999 |
| **Tendon Rip:** Reduces an enemy's movement speed by 70% for 8 sec. | | | | | |



## DIGGER FLAMEFORGE

| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 34 - 46 |
| Min - Max HPs | 664 |
| Min - Max Mana | |
| Min - Max Armor | 992 |
| Fire Resistance: 100 | |

**Throw Dynamite:** Inflicts 36 to 44 Fire damage to all enemies in a selected area.

**Backhand:** Backhands an enemy, stunning it for 2 sec.



## DIGMASTER SHOVELPHLANGE

| | |
|---|---|
| Min - Max Lvl | 38 |
| Min - Max Dmg | 158 - 210 |
| Min - Max HPs | 6975 |
| Min - Max Mana | |
| Min - Max Armor | 1709 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Sunder Armor:** Sunders the target's armor, reducing it by 270 per Sunder Armor and causes a high amount of threat. Can be applied up to 5 times. Lasts 30 sec.

**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.



## DIHYANA THE HUNTRESS

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 97 - 128 |
| Min - Max HPs | 2491 |
| Min - Max Mana | 2434 |
| Min - Max Armor | 3075 |

**Shoot:** Shoots at an enemy, inflicting Physical damage.



## DISCIPLE OF SAR'THIS

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

## DISHU

| | |
|---|---|
| Min - Max Lvl | 13 |
| Min - Max Dmg | 14 - 18 |
| Min - Max HPs | 273 |
| Min - Max Mana | |
| Min - Max Armor | 608 |



**Savannah Cubs:** Summons 3 Savannah Cubs to aid the caster in battle for 4 min.

## DOCTOR GUTRICK

| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 242 - 341 |
| Min - Max HPs | 6761 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |





## DOCTOR MALEFICUS

| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 242 - 341 |
| Min - Max HPs | 6761 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |



## DOCTOR THEOLEN KRASTINOV

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 857 - 1138 |
| Min - Max HPs | 30520 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Backhand:** Backhands an enemy, stunning it for 2 sec.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 118 for 2 min.



## DOGS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Ancient Core Hound | 62 | 1726 - 2290 | 113295 | | 4391 |
| Fire Resistance: 93 | | | | | |
| **Lava Breath:** Inflicts 1157 to 1343 Fire damage to enemies in front of the caster; **Vicious Bite:** Bites an enemy, inflicting Physical damage. **Ancient Despair:** Disorients nearby enemies, causing them to stop attacking their targets and wander around for 5 sec.; **Ancient Dread:** Reduces an enemy's casting speed by 50% and increases the time between its attacks by 100% for 15 min.; **Ancient Hysteria:** Reduces nearby enemies' Spirit by 50% and their Intellect by 50% for 15 min.; **Cauterizing Flames:** Reduces the Fire resistance of nearby enemies by 200 for 15 min. **Ground Stomp:** Stomps the ground, stunning nearby enemies for 5 sec.; **Withering Heat:** Reduces an enemy's maximum health by 35% for 15 min. | | | | |
| Black Ravager | 24 - 25 | 34 - 48 | 664 - 713 | | 992 - 1026 |
| **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Black Ravager Mastiff | 25 - 26 | 36 - 49 | 734 - 788 | | 1026 - 1061 |
| **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.; **Furious Howl:** Increases the Strength of nearby party members by 9 for 15 sec. | | | | | |
| Bloodhound | 49 - 50 | 248 - 337 | 2672 - 2769 | | 2944 - 2999 |
| **Dire Growl:** Reduces an enemy's Strength and Agility by 47 for 15 sec. **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Bloodhound Mastiff | 52 - 53 | 265 - 358 | 3082 - 3189 | | 3108 - 3163 |
| **Expose Weakness:** Increases the Physical damage taken by an enemy by 45 - 46 for 5 sec. **Ravenous Claw:** Drains 278 to 322 health from an enemy, transferring it to the caster. | | | | | |
| Core Hound | 61 | 1058 - 1403 | 47160 | | 4091 |
| Fire Resistance: 93 | | | | | |
| **Serrated Bite:** Inflicts 1500 Physical damage to an enemy over 30 sec. | | | | | |
| Core Rager | 62 | 1510 - 2004 | 80925 | | 4391 |
| Fire Resistance: 95 | | | | | |
| **Thrash:** Adds a chance to do two additional attacks.; **Mangle:** Inflicts 300 damage to an enemy every 2 sec. and slows its movement by 50% for 20 sec. | | | | | |
| Deathbound | 60 | 3507 - 4654 | 76300 | | 3791 |
| **Piercing Howl:** Causes all nearby enemies to be dazed for 6 sec.; **Infected Wound:** Increases the Physical damage taken by an enemy by 28 for 5 min.; **Enrage:** Increases the caster's attack speed by 50% and the Physical damage it deals by 100 for 10 min. | | | | | |
| Doomhowl Mastiff | 59 - 60 | 102 - 138 | 3997 - 4120 | | 3489 - 3791 |
| Doomhowl Ravager | 57 - 58 | 98 - 132 | 3758 - 3876 | | 3380 - 3435 |
| Forge Hound | 69 | 181 - 256 | 6761 | | 6492 |
| Frenzied Plaguehound | 57 - 58 | 98 - 132 | 3758 - 3876 | | 3380 - 3435 |
| **Enrage** | | | | | |
| Hound of Ulduthas | 69 - 70 | 242 - 357 | 6761 - 6986 | | 6492 - 6792 |
| **Stomp:** Stomps the ground, inflicting normal damage to nearby enemies and knocking them back. **Double Breath:** Inflicts Fire damage to enemies in a cone in front of the caster. | | | | | |
| Infernal Hound | 50 | 220 - 292 | 3544 | | 4261 |
| **Immolation:** Burns nearby enemies for 25 fire damage every 2 seconds. | | | | | |
| Mutant War Hound | 71 | 2695 - 3812 | 143620 | | 7089 |
| **Disease Cloud** | | | | | |
| Phase Hound | 70 | 2020 - 2856 | 24451 | | 6792 |
| Arcane Resistance: 105 | | | | | |
| **Phase Shift:** s Phase Shift when the caster takes spell damage. | | | | | |
| Plagued Decimposer | 61 | 3175 - 4209 | 69168 | | 4091 |
| **Forceful Howl:** Inflicts normal damage plus 30 to an enemy and knocks it back. | | | | | |
| Plaguehound | 55 - 56 | 94 - 127 | 3529 - 3644 | | 3271 - 3327 |
| **Infected Wound:** Increases the Physical damage taken by an enemy by 13 for 30 sec. | | | | | |
| Plaguehound Mastiff | 57 - 58 | 122 - 165 | 3758 - 3876 | | 3380 - 3435 |
| Plaguehound Runt | 53 - 54 | 84 - 115 | 3189 - 3293 | | 3163 - 3216 |
| Pond Hound | 57 - 58 | 255 - 344 | 4454 - 4594 | | 4802 - 4880 |
| **Immolation:** Burns nearby enemies for 28 - 29 fire damage every 2 seconds. | | | | | |
| Rabid Longtooth | 47 - 48 | 79 - 107 | 2488 - 2578 | | 2835 - 2888 |
| **Rabies:** Reduces the rate of an enemy's health regeneration by 50%, in addition to lowering its Strength by 3 and its Agility by 1, for 10 min. | | | | | |
| Rabid Wolfhound | 67 | 298 - 419 | 9173 | | 5892 |
| **Furious Howl:** Party members within 15 yards receive an extra 56 to 68 damage to their next Physical attack. Lasts 10 sec. **Carnivorous Bite:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Ragged Scavenger | 2 - 3 | 2 - 4 | 55 - 71 | | 16 - 41 |
| Ravenous Bonehound | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| Shadowmoon Riding Hound | 71 | 3851 - 5446 | 143620 | | 7089 |
| **Carnivorous Bite:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.; **Charge:** Charges an enemy, inflicting normal damage and stuns the opponent for 2 sec.; **Enrage** | | | | | |
| Shadowmoon War Hound | 71 | 1733 - 2451 | 71810 | | 7089 |
| Shattered Hand Wolfhound | 58 | 91 - 124 | 4142 | | 3489 |
| **Furious Howl:** Party members within 15 yards receive an extra 48 to 60 damage to their next Physical attack. Lasts 10 sec. **Carnivorous Bite:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |

## DOOM'REL

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 330 - 437 |
| Min - Max HPs | 12954 |
| Min - Max Mana | 17304 |
| Min - Max Armor | 3233 |



**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec.

**Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 42 for 2 min.

**Demon Armor:** Protects the caster, increasing armor by 534, Shadow resistance by 13, and health regeneration for 30 min.

**Banish:** Banishes an enemy, preventing all action but making it invulnerable for up to 15 sec. Only one target can be banished at a time.

**Summon Voidwalkers:** Summons 3 Voidwalkers to protect the caster.

# DOOMCLAW



| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 242 - 341 |
| Min - Max HPs | 8789 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |

**Slime Spray**: Spews slime in a cone in front of the caster, inflicting poison damage.

**Claw Swipe:** Stomps the ground, inflicting normal damage to nearby enemies and knocking them back.

# DOOMFORGE



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Doomforge Arcanesmith | 54 | 114 - 158 | 2305 | 4896 | 1630 |
| **Arcane Bolt**: Hurls a magical bolt at an enemy, inflicting Arcane damage.<br>**Arcane Explosion**: Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies. | | | | | |
| Doomforge Attendant | 68 | 230 - 325 | 6542 | | 6192 |
| **Steal Weapon**: Steals an enemy's weapon, forcing it to stop wielding its weapon for 6 sec.<br>**Mana Bomb**: Drains 680 to 920 mana from those in the blast radius and does the amount of the mana drained in damage to the target. | | | | | |
| Doomforge Constructor | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Toxic Barrage**: Inflicts 1200 Nature damage ove 6 seconds to an enemy. | | | | | |
| Doomforge Craftsman | 51 | 147 - 194 | 2980 | | 3052 |
| **Throw Wrench**: Throws a wrench at an enemy, inflicting Physical damage.<br>**Rebuild**: Repairs a nearby friendly golem for 100 damage every 2 sec. over 20 sec.<br>**Bomb**: Bombs at enemies in a selected area, inflicting Fire damage. | | | | | |
| Doomforge Dragoon | 53 - 54 | 315 - 428 | 7359 - 7599 | | 3163 - 3216 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Explosive Shot**: Inflicts weapon damage and 100 additional Fire damage to an enemy and any of its nearby allies. | | | | | |
| Doomforge Engineer | 68 | 231 - 325 | 6542 | | 6192 |
| **Hammer Slam**: Slams the ground, inflicting normal damage to nearby enemies and knocking them back.<br>**Chemical Flames**: Inflicts Fire damage to any enemies in the target area for 10 sec. | | | | | |
| Doomforge Tobarer | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Throw Dynamite**: Inflicts 146 to 156 Fire damage to all enemies in a selected area.<br>**Ignite Power**: Burns 400 mana, 5 rage and 10 energy from nearby enemies every 3 sec. for 12 sec. Each point of mana, rage or energy that is destroyed also damages the target from which it is consumed. | | | | | |

# DOOMCRYER



| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 712 - 1003 |
| Min - Max HPs | 20932 |
| Min - Max Mana | 5982 |
| Min - Max Armor | 4995 |

**Rain of Chaos:** Calls down a molten rain, burning all enemies in a selected area for 36 Fire damage every 3 sec. for 9 sec.

**Curse of Burning Shadows:** Deals additional Shadow damage when Fire damage is taken. Lasts 2 min.

**Melt Flesh:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.



# DOOMGUARD

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Doomguard Commander | 61 | 985 - 1304 | 50300 | 12430 | 3316 |
| Shadow Resistance: 93 | | | | | |
| **Rain of Fire**: Calls down a molten rain, burning all enemies in a selected area for 531 Fire damage every 3 sec. for 9 sec.<br>**Cripple**: Increased the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec.<br>**Dispel Magic**: Dispels magic on the target, removing 1 harmful spell from an ally or 1 beneficial spell from an enemy.<br>**War Stomp**: Inflicts normal damage plus 66 to nearby enemies, stunning them for 5 sec.<br>**Crystal Imprisonment** | | | | | |
| Doomguard Lord | 73 | 9568 - 13514 | 1821000 | 67740 | 6193 |
| **Malevolent Cleave**: Do damage divided up evenly among all affected targets<br>**War Stomp**: Inflicts normal damage plus 2250 to nearby enemies, stunning them for 5 sec.<br>**Cripple**: Increased the time between an enemy's attacks by 75% and its movement by 75%, in addition to reducing its Strength by 75%. Lasts 12 sec. | | | | | |
| Doomguard Punisher | 71 | 1548 - 2188 | 143600 | 3231 | 5714 |
| **Punishing Blow**: Attacks with both weapons, inflicting damage to an enemy, and weakening their attacks. Deals triple damage to stunned targets.<br>**Fel Flames**: Inflicts Fire damage to enemies in a cone in front of the caster.<br>**Throw Axe**: Hurl your axe at the enemy, dealing damage and stunning them.<br>**Consume Essence**: Consumes the lifeforce of a Gan'arg, restoring your health.<br>**Super Jump**: Leap towards a distant enemy, stunning and damaging any nearby opponents.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Dive-Bomb**: Lifts off into the air and begins damaging the enemies below with fel bombs.<br>**Super Jump**: Leap towards a distant enemy, stunning and damaging any nearby opponents. | | | | | |
| Doomwrather | 37 - 38 | 64 - 87 | 1536 - 1604 | | 1593 - 1709 |
| Fire Resistance: 90 | | | | | |
| Doomwarder Captain | 38 - 39 | 53 - 72 | 1604 - 1678 | | 1709 - 1834 |
| Fire Resistance: 95 | | | | | |
| **Ignite**: Inflicts 52 - 53 Fire damage to an enemy every 3 sec. for 20 sec.<br>**Battle Shout**: The warrior shouts, increasing the melee attack power of all party members within 20 yards by 63. Lasts 2 min. | | | | | |
| Doomwarder Yore | 39 - 40 | 51 - 69 | 1357 - 1410 | 1236 - 1283 | 1517 - 1619 |
| Fire Resistance: 95 | | | | | |
| **Immolate**: Burns the enemy for 108 - 111 Fire damage and then an additional 165 Fire damage over 15 sec.<br>**Intimidating Shout**: Shouts, causing the targeted enemy to cower in fear. Lasts 8 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Deadcutter | 59 | 110 - 148 | 3313 | 2369 | 2832 |
| **Cripple**: Increases the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Felblade Doomguard | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **War Stomp**: Inflicts normal damage to nearby enemies, knocking them back.<br>**Mortal Strike**: Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec. | | | | | |
| Lesser Doomguard | 72 | 3637 - 5139 | 206605 | 16545 | 8466 |
| **Thrash**: Adds a chance to do two additional attacks.<br>**War Stomp**: Inflicts normal damage plus 1000 to nearby enemies, stunning them for 5 sec.<br>**Cripple**: Increased the time between an enemy's attacks by 50% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 12 sec. | | | | | |
| Nightmare Doomguard | 20 | 29 - 39 | 484 | | 852 |
| Terrorguard | 67 - 68 | 204 - 301 | 5060 - 5233 | 2933 - 2991 | 4755 - 4995 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Cripple**: Increases the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec.<br>**War Stomp**: Inflicts normal damage plus 34 to nearby enemies, knocking them back and stunning them for 5 sec. | | | | | |
| Terrorguard Protector | 68 - 69 | 214 - 316 | 5233 - 5407 | 2991 - 3080 | 4995 - 5235 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Fel Flames**: Inflicts 550 - 600 Fire damage to enemies in a cone in front of the caster. Then inflicts further Fire damage over 3 sec. | | | | | |
| Terrormaster | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Fear**: Strikes fear in an enemy, causing it to flee in terror for 6 sec.<br>**Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally. | | | | | |
| Terroslayer | 60 - 61 | 143 - 221 | 4979 - 5158 | | 3791 - 4091 |
| Unchained Doombringer | 71 | 2567 - 3631 | 64629 | | 7089 |
| **Berserker Charge**: Charges at an enemy, knocking it back and inflicting 950 to 1050 damage.<br>**War Stomp**: Inflicts normal damage plus 1388 to 1612 to nearby enemies and stunning them for 5 sec.<br>**Agonizing Armor**: Reduces an enemy's armor by 15% for 1 min. | | | | | |



## DOOMSAYER JURIM

| | |
|---|---|
| Min - Max Lvl | 64 |
| Min - Max Dmg | 398 - 557 |
| Min - Max HPs | 9144 |
| Min - Max Mana | 13525 |
| Min - Max Armor | 4036 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Corruption:** Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec.

**Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 42 for 2 min. Only one curse per warlock can be active on any one target.

**Fear:** Strikes fear in an enemy, causing it to flee in terror for 4 sec. Only 1 target can be feared at a time.

**Incinerate:** Deals 111 to 129 Fire damage to your target.



## DORGOK

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 245 - 345 |
| Min - Max HPs | 6072 |
| Min - Max Mana | 2933 |
| Min - Max Armor | 4755 |

**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec.

**Fear:** Strikes fear in an enemy, causing it to flee in terror for 4 sec.

**Curse of Weakness:** Reduces Physical damage dealt by an enemy by 34 for 2 min.

## DOOMWALKER

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 13940 - 19711 |
| Min - Max HPs | 2276400 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Earthquake:** Deals 8000 damage over 8 seconds to all nearby enemies.

**Crush Armor:** Reduces an enemy's armor by 10% for 1 min.

**Lightning Wrath:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 10 targets, inflicting greater Nature damage to each successive target.

**Enrage:** Increases Physical damage by 100% for 10 min.





## DOROTHEE

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2463 - 3478 |
| Min - Max HPs | 151750 |
| Min - Max Mana | 50805 |
| Min - Max Armor | 6193 |

**Water Bolt:** Hurls a watery bolt at an enemy, inflicting 2025 to 2475 Frost damage.

**Frightened Scream:** Lets out a scream, causing up to 3 nearby enemies to flee for 2 sec.

**Summon Tito:** Summons a yipping dog who will stun nearby enemies.

## TITO

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 841 - 1189 |
| Min - Max HPs | 34930 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Annoying Yipping:** Pacifies and silences an enemy, rendering it unable to attack or cast spells for 2 sec.





## DOPE'REL

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 384 - 509 |
| Min - Max HPs | 12146 |
| Min - Max Mana | 1983 |
| Min - Max Armor | 1699 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Sinister Strike:** Inflicts normal damage plus 132 to an enemy.

**Backstab:** Inflicts normal damage plus 303 - 303 to an enemy, but only if attacking from behind.

**Gouge:** Inflicts 20 damage and incapacitates it for up to 4 sec.

**Rupture:** Inflicts Physical damage to an enemy every 2 sec. for 10 sec.

**Evasion:** Increases chance to dodge by 50% for 15 sec.



## DR. BOOM

| | |
|---|---|
| Min-Max Lvl | 68 |
| Min - Max Dmg | 230 - 325 |
| Min-Max HPs | 654200 |
| Min-Max Mana | 6542 |
| Min-Max Armor | 6197 |

**Throw Dynamite:** Inflicts 1020 to 1380 Fire damage to all enemies in a selected area.

## DR. WHITHERLIMB

| | |
|---|---|
| Min - Max Lvl | 18 |
| Min - Max Dmg | 31 - 42 |
| Min - Max HPs | 626 |
| Min - Max Mana | |
| Min - Max Armor | 782 |



**Withering Poison:** Reduces an enemy's Strength by 5 and Stamina by 5 for 10 min.

**Monstrous Elixir:** Consumes an unstable elixir, healing the caster and increasing their size and Strength for 12 sec.

**Poison Bolt:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec.



## DRAACA LONGTAIL

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Cutdown:** Inflicts normal damage plus 50 to an enemy, knocking it back.

**Enrage:** Physical damage dealt is increased by 67% and attack speed is increased by 30%.

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 242 - 341 |
| Min - Max HPs | 8856 |
| Min - Max Mana | |
| Min - Max Armor | 5892 |



## DRACONIC

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Draconic Mageblood | 53 - 54 | 223 - 317 | 5151 - 5319 | 9530 - 9792 | 1602 - 1630 |
| Frost Resistance: 175 | | | | | |
| **Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec. **Blizzard:** Calls down a blizzard that lasts 10 sec., inflicting 212 Frost damage every 2 sec. to all enemies in a selected area. **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| Draconic Mageweaver | 51 - 52 | 265 - 359 | 5502 - 5691 | 3728 - 3846 | 2477 - 2522 |
| Frost Resistance: 175 | | | | | |
| **Cone of Cold:** Inflicts Frost damage to enemies in a cone in front of the caster, reducing their movement speed for 8 sec. **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |



D

## DRAENEI

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Draenei Archaeite | 62 | 100 - 133 | 2590 | 2548 | 3555 |
| **Flash Heal:** Calls upon Holy magic to heal an ally. **Holy Fire:** Consumes an enemy in flames, burning it and inflicting additional Fire damage every 2 sec. over 8 sec. **Inner Fire:** A burst of Holy energy fills the caster, increasing armor by 1580. Each melee or ranged damage hit will remove one charge. Lasts 10 min. or until 20 charges are used. | | | | | |
| Draenei Protector | 45 | 102 - 118 | 2772 | | 2725 |
| **Intimidating Shout:** Shouts at an enemy, paralyzing it with terror for 8 sec. and causing all other nearby enemies to flee in fear. **Sunder Armor:** Hacks at an enemy's armor, reducing it per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. **Heroic Strike:** A strong attack that increases melee damage by 99. | | | | | |
| Draenei Vindicator | 58 - 59 | 190 - 273 | 3191 - 3313 | 2289 - 2369 | 2788 - 2832 |
| **Hammer of Justice:** Stuns an enemy, rendering it unable to move or attack for 6 sec. **Seal of Command:** Gives the caster a chance to deal additional Holy damage upon attacking. Lasts 30 sec. **Divine Shield:** Protects the caster from all attacks and spells for 8 sec., but also increases the time between attacks by 100% during that time. | | | | | |
| Mok'nal Abomination | 20 | 88 - 117 | 1452 | | 852 |



## DRAGON TURTLE

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 6312 - 8925 |
| Min - Max HPs | 104790 |
| Min - Max Mana | |
| Min - Max Armor | 13457 |

**Water Spit:** Shoots a bolt of water at an enemy dealing heavy frost damage.

**Shell Shield:** Reflects 50% of magic damage taken. Lasts 12 sec.



## DRAGONHAWKS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Grazed Dragonhawk | 7 - 8 | 8 - 13 | 131 - 148 | 138 - 165 | 205 - 268 |
| **Feather Burst:** Decreases an enemy's chance to hit by 50% for 10 sec. | | | | | |
| Dragonhawk Hatchling | 2 | 2 | 54 | 69 | 21 |
| Dragonhawk Protector | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| Feral Dragonhawk Hatchling | 5 - 6 | 5 - 8 | 98 - 115 | 115 - 126 | 105 - 150 |
| **Feather Burst:** Decreases an enemy's chance to hit by 50% for 10 sec. | | | | | |
| Phoenix Hawk | 72 | 9149 - 12938 | 553500 | | 7387 |
| **Dive:** Charges a distant enemy, inflicting normal damage plus 0, then fears all nearby targets. **Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes 1 damage. | | | | | |
| Phoenix Hawk Hatchling | 70 | 3535 - 4998 | 69860 | | 6792 |
| **Wing buffet:** Inflicts 1575 to 2025 damage to enemies in a cone in front of the caster, knocking them back. **Silence:** Silences nearby enemies, preventing them from casting spells for 6 sec. | | | | | |
| Scryer Dragonhawk | 70 | 469 - 662 | 11178 | 3155 | 5474 |
| **Flame Breath** | | | | | |
| Skyborne Dragonhawk | 70 | 252 - 357 | 6986 | | 6792 |
| Unstable Dragonhawk | 68 - 69 | 230 - 341 | 6542 - 6761 | | 6192 - 6492 |



# DRAGONMAW ORCS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Dragonmaw Archer | 70 | 234 - 331 | 5589 | 3155 | 5474 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. **Serpent Sting:** Stings the target, causing 60 Nature damage over 15 sec. Only one Sting per Hunter can be active on any one target. **Scatter Shot:** A short-range shot that deals 50% weapon damage and disorients the target for 4 sec. Any damage caused will remove the effect. **Aimed Shot:** An aimed shot that increases ranged damage by 1650. | | | | | |
| Dragonmaw Ascendant | 72 | 2091 - 2957 | 310700 | | 7387 |
| **Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back. **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally. **Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec. | | | | | |
| Dragonmaw Battlemaster | 24 - 25 | 33 - 46 | 684 - 734 | | 992 - 1026 |
| Fire Resistance: 25 **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. **Enrage:** Increases the Physical damage dealt by the caster by 7 - 8 for 15 sec. | | | | | |
| Dragonmaw Boneweaver | 23 - 24 | 23 - 34 | 519 - 554 | 1443 - 1545 | 519 - 538 |
| Fire Resistance: 25 **Immolate:** Burns the enemy for 30 - 31 Fire damage and then an additional 40 Fire damage over 15 sec. **Demon Armor:** Protects the caster, increasing armor by 210, Shadow resistance by 3 and restores 7 health every 5 sec. Only one type of Armor spell can be active on the Warlock at any time. Lasts 30 min. **Summon Skeleton:** Summons 1 Skeleton to accompany the caster until dismissed. **Curse of Weakness:** Target's melee attack power is reduced by 64 for 2 min. Only one Curse per Warlock can be active on any one target. | | | | | |
| Dragonmaw Centurion | 24 - 25 | 32 - 44 | 600 - 640 | 618 - 655 | 829 - 858 |
| Fire Resistance: 25 **Devotion Aura:** Gives 275 additional armor to party members within 30 yards. Players may only have one Aura on them per Paladin at any one time. **Shield Bash:** Bashes the target with your shield for 45 damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 6 sec. **Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min. **Improved Blocking** | | | | | |
| Dragonmaw Drake Rider | 70 | 234 - 331 | 5589 | 3155 | 5474 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. **Serpent Sting:** Stings the target, causing 60 Nature damage over 15 sec. Only one Sting per Hunter can be active on any one target. | | | | | |
| Dragonmaw Elite | 70 | 59 - 83 | 5589 | 3155 | 5474 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. **Serpent Sting:** Stings the target, causing 60 Nature damage over 15 sec. Only one Sting per Hunter can be active on any one target. **Scatter Shot:** A short-range shot that deals 50% weapon damage and disorients the target for 4 sec. Any damage caused will remove the effect. **Aimed Shot:** An aimed shot that increases ranged damage by 1650 - 1650. | | | | | |
| Dragonmaw Enforcer | 71 - 72 | 2054 - 2957 | 143620 - 147600 | | 7089 - 7387 |
| Dragonmaw Foreman | 70 | 252 - 357 | 6986 | | 6792 |
| Dragonmaw Grunt | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| Fire Resistance: 25 **Shield Slam:** Inflicts 30 - 31 damage to an enemy, stunning it for 2 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Dragonmaw Peon | 68 - 69 | 115 - 171 | 3271 - 3380 | | 6192 - 6492 |
| **Sunder Armor:** Hacks at an enemy's armor, reducing it by 804 - 816 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. **Kick:** Kicks an enemy for 50 - 51 damage, interrupting the spell being cast for 6 sec. | | | | | |
| Dragonmaw Pitfighter | 69 - 71 | 242 - 363 | 6761 - 7181 | | 6492 - 7089 |
| Dragonmaw Raider | 23 - 24 | 33 - 46 | 635 - 684 | | 957 - 992 |
| Fire Resistance: 25 **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. **Net:** Immobilizes an enemy for 6 sec. | | | | | |
| Dragonmaw Scout | 19 - 20 | 28 - 39 | 449 - 484 | | 817 - 852 |
| Fire Resistance: 25 **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Dragonmaw Shadowwarder | 23 - 24 | 23 - 34 | 519 - 554 | 1443 - 1545 | 519 - 538 |
| Fire Resistance: 25 **Demon Armor:** Protects the caster, increasing armor by 210, Shadow resistance by 3 and restores 7 health every 5 sec. Only one type of Armor spell can be active on the Warlock at any time. Lasts 30 min. **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. **Corruption:** Corrupts the target, causing 221 Shadow damage over 18 sec. | | | | | |
| Dragonmaw Shaman | 69 - 70 | 224 - 331 | 5409 - 5589 | 3080 - 3155 | 5235 - 5474 |
| **Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 138 - 140 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min, or after it has struck 3 times. **Bloodlust:** Increases an ally's attack speed by 30% for 30 sec. **Chain Heal:** Infuses a wounded ally with healing energy that spreads to another nearby ally. The spell affects up to 3 targets, but the healing energy is diminished by 50% for each successive target. | | | | | |
| Dragonmaw Sky Stalker | 71 | 3812 - 5386 | 201040 | 32310 | 5714 |
| **Immolation Arrow:** Shoots a flaming arrow at an enemy, inflicting weapon damage plus 3700 to 4300. All damage inflicted is based upon Fire magic. **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Dragonmaw Subjugator | 69 - 70 | 224 - 331 | 5409 - 5589 | 3080 - 3155 | 5235 - 5474 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Dragonmaw Swamprunner | 23 - 24 | 33 - 46 | 635 - 684 | | 957 - 992 |
| Fire Resistance: 25 **Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Dragonmaw Tower Controller | 71 | 2054 - 2905 | 71810 | | 7089 |
| Dragonmaw Transporter | 70 | 305 - 430 | 7266 | 3155 | 5474 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. **Serpent Sting:** Stings the target, causing 60 Nature damage over 15 sec. Only one Sting per Hunter can be active on any one target. **Scatter Shot:** A short-range shot that deals 50% weapon damage and disorients the target for 4 sec. Any damage caused will remove the effect. **Aimed Shot:** An aimed shot that increases ranged damage by 1650. | | | | | |
| Dragonmaw Wind Reaver | 71 | 3335 - 4713 | 201040 | 48465 | 5714 |
| **Freeze:** Blasts enemies in a 15 yard radius for 2220 to 2580 Frost damage and freezes them in place for up to 8 sec. Damage caused may interrupt the effect. **Doom Bolt:** Hurls a bolt of dark magic at an enemy, inflicting 2250 to 2750 Shadow damage, plus additional shadow damage to enemies in the target area. **Fireball:** Inflicts 1530 to 2070 Fire damage to an enemy, plus 200 additional damage every 1 seconds for 3 sec. | | | | | |
| Dragonmaw Wrangler | 68 - 69 | 231 - 347 | 6542 - 6761 | | 6192 - 6492 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. **Net:** Immobilizes an enemy for 5 sec. **Enrage** | | | | | |
| Dragonmaw Wyrmcaller | 71 | 6670 - 9425 | 201040 | 32310 | 5714 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, effecting up to 3 targets. **Jab:** Inflicts normal damage plus 2313 to 2687 to an enemy, knocking it back. **Fixate:** Causes an enemy to fixate upon the caster for 10 sec. While the target is fixated upon the caster, the target will not attack anything else. | | | | | |

## DRAKA

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 125 - 165 |
| Min - Max HPs | 4050 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

## DRAKAN

| | |
|---|---|
| Min-Max Lvl | 70 |
| Min - Max Dmg | 311 - 413 |
| Min-Max HPs | 6986 |
| Min-Max Mana | 6986 |
| Min-Max Armor | 6792 |



## DREAD CREEPER

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 2540 - 3367 |
| Min - Max HPs | 47160 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Veil of Shadow:** Reduces healing effects for nearby enemies by 75% for 6 sec.





## DREADBEAST

**Cleave:** Inflicts normal damage plus 104 to an enemy and its nearest allies, affecting up to 3 targets.

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 4107 - 5809 |
| Min - Max HPs | 50267 |
| Min - Max Mana | |
| Min - Max Armor | 7089 |



## DREADMAUL OGRES

D

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Dreadmaul Brute | 46 - 47 | 120 - 164 | 2399 - 2488 | | 2235 - 2279 |
| Dreadmaul Mauler | 53 - 54 | 90 - 122 | 3189 - 3293 | | 3163 - 3216 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Dreadmaul Ogre | 45 - 46 | 76 - 102 | 2310 - 2399 | | 2725 - 2780 |
| Dreadmaul Ogre Mage | 46 - 47 | 54 - 77 | 1679 - 1741 | 3923 - 4031 | 1406 - 1434 |
| **Fireball:** Inflicts Fire damage to an enemy. **Bloodlust:** Increases an ally's attack speed by 30% for 30 sec. | | | | | |
| Dreadmaul Warlock | 54 - 55 | 65 - 92 | 2305 - 2379 | 4896 - 5013 | 1630 - 1658 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. **Curse of Blood:** Increases the Physical damage taken by an enemy by 27 - 28 for 2 min. | | | | | |

## DREADFORGE MACHINIST



| | |
|---|---|
| Min - Max Lvl | 68 - 69 |
| Min - Max Dmg | 230 - 341 |
| Min - Max HPs | 6542 - 6761 |
| Min - Max Mana | |
| Min - Max Armor | 6192 - 6492 |

**Steal Weapon:** Steals an enemy's weapon, forcing it to stop wielding its weapon for 6 sec.

## DREADSCORN



| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 98 - 130 |
| Min - Max HPs | 3758 |
| Min - Max Mana | |
| Min - Max Armor | 3380 |

**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec.

**Strike:** Strikes at an enemy, inflicting weapon damage plus 134.

**Backhand:** Backhands an enemy, stunning it for 2 sec.



## DREADWING

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 254 - 358 |
| Min - Max HPs | 8178 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |

**Intangible Presence:** Physical damage taken is reduced by 40%. Magical damage taken is increased by 20%.

**Netherbreath:** Inflicts 0 Fire damage to enemies in a cone in front of the caster.



## DREAM DRAGONKIN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Dreamhunter | 47 | 74 - 98 | 1990 | 1640 | 2300 |
| **Banish:** Banishes an enemy, preventing all action but making it invulnerable for up to 15 sec. Only one target can be banished at a time.<br>**Acid Breath:** Inflicts 148 Nature damage and an additional 11 damage every 5 sec. to enemies in a cone in front of the caster. Lasts 45 sec. | | | | | |
| Dreaming Whelp | 35 - 36 | 42 - 57 | 1037 - 1075 | 2680 - 2763 | 751 - 803 |
| Nature Resistance: 80<br>**Acid Spit:** Inflicts Nature damage to an enemy.<br>**Sleep:** Puts an enemy to sleep for up to 20 sec. Any damage caused will awaken the target. Only one target can be asleep at a time. | | | | | |
| Dreamscarer | 62 | 1618 - 2147 | 80925 | | 4391 |
| **Corrosive Acid Breath:** Shoots a cloud of acidic breath at enemies in a cone in front of the caster, reducing their armor and inflicting Nature damage every 5 sec. for 30 sec.<br>**Sleepwalk:** Takes control of a humanoid enemy up to level 100 for 10 sec, increases the magical damage it deals by 300, and increases the Physical damage it deals by 100. | | | | | |
| Dreamscythe | 50 | 296 - 393 | 11075 | | 2999 |
| **Wing Flap:** Strikes enemies in a cone in front of the caster, knocking them back.<br>**Acid Breath:** Inflicts 255 Nature damage and an additional 16 damage every 5 sec. to enemies in a cone in front of the caster. Lasts 45 sec. | | | | | |
| Dreamstriker | 62 | 1618 - 2147 | 80925 | | 4391 |
| **Corrosive Acid Breath:** Shoots a cloud of acidic breath at enemies in a cone in front of the caster, reducing their armor and inflicting Nature damage every 5 sec. for 30 sec.<br>**Sleep:** Puts nearby enemies to sleep for up to 10 sec. Any damage caused will awaken them. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Dreamtracker | 62 | 1618 - 2147 | 80925 | | 4391 |
| **Corrosive Acid Breath:** Shoots a cloud of acidic breath at enemies in a cone in front of the caster, reducing their armor and inflicting Nature damage every 5 sec. for 30 sec.<br>**Terrifying Screech:** Causes nearby enemies to flee in fear for 4 sec. | | | | | |
| Dreamwatcher Forktongue | 62 | 108 - 143 | 4370 | | 4391 |
| **Summon Illusionary Dreamwatchers:** Summons 2 Illusionary Dreamwatchers to aid the caster in battle for 4 min. | | | | | |



## DRILLMASTER ZUROK

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 111.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 478 - 665 |
| Min - Max HPs | 21364 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

## DROGOTH THE ROAMER

| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 51 - 68 |
| Min - Max HPs | 1536 |
| Min - Max Mana | |
| Min - Max Armor | 1593 |





## DROGGAM

| | |
|---|---|
| Min - Max Lvl | 66 |
| Min - Max Dmg | 234 - 328 |
| Min - Max HPs | 7338 |
| Min - Max Mana | 2846 |
| Min - Max Armor | 5307 |

**Fireball:** Inflicts Fire damage to an enemy.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 792, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.

## DRUID OF THE CLAW



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 937 - 1324 |
| Min - Max HPs | 33534 |
| Min - Max Mana | 18930 |
| Min - Max Armor | 5474 |

**Rejuvenation:** Heals an ally every 3 sec. for 12 sec.

**Bear Form:** Shapeshifts into a bear for 5 min., increasing armor and hit points, as well as allowing the use of various bear abilities.

## DRYAD



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Celebrean Dryad | 45 | 176 - 233 | 4434 | 2301 | 2211 |
| Nature Resistance: 69 | | | | | |
| **Throw**: Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| **Slowing Poison** | | | | | |
| **Dispel Magic**: Dispels magic on an ally, removing 1 harmful spell. | | | | | |
| Dryad | 70 | 1040 | 33534 | 18930 | 5474 |
| **Spear Throw**: Throws a poisoned spear at an enemy, inflicting Physical damage plus an additional 175 nature damage every 3 seconds for 15 sec. | | | | | |
| Moonbrook Dryad | 25 - 26 | 39 - 46 | 699 - 750 | | 1026 - 1061 |
| Fire Resistance: 25, Nature Resistance: 25, Frost Resistance: 25, Shadow Resistance: 25 | | | | | |
| **Throw**: Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| **Slowing Poison**: Increases the time between an enemy's attacks by 25% and slows its movement by 30% for 25 sec. | | | | | |

## DRUID OF THE FANG



**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

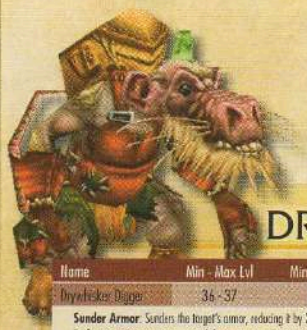
**Serpent Form:** Shapeshifts into a serpent for 10 sec., increasing Physical damage by 25, but sacrificing the ability to cast spells.

**Healing Touch:** Heals a friendly target for 204 to 252.

**Druid's Slumber:** Puts the enemy target to sleep for up to 15 sec. Any hostile action will awaken the target. Only one target can be slept at a time.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 44 - 58 |
| Min - Max HPs | 1212 |
| Min - Max Mana | 912 |
| Min - Max Armor | 683 |
| Nature Resistance: 40 | |



## DRYWHISKER KOBOLDS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Drywhisker Digger | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| **Sunder Armor**: Sunders the target's armor, reducing it by 270 per Sunder Armor and causes a high amount of threat. Can be applied up to 5 times. Lasts 30 sec. **Defensive Stance**: Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min. | | | | | |
| Drywhisker Kobold | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| Drywhisker Surveyor | 37 - 38 | 44 - 60 | 1116 - 1155 | 2861 - 2975 | 858 - 915 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. **Frost Nova**: Blasts enemies near the caster for 38 to 43 Frost damage and freezes them in place for up to 8 sec. Damage caused may interrupt the effect. **Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 444 - 456, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |

## DRUID OF THE TALON



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 937 - 1324 |
| Min - Max HPs | 33534 |
| Min - Max Mana | 18930 |
| Min - Max Armor | 5474 |

**Wrath:** Hurls a bolt of lightning at an enemy, inflicting Nature damage.

**Faerie Fire:** Reduces an enemy's armor by 1424 for 20 sec. While affected, the target cannot use stealth or invisibility.

## DUGGAN WILDHAMMER



**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Shoot:** Shoots at an enemy, inflicting Physical damage.

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 118 - 156 |
| Min - Max HPs | 3398 |
| Min - Max Mana | |
| Min - Max Armor | 3271 |



## DRULL

| | |
|---|---|
| Min - Max Lvl | 25 |
| Min - Max Dmg | 36 - 48 |
| Min - Max HPs | 712 |
| Min - Max Mana | |
| Min - Max Armor | 1026 |

## DUGHAL STORMWING



| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 291 - 387 |
| Min - Max HPs | 7113 |
| Min - Max Mana | |
| Min - Max Armor | 3108 |

## DUKE NICHOLAS ZVERENHOFF

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 104 - 138 |
| Min - Max HPs | 4120 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



## THE DUKE OF SHARDS

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 324 - 429 |
| Min - Max HPs | 16185 |
| Min - Max Mana | |
| Min - Max Armor | 5467 |

**Ground Tremor:** Stuns nearby enemies, rendering them unable to move or attack for 2 sec.

**Thunderclap:** Inflicts 66 to 68 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 61% for 10 sec.

**Strike:** Strikes at an enemy, inflicting increased melee damage.





## THE DUKE OF CYNDERS

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 301 - 399 |
| Min - Max HPs | 12950 |
| Min - Max Mana | 7704 |
| Min - Max Armor | 3555 |
| Fire Resistance: 62 | |

**Fire Blast:** Inflicts Fire damage to an enemy.

**Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.

**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.

## THE DUKE OF ZEPHYRS

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 324 - 429 |
| Min - Max HPs | 16185 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Wing Flap:** Strikes enemies in a cone in front of the caster, knocking them back.

**Lightning Cloud:** Creates a cloud of lightning that lasts 14 sec., blasting all enemies in a selected area for 788 to 1012 Nature damage and inflicting 963 to 1237 additional damage every 2 sec.

**Enveloping Winds:** Surrounds an enemy with a cyclone for up to 10 sec. If the target takes any damage, it will break free of the imprisoning winds.

**Forked Lightning:** Inflicts Nature damage to enemies in a cone in front of the caster.



## THE DUKE OF FATHOMS

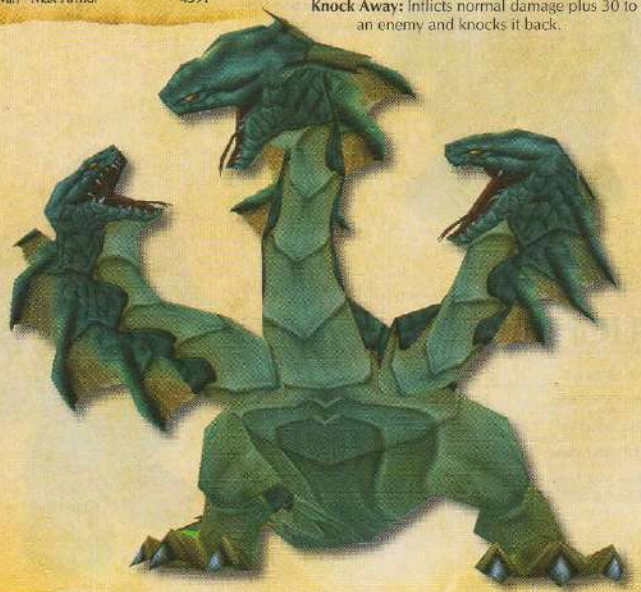
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|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 324 - 429 |
| Min - Max HPs | 16185 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Thrash:** Gives the caster 2 extra attacks.

**Slowing Poison**

**Knockdown:** Inflicts 151 to 171 damage to an enemy and its nearest allies, stunning them for 2 sec. Affects up to 3 targets.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.





## DUN GARROK DWARVES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Dun Garrok Mountaineer | 28 - 29 | 37 - 50 | 732 - 773 | 756 - 811 | 946 - 975 |
| **Holy Strike:** Consecrates the caster's weapon, inflicting 76 - 79 additional damage on its next attack. All damage inflicted is based on Holy magic; **Devotion Aura:** Gives 560 additional armor to caster for 4 min. | | | | | |
| Dun Garrok Priest | 29 - 30 | 38 - 52 | 773 - 811 | 811 - 852 | 975 - 1004 |
| **Heal:** Calls upon Holy magic to heal an ally; **Holy Smite:** Smites an enemy, inflicting Holy damage; **Turn Undead:** The targeted undead enemy will be compelled to flee for up to 10 sec. Damage caused may interrupt the effect. Only one target can be turned at a time. | | | | | |
| Dun Garrok Rifleman | 29 - 30 | 41 - 56 | 905 - 955 | | 1165 - 1200 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage; **Piercing Shot:** Shoots at an enemy, inflicting normal damage and reducing the enemy's armor by 860 for 15 sec. | | | | | |



## DUNEMAUL OGRES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Dunemaul Brute | 47 - 48 | 118 - 160 | 2488 - 2578 | | 2835 - 2888 |
| **Uppercut**: Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |
| Dunemaul Enforcer | 46 - 47 | 77 - 105 | 2399 - 2488 | | 2780 - 2835 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Demoralizing Shout**: Reduces the melee attack power of nearby enemies by 94 for 30 sec. | | | | | |
| Dunemaul Ogre | 45 - 46 | 76 - 102 | 2310 - 2399 | | 2725 - 2780 |
| **Heroic Strike**: A strong attack that increases melee damage by 99 - 101 and causes a high amount of threat.<br>**Battle Stance**: Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled. | | | | | |
| Dunemaul Ogre Mage | 46 - 47 | 72 - 98 | 1919 - 1990 | 3174 - 3280 | 2255 - 2300 |
| **Bloodlust**: Increases an ally's attack speed by 30% for 30 sec.<br>**Fireball**: Inflicts Fire damage to an enemy.<br>**Slow**: Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec. | | | | | |
| Dunemaul Warlock | 47 - 48 | 74 - 99 | 1990 - 2062 | 3280 - 3390 | 2300 - 2344 |
| **Curse of Thorns**: Curses an enemy for 3 min., giving it 50% chance to take 59 to 83 damage on attack.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Immolate**: Burns the enemy for 100 - 101 Fire damage and then an additional 165 Fire damage over 15 sec. | | | | | |



## DUSKSTALKER

| | |
|---|---|
| Min - Max Lvl | 9 |
| Min - Max Dmg | 9 - 12 |
| Min - Max HPs | 176 |
| Min - Max Mana | |
| Min - Max Armor | 406 |

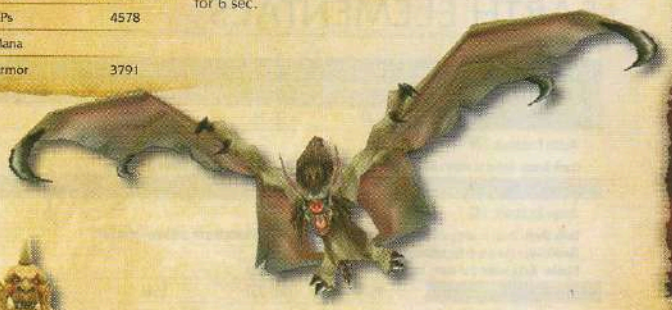
**Tendon Rip:** Reduces an enemy's movement speed by 25% for 8 sec.

D

## DUSKWING

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 104 - 138 |
| Min - Max HPs | 4578 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Sonic Burst:** Inflicts normal damage plus 150 on nearby enemies, preventing them from spellcasting for 6 sec.





## DURGOTH

**Inhale:** Pulls player to enemy and reduces their movement speed for 6 sec.

**Poison:** Hurls poison at an enemy, inflicting Nature damage.

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 143 - 196 |
| Min - Max HPs | 4979 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



## DUSTBELCHER OGRES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Dustbelcher Brute | 39 - 40 | 88 - 121 | 1678 - 1753 | | 1834 - 1964 |
| Dustbelcher Lord | 44 - 45 | 72 - 100 | 2138 - 2218 | | 2557 - 2725 |
| **Demoralizing Shout**: Reduces the melee attack power of nearby enemies by 10 for 30 sec.<br>**Battle Shout**: Increases the melee attack power of nearby party members by 176 - 180 for 2 min. | | | | | |
| Dustbelcher Master | 41 - 42 | 50 - 70 | 1902 - 1981 | | 2101 - 2246 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Thrash**: Gives the caster 2 extra attacks. | | | | | |
| Dustbelcher Mystic | 36 - 37 | 46 - 63 | 1208 - 1257 | 1097 - 1142 | 1234 - 1325 |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Earth Shock**: Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec. | | | | | |
| Dustbelcher Ogre | 38 - 39 | 53 - 72 | 1604 - 1678 | | 1709 - 1834 |
| Dustbelcher Ogre Mage | 43 - 44 | 57 - 82 | 1441 - 1496 | 3575 - 3680 | 1234 - 1304 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Bloodlust**: Increases an ally's attack speed by 30% for 30 sec. | | | | | |
| Dustbelcher Shaman | 42 - 43 | 58 - 82 | 1585 - 1648 | 1381 - 1432 | 1841 - 1958 |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Healing Wave**: Heals a friendly target for 747 to 865. | | | | | |
| Dustbelcher Warrior | 35 - 37 | 49 - 68 | 1403 - 1536 | | 1373 - 1593 |
| Dustbelcher Wyrmhunter | 40 - 41 | 56 - 78 | 1829 - 1902 | | 1964 - 2101 |
| Fire Resistance: 100<br>**Net**: Immobilizes an enemy for 6 sec.<br>**Boulder**: Hurls a boulder at an enemy, inflicting Physical damage. | | | | | |



## DURIEL MOONFIRE

| | |
|---|---|
| Min - Max Lvl | 74 |
| Min - Max Dmg | 34 - 46 |
| Min - Max HPs | 1302 |
| Min - Max Mana | |
| Min - Max Armor | 992 |

**Pierce Armor:** Reduces an enemy's armor by 75% for 20 sec.

**Knockdown:** Inflicts 66 to 82 damage to an enemy, stunning it for 2 sec.



## DURN THE HUNGERER

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 2446 - 3441 |
| Min - Max HPs | 126520 |
| Min - Max Mana | |
| Min - Max Armor | 5892 |

**Shoulder Charge:** Charges an enemy, inflicting normal damage plus 1.

**Force Punch**

**Arcing Smash:** Lashes out in a vicious arc, inflicting normal damage plus 125 to enemies in a cone in front of the caster.



## DUSTWIND HARPY

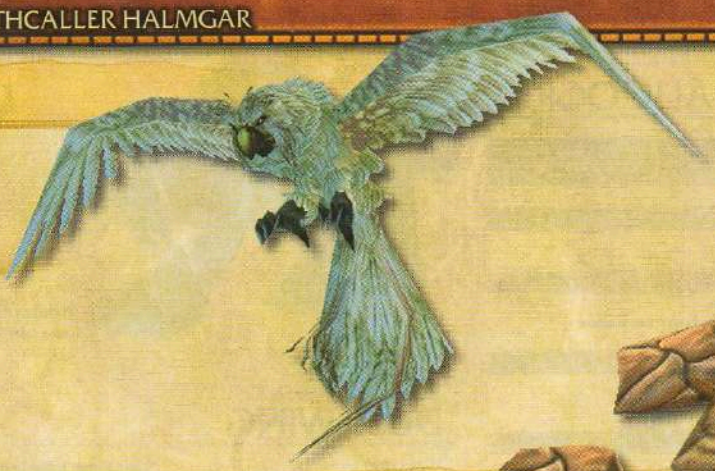
| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Dustwind Harpy | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| Dustwind Pillager | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| **Rend Flesh**: Inflicts 8 - 10 damage to an enemy every 3 sec. for 12 sec. | | | | | |
| Dustwind Savage | 9 - 10 | 10 - 15 | 176 - 198 | | 174 - 216 |
| Dustwind Storm Witch | 10 - 11 | 12 - 18 | 186 - 208 | 191 - 205 | 426 - 450 |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage. | | | | | |

## DUROS

| | |
|---|---|
| Min-Max Lvl | 70 |
| Min - Max Dmg | 311 - 413 |
| Min-Max HPs | 6986 |
| Min-Max Mana | 6986 |
| Min-Max Armor | 6792 |



# EAGLE SPIRIT



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 1161 - 1642 |
| Min - Max HPs | 20958 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Spite of the Eagle**

# EARTH ELEMENTALS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Acolyte of Earth | 70 | 252 - 357 | 6986 | | 6792 |
| Ambershard Crusher | 40 - 41 | 56 - 78 | 1829 - 1902 | | 2921 - 3125 |
| Arcane Resistance: 129 | | | | | |
| **Crush Armor:** Bash at an enemy's armor, reducing it by 468 per Crush Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Ambershard Destroyer | 42 - 43 | 62 - 88 | 1981 - 2059 | | 3342 - 3568 |
| Arcane Resistance: 132 | | | | | |
| **Earth Shock:** Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec.<br>**Thrash:** Adds a chance to do two additional attacks.<br>**Boulder:** Hurls a boulder at an enemy, knocking it back and inflicting Physical damage. | | | | | |
| Ambershard Ruler | 45 | 189 - 251 | 5544 | | 4059 |
| Arcane Resistance: 135 | | | | | |
| **Enrage:** Increases the Physical damage dealt by the caster by 45 - 45 and speeds its attacks by 30% for 5 sec. | | | | | |
| Ancient Stone Keeper | 40 | 235 - 312 | 7620 | | 3878 |
| **Sand Storms:** Summons 1 Sand Storm to aid the caster in battle for 30 sec. | | | | | |
| Charred Stone Spirit | 22 - 23 | 35 - 41 | 573 - 617 | | 1189 - 1234 |
| Coarse Stone Statue | 15 | 22 - 29 | 33 | | 677 |
| **Stone Healing:** Gives 15 health to the Master every second. | | | | | |
| Corrupted Earth Elemental | 70 | 141 - 199 | 559 | 3155 | 5474 |
| **Earth Shock:** Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec. | | | | | |
| Cracked Golem | 18 - 19 | 26 - 37 | 354 - 382 | | 782 - 817 |
| Desert Ruler | 58 - 59 | 100 - 135 | 3876 - 3997 | | 4275 - 4342 |
| **Earth Shock:** Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec. | | | | | |
| Desert Rumbler | 56 - 58 | 956 - 132 | 3644 - 3876 | | 4141 - 4275 |
| **Trample:** Inflicts normal damage plus 56 - 58 to nearby enemies. | | | | | |
| Earth Elemental | 30 | 42 - 56 | 1003 | | 1200 |
| Enraged Crusher | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |
| **Knockdown:** Inflicts 156 to 177 damage to an enemy, stunning it for 1 sec. | | | | | |
| Enraged Earth Shard | 68 - 69 | 138 - 205 | 2617 - 2704 | | 6192 - 6492 |
| Enraged Earth Spirit | 68 - 69 | 277 - 409 | 6542 - 6761 | | 6192 - 6492 |
| **Fiery Boulder:** Hurls a boulder at an enemy, inflicting Physical damage.<br>**Summon Enraged Earth Shard:** Summons an Enraged Earth Shard. | | | | | |
| Enraged Earthen Soul | 68 - 69 | 2 - 3 | 65 - 68 | | 6192 - 6492 |
| Enraged Rock Elemental | 42 - 43 | 62 - 88 | 1981 - 2059 | | 4203 - 4429 |
| Furious Stone Spirit | 26 - 27 | 40 - 48 | 788 - 840 | | 2229 - 2276 |
| **Knockdown:** Knocks an enemy down, stunning it for 2 sec | | | | | |
| Greater Rock Elemental | 42 - 44 | 62 - 96 | 1981 - 2138 | | 4203 - 4669 |
| Ground Pounder | 41 - 43 | 70 - 106 | 1902 - 2059 | | 3986 - 4429 |
| Nature Resistance: 125 | | | | | |
| Land Ruler | 45 - 47 | 76 - 105 | 2310 - 2488 | | 4223 - 4920 |
| Nature Resistance: 125 | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Lesser Rock Elemental | 37 - 39 | 51 - 72 | 1536 - 1678 | | 3227 - 3587 |
| Mesa Earth Spirit | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |
| Restless Spirit of Earth | 4 | 4 - 5 | 108 | | 76 |
| Rock Elemental | 39 - 40 | 54 - 74 | 1678 - 1753 | | 2726 - 2921 |
| Shadowshard Rumbler | 40 - 41 | 56 - 78 | 1829 - 1902 | | 2921 - 3125 |
| Shadow Resistance: 132 | | | | | |
| **Trample:** Inflicts normal damage plus 40 - 41 to nearby enemies. | | | | | |
| Shadowshard Smasher | 41 - 42 | 59 - 83 | 1902 - 1981 | | 3125 - 3342 |
| Shadow Resistance: 135 | | | | | |
| **Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.<br>**Knockdown:** Inflicts 92 to 109 damage to an enemy, stunning it for 2 sec. | | | | | |
| Shadowshard Thunderer | 47 | 199 - 263 | 4776 | 2460 | 3417 |
| Shadow Resistance: 161 | | | | | |
| **Shock:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage. | | | | | |
| Shattered Rumbler | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| **Earth Rumble:** Inflicts normal damage to nearby enemies. | | | | | |
| Stone Rumbler | 23 - 24 | 33 - 46 | 605 - 651 | | 1882 - 1951 |
| Thundering Boulderkin | 28 - 29 | 59 - 81 | 896 - 950 | | 1130 - 1165 |
| **Ground Tremor:** Stuns nearby enemies, rendering them unable to move or attack for 2 sec. | | | | | |
| Tortured Earth Spirit | 64 - 65 | 191 - 281 | 5715 - 5914 | | 4991 - 5291 |
| **Earth Shock:** Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec.<br>**Enrage:** Increases the Physical damage dealt by the caster by 19 - 20 for 15 sec. | | | | | |
| Wandering Boulderkin | 26 - 27 | 69 - 96 | 788 - 840 | | 1061 - 1097 |

# EARTHCALLER HALMGAR



| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 61 - 81 |
| Min - Max HPs | 2415 |
| Min - Max Mana | 732 |
| Min - Max Armor | 916 |

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.



## EARTHEN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Earthen Guardian | 38 | 76 - 100 | 349 | | 2207 |
| Earthen Hailshaper | 38 | 46 - 65 | 251 | 2975 | 915 |
| Earthen Rocksmasher | 38 - 39 | 82 - 112 | 1674 - 1751 | | 1709 - 1834 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 91 - 93.<br>**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled. | | | | | |
| Earthen Sculptor | 38 - 39 | 42 - 61 | 1205 - 1248 | 2975 - 3075 | 915 - 974 |
| **Flame buffet:** Inflicts 37 to 40 Fire damage to an enemy and increases the Fire damage it takes by 38 - 39 for 20 sec.<br>**Fire Shield IV:** Surrounds an ally with a shield of flame that inflicts 57 - 57 Fire damage to nearby enemies every 3 sec. Lasts 15 sec. | | | | | |
| Earthen Stonestalker | 39 | 92 - 122 | 1751 | | 1834 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 93 - 93.<br>**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled. | | | | | |
| Earthen Stonesieger | 39 | 57 - 80 | 1748 | 3075 | 974 |
| **Flame buffet:** Inflicts 38 to 40 Fire damage to an enemy and increases the Fire damage it takes by 39 for 20 sec.<br>**Fire Shield IV:** Surrounds an ally with a shield of flame that inflicts 57 Fire damage to nearby enemies every 3 sec. Lasts 15 sec. | | | | | |



## EBONROC

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2746 - 3640 |
| Min - Max HPs | 999300 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Shadow Flame:** Inflicts 3938 to 5062 Shadow damage to enemies in a cone in front of the caster.
**Wing buffet:** Inflicts 563 to 937 damage to enemies in a cone in front of the caster, knocking them back.
**Thrash:** Gives the caster 2 extra attacks.
**Shadow of Ebonroc:** When damaged in melee, heals Ebonroc for 25,000.



## ECHEYAKEE

| | |
|---|---|
| Min - Max Lvl | 16 |
| Min - Max Dmg | 23 - 31 |
| Min - Max HPs | 356 |
| Min - Max Mana | |
| Min - Max Armor | 713 |



## ECK'ALOM

| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 48 - 56 |
| Min - Max HPs | 724 |
| Min - Max Mana | 732 |
| Min - Max Armor | 916 |
| Frost Resistance: 75 | |

**Freeze:** Inflicts 48 to 56 Frost damage to an enemy every 3 sec., stunning it for 15 sec.
**Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.



# ECLIPSION

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Eclipsion Archmage | 68 - 69 | 214 - 316 | 5233 - 5409 | 2991 - 3080 | 4995 - 5235 |
| **Ancient Fire**: Inflicts Fire damage to an enemy for 5 sec.<br>**Scorch**: Scorches an enemy for Fire damage.<br>**Flamestrike**: Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec. | | | | | |
| Eclipsion Blood Knight | 69 | 224 - 316 | 5409 | 3080 | 5235 |
| Eclipsion Bloodwarder | 70 | 252 - 357 | 6986 | | 6792 |
| **Pummel**: Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec.<br>**Blood Leech**: Drains 10 health from an enemy, transferring it to the caster.<br>**Summon Eclipsion Hawkstrider**: Summons a Hawkstrider to accompany the caster until dismissed. | | | | | |
| Eclipsion Enrailer | 69 | 242 - 341 | 6761 | | 6492 |
| **Battle Shout**: Increases the melee attack power of nearby friendly targets by 310 - 310 for 20 sec.<br>**Spellbreaker**: Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any spellcasting by 75% for 6 sec.<br>**Summon Eclipsion Hawkstrider**: Summons a Hawkstrider to accompany the caster until dismissed. | | | | | |
| Eclipsion Centurion | 68 - 69 | 214 - 316 | 5233 - 5409 | 2991 - 3080 | 4995 - 5235 |
| **Blood Heal**: Fully heals the caster, but also drains 4% of the caster's life over 5 sec.<br>**Spellbreaker**: Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any spellcasting by 75% for 6 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Eclipsion Dragonhawk | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Fire Breath**: Targets in a cone in front of the caster | | | | | |
| Eclipsion Dragonhawk Hatchling | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| Eclipsion Hawkstrider | 70 | 151 - 214 | 4192 | | 6792 |
| Eclipsion Initiate | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Eclipsion Magister | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Eclipsion Pyromancer | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Eclipsion Soldier | 68 - 69 | 214 - 316 | 5233 - 5409 | 2991 - 3080 | 4995 - 5235 |
| **Blood Heal**: Fully heals the caster, but also drains of the caster's life.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Eclipsion Spellbinder | 68 - 69 | 214 - 316 | 5233 - 5409 | 2991 - 3080 | 4995 - 5235 |
| **Arcane Missiles**: Launches magical missiles at an enemy, inflicting Arcane damage each second for 5 sec.<br>**Slow**: Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 20 sec. | | | | | |

# EDAN THE HOWLER

| | |
|---|---|
| Min - Max Lvl | 9 |
| Min - Max Dmg | 12 - 16 |
| Min - Max HPs | 176 |
| Min - Max Mana | |
| Min - Max Armor | 406 |

**Frost Breath:** Inflicts 25 Frost damage to nearby enemies.



# EDWIN VANCLEEF

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 54 - 72 |
| Min - Max HPs | 3872 |
| Min - Max Mana | |
| Min - Max Armor | 852 |



**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Thrash:** Gives the caster 2 extra attacks.

# EKKORASH THE INQUISITOR

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 214 - 301 |
| Min - Max HPs | 5233 |
| Min - Max Mana | 2991 |
| Min - Max Armor | 4995 |



**Fel Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.

**Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 34 for 2 min. Only one curse per warlock can be active on any one target.

# ELDER DRAGONKIN

| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 76 - 100 |
| Min - Max HPs | 2218 |
| Min - Max Mana | |
| Min - Max Armor | 4059 |
| Nature Resistance: 100 | |



**Acid Splash:** Inflicts 90 Nature damage to nearby enemies every 5 sec. for 30 sec.

# ELDER KURUTI

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 560 - 780 |
| Min - Max HPs | 26532 |
| Min - Max Mana | 2620 |
| Min - Max Armor | 3795 |



**Spite of the Umbrafen**

**Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 126 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min., or after it has struck 3 times.

**Healing Wave:** Calls upon Nature magic to heal an ally.

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target.

# ELDRETH



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Eldreth Apparition | 57 - 58 | 346 - 467 | 6681 - 6891 | 6723 - 6867 | 2744 - 2788 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 684 - 696, slows melee attackers' movement to 40%, and increases the time between their attacks by 100%.<br>**Chains of Ice**: Forms icy chains around the enemy, locking the target in place for 10 sec.<br>**Cone of Cold**: Inflicts Frost damage to enemies in a cone in front of the caster, reducing their movement speed for 8 sec. | | | | | |
| Eldreth Banker | 58 - 59 | 362 - 489 | 6891 - 7107 | 6867 - 7107 | 2788 - 2832 |
| **Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage.<br>**Power Word: Shield**: Wraps an ally in a shield that lasts up to 30 sec., absorbing a maximum of 794 - 808 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks. | | | | | |
| Eldreth Phantasm | 58 - 59 | 449 - 608 | 8613 - 8883 | | 3435 - 3489 |
| **Call of the Grave**: Inflicts 2030 - 2065 Shadow damage to nearby enemies after 60 sec.<br>**Shrink**: Reduces an enemy's Strength by 58 -59 and Stamina by 58 -59 for 2 min. | | | | | |
| Eldreth Soother | 58 - 59 | 415 - 562 | 8613 - 8883 | | 3435 - 3489 |
| **Crimson Fury**: Gives the caster 3 extra attacks and causes it to inflict additional Fire damage on each successful hit. Lasts 4 sec.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Enrage**: Increases the caster's attack speed by 60% and the Physical damage it deals by 114 - 116 for 2 min. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Eldreth Sorcerer | 58 - 59 | 362 - 489 | 6891 - 7107 | 6867 - 7107 | 2788 - 2832 |
| **Polymorph**: Transforms an enemy into a sheep, forcing it to wander around for up to 8 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on beasts, dragons, giants, humanoids, and critters.<br>**Starshards**: Rains starshards down on the enemy target's head, causing 1740 - 1770 Arcane damage over 6 sec.<br>**Chain Lightning**: Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing Nature damage to each. | | | | | |
| Eldreth Spectre | 58 - 59 | 362 - 489 | 6891 - 7107 | 6867 - 7107 | 2788 - 2832 |
| **Dispel Magic**: Dispels magic on an ally, removing 1 harmful spell.<br>**Dark Offering**: Uses dark magic to heal an ally for 506 - 515.<br>**Greater Invisibility**: Turns the caster invisible until the effect is cancelled. | | | | | |
| Eldreth Spirit | 57 - 58 | 294 - 397 | 8352 - 8613 | | 3380 - 3435 |
| **Banshee Shriek**: Silences nearby enemies, preventing them from casting spells for 5 sec.<br>**Ribbon of Souls**: Inflicts 128 to 172 Shadow damage to an enemy. | | | | | |
| Eldreth Wraith | 59 - 60 | 102 - 138 | 3849 - 3968 | | 3489 - 3791 |

# ELECTROCUTIONER 6000

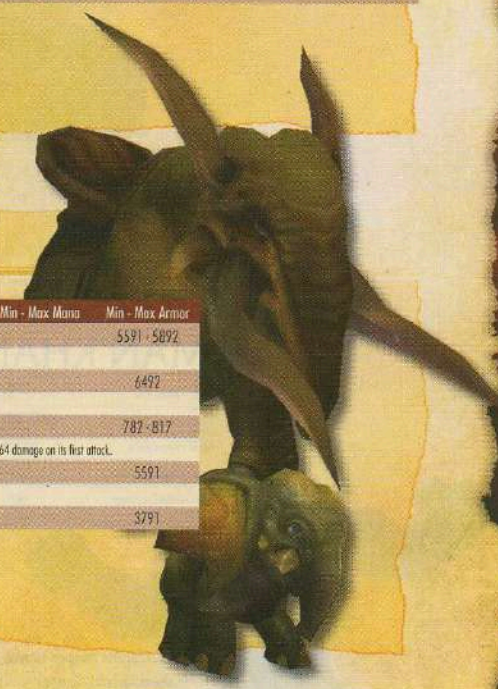
| | |
|---|---|
| Min - Max Lvl | 28 |
| Min - Max Dmg | 95 - 126 |
| Min - Max HPs | 4265 |
| Min - Max Mana | |
| Min - Max Armor | 1676 |

**Megavolt:** Inflicts 140 Nature damage to enemies in a cone in front of the caster.

**Shock:** Instantly throws a bolt of lightning at an enemy, inflicting 261 - 156 Nature damage.

**Chain Bolt:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing 138 - 156 Nature damage to each.

# ELEKK



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bull Elekk | 66 - 67 | 210 - 310 | 6136 - 6326 | | 5591 - 5892 |
| **Trample**: Inflicts Physical damage to nearby enemies. | | | | | |
| Elekk Demolisher | 69 | 193 - 273 | 5409 | | 6492 |
| **Rampaging Stomp**: Stomps the ground, inflicting normal damage to nearby enemies and knocking them back. | | | | | |
| Wild Buck | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |
| **Rushing Charge**: Increases the caster's movement speed by 77 - 78% for 3 sec. and causes it to inflict an additional 61 - 64 damage on its first attack. | | | | | |
| Wild Elekk | 66 | 231 - 324 | 7339 | | 5591 |
| **Gore**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Wild Elekk Bloodhoof Mount | 60 | 104 - 138 | 3052 | | 3791 |

# ELI THUNDERSTRIKE

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

# ELECTROMENTAL

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 220 - 310 |
| Min - Max HPs | 6326 |
| Min - Max Mana | |
| Min - Max Armor | 5892 |

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

# ELIZA

| | |
|---|---|
| Min - Max Lvl | 30 |
| Min - Max Dmg | 30 - 42 |
| Min - Max HPs | 737 |
| Min - Max Mana | 2175 |
| Min - Max Armor | 654 - 654 |

**Summon Eliza's Guard:** Summons 1 of Eliza's Guards to aid her in battle for 2 min.

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

**Blizzard:** Calls down a blizzard that lasts 10 sec., inflicting 120 - 120 Frost damage every 2 sec. to all enemies in a selected area.

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Eliza's Guard | 28 - 29 | 39 - 54 | 896 - 950 | | 1130 - 1165 |

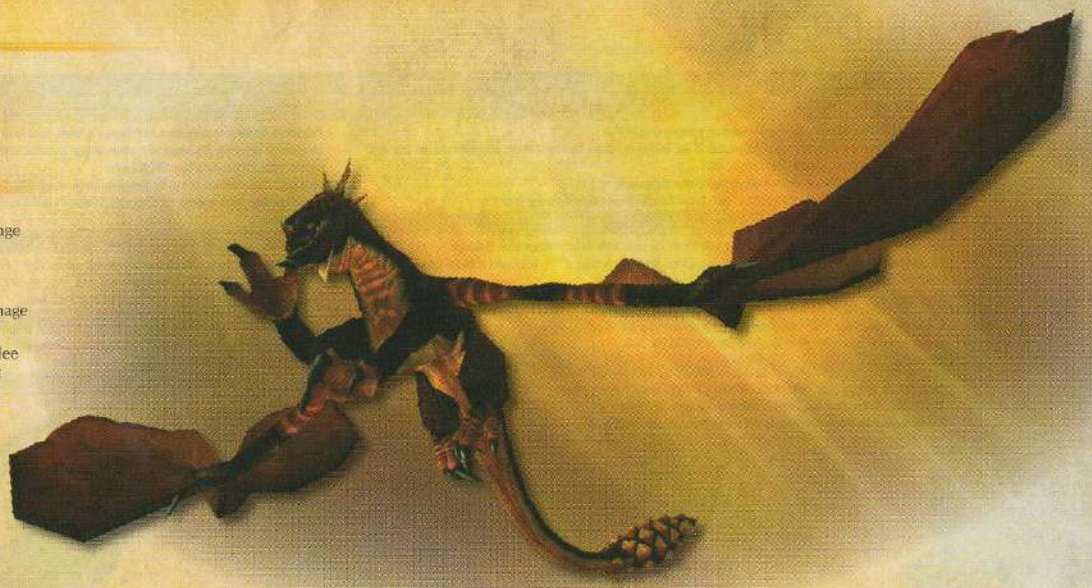
# EMBERSTRIFE

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 688 - 912 |
| Min - Max HPs | 31440 |
| Min - Max Mana | |
| Min - Max Armor | 4952 |

**Flame Breath:** Inflicts 610 Fire damage to enemies in a cone in front of the caster.

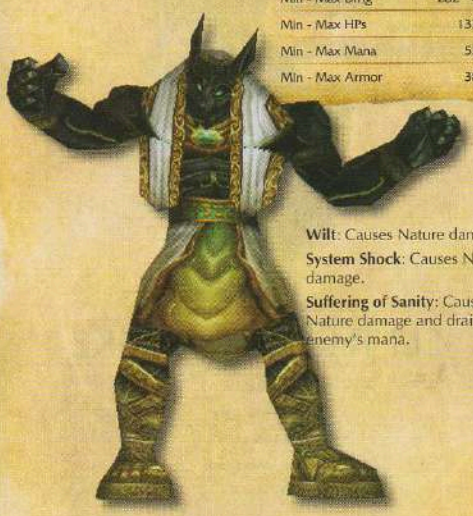
**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 120 for 2 min.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.



# EMISSARY ROMAN'KHAN

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 282 - 431 |
| Min - Max HPs | 13325 |
| Min - Max Mana | 5240 |
| Min - Max Armor | 3887 |



**Wilt**: Causes Nature damage.

**System Shock**: Causes Nature damage.

**Suffering of Sanity**: Causes Nature damage and drains an enemy's mana.



# EMPEROR DAGRAN THAURISSAN

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 695 - 922 |
| Min - Max HPs | 24291 |
| Min - Max Mana | |
| Min - Max Armor | 3327 |

**Avatar of Flame:** Surrounds the caster in flames for 10 sec., giving the caster magic immunity and the ability to inflict 170 to 230 Fire damage to an enemy on attack.

**Hand of Thaurissan:** Inflicts Fire damage to an enemy, stunning it for 5 sec.

# EMPEROR VEK'LOR

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 3067 - 4060 |
| Min - Max HPs | 1732250 |
| Min - Max Mana | 471600 |
| Min - Max Armor | 4656 |

**Blizzard:** Ice shards pelt the target area doing 6940 - 8060 Frost damage over 10 sec.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Arcane Burst**: Move speed reduced by 70%.

**Heal Brother:** Heal the target for 30000.

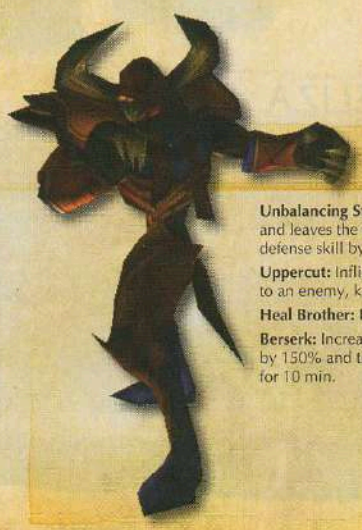
**Enrage:** Periodically cast a powerful Arcane Explosion



# EMOGG THE CRUSHER

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 47 - 62 |
| Min - Max HPs | 1347 |
| Min - Max Mana | |
| Min - Max Armor | 817 |





# EMPEROR VEK'NILASH

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 3295 - 4368 |
| Min - Max HPs | 2165150 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Unbalancing Strike:** Inflicts 350% weapon damage and leaves the target unbalanced, reducing their defense skill by 100 for 6 sec.

**Uppercut:** Inflicts normal damage plus 950 to 1050 to an enemy, knocking it back.

**Heal Brother:** Heal the target for 30000

**Berserk:** Increases the caster's movement speed by 150% and the Physical damage it deals by 500 for 10 min.

## EMPYREAN

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 624 - 827 |
| Min - Max HPs | 15260 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Rake:** Rake the target for 200 to 300 damage and an additional 499 damage over 15 sec.

**Thrash:** Gives the caster 2 extra attacks.

**Sundering Cleave:** Hacks at the armor of an enemy and its nearby allies, affecting up to 3 targets. A target's armor is reduced by 1440 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.



## ENGINEER "SPARK" OVERGRIND

| | |
|---|---|
| Min - Max Lvl | 9 |
| Min - Max Dmg | 11 - 15 |
| Min - Max HPs | 166 |
| Min - Max Mana | 178 |
| Min - Max Armor | 342 |

**Throw Dynamite:** Inflicts 26 to 34 Fire damage to all enemies in a selected area.





## ENGINEER WHIRLEYGIG

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 28 - 37 |
| Min - Max HPs | 449 |
| Min - Max Mana | |
| Min - Max Armor | 817 |

**Explosive Sheep:** Creates 1 Explosive Sheep that charges the nearest enemy and explodes. Explosive Sheep are unstable and will self-destruct after 1 min.

**Compact Harvest Reaper:** Summons 1 Compact Harvest Reaper to aid the caster in battle for 1 min. A Reaper cannot be healed, but it can be looted after it has been destroyed.

## ENCASED ELECTROMENTAL

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 220 - 310 |
| Min - Max HPs | 6326 |
| Min - Max Mana | |
| Min - Max Armor | 5892 |

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.



## ENVOY ICARIUS

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 234 - 331 |
| Min - Max HPs | 5589 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |



## ENCHANTED ELEMENTAL

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



## EPOCH HUNTER

| | |
|---|---|
| Min - Max Lvl | 68 / 72 |
| Min - Max Dmg | 1536 - 2166 / 5227 - 7393 |
| Min - Max HPs | 98130 / 148398 |
| Min - Max Mana | |
| Min - Max Armor | 6192 / 7382 |

**Sand Breath:** Inflicts Arcane damage to enemies in a cone in front of the caster, reducing their movement and increasing the time between their attacks for 10 sec.

**Wing buffet**

**Magic Disruption Aura:** Periodically removes majic effects from nearby enemies.



## ENFORCER EMILGUND

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 38 - 50 |
| Min - Max HPs | 333 |
| Min - Max Mana | |
| Min - Max Armor | 538 |



# ERANIKUS, TYRANT OF THE DREAM

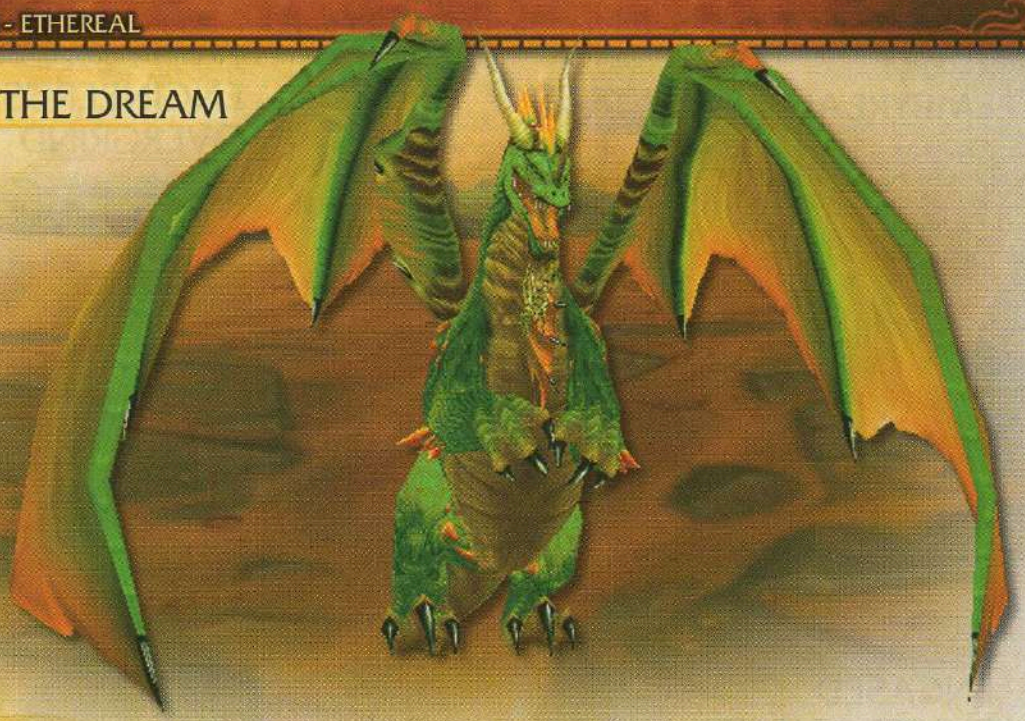
| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 3515 - 4660 |
| Min - Max HPs | 2664800 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Acid Spit:** Inflicts Nature damage to an enemy.

**Noxious Breath:** Deals 350 - 450 damage every 3 sec. Cooldowns increased by 10 sec.

**Acid Breath:** Inflicts 150 Nature damage and an additional 875 to 1125 damage every 0 sec. to enemies in a cone in front of the caster. Lasts 45 sec.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.





# EREDAR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Eredar Deathbringer | 70 | 2636 - 3725 | 39123 | 12620 | 5474 |
| | | 7029 - 9932 | 45271 | | |
| **Unholy Aura:** Causes the caster to automatically inflict 750 Shadow damage every 2 sec. to nearby enemies. The aura lasts until cancelled. **Forceful Cleave:** Inflicts weapon damage plus 2000 to an enemy and its nearest ally and knocks them back. | | | | | |
| Eredar Fel-Lord | 60 - 61 | 143 - 221 | 4979 - 5158 | | 3791 - 4091 |
| Eredar Soul Eater | 70 | 1757 - 2483 | 39123 | 12620 | 5474 |
| | | 6092 - 8607 | 45271 | 25240 | |
| **Soul Steal:** Steals the soul of the target to the caster. Target stats and damage done are reduced by 45%. Lasts 20 sec. **Entropic Aura:** Slows the attack and casting speeds of nearby enemies by 25%. **Soul Chill:** Inflicts Frost damage to nearby enemies, slowing their movement speed by 50% for 8 sec. | | | | | |
| Eredar Stormbringer | 70 - 71 | 1172 - 1683 | 44712 - 45952 | 9465 - 9693 | 5474 - 5714 |
| **Cripple:** Increases the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec. **Shadowfury:** Shadowfury is unleashed, causing 206 to 244 Shadow damage and stunning all enemies within 10 yds. **Incinerate:** Deals 222 to 258 Fire damage to your target. | | | | | |
| Eredar Torchbearer | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |



# ERLAN DRUDGEMOOR

| | |
|---|---|
| Min - Max Lvl | 8 |
| Min - Max Dmg | 17 - 22 |
| Min - Max HPs | 156 |
| Min - Max Mana | |
| Min - Max Armor | 316 |

# ETHEREAL

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Ethereal Agitator | 65 | 558 - 781 | 7096 | 13950 | 4275 |
| | 71 | 558 - 1009 | 8616 | 13950 - 16155 | 5714 |
| **Fireball:** Inflicts Fire damage to an enemy. **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| Ethereal Ascetist | 64 - 65 | 163 - 240 | 4402 - 4554 | 6299 - 6443 | 2525 - 2675 |
| | | 145 - 221 | | | |
| **Force Blast:** Blasts an enemy with Arcane magic, inflicting normal damage plus 114 to 146 and knocking the enemy back. **Der'izu Focus:** Assumes an arcane focus, increasing Arcane damage dealt by 10%. **Arcane Missiles:** Launches magical missiles at an enemy, inflicting Arcane damage each second for 5 sec. | | | | | |
| Ethereal Baecon | 65 | 186 - 260 | 3548 | 2790 | 4275 |
| | 65 - 70 | 186 - 331 | 3548 - 6986 | 2790 - 3155 | 5474 |
| **Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage. | | | | | |
| Ethereal Cryal Raider | 64 | 858 - 1200 | 16574 | | 4991 |
| | 64 - 70 | 3029 - 4284 | 27350 | | 5792 |
| **Charge:** Charges an enemy, inflicting normal damage plus 75 and stuns the opponent for 2 sec.; **Soul Strike:** Inflicts 220% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.; **Battle Shout:** Increases the melee attack power of nearby friendly targets by 291 for 2 min. | | | | | |
| Ethereal Darkcaster | 65 | 685 - 957 | 12006 | 6443 | 2675 |
| | 71 | 1598 - 2319 | 16086 | 7332 | 3577 |
| **Shadowform:** Assumes a Shadowform, increasing Shadow damage dealt by 20% and reducing melee damage taken by 20%. Shadowform lasts until cancelled. **Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec. **Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |
| Ethereal Netherminder | 64 - 65 | 172 - 260 | 4522 - 4731 | 2705 - 2790 | 4036 - 4275 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage; **Drain Life:** Drains 440 health from an enemy over 5 sec., transferring it to the caster. | | | | | |
| Ethereal Plunderer | 64 - 65 | 191 - 281 | 5715 - 5914 | | 4991 - 5291 |
| **Backstab:** Inflicts normal damage plus 115 - 116 to an enemy, but only if attacking from behind; **Warp:** Teleports the caster behind the target. Also frees the caster from any bonds; **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Ethereal Priest | 64 - 65 | 587 - 861 | 11605 - 12006 | 31495 - 32215 | 2525 - 2675 |
| | 71 | 718 - 1042 | 19681 | | 3577 |
| **Holy Nova:** Causes an explosion of holy light around the caster, causing 720 to 880 Holy damage to all enemy targets within 10 yards and healing all party members within 10 yards for 360 to 440. These effects cause no threat; **Heal:** Calls upon Holy magic to heal an ally; **Power Word: Shield:** Wraps an ally in a shield that lasts up to 30 sec., absorbing a maximum of 890 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks. | | | | | |
| Ethereal Scavenger | 64 | 858 - 1200 | 16574 | | 4991 |
| | 70 | 3534 - 4998 | 22355 | | |
| **Singe:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.; **Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.; **Strike:** Strikes at an enemy, inflicting increased melee damage. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Ethereal Sorcerer | 64 - 65 | 652 - 957 | 11606 - 12006 | 31495 - 32215 | 2525 - 2675 |
| | 71 | 798 - 1158 | 17594 | 73320 | 3577 |
| **Slow:** Reduces an enemy's attack speed by 35% and slows its movement to 60% of normal for 5 sec. | | | | | |
| Ethereal Spellbinder | 65 - 66 | 513 - 755 | 12006 - 12415 | 32215 - 32940 | 2675 - 2826 |
| | 72 | 762 - 1106 | 15498 | 75000 | 3728 |
| **Counterspell:** Counters an enemy's spell, preventing the enemy from casting that spell again for 3 sec. Generates a high amount of threat. **Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec.; **Summon Ethereal Wraith:** Summons a guardian. | | | | | |
| Ethereal Spellfincher | 72 | 5820 - 8222 | 59030 | 33090 | 5954 |
| **Steal Magic:** Dispels magic on the target, removing 1 harmful spell from an ally or 1 beneficial spell from an enemy; **Transference:** Healing spells cast on you are being redirected; **Arcane Volley:** Hurls magical bolts at nearby enemies, inflicting Arcane damage; **Spatial Distortion:** Aura that reduces nearby enemy stats by 3% every 3 seconds. The aura lasts until cancelled. | | | | | |
| Ethereal Theurgist | 66 | 575 - 805 | 12415 | 32940 | 2826 |
| | 72 | 649 - 942 | 20225 | 75000 | 3728 |
| **Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.; **Strike:** Strikes at an enemy, inflicting increased melee damage; **Polymorph:** Transforms an enemy into a sheep, forcing it to wander around for up to 8 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on beasts, dragons, giants, humanoids, and critters. | | | | | |
| Ethereal Thief | 72 | 6273 - 8872 | 59040 | | 7387 |
| **Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 8 sec.; **Spatial Distortion:** Aura that reduces nearby enemy stats by 3% every 3 seconds. The aura lasts until cancelled; **Cleave:** Inflicts weapon damage to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |
| Ethereal Wraith | 63 | 368 - 487 | 3998 | 2620 | 3795 |
| **Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies. | | | | | |
| Etherealus Archon | 69 - 70 | 242 - 357 | 6761 - 6986 | | 6492 - 6792 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand; **Energy Flux:** Periodically deals 43 to 47 Arcane damage to nearby enemies; **Intangible Presence:** Physical damage taken is reduced by 40%. Magical damage taken is increased by 20%. | | | | | |
| Etherealus Assassin | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand; **Backstab:** Inflicts normal damage plus 122 - 123 to an enemy, but only if attacking from behind; **Kick:** Kicks an enemy for 50 - 51 damage, interrupting the spell being cast for 6 sec.; **Warp:** Teleports the caster behind the target. Also frees the caster from any bonds. | | | | | |
| Etherealus Avenger | 69 - 70 | 242 - 357 | 6761 - 6986 | | 6492 - 6792 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand; **Battle Shout:** Increase the melee attack power of nearby friendly targets by 208 for 2 min.; **Charge:** Charges an enemy, inflicting normal damage and stuns the opponent for 2 sec.; **Enchanted Weapons:** Disarms an enemy, forcing it to stop wielding its weapon for 30 sec. | | | | | |
| Etherealus Gladiator | 70 | 379 - 536 | 13972 | | 6792 |
| **Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.; **Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.; **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |

# THE EVALCHARR

**Fireball:** Inflicts Fire damage to an enemy.

**Lightning Breath:** Breathes lightning at an enemy, inflicting Nature damage.

| | |
|---|---|
| Min - Max Lvl | 48 |
| Min - Max Dmg | 81 - 107 |
| Min - Max HPs | 2578 |
| Min - Max Mana | |
| Min - Max Armor | 2888 |





| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Ethereum Jailor | 71 | 513 - 726 | 13285 | | 7089 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand; **Energy Flux**: Periodically deals 43 to 47 Arcane damage to nearby enemies; **Intangible Presence**: Physical damage taken is reduced by 40%. Magical damage taken is increased by 20%. | | | | | |
| Ethereum Life-Binder | 70 | 1254 - 1771 | 16767 | 12620 | 5474 |
| **Shadow Mend**: Heals friendly target for 7200 to 8800; **Shadow Word: Pain**: Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.; **Bind**: Immobilizes nearby enemy targets for 6 sec. | | | | | |
| Ethereum Nexus-Stalker | 70 | 252 - 357 | 6986 | | 6792 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand; **Shadowsurge**: Strikes at an enemy, inflicting weapon damage plus 108; **Shadowtouched**: Increase shadow resistance and drains power from enemies when struck. | | | | | |
| Ethereum Nullifier | 69 - 70 | 242 - 357 | 6761 - 6986 | | 6492 - 6792 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand; **Intangible Presence**: Physical damage taken is reduced by 40%. Magical damage taken is increased by 20%. | | | | | |
| Ethereum Dustlord | 69 - 70 | 242 - 357 | 6761 - 6986 | | 6492 - 6792 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand; **Battle Shout**: Increases the melee attack power of nearby friendly targets by 298 for 2 min.; **Charge**: Charges an enemy, inflicting normal damage and stuns the opponent for 2 sec.; **Enchanted Weapons**: Disarms an enemy, forcing it to stop wielding its weapon for 30 sec. | | | | | |
| Ethereum Researcher | 69 - 70 | 179 - 265 | 5409 - 5589 | 3080 - 3155 | 5235 - 5474 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand; **Energy Charge**: While channeling this spell, your health regeneration massively increases. Lasts 8 sec.; **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage; **Energy Surge**: Inflicts Arcane damage to an enemy for 5 sec. | | | | | |
| Ethereum Shockdoctor | 68 - 69 | 231 - 341 | 6542 - 6781 | | 6192 - 6492 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand; **Glaive**: Throws a glaive at an enemy, inflicting Physical damage. **Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. **Taunt**: Taunts the target to attack you, but has no effect if the target is already attacking you. | | | | | |
| Ethereum Slayer | 70 | 1351 - 1910<br>3029 - 4284 | 20958<br>27944 | | 6792 |
| **Slaying Strike**: Inflicts normal damage plus 250 to an enemy; **Impairing Poison**: Increases the time between an enemy's attacks by 50%, reduces casting speed by 50%, and slows the enemy's movement by 50% for 10 sec.; **Evasion**: Increases the rogue's chance to dodge by 50% for 15 sec. | | | | | |
| Ethereum Wave-Caster | 70 | 1254 - 1771<br>1405 - 1986 | 16767<br>22356 | 12620 | 5474 |
| **Polymorph**: Transforms an enemy into a lasher, forcing it to wander around for up to 6 sec. While wandering, the lasher cannot attack or cast spells, but regenerates very quickly; **Sonic Boom**: Counters an enemy's spell, dealing 3238 to 3762 Arcane damage and preventing the enemy from casting that spell again for 4 sec.; **Arcane Haste**: Increases the casting speed of caster by 50%. | | | | | |

# EVIL KOI-KOI

| | |
|---|---|
| Min - Max Lvl | 67 - 68 |
| Min - Max Dmg | 220 - 325 |
| Min - Max HPs | 6326 - 6542 |
| Min - Max Mana | |
| Min - Max Armor | 5892 - 6192 |





# EVISCERATOR

| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 401 - 531 |
| Min - Max HPs | 17073 |
| Min - Max Mana | 9615 |
| Min - Max Armor | 2595 |

**Anti-Magic Shield:** Creates an anti-magic shell around the caster, giving it magic immunity for 10 sec.

**Vicious Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

## EVOKER OF SAR'THIS



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

## EXARCH MENELAOUS



| | |
|---|---|
| Min - Max Lvl | 14 |
| Min - Max Dmg | 20 - 27 |
| Min - Max HPs | 300 |
| Min - Max Mana | |
| Min - Max Armor | 642 |

## EXARCH ADMETIUS



| | |
|---|---|
| Min - Max Lvl | 22 |
| Min - Max Dmg | 32 - 42 |
| Min - Max HPs | 562 |
| Min - Max Mana | |
| Min - Max Armor | 922 |

## EXARCH ONAALA



| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 224 - 316 |
| Min - Max HPs | 5409 |
| Min - Max Mana | 3080 |
| Min - Max Armor | 5235 |

**Greater Heal:** Calls upon Holy magic to heal an ally.

**Holy Smite:** Smites an enemy, inflicting Holy damage.

**Holy Fire:** Consumes an enemy in flames, burning it and inflicting additional Fire damage every 2 sec. over 8 sec.

## EXARCH ORELIS



| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 242 - 341 |
| Min - Max HPs | 6761 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |

**Heroic Strike:** A strong attack that increases melee damage by 20 to 24 and causes a high amount of threat.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 138 for 30 sec.

## EXARCH MALADAAR



| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 2909 - 4111 |
| Min - Max HPs | 131489 |
| Min - Max Mana | 16545 |
| Min - Max Armor | 5954 |

**Stolen Soul:** Rips the target's soul from its body. The dark side of the soul forms a ghostly being bound to the caster's will. Lasts 2 min.

**Soul Scream:** Lets out a soul scream, disorienting nearby enemies for 2 sec.

**Ribbon of Souls:** Inflicts 999 to 1351 Shadow damage to an enemy.

**Summon Avatar:** Summons a Draenei spirit.

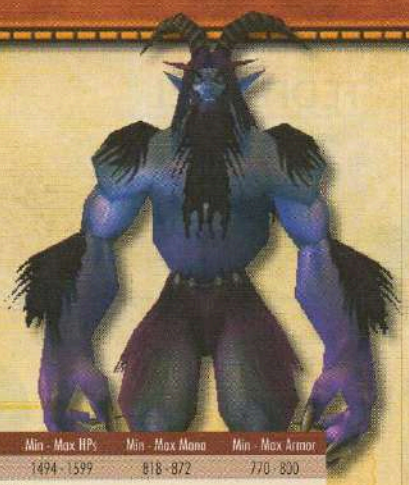
## EYKENEN



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 234 - 331 |
| Min - Max HPs | 5589 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Earth Shield:** Protects the target with an earthen shield, causing melee attacks to heal the shielded target. This effect can only occur once every few seconds. 10 charges. Lasts 2 min.

**Earth Shock:** Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec.



## FALLENROOT SATYR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Fallenroot Hellcaller | 22 - 23 | 51 - 69 | 1494 - 1599 | 818 - 872 | 770 - 830 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Mana Burn:** Drains 191 - 203 mana from a target. For each mana drained in this way, the target takes 0.5 Shadow damage. | | | | | |
| Fallenroot Rogue | 21 | 31 - 40 | 521 | | 888 |
| **Exploit Weakness:** Inflicts normal damage plus 41 to 43 on an enemy, but only if attacking from behind. | | | | | |
| Fallenroot Satyr | 20 - 21 | 29 - 40 | 484 - 521 | | 852 - 888 |
| **Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.<br>**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min. | | | | | |
| Fallenroot Shadowstalker | 22 - 23 | 74 - 102 | 1494 - 1599 | 545 - 581 | 770 - 830 |
| **Curse of Weakness:** Target's melee attack power is reduced by 64 for 2 min. Only one Curse per Warlock can be active on any one target. | | | | | |



## FARMERS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Farmer Dolson | 56 | 82 - 108 | 3644 | | 3327 |
| **Thrash:** Gives the caster 2 extra attacks.<br>**Infected Bite:** Inflicts Nature damage to an enemy every 10 sec. and increases the Physical damage it takes for 3 min.<br>**Altered Cauldron Toxin:** Damage dealt is decreased by 20%.<br>**Enrage** | | | | | |
| Farmer Getz | 24 | 26 - 34 | 664 | | 992 |
| Farmer Kalcha | 25 | 36 - 48 | 713 | | 1026 |
| Farmer Kay | 23 | 24 - 33 | 617 | | 957 |
| Farmer Sallisan | 8 | 10 - 14 | 156 | | 316 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 15 - 16. | | | | | |

F

## FANKRISS THE UNYIELDING



| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 2197 - 2912 |
| Min - Max HPs | 999300 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Mortal Wound**
**Summon Worm**
**Entangle**



## FATHOM-GUARD CARIBDIS

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 5956 - 8416 |
| Min - Max HPs | 861600 |
| Min - Max Mana | 161550 |
| Min - Max Armor | 5714 |

**Healing Wave:** Calls upon Nature magic to heal an ally.

**Water Bolt Volley:** Hurls a watery bolt at all nearby enemies within 45, inflicting 2775 to 3225 Frost damage.

**Summon Cyclone:** Summons a cyclone that moves around randomly. Enemies near the cyclone will be thrown up in the air.

**Tidal Surge:** Unleashes the power of the tides on nearby enemies, knocking up in the air and encasing them in ice for 3 sec.

## FARDEL DABYRIE



| | |
|---|---|
| Min - Max Lvl | 33 |
| Min - Max Dmg | 34 - 46 |
| Min - Max HPs | 1221 |
| Min - Max Mana | |
| Min - Max Armor | 1304 |

**Deadly Poison:** Inflicts 56 Nature damage to an enemy every 10 sec. for 2 min.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Thrash:** Gives the caster 2 extra attacks.



## FATHOM-GUARD SHARKKIS

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 5956 - 8416 |
| Min - Max HPs | 861600 |
| Min - Max Mana | 161550 |
| Min - Max Armor | 5714 |

**Hurl Trident:** Shoots at an enemy, inflicting Physical damage.

**Multi-Toss:** Fires a volley of missiles at an enemy and its nearby allies, striking up to 3 targets.

**The Beast Within:** Go into a rage, increasing your damage by 30%. Your pet also goes into a rage, causing 50% additional damage for 18 sec. While enraged, the beast does not feel pity or remorse or fear and it cannot be stopped unless killed.

**Leeching Throw:** An instant shot that drains 3150 health and mana from its target over 12 sec.

## FATHOM-GUARD TIDALVESS



| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 10005 - 14138 |
| Min - Max HPs | 861600 |
| Min - Max Mana | 161550 |
| Min - Max Armor | 5714 |

**Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.

**Spitfire Totem:** Summons a Searing Totem with 25000 health at your feet for 1 min that repeatedly attacks an enemy for 2550 to 3450 Fire damage.

**Earthbind Totem:** Summons an Earthbind Totem that lasts 45 sec. and periodically reduces the movement speed of nearby enemies to 50% of normal.

**Poison Cleansing Totem:** Summons a Poison Cleansing Totem with 4000 health at the feet of the caster that attempts to remove 1 poison effect from party members within 20 yards every 5 seconds. Lasts 30 sec.

**Windfury:** Adds a chance to do two additional attacks.

## FEDFENNEL



| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 17 - 22 |
| Min - Max HPs | 247 |
| Min - Max Mana | |
| Min - Max Armor | 573 |

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 24 for 30 sec.

**Nimble Reflexes:** Increases the caster's chance to parry by 50% for 8 sec.

## FEEBOZ



| | |
|---|---|
| Min - Max Lvl | 39 |
| Min - Max Dmg | 5 - 8 |
| Min - Max HPs | 156 |
| Min - Max Mana | 3075 |
| Min - Max Armor | 974 |

**Fireball:** Inflicts Fire damage to an enemy.

## FATHOM-LORD KARATHRESS



**Cataclysmic Bolt:** Blasts an enemy target with shadow, dealing damage equal to half their total health.

**Sear Nova:** Inflicts Fire damage to nearby enemies.

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 8866 - 12522 |
| Min - Max HPs | 1821000 |
| Min - Max Mana | 254025 |
| Min - Max Armor | 6193 |

## FEL BEAST



**Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes 50 damage.

| | |
|---|---|
| Min-Max Lvl | 50 - 51 |
| Min - Max Dmg | |
| Min-Max HPs | 2880 - 2980 |
| Min-Max Mana | 2215 - 2292 |
| Min-Max Armor | 3018 - 3072 |

Fire Resistance: 75, Nature Resistance: 75, Frost Resistance: 75, Shadow Resistance: 75







## FEL CANNONS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Death's Door Fel Cannon | 68 | 231 - 325 | 7850 | | 6192 |
| **Artillery on the Warp-Gate**: Begins the attack upon the warp-gate. Fires a naturalized fel cannonball at the warp-gate, damaging it. Seven shots will destroy a warp-gate.<br>**Anti-Demon Flame Thrower**: Fires a naturalized jet of flame at unstable felmaws and void hounds, damaging them. | | | | | |
| Fel Cannon | 70 - 71 | 374 - 504 | 12150 - 12489 | | 6792 - 7089 |
| Fel Cannon MKI | 60 | 143 - 196 | 3485 | | 3791 |
| **Fel Cannon Blast**: Inflicts Fire damage to an enemy. | | | | | |
| Fel Cannon: Fiery | 70 | 252 - 357 | 4890 | | 6792 |
| **Fel Cannon Blast**: Inflicts Fire damage to an enemy. | | | | | |
| Fel Cannon: Hate | 70 | 125 - 165 | 4050 | | 6792 |
| Legion Fel Cannon | 67 - 68 | 220 - 325 | 3163 - 3271 | | 5892 - 6192 |
| **Fel Cannon Blast**: Inflicts Fire damage to an enemy. | | | | | |
| Legion Fel Cannon MKII | 70 | 252 - 357 | 3493 | | 6792 |
| **Fel Cannon Blast**: Inflicts Fire damage to an enemy. | | | | | |
| Portable Fel Cannon | 72 | 242 - 342 | 7379 | 9927 | 5954 |
| **Fel Cannon Blast**: Inflicts Fire damage to an enemy.<br>**Health Funnel**: Gives 2000 health to the caster's target every second for 20 sec as long as the caster channels. | | | | | |
| Legion Pak Cannon | 71 - 72 | 770 - 1109 | 21543 - 22140 | | 7089 - 7387 |

## FEL REAVERS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Fel Reaver | 70 | 1682 - 2378 | 104790 | | 9657 |
| **War Stomp**: Inflicts normal damage plus 500 to nearby enemies, knocking them back and stunning them for 5 sec. | | | | | |
| Fel Reaver Sentinel | 70 | 1262 - 1785 | 69860 | | 6792 |
| **Sonic Boom**: Sends a sonic wave at the targetted enemy, damaging between you and the target.<br>**World Breaker**: Inflicts damage on all enemies in a 30 yard radius.<br>**Destroy Deathforged Infernal**: Launches a barrage of 10 rockets into the air at nearby enemies.<br>**Turbo Boost**: Activates to boost speed for a short time. | | | | | |
| Fel Reaver Sentry | 72 | 1935 - 2566 | 855600 | | 7387 |
| Legion Hold Fel Reaver | 70 | 924 - 1307 | 27944 | | 9657 |

## FEL TINKERER ZORTAN

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 257 - 363 |
| Min - Max HPs | 7181 |
| Min - Max Mana | |
| Min - Max Armor | 7089 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Glaive:** Throws a glaive at an enemy, inflicting Physical damage.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.





## FEL ORCS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Fel Orc Convert | 69 | 435 - 614 | 9803 | | 6492 |
| | 70 | 1009 - 1428 | 13972 | | 6792 |
| **Hemorrhage**: Deals weapon damage plus 100 and increases the Physical damage taken by an enemy by 15 for 10 sec. | | | | | |
| Fel Orc Grunt | 60 | 86 - 118 | 6979 | | 3791 |
| **Arcing Smash**: Lashes out in a vicious arc, inflicting normal damage plus 300 to enemies in a cone in front of the caster.<br>**Mortal Strike**: Inflicts 300% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.<br>**Knock Away**: Inflicts normal damage plus 30 to an enemy and knocks it back. | | | | | |
| Fel Orc Neophyte | 67 | 348 - 484 | 10682 | | 4391 |
| | 71 | 1334 - 1867 | 19389 | | 7089 |
| **Enrage**: Increases the caster's attack speed by 60% and the Physical damage it deals by 122 for 2 min.<br>**Charge**: Charges an enemy, inflicting normal damage. | | | | | |
| Fel Corruptor | 66 - 67 | 146 - 215 | 3669 - 3795 | 2846 - 2933 | 4515 - 4755 |
| **Corruption**: Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Nascent Fel Orc | 61 - 62 | 217 - 326 | 6963 - 7210 | | 4091 - 4391 |
| | 70 - 71 | 2423 - 3485 | 25150 - 25852 | | 6792 - 7089 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Concussion Blow**: A brutal strike that deals weapon damage and stuns the opponent for 5 sec.<br>**Stomp**: Stomps the ground, inflicting normal damage to nearby enemies and knocking them back. | | | | | |



## FEL WARDEN

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 152 - 210 |
| Min - Max HPs | 4126 |
| Min - Max Mana | 2486 |
| Min - Max Armor | 3316 |

**Fireball:** Inflicts Fire damage to an enemy.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

# FELGUARDS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Burning Felguard | 56 - 57 | 496 - 672 | 10796 - 11136 | | 3327 - 3380 |
| **Blast Wave**: Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.; **Thunderclap**: Inflicts 71 to 76 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec.; **Strike**: Strikes at an enemy, inflicting increased melee damage. | | | | | |
| Enraged Felguard | 60 | 1793 - 2379 | 91560 | | 3791 |
| **Blast Wave**: Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.; **Thunderclap**: Inflicts 75 to 79 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec.; **Strike**: Strikes at an enemy, inflicting increased melee damage; **Enrage**: Increases the caster's attack speed by 60% and the Physical damage it deals by 118 for 2 min. | | | | | |
| Felguard Annihilator | 62 | 826 - 1150 | 15489 | | 3530 |
| **Pummel**: Pummels an enemy for 45 damage and interrupts the spell being cast for 5 sec.; **Uppercut**: Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |
| Felguard Brute | 61 | 637 - 882 | 14958 | | 3289 |
| **Pummel**: Pummels an enemy for 45 damage and interrupts the spell being cast for 5 sec.; **Uppercut**: Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |
| Felguard Degrador | 70 | 1643 - 2321 | 104790 | | 6792 |
| **Mortal Strike**: Inflicts damage to an enemy and leaves it wounded, reducing the effectiveness of any healing; **Mighty Whirlwind**: Attacks nearby enemies in a whirlwind of steel; **Terrifying Roar**: Strikes fear in enemies, causing them to flee in terror for up to 6 sec.; **Chaos Charge**: Charges a distant enemy, slamming the ground and releasing massive fel energies; **Smash Shield**: Throws Hammer of the Fel Shield, damaging it; **Absorb Life**: Consumes life from all nearby creatures to feed the master. | | | | | |
| Felguard Destroyer | 60 | 238 - 327 | 9958 | | 3791 |
| **Mortal Strike**: Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.; **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally; **Sweeping Charge**: Charges an enemy, inflicting 100 damage to the target and any of its nearby allies, as well as knocking them all back. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Felguard Elite | 61 | 1058 - 1403 | 56592 | | 4091 |
| Shadow Resistance: 93 | | | | | |
| **Mortal Strike**: Inflicts 130% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.; **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets; **Blast Wave**: Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec. | | | | | |
| Felguard Legionnaire | 67 - 68 | 979 - 1444 | 31630 - 32710 | | 5892 - 6192 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally; **Fel Fire**: Chance to deal 85 - 87 damage on hit; **Cutdown**: Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |
| Felguard Lieutenant | 60 | 208 - 276 | 15260 | | 3791 |
| **Skull Crack**: Inflicts normal damage plus 41 to an enemy, stunning it for 2 sec. | | | | | |
| Felguard Sentry | 54 - 55 | 111 - 150 | 3293 - 3398 | | 2586 - 2630 |
| Hidden Brute | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Hidden Centurion | 72 | 8155 - 11533 | 295200 | | 7387 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. **Sonic Strike**: Strikes enemies in a cone in front of the caster, causing them to be silenced. | | | | | |
| Lesser Felguard | 23 - 24 | 31 - 43 | 544 - 582 | 581 - 618 | 800 - 829 |
| **Fire Shield II**: Surrounds an ally with a shield of flame that inflicts 14 - 15 Fire damage to nearby enemies every 3 sec. Lasts 1 min. **Knockdown**: Inflicts 93 to 114 damage to an enemy, stunning it for 2 sec. | | | | | |
| Roaming Felguard | 29 - 30 | 41 - 56 | 950 - 1003 | | 1165 - 1200 |
| Fire Resistance: 75, Shadow Resistance: 75 | | | | | |
| **Knockdown**: Inflicts 74 to 91 damage to an enemy, stunning it for 2 sec. | | | | | |

# FELCULAR

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 48 - 64 |
| Min - Max HPs | 2442 |
| Min - Max Mana | 2434 |
| Min - Max Armor | 3075 |

Nature Resistance: 120, Frost Resistance: 120, Shadow Resistance: 120

# FELHOUNDS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Burning Felhound | 54 - 55 | 226 - 306 | 2533 - 2614 | | 3216 - 3271 |
| **Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |
| Fel Guard Hound | 60 | 104 - 138 | 3052 | | 3791 |
| Fel Guardhound | 69 | 471 - 664 | 7843 | 6160 | 5235 |
| **Spell Lock**: Counters an enemy's spell, preventing the enemy from casting that spell again for 6 sec. Generates a high amount of threat. | | | | | |
| Felhound | 54 - 55 | 92 - 125 | 3293 - 3398 | | 3216 - 3271 |
| Fire Resistance: 75, Nature Resistance: 75, Frost Resistance: 75, Shadow Resistance: 75 | | | | | |
| **Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |
| Felhound Defender | 72 | 261 - 370 | 9963 | | 7387 |
| **Health Funnel**: Gives 2000 health to the caster's target every second for 20 sec as long as the caster channels. | | | | | |
| Felhound Manastalker | 60 - 61 | 518 - 755 | 3984 - 4126 | 2434 - 2486 | 3075 - 3316 |
| Fire Resistance: 75, Nature Resistance: 75, Frost Resistance: 75, Shadow Resistance: 75 | | | | | |
| **Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. **Spell Lock**: Counters an enemy's spell, preventing the enemy from casting that spell again for 6 sec. | | | | | |
| Felhound Minion | 54 - 55 | 92 - 125 | 2533 - 2614 | | 3216 - 3271 |
| Fire Resistance: 75, Nature Resistance: 75, Frost Resistance: 75, Shadow Resistance: 75 | | | | | |
| **Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |
| Felhound Tracker | 54 - 55 | 92 - 125 | 3293 - 3398 | | 3216 - 3271 |
| Fire Resistance: 75, Nature Resistance: 75, Frost Resistance: 75, Shadow Resistance: 75 | | | | | |
| **Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |
| Felslayer | 22 - 23 | 33 - 43 | 573 - 617 | | 922 - 957 |
| **Mana Burn**: Hits an enemy with an anti-mana bolt that consumes up to 92 to 100 mana. For each point of mana consumed by the bolt, the target takes 1.0 damage. | | | | | |
| Fiendish Hound | 60 | 144 - 199 | 2191 | 2434 | 3075 |
| **Drain Life**: Drains 400 health from an enemy over 5 sec., transfering it to the caster. | | | | | |
| Hound of the Betrayer | 68 - 69 | 230 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Legion Hound | 29 - 30 | 12 - 17 | 362 - 382 | | 1165 - 1200 |
| Legion War Hound | 70 | 151 - 214 | 4192 | | 6792 |
| Lesser Wrath Hound | 67 | 110 - 155 | 3163 | | 5892 |
| **Charge**: Charges an enemy, inflicting normal damage plus 75 and stuns the opponent for 2 sec. **Double Breath**: Inflicts Fire damage to enemies in a cone in front of the caster. | | | | | |
| Mage Hunter | 38 - 39 | 49 - 67 | 1305 - 1357 | 1189 - 1236 | 1418 - 1517 |
| **Plague Mind**: Diseases an enemy for 10 min., draining 13 - 14 mana every 10 sec. and transferring it to the caster. | | | | | |
| Manahound | 60 | 935 - 1241 | 48832 | | 3791 |
| Shadow Resistance: 93 | | | | | |
| **Vicious Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec.; **Thrash**: Adds a chance to do two additional attacks; **Mana Burn**: Hits nearby enemies with anti-mana bolts. For each point of mana consumed from a target, that target takes .5 damage; **Tendon Rip**: Reduces an enemy's movement speed by 25% for 8 sec. | | | | | |
| Netherhound | 58 | 41 - 55 | 1276 | 915 | 2788 |
| **Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |

## FELLICENT'S SHADE



| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 16 - 21 |
| Min - Max HPs | 230 |
| Min - Max Mana | 249 |
| Min - Max Armor | 479 |

**Veil of Shadow:** Reduces healing effects for an enemy by 75% for 15 sec.

**Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage.

**Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.

## FELWEAVER SCORNN



| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 23 - 31 |
| Min - Max HPs | 624 |
| Min - Max Mana | 307 |
| Min - Max Armor | 450 |

**Summon Voidwalker:** Summons 1 Voidwalker to accompany the caster until dismissed.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Demon Skin:** Protects the caster, increasing armor by 120 and restores 5 Health per 5 sec. for 30 min.

F



## FELMUSK SATYR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Felmusk Feswarn | 25 - 26 | 33 - 46 | 640 - 684 | 655 - 693 | 858 - 887 |
| **Overwhelming Stench**: Silences an enemy, preventing it from casting spells for 6 sec.<br>**Curse of Weakness**: Target's melee attack power is reduced by 64 for 2 min. Only one Curse per Warlock can be active on any one target. | | | | | |
| Felmusk Rogue | 26 - 27 | 37 - 51 | 788 - 840 | | 1061 - 1097 |
| **Overwhelming Stench**: Silences an enemy, preventing it from casting spells for 6 sec.<br>**Exploit Weakness**: Inflicts normal damage plus 51 to 55 on an enemy, but only if attacking from behind. | | | | | |
| Felmusk Satyr | 25 - 26 | 36 - 49 | 734 - 788 | | 1026 - 1061 |
| **Overwhelming Stench**: Silences an enemy, preventing it from casting spells for 6 sec. | | | | | |
| Felmusk Shadowstalker | 26 - 27 | 37 - 51 | 788 - 840 | | 1061 - 1097 |
| **Overwhelming Stench**: Silences an enemy, preventing it from casting spells for 6 sec.<br>**Shadowstalker Slash**: Inflicts normal damage plus 58 to an enemy when attacking from stealth, stunning it 5 sec. | | | | | |

## FENG



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 71 - 98 |
| Min - Max HPs | 2490 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



## FELSPINE THE GREATER

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 379 - 536 |
| Min - Max HPs | 12575 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Flaming Wound:** Surrounds self with a shield of flame that inflicts 73 Fire damage to nearby enemies every 3 sec. Lasts 15 sec.

**Fel Flames:** Inflicts Fire damage to enemies in a cone in front of the caster.



## FENISSA THE ASSASSIN

| | |
|---|---|
| Min - Max Lvl | 18 |
| Min - Max Dmg | 30 - 40 |
| Min - Max HPs | 751 |
| Min - Max Mana | |
| Min - Max Armor | 782 |

**Stealth:** Puts the caster in stealth mode. Lasts until cancelled.

**Sinister Strike:** Inflicts normal damage plus 2 to an enemy.

**Gouge:** Inflicts 20 damage to an enemy and stuns it for up to 4 sec. Any damage received by the stunned target will revive it.

# FENROS

| | |
|---|---|
| Min - Max Lvl | 32 |
| Min - Max Dmg | 39 - 51 |
| Min - Max HPs | 1404 |
| Min - Max Mana | 2362 |
| Min - Max Armor | 1078 |

**Frost Nova:** Blasts enemies near the caster for 36 to 40 Frost damage and freezes them in place for up to 8 sec. Damage caused may interrupt the effect.

**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 384, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.

**Flame Spike:** Calls down a pillar of flame, burning all enemies in a selected area for 144 to 154 Fire damage and an additional 73 damage every 3 sec. for 9 sec.



# FEROCITAS THE DREAM EATER

| | |
|---|---|
| Min - Max Lvl | 8 |
| Min - Max Dmg | 8 - 11 |
| Min - Max HPs | 156 |
| Min - Max Mana | |
| Min - Max Armor | 316 |

**Thrash:** Gives the caster 2 extra attacks.





# FERRA

**Charge:** Charges an enemy, inflicting normal damage plus 75 and stuns the opponent for 2 sec.

**Maul:** Adds 187 damage to the next attack.

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 624 - 827 |
| Min - Max HPs | 15260 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

# FEUGEN

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 6178 - 8190 |
| Min - Max HPs | 499650 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**War Stomp:** Knocks nearby enemies back.
**Flash**
**Static Field**
**Magnetic Pull**

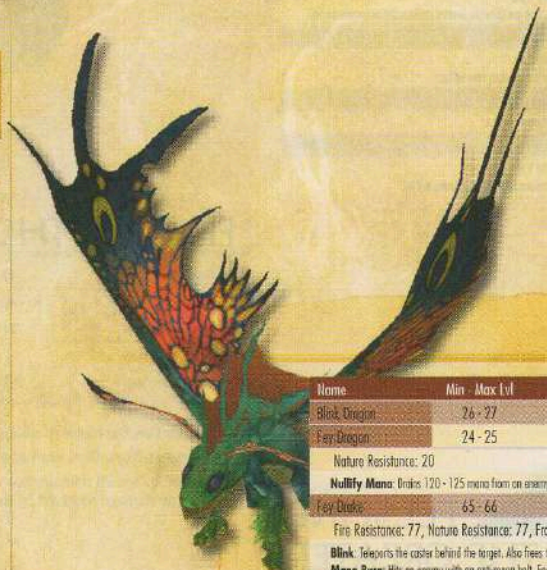


# FENRUS THE DEVOURER

| | |
|---|---|
| Min - Max Lvl | 21 |
| Min - Max Dmg | 101 - 134 |
| Min - Max HPs | 2605 |
| Min - Max Mana | |
| Min - Max Armor | 888 |



**Toxic Saliva:** Inflicts 17 Nature damage to an enemy every 6 sec. Also drains 20 mana every 6 sec., transferring it to the caster. Lasts 2 min.



# FEY DRAGONS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blind Dragon | 26 - 27 | 37 - 51 | 788 - 840 | | 1061 - 1097 |
| Fey Dragon | 24 - 25 | 35 - 41 | 582 - 622 | 618 - 655 | 829 - 858 |
| Nature Resistance: 20 | | | | | |
| **Nullify Mana:** Drains 120 - 125 mana from an enemy, transferring it to the caster. | | | | | |
| Fey Drake | 65 - 66 | 186 - 273 | 4731 - 4892 | 2790 - 2846 | 4275 - 4515 |
| Fire Resistance: 77, Nature Resistance: 77, Frost Resistance: 77, Shadow Resistance: 77 | | | | | |
| **Blink:** Teleports the caster behind the target. Also frees the caster from any bonds. | | | | | |
| **Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |
| Greater Snap Dragon | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Ravening Snap Dragon | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Sprite Darter | 43 - 45 | 62 - 93 | 1648 - 1774 | 1432 - 1534 | 1958 - 2211 |
| Fire Resistance: 70, Nature Resistance: 70, Frost Resistance: 70, Shadow Resistance: 70 | | | | | |
| **Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |
| Sprite Dragon | 47 - 50 | 74 - 104 | 1990 - 2215 | 1640 - 1807 | 2300 - 2432 |
| Fire Resistance: 77, Nature Resistance: 77, Frost Resistance: 77, Shadow Resistance: 77 | | | | | |
| **Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |
| Wily Fey Dragon | 26 - 27 | 37 - 44 | 683 - 724 | 693 - 732 | 887 - 916 |
| Nature Resistance: 20 | | | | | |
| **Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |

## FINEOUS DARKVIRE

| | |
|---|---|
| Min - Max Lvl | 53 |
| Min - Max Dmg | 638 - 788 |
| Min - Max HPs | 27944 |
| Min - Max Mana | 9910 |
| Min - Max Armor | 2641 |

**Holy Strike:** Consecrates the caster's weapon, inflicting 146 additional damage on its next attack. All damage inflicted is based on Holy magic.

**Devotion Aura:** Gives 1060 additional armor to nearby party members for 4 min. Players may only have one aura on them per paladin at any one time.

**Holy Light:** Calls upon Holy magic to heal an ally.

**Kick:** Kicks an enemy for 35 damage, interrupting the spell being cast for 6 sec.

**Seal of Reckoning:** Surrounds an ally with a seal that lasts 30 sec. Every time the sealed character strikes an enemy, the sealed character gains health.



## FINGAT

| | |
|---|---|
| Min - Max Lvl | 43 |
| Min - Max Dmg | 67 - 88 |
| Min - Max HPs | 2059 |
| Min - Max Mana | |
| Min - Max Armor | 2397 |

**Thrash:** Gives the caster 2 extra attacks.



## FINGROM

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 818 - 1149 |
| Min - Max HPs | 25300 |
| Min - Max Mana | 2933 |
| Min - Max Armor | 4755 |

**Fireball:** Inflicts Fire damage to an enemy.

**Ice Barrier:** Instantly shields the caster, absorbing 650 damage. Lasts 30 sec. While the shield holds, spells will not be interrupted.

**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.



F



## FIRE ELEMENTALS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Acolyte of Fire | 70 | 252 - 357 | 6986 | | 6792 |
| Blazing Elemental | 45 - 47 | 76 - 105 | 2310 - 2488 | | 2725 - 2835 |
| Blazing Fireguard | 52 | 280 - 370 | 5691 | 3846 | 2522 |
| **Fire Blast**: Inflicts Fire damage to an enemy; **Immolate**: Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec. **Scorch**: Scorches an enemy for Fire damage. | | | | | |
| Burning Destroyer | 26 - 27 | 37 - 44 | 684 - 724 | 693 - 732 | 887 - 916 |
| **Fireball**: Inflicts Fire damage to an enemy. **Area Burn**: Calls down a pillar of flame, burning all enemies in a selected area for 18 to 21 Fire damage and an additional 35 damage every 3 sec. for 10 sec. | | | | | |
| Burning Exile | 38 - 39 | 53 - 72 | 1604 - 1678 | | 1709 - 1834 |
| Burning Ravager | 24 - 25 | 37 - 45 | 664 - 713 | | 992 - 1026 |
| **Fire Shield II**: Surrounds an ally with a shield of flame that inflicts 15 - 16 Fire damage to nearby enemies every 3 sec. Lasts 1 min. | | | | | |
| Burning Servant | 26 | 4 - 7 | 188 | | 1061 |
| **Summon Embers**: Summons 3 Embers to aid the caster in battle for 1 min. | | | | | |
| Burning Spirit | 30 | 123 - 163 | 1003 | | 1200 |
| Corrupted Fire Elementar | 70 | 75 - 106 | 559 | 3155 | 5474 |
| **Fireball**: Inflicts Fire damage to an enemy. **Shadowform**: Assumes a Shadowform, increasing Shadow damage dealt by 20% and reducing melee damage taken by 20%. Shadowform lasts until cancelled. | | | | | |
| Enraged Fiery Soul | 68 - 69 | 2 - 3 | 65 - 68 | | 6192 - 6492 |
| Enraged Fire Spirit | 68 - 69 | 185 - 273 | 6542 - 6761 | | 6192 - 6492 |
| **Fel Fireball**: Inflicts Fire damage to an enemy; **Enrage**: Physical damage increased by 69 and attack speed increased by 30%. | | | | | |
| Fire Elemental | 40 | 56 - 74 | 1753 | | 1964 |
| Fire Spirit | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| Fireguard | 50 - 52 | 252 - 349 | 5502 - 5691 | 3728 - 3846 | 2477 - 2522 |
| Frost Resistance: -52 | | | | | |
| **Fireball**: Inflicts Fire damage to an enemy. | | | | | |
| Fireguard Destroyer | 54 | 332 - 440 | 7599 | | 3216 |
| **Thrash**: Adds a chance to do two additional attacks | | | | | |
| Fireland | 61 - 62 | 952 - 1288 | 94320 - 97110 | | 4091 - 4391 |
| Frost Resistance: -93 | | | | | |
| **Soul Burn**: Inflicts 4000 Fire damage to an enemy over 16 sec, preventing it from casting spells and reducing the Physical damage it deals by 50%; **Summon Lava Spawn**: Summons Lava Spawns to accompany the caster until dismissed. | | | | | |
| Firewarn | 60 | 1455 - 1930 | 61040 | | 3791 |
| Fire Resistance: 95, Nature Resistance: 95 | | | | | |
| **Immolate**: Fire damage inflicted every 3 sec. for 20 sec. | | | | | |
| Firewalker | 61 - 62 | 1058 - 1431 | 78600 - 80925 | | 4091 - 4391 |
| Frost Resistance: -93 | | | | | |
| **Incite Flames**: Reduces the Fire resistance of nearby enemies by 50 for 1 min. **Fire Blossom**: Causes flames to blossom from the caster, immobilizing it and periodically inflicting 2775 to 3225 Fire damage to an enemy for 6 sec. | | | | | |
| Flame Elemental | 17 - 18 | 25 - 35 | 386 - 417 | | 748 - 782 |
| Flameguard | 61 - 62 | 1058 - 1431 | 78600 - 80925 | | 4091 - 4391 |
| Frost Resistance: -93 | | | | | |
| **Cone of Fire**: Inflicts 1388 to 1612 Fire damage to enemies in a cone in front of the caster; **Melt Armor**: Reduces the armor of nearby enemies by 1000 for 1 min. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Greater Fel Spirit | 70 - 71 | 262 - 378 | 9082 - 9335 | | 6792 - 7089 |
| **Fel Fireball**: Inflicts Fire damage to an enemy. **Flames of Chaos**: Ignites the area surrounding the caster, causing Fire damage to himself and 99 Fire damage to all nearby enemies every sec. Lasts 6 sec. | | | | | |
| Infernal Animus | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Shadowform**: Assumes a Shadowform, increasing Shadow damage dealt by 20% and reducing melee damage taken by 20%. Shadowform lasts until cancelled. | | | | | |
| Infernal Overseer | 68 - 69 | 214 - 316 | 5233 - 5409 | 2991 - 3080 | 4995 - 5235 |
| Infernal Soul | 68 - 69 | 150 - 221 | 4710 - 4868 | 2991 - 3080 | 4995 - 5235 |
| **Fire Nova**: Inflicts Fire damage to nearby enemies. | | | | | |
| Inferno Elemental | 47 - 49 | 79 - 110 | 2488 - 2672 | | 2835 - 2944 |
| **Flame Spray**: Inflicts 187 to 197 Fire damage to enemies in a cone in front of the caster. | | | | | |
| Lava Annihilator | 61 - 62 | 1524 - 2061 | 94320 - 97110 | | 4091 - 4391 |
| Fire Resistance: 93, Nature Resistance: 93 | | | | | |
| Lava Elemental | 61 - 62 | 1587 - 2147 | 78600 - 80925 | | 4091 - 4391 |
| Fire Resistance: 95, Nature Resistance: 95 | | | | | |
| **Pyroclast Barrage**: Inflicts 1500 Fire damage to enemies in a cone in front of the caster, stunning them for 6 sec. | | | | | |
| Lava Reaver | 62 - 63 | 1381 - 1864 | 80925 - 83275 | | 4391 - 4691 |
| Fire Resistance: 95, Nature Resistance: 95 | | | | | |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand; **Thrash**: Adds a chance to do two additional attacks; **Cleave**: Inflicts normal damage plus 248 - 252 to an enemy and its nearest allies, affecting up to 5 targets; **Strike**: Inflicts normal damage plus 579 - 588 to an enemy. | | | | | |
| Lava Spawn | 60 | 390 - 517 | 15260 | | 3791 |
| Frost Resistance: -186 | | | | | |
| **Fireball**: Inflicts Fire damage to an enemy. | | | | | |
| Lava Surge | 61 - 62 | 1376 - 1861 | 94320 - 97110 | | 4091 - 4391 |
| Fire Resistance: 93, Nature Resistance: 93 | | | | | |
| **Surge**: Charges an enemy, inflicting 100 damage to the target and any of its nearby allies, as well as knocking them all back. | | | | | |
| Living Blaze | 54 - 55 | 92 - 125 | 3293 - 3398 | | 3216 - 3273 |
| Living Fire | 70 | 125 - 165 | 4050 | | 6792 |
| Living Flame | 16 | 16 - 22 | 71 | | 713 |
| Raging Fire Soul | 70 - 71 | 263 - 378 | 9082 - 9335 | | 6792 - 7089 |
| **Immolation**: Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec. | | | | | |
| Raging Flames | 72 | 523 - 739 | 121770 | | 7387 |
| **Inferno**: Surrounds the caster with an inferno that periodically inflicts Fire damage to nearby enemies for 8 sec. While the caster is aflame, he cannot move or use his abilities. | | | | | |
| Rogue Flame Spirit | 23 - 24 | 33 - 40 | 544 - 582 | 581 - 618 | 800 - 829 |
| **Immolate**: Burns the enemy for 49 - 51 Fire damage and then an additional 90 Fire damage over 15 sec. **Curse of Weakness**: Target's melee attack power is reduced by 64 for 2 min. Only one Curse per Warlock can be active on any one target. | | | | | |
| Scorching Elemental | 53 - 54 | 84 - 114 | 2551 - 2634 | 1982 - 2041 | 2566 - 2610 |
| **Scorch**: Scorches an enemy for Fire damage. | | | | | |
| Searing Elemental | 67 - 68 | 176 - 260 | 6326 - 6542 | | 5892 - 6192 |



## FIRE GIANTS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Magma Elemental | 46 - 48 | 77 - 107 | 2399 - 2578 | | 3324 - 3453 |
| Fire Resistance: 170, Nature Resistance: 170 | | | | | |
| **Fire Nova**: Inflicts Fire damage to nearby enemies. | | | | | |
| Minor Manifestation of Fire | 12 | 16 - 21 | 230 | 249 | 479 |
| **Fire Shield**: Surrounds an ally with a shield of flame that inflicts 5 Fire damage to nearby enemies every 3 sec. Lasts 1 min. **Flame Shock**: Instantly sears the target with fire, causing 22 Fire damage immediately and 27 Fire damage over 12 sec. | | | | | |
| Molten Elemental | 13 - 15 | 31 - 50 | 819 - 984 | | 754 - 840 |
| Fire Resistance: 22, Nature Resistance: 22 | | | | | |
| Molten Destroyer | 63 | 1757 - 2330 | 149895 | | 4691 |
| Fire Resistance: 93 | | | | | |
| **Knockdown**: Inflicts 463 to 537 damage to an enemy and its nearest allies, stunning them for 2 sec. Affects up to 5 targets. **Massive Tremor**: Causes a massive ground tremor, inflicting 900 to 1100 damage to nearby enemies and interrupts any spell being cast for 2 sec.. | | | | | |
| Molten Giant | 62 | 1618 - 2147 | 129480 | | 4391 |
| Fire Resistance: 93 | | | | | |
| **Smash**: Smashes the ground, inflicting 810 to 990 damage to nearby enemies. **Knock Away**: Inflicts normal damage plus 30 to an enemy and knocks it back. | | | | | |



## FIRECALLER RADISON

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 24 - 32 |
| Min - Max HPs | 379 |
| Min - Max Mana | 1118 |
| Min - Max armor | 442 |

**Fireball:** Inflicts Fire damage to an enemy.

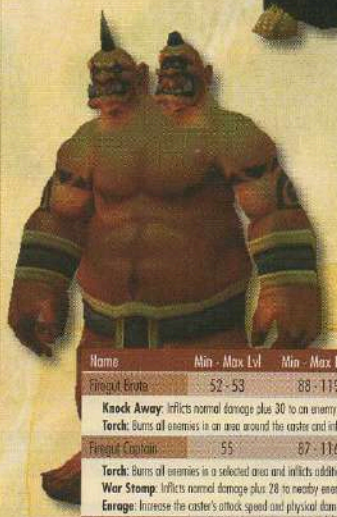
**Fire Nova:** Inflicts Fire damage to nearby enemies.

**Crazed:** Increases the caster's attack speed by 20% for 1 min.



## FIREBRAND ORCS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Firebrand Darkweaver | 56 - 57 | 134 - 181 | 6477 - 6681 | 2163 - 2241 | 2699 - 2744 |
| **Mark of Flames**: Increases the Fire damage taken by an enemy by 1000 for 2 min.; **Shadow Bolt Volley**: Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies; **Curse of the Firebrand**: Inflicts 657 to 843 Fire damage to an enemy every 60 sec. for 5 min.; **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage; **Dispel Magic**: Dispels magic on the target, removing 1 harmful spell from an ally or 1 beneficial spell from an enemy. | | | | | |
| Firebrand Dreadweaver | 57 - 58 | 137 - 185 | 6681 - 6891 | 2241 - 2289 | 2744 - 2788 |
| **Curse of the Firebrand**: Inflicts 657 to 843 Fire damage to an enemy every 60 sec. for 5 min.; **Plague Cloud**: Reduces Strength by 1, Agility by 1, and Intellect by 1 for all enemies in a selected area for 4 min.; **Remove Curse**: Dispels 1 curse from an ally; **Mark of Flames**: Increases the Fire damage taken by an enemy by 1000 for 2 min. | | | | | |
| Firebrand Grunt | 56 - 57 | 479 - 649 | 8097 - 8352 | | 3327 - 3360 |
| **Mark of Flames**: Increases the Fire damage taken by an enemy by 1000 for 2 min.; **Mortal Strike**: Inflicts 130% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.; **Enrage**: Increases the caster's attack speed by 60% and the Physical damage it deals by 110 - 112 for 2 min. | | | | | |
| Firebrand Invoker | 56 - 57 | 134 - 181 | 6477 - 6681 | 3244 - 3361 | 2699 - 2744 |
| **Mark of Flames**: Increases the Fire damage taken by an enemy by 1000 for 2 min.; **Flamestrike**: Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.; **Fire Nova**: Inflicts Fire damage to nearby enemies; **Fireball**: Inflicts Fire damage to an enemy. | | | | | |
| Firebrand Legionnaire | 57 - 58 | 372 - 503 | 8352 - 8613 | | 5034 - 5115 |
| **Improved Blocking**: Increases the caster's chance to block by 79% for 6 sec.; **Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.; **Mark of Flames**: Increases the Fire damage taken by an enemy by 1000 for 2 min. | | | | | |
| Firebrand Pyromancer | 57 - 58 | 225 - 304 | 6681 - 6891 | 2241 - 2289 | 2744 - 2788 |
| **Immolate; Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand; **Mark of Flames**: Increases the Fire damage taken by an enemy by 1000 for 2 min.; **Flame Shock**: Instantly burns an enemy, then inflicts additional Fire damage every 3 sec. for 12 sec. | | | | | |



## FIREGUT OGRES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Firegut Brute | 52 - 53 | 88 - 119 | 3556 - 3680 | | 2347 - 2389 |
| **Knock Away**: Inflicts normal damage plus 30 to an enemy and knocks it back. **Torch**: Burns all enemies in an area around the caster and inflicts additional Fire damage every 2 sec. for 8 sec. | | | | | |
| Firegut Cookfire | 55 | 87 - 116 | 2718 | 2117 | 2654 |
| **Torch**: Burns all enemies in a selected area and inflicts additional Fire damage every 2 sec. for 8 sec. **War Stomp**: Inflicts normal damage plus 28 to nearby enemies, knocking them back and stunning them for 5 sec. **Enrage**: Increase the caster's attack speed and physical damage. | | | | | |
| Firegut Ogre | 50 - 51 | 85 - 114 | 3322 - 3438 | | 2265 - 2305 |
| **Torch**: Burns all enemies in an area around the caster and inflicts additional Fire damage every 2 sec. for 8 sec. **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Firegut Ogre Mage | 51 - 52 | 80 - 109 | 2751 - 2846 | 1864 - 1923 | 1875 - 1909 |
| Arcane Resistance: 78 | | | | | |
| **Torch**: Burns all enemies in a selected area and inflicts additional Fire damage every 2 sec. for 8 sec. **Bloodlust**: Increases an ally's attack speed by 30% for 30 sec. **Fireball**: Inflicts Fire damage to an enemy. | | | | | |



## FIREMANE DRAGONKIN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Firemane Ash Tail | 40 - 41 | 52 - 72 | 1471 - 1522 | 1283 - 1332 | 1619 - 1727 |
| Fire Resistance: 100 | | | | | |
| **Fire Shield**: Surrounds an ally with a shield of flame that inflicts 30 - 31 Fire damage to nearby enemies every 3 sec. Lasts 10 min. **Fire Nova**: Inflicts Fire damage to nearby enemies. | | | | | |
| Firemane Devourer | 41 - 42 | 59 - 82 | 1902 - 1981 | | 2101 - 2246 |
| Fire Resistance: 110 | | | | | |
| **Fire Shield IV**: Surrounds an ally with a shield of flame that inflicts 58 - 59 Fire damage to nearby enemies every 3 sec. Lasts 15 sec. **Fatal Bite**: Drains 330 - 338 health from an enemy, healing the caster for up to twice that amount. | | | | | |
| Firemane Flamecaller | 41 - 42 | 55 - 77 | 1522 - 1585 | 1332 - 1381 | 1727 - 1841 |
| Fire Resistance: 100 | | | | | |
| **Fire Shield**: Surrounds an ally with a shield of flame that inflicts 31 Fire damage to nearby enemies every 3 sec. Lasts 10 min. **Rain of Fire**: Calls down a molten rain, burning all enemies in a selected area for 119 - 121 Fire damage every 3 sec. for 9 sec. **Fireball**: Inflicts Fire damage to an enemy. | | | | | |
| Firemane Soulstone | 40 - 41 | 52 - 72 | 1471 - 1522 | 1283 - 1332 | 1619 - 1727 |
| Fire Resistance: 100 | | | | | |
| **Fire Shield**: Surrounds an ally with a shield of flame that inflicts 30 - 31 Fire damage to nearby enemies every 3 sec. Lasts 10 min. **Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec. **Sunder Armor**: Hacks at an enemy's armor, reducing it per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Firemane Scout | 39 - 40 | 54 - 74 | 1751 - 1829 | | 1834 - 1964 |
| Fire Resistance: 100 | | | | | |
| **Fire Shield**: Surrounds an ally with a shield of flame that inflicts 29 - 30 Fire damage to nearby enemies every 3 sec. Lasts 10 min. **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |

## FIREMAW

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2746 - 3640 |
| Min - Max HPs | 999300 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Shadow Flame:** Inflicts 3938 to 5062 Shadow damage to enemies in a cone in front of the caster.

**Wing buffet:** Inflicts 563 to 937 damage to enemies in a cone in front of the caster, knocking them back.

**Thrash:** Gives the caster 2 extra attacks.

**Flame buffet:** Inflicts 139 to 161 Fire damage to an enemy and increases the Fire damage it takes by 150 for 20 sec.



## FIRST FRAGMENT GUARDIAN



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 757 - 1071 |
| Min - Max HPs | 20958 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

## FIZZLE DARKSTORM



| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 15 - 19 |
| Min - Max HPs | 219 |
| Min - Max Mana | 537 |
| Min - Max Armor | 305 |

**Soul Siphon:** Drains 80 health over 10 sec. from an enemy and its nearest ally, healing the caster for up to twice the amount of health stolen.

**Summon Imp:** Summons an Imp to accompany the caster until dismissed.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

## FIRST MATE NILZLIX



| | |
|---|---|
| Min - Max Lvl | 39 |
| Min - Max Dmg | 54 - 72 |
| Min - Max HPs | 1678 |
| Min - Max Mana | |
| Min - Max Armor | 1834 |

## FLAGGLEMURK THE CRUEL



| | |
|---|---|
| Min - Max Lvl | 16 |
| Min - Max Dmg | 23 - 31 |
| Min - Max HPs | 356 |
| Min - Max Mana | |
| Min - Max Armor | 713 |

**Knockdown:** Inflicts 54 to 70 damage to an enemy, stunning it for 2 sec.

**Strike:** Strikes at an enemy, inflicting weapon damage plus 27.

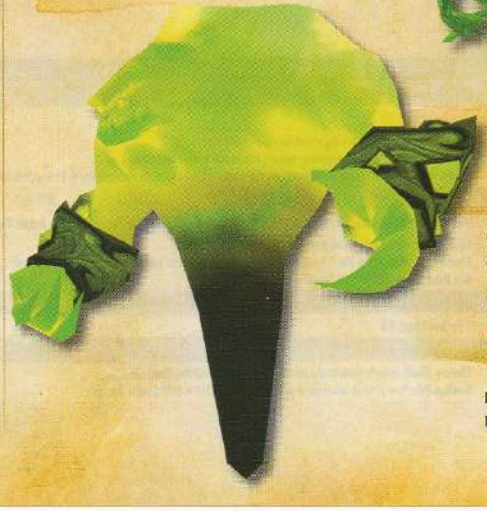


## FIRST MATE SNELLIG

| | |
|---|---|
| Min - Max Lvl | 29 |
| Min - Max Dmg | 40 - 54 |
| Min - Max HPs | 950 |
| Min - Max Mana | |
| Min - Max Armor | 1165 |

**Curse of the Eye:** Curses an enemy with the Eye of Paleth, reducing the Physical damage it deals by 8 and slowing its spellcasting by 20% for 2 min.

**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.



## FLAME OF AZZINOTH

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 7966 - 11263 |
| Min - Max HPs | 1138200 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Flame Blast**

**Blaze**

# FLAMEGOR

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2746 - 3640 |
| Min - Max HPs | 999300 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Shadow Flame:** Inflicts 3938 to 5062 Shadow damage to enemies in a cone in front of the caster.

**Wing buffet:** Inflicts 563 to 937 damage to enemies in a cone in front of the caster, knocking them back.

**Thrash:** Gives the caster 2 extra attacks.

Frenzy





# FLAMESCALE DRAGONKIN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Flamescale Broodling | 55 - 56 | 87 - 118 | 2823 - 2915 | 2117 - 2163 | 2654 - 2699 |
| **Fire Blast:** Inflicts Fire damage to an enemy.<br>**Fireball:** Inflicts Fire damage to an enemy. | | | | | |
| Flamescale Dragonspawn | 56 - 57 | 139 - 188 | 3374 - 3480 | | 3327 - 3380 |
| Fire Resistance: 125 | | | | | |
| **Fire Blast:** Inflicts Fire damage to an enemy.<br>**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |
| Flamescale Drake | 39 | 103 - 137 | 7295 | | 1834 |
| **Flame Breath:** Inflicts 195 Fire damage to enemies in a cone in front of the caster. | | | | | |
| Flamescale Wyrmkin | 57 - 58 | 84 - 114 | 2436 - 2512 | 5340 - 5461 | 1714 - 1742 |
| Fire Resistance: 125 | | | | | |
| **Fire Blast:** Inflicts Fire damage to an enemy.<br>**Flame buffet:** Inflicts 85 to 90 Fire damage to an enemy and increases the Fire damage it takes by 87 - 88 for 45 sec. | | | | | |
| Flamesnorting Whelp | 26 - 27 | 34 - 47 | 684 - 724 | 693 - 732 | 887 - 916 |
| Fire Resistance: 62 | | | | | |
| **Fireball:** Inflicts Fire damage to an enemy. | | | | | |



# FLAMEWAKERS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Flamewoker | 62 | 1305 - 1729 | 77700 | 25680 | 3555 |
| Fire Resistance: 93 | | | | | |
| **Strike:** Strikes at an enemy, inflicting normal damage plus 482.<br>**Fist of Ragnaros:** Stuns nearby enemies, rendering them unable to move or attack for 4 sec.<br>**Sunder Armor:** Hacks at nearby enemies, reducing their armor per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Flamewoker Elite | 62 | 1687 - 2235 | 103600 | 30816 | 4421 |
| Fire Resistance: 93, Nature Resistance: -93, Frost Resistance: -93, Shadow Resistance: -93, Arcane Resistance: 0-93 | | | | | |
| **Fireball:** Inflicts 1275 to 1725 Fire damage to an enemy.<br>**Blast Wave:** Inflicts 694 to 806 Fire damage to nearby enemies and reduces their movement speed by 50% for 8 sec.<br>**Fire Blast:** Inflicts 1080 to 1320 Fire damage to an enemy. | | | | | |
| Flamewoker Guardian | 62 | 1079 - 1431 | 48555 | | 4391 |
| Fire Resistance: 93 | | | | | |
| Flamewoker Healer | 60 | 1161 - 1538 | 97680 | 29208 | 3075 |
| **Shadow Shock:** Instantly lashes nearby enemies with dark magic, inflicting Shadow damage.<br>**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting 1350 to 1650 Shadow damage. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Flamewoker Imp | 58 | 38 - 51 | 1117 | 2184 | 1742 |
| **Fireball:** Inflicts Fire damage to an enemy. | | | | | |
| Flamewoker Priest | 62 | 1023 - 1352 | 67980 | 72180 | 2223 |
| Fire Resistance: 93 | | | | | |
| **Dark Mending:** Uses dark magic to heal an ally for 27750 to 32250 damage.<br>**Shadow Word:** Pain: Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.<br>**Dark Strike:** Consecrates the caster's weapon, inflicting 570 to 630 additional damage on its next attack. All damage caused is considered Shadow damage.<br>**Immolate:** Inflicts 760 to 840 Fire damage to an enemy and scorches it for an additional 380 to 420 damage every 3 sec. for 21 sec. | | | | | |
| Flamewoker Protector | 62 | 1305 - 1729 | 90650 | 25680 | 3555 |
| Fire Resistance: 93 | | | | | |
| **Dominate Mind:** Takes control of a humanoid enemy up to level 77 for 15 sec.<br>**Cleave:** Inflicts weapon damage plus 186 to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |



## FLESH BEASTS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Entropic Beast | 51 - 52 | 86 - 117 | 2980 - 3082 | | 3052 - 3108 |
| **Immolate**: Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec. | | | | | |
| Trembling Flesh Beast | 67 | 220 - 310 | 6326 | | 5892 |
| **Rapid Pummel**: Pummels an enemy rapidly for 1.7 sec. | | | | | |
| Flesh Ravager | 62 | 1079 - 1431 | 51792 | | 4391 |
| **Poison Bolt**: Shoots poison at an enemy, inflicting Nature damage, then additional damage every 1 sec. for 10 sec.<br>**Thrash**: Gives the caster 2 extra attacks. | | | | | |
| Fleshbeast | 72 | 4600 - 6506 | | | 7387 |
| **Thrash**: Adds a chance to do two additional attacks; **Gaping Maw**: Inflicts Physical damage to several nearby enemies every 3 sec. for 15 sec.<br>**Infectious Poison**: Inflicts 850 to 1150 Nature damage to nearby enemies. | | | | | |
| Flesh'rend | 69 - 70 | 242 - 357 | 6761 - 6986 | | 6492 - 6792 |
| **Rapid Pummel**: Pummels an enemy rapidly for 1.7 sec. | | | | | |
| Fleshripper | 13 - 14 | 18 - 27 | 273 - 300 | | 608 - 642 |
| **Muscle Tear**: Cripples an enemy, inflicting normal damage plus 9 - 10 and reducing its Strength by 6 for 5 sec. | | | | | |
| Mutate Fleshtasher | 70 | 1177 - 1664 | 4890 | | 6125 |
| **Vicious Bite**: Bites an enemy, inflicting Physical damage. | | | | | |
| Mutated Fleshlord | 70 | 126 - 179 | 6986 | | 6792 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Glaive**: Throws a glaive at an enemy, inflicting Physical damage.<br>**Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |

## FOE REAPER 4000

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 29 - 39 |
| Min - Max HPs | 484 |
| Min - Max Mana | |
| Min - Max Armor | 852 |



**Trample:** Inflicts normal damage plus 20 to nearby enemies.



## FOREMAN BONDS

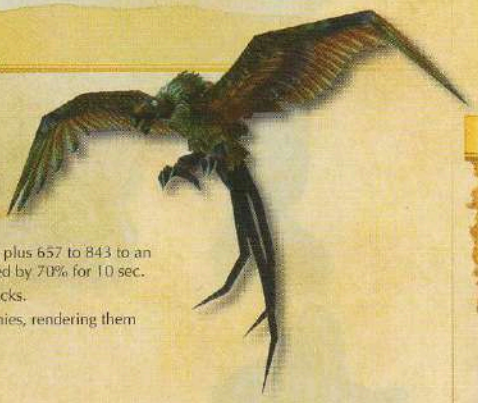
| | |
|---|---|
| Min - Max Lvl | 30 |
| Min - Max Dmg | 39 - 52 |
| Min - Max HPs | 852 |
| Min - Max Mana | 852 |
| Min - Max Armor | 1004 |

**Devotion Aura:** Gives 275 additional armor to party members within 30 yards. Players may only have one Aura on them per Paladin at any one time.

**Hammer of Justice:** Stuns the target for 4 sec.

## FLESH RIPPER

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 2381-3157 |
| Min - Max HPs | 1257600 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |



**Hamstring:** Inflicts weapon damage plus 657 to 843 to an enemy, reducing its movement speed by 70% for 10 sec.

**Thrash:** Gives the caster 2 extra attacks.

**Ground Tremor:** Stuns nearby enemies, rendering them unable to move or attack for 2 sec.

## FOREMAN COZZLE

| | |
|---|---|
| Min - Max Lvl | 38 |
| Min - Max Dmg | 49 - 65 |
| Min - Max HPs | 1305 |
| Min - Max Mana | 1189 |
| Min - Max Armor | 1418 |



**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Quick Flame Ward:** Renders an ally immune to Fire spells for 10 sec.

**Fire Shield II:** Surrounds an ally with a shield of flame that inflicts 16 Fire damage to nearby enemies every 3 sec. Lasts 1 min.

## FLOON

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 448 - 592 |
| Min - Max HPs | 10734 |
| Min - Max Mana | 11964 |
| Min - Max Armor | 4995 |



**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

**Silence:** Silences an enemy, preventing it from casting spells for 5 sec.

## FOREMAN GRILLS

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 38 - 50 |
| Min - Max HPs | 314 |
| Min - Max Mana | |
| Min - Max Armor | 817 |



**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.



## FOREMAN JERRIS

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 364 - 483 |
| Min - Max HPs | 9711 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Snap Kick:** Inflicts 248 damage to an enemy, stunning it for 2 sec.
**Thrash:** Gives the caster 2 extra attacks.

## FOREMAN THISTLENETTLE

| | |
|---|---|
| Min - Max Lvl | 18 |
| Min - Max Dmg | 31 - 42 |
| Min - Max HPs | 500 |
| Min - Max Mana | |
| Min - Max Armor | 782 |



## FOREMAN MARCRID

| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 120 - 159 |
| Min - Max HPs | 3876 |
| Min - Max Mana | |
| Min - Max Armor | 3435 |

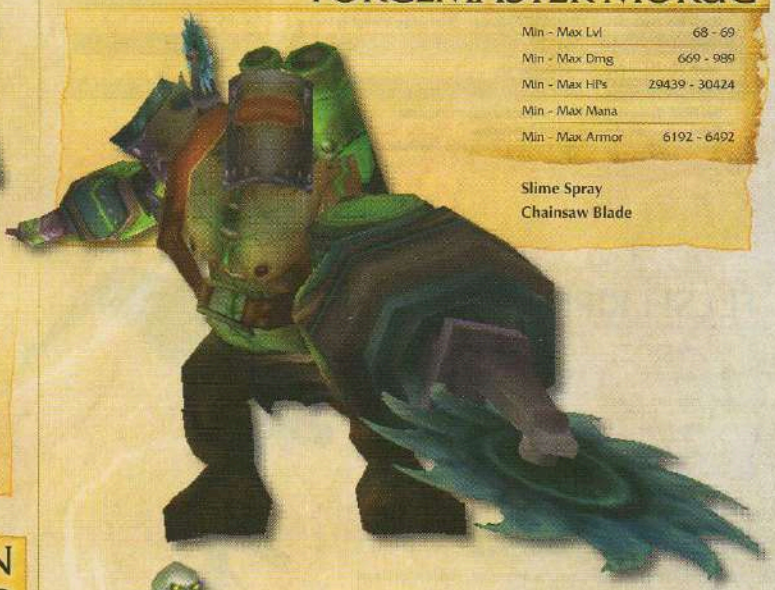
**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.
**Strike:** Strikes at an enemy, inflicting weapon damage plus 90.

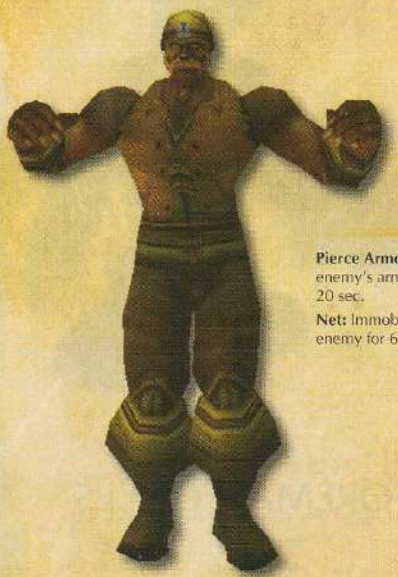


## FORGEMASTER MORUG

| | |
|---|---|
| Min - Max Lvl | 68 - 69 |
| Min - Max Dmg | 669 - 989 |
| Min - Max HPs | 29439 - 30424 |
| Min - Max Mana | |
| Min - Max Armor | 6192 - 6492 |

**Slime Spray**
**Chainsaw Blade**





## FOREMAN RIGGER

**Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec.
**Net:** Immobilizes an enemy for 6 sec.

| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 107 - 124 |
| Min - Max HPs | 1953 |
| Min - Max Mana | |
| Min - Max Armor | 992 |



## FORSAKEN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Forsaken Assassin | 29 - 30 | 41 - 56 | 950 - 1003 | | 1165 - 1209 |
| **Stealth; Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand; **Slowing Poison** | | | | | |
| Forsaken Bodyguard | 35 | 24 - 32 | 610 | | 1373 |
| Forsaken Courier | 35 | 49 - 64 | 1342 | | 1373 |
| Forsaken Dirk Stalker | 28 - 29 | 40 - 54 | 896 - 950 | | 1130 - 1165 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Forsaken Herbalist | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |
| **Contagion of Rot:** Increases the time between an enemy's attacks by 33% and its casting by 25%, as well as adding 5% chance to spread the contagion to an ally when hit. Lasts 4 min. | | | | | |
| Forsaken Infiltrator | 29 - 30 | 49 - 68 | 950 - 1003 | | 770 - 794 |
| **Phasing Stealth** | | | | | |
| Forsaken Intruder | 28 - 29 | 40 - 54 | 896 - 950 | | 1130 - 1165 |
| **Phasing Stealth; Backstab:** Inflicts normal damage plus 52 - 53 to an enemy, but only if attacking from behind. | | | | | |
| Forsaken Raider | 27 - 28 | 38 - 52 | 840 - 896 | | 1097 - 1130 |
| **Phasing Stealth; Slowing Poison** | | | | | |
| Forsaken Scout | 23 - 23 | 36 - 41 | 617 - 617 | | 957 - 957 |
| Forsaken Seeker | 18 - 19 | 24 - 34 | 377 - 404 | 408 - 456 | 652 - 683 |
| **Heal:** Heal your target for 299 to 349; **Holy Smite:** Smites an enemy, inflicting Holy damage. | | | | | |

## FOREMAN SILIXIZ

| | |
|---|---|
| Min - Max Lvl | 22 |
| Min - Max Dmg | 32 - 42 |
| Min - Max HPs | 573 |
| Min - Max Mana | |
| Min - Max Armor | 922 |



## FORSAKEN THUG



| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 29 - 39 |
| Min - Max HPs | 484 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

**Backhand:** Backhands an enemy, stunning it for 2 sec.

## FOZRUK



**Trample:** Inflicts normal damage plus 42 to nearby enemies.

**Ground Tremor:** Stuns nearby enemies, rendering them unable to move or attack for 2 sec.

| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 68 - 91 |
| Min - Max HPs | 2476 |
| Min - Max Mana | |
| Min - Max Armor | 4439 |

Fire Resistance: 25, Nature Resistance: 25, Frost Resistance: 25, Shadow Resistance: 25



## FOULBELLY

**Plague Cloud:** Reduces Strength by 4, Agility by 4, and Intellect by 10 for all enemies in a selected area for 4 min.

**Aura of Rot:** Inflicts 36 to 40 Nature damage to nearby enemies.

| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 128 - 169 |
| Min - Max HPs | 6605 |
| Min - Max Mana | 1381 |
| Min - Max Armor | 1841 |

**Deadly Poison:** Inflicts 71 Nature damage to an enemy every 10 sec. for 2 min.

**Slowing Poison:** Increases the time between an enemy's attacks by 25% and slows its movement by 52% for 25 sec.

## FOULMANE



| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 88 - 117 |
| Min - Max HPs | 3082 |
| Min - Max Mana | |
| Min - Max Armor | 3108 |

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Thrash:** Gives the caster 2 extra attacks.

**Infected Wound:** Increases the Physical damage taken by an enemy by 12 for 30 sec.

## FRAS SIABI



| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 899 - 1193 |
| Min - Max HPs | 28296 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Flame Breath:** Inflicts 1220 Fire damage to enemies in a cone in front of the caster.

**Smoke Bomb:** Casts a smoke bomb, stunning nearby enemies for 4 sec.



## FOULWEALD FURBOLGS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Foulweald Den Watcher | 24 - 25 | 34 - 48 | 664 - 713 | | 992 - 1026 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Foulweald Pathfinder | 23 - 24 | 33 - 46 | 617 - 664 | | 957 - 992 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Foulweald Shaman | 24 - 25 | 37 - 44 | 582 - 622 | 618 - 655 | 829 - 858 |
| **Strength of Earth Totem:** Summons a Strength of Earth Totem with 5 health at the feet of the caster. The totem increases the strength of party members within 20 yards by 20. Lasts 2 min. | | | | | |
| Foulweald Totemic | 23 - 24 | 31 - 43 | 543 - 582 | 581 - 618 | 800 - 829 |
| **Searing Totem:** Summons a Searing Totem with 5 health at your feet for 35 sec that repeatedly attacks an enemy within 20 yards for 13 to 17 Fire damage; **Corrupted Intellect:** Reduces the target's Intellect by 5. | | | | | |
| Foulweald Ursa | 24 - 25 | 34 - 48 | 664 - 713 | | 992 - 1026 |
| **Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. **Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled. | | | | | |
| Foulweald Warrior | 23 - 24 | 33 - 46 | 786 - 846 | | 957 - 992 |
| **Corrupted Strength:** Reduces target's Strength by 10. | | | | | |



## FRENZY

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Coral Frenzy | 60 | 249 - 331 | 9156 | | 3791 |
| **Pierce Armor**: Reduces an enemy's armor by 75% for 20 sec. | | | | | |
| Coastal Frenzy | 14 - 16 | 10 - 16 | 300 - 356 | | 642 - 713 |
| Cellfang Frenzy | 70 | 935 - 1239 | 81000 | | 6792 |
| Hookbeak Frenzy | 60 | 249 - 331 | 9156 | | 3791 |
| **Pierce Armor**: Reduces an enemy's armor by 75% for 20 sec. | | | | | |
| Lake Frenzy | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| Loch Frenzy | 12 - 13 | 3 - 4 | 247 - 273 | | 573 - 608 |
| Muck Frenzy | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |
| Mudfin Frenzy | 62 - 63 | 43 - 63 | 1335 - 1382 | | 4391 - 4691 |
| Razorgill | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Reef Frenzy | 14 - 15 | 2 - 6 | 300 - 328 | | 642 - 677 |
| Spirfin Frenzy | 38 - 40 | 24 - 33 | 1535 - 1676 | | 1709 - 1964 |
| Sharptooth Frenzy | 31 - 32 | 20 - 27 | 1107 - 1163 | | 1234 - 1270 |
| Shimmerscale Eel | 62 - 63 | 108 - 146 | 3237 - 3331 | | 4391 - 4691 |
| Spirewind Frenzy | 62 - 63 | 43 - 63 | 1335 - 1382 | | 4391 - 4691 |
| Umbrafin Eel | 60 - 61 | 143 - 221 | 4979 - 5158 | | 3791 - 4091 |
| **Electric Skin**: Surrounds the caster with charged skin that has a 100% chance of striking melee or ranged attackers for 17 - 23 damage. | | | | | |
| Underbog Frenzy | 62 - 63 | 647 - 874 | 19422 - 19986 | | 4391 - 4691 |
| **Pierce Armor**: Reduces an enemy's armor by 75% for 20 sec. | | | | | |
| Wheeltail Frenzy | 12 - 14 | 10 - 16 | 247 - 300 | | 573 - 642 |
| Yellowgill Frenzy | 12 - 14 | 10 - 16 | 247 - 300 | | 573 - 642 |

## FROST WYRM

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 5223 - 7386 |
| Min - Max HPs | 332100 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Frost Breath:** Inflicts Frost damage to an enemy and reduces its movement speed for 6 sec.





## FROSTMANE TROLLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Frostmane Headhunter | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| **Throw**: Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Frostmane Hideskinner | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Backstab**: Inflicts normal damage plus 18 - 20 to an enemy, but only if attacking from behind. | | | | | |
| Frostmane Novice | 3 - 4 | 3 - 5 | 69 - 83 | 79 - 104 | 37 - 67 |
| **Weak Frostbolt**: Launches a bolt of ice at an enemy, inflicting 12 - 13 Frost damage. | | | | | |
| Frostmane Seer | 8 - 9 | 10 - 15 | 148 - 166 | 165 - 178 | 268 - 342 |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Lightning Shield**: The caster is surrounded by 3 balls of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 13 Nature damage. This expends one lightning ball. Only one bolt will fire every few seconds. Lasts 10 min. | | | | | |
| Frostmane Shadowcaster | 9 - 10 | 10 - 15 | 160 - 178 | 350 - 382 | 219 - 270 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Demon Skin**: Increases the caster's armor by 120 - 130 and speeds its health regeneration for 30 min.<br>**Curse of Weakness**: Reduces the Physical damage dealt by an enemy by 1 for 2 min. | | | | | |
| Frostmane Snowcrusher | 8 - 9 | 9 - 15 | 148 - 166 | 165 - 178 | 268 - 342 |
| **Thorns**: Thorns sprout from the friendly target causing 3 Nature damage to attackers when hit. Lasts 10 min.<br>**Faerie Fire**: Reduces an enemy's armor by 24 for 1 min. While effected, the target cannot use stealth or invisibility. | | | | | |
| Frostmane Troll | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| Frostmane Troll Whelp | 3 - 4 | 3 - 5 | 71 - 86 | | 41 - 76 |

## FROSTMAW

| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 51 - 68 |
| Min - Max HPs | 1536 |
| Min - Max Mana | |
| Min - Max Armor | 1593 |



## FULGORGE

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 1379 - 1918 |
| Min - Max HPs | 80115 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |



**Poison Spit:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 20 sec.

**Bore:** Reduces an enemy's armor by 50% for 20 sec.

## FURY SHELDA

| | |
|---|---|
| Min - Max Lvl | 8 |
| Min - Max Dmg | 10 - 14 |
| Min - Max HPs | 156 |
| Min - Max Mana | |
| Min - Max Armor | 316 |



**Deafening Screech:** Silences nearby enemies, preventing them from casting spells for 8 sec.





## FURGU

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 228 - 303 |
| Min - Max HPs | 10572 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |

## FURYWING

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1568 - 2218 |
| Min - Max HPs | 184500 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Bellowing Roar**

**Tail Sweep:** Inflicts 600 to 1000 damage on enemies in a cone behind the caster, knocking them back.

**Flame Breath:** Inflicts 720 Fire damage to enemies in a cone in front of the caster.

**Wing buffet:** Inflicts 563 to 937 damage to enemies in a cone in front of the caster, knocking them back.



## FURNACE GUARD

| | |
|---|---|
| Min - Max Lvl | 70 - 72 |
| Min - Max Dmg | 252 - 370 |
| Min - Max HPs | 6986 - 7380 |
| Min - Max Mana | |
| Min - Max Armor | 6792 - 7387 |

**Mortal Strike:** Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.





## GAHZ'RILLA

| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 270 - 358 |
| Min - Max HPs | 19190 |
| Min - Max Mana | |
| Min - Max Armor | 2780 |

**Gahz'rilla Slam:** Inflicts normal damage plus 50 to nearby enemies and knocks them back.

**Icicle:** Shoots a bolt of ice, inflicting 355 to 405 Frost damage to an enemy and slowing its movement by 50% for 10 sec.

**Freeze Solid:** Stuns the enemy and inflicts 108 to 122 Frost damage every 3 sec. for 10 sec.



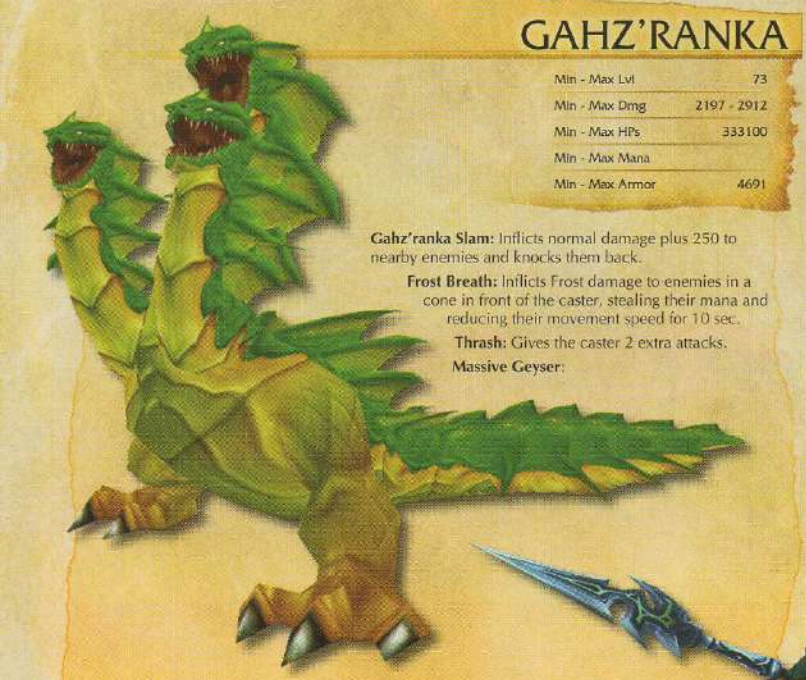
## GADGETZAN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Gadgetzan Air Strike Eoller | 67 | 441 - 620 | 12652 | | 5892 |
| **Net**: Immobilizes an enemy for 5 sec.<br>**Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Call for Air Strike**: Tells the target to attack the highest threat target on your hate list. | | | | | |
| Gadgetzan Bruiser | 67 | 441 - 620 | 12652 | | 5892 |
| **Net**: Immobilizes an enemy for 5 sec.<br>**Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| Gadgetzan Sniper | 67 | 441 - 620 | 12652 | | 5892 |
| **Net**: Immobilizes an enemy for 5 sec.<br>**Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |



## GALAK CENTAUR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Galak Assassin | 27 - 28 | 38 - 52 | 840 - 896 | | 1097 - 1130 |
| **Net**: Immobilizes an enemy for 6 sec. | | | | | |
| Galak Centaur | 8 - 9 | 10 - 16 | 156 - 176 | | 464 - 539 |
| Galak Flame Guard | 30 | 72 - 95 | 1002 | | 1200 |
| **Demoralizing Shout**: Reduces the melee attack power of nearby enemies by 60 for 30 sec. | | | | | |
| Galak Marauder | 26 - 27 | 37 - 51 | 788 - 840 | | 1061 - 1097 |
| **Rushing Charge**: Increases the caster's movement speed by 86% for 3 sec. and causes it to inflict an additional 88 damage on its first attack. | | | | | |
| Galak Moulder | 27 - 28 | 65 - 89 | 840 - 896 | | 1097 - 1130 |
| **Demoralizing Shout**: Reduces the melee attack power of nearby enemies by 54 for 30 sec. | | | | | |
| Galak Messenger | 26 | 37 - 49 | 787 | | 1061 |
| Galak Outrunner | 9 - 10 | 13 - 19 | 176 - 198 | | 406 - 512 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| Galak Pack Runner | 25 - 26 | 33 - 46 | 488 - 521 | 655 - 693 | 858 - 887 |
| **Bloodlust**: Increases an ally's attack speed by 30% for 30 sec. | | | | | |
| Galak Packhound | 24 | 26 - 34 | 664 | | 992 |
| Galak Scout | 24 - 25 | 34 - 48 | 664 - 713 | | 992 - 1026 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| Galak Stormer | 26 - 27 | 34 - 47 | 586 - 621 | 693 - 732 | 887 - 916 |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Lightning Cloud**: Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 44 to 50 Nature damage and inflicting 58 to 66 additional damage every 5 sec. | | | | | |
| Galak Windchaser | 24 - 25 | 32 - 44 | 582 - 622 | 618 - 655 | 829 - 858 |
| **Enveloping Winds**: Surrounds an enemy with a cyclone for up to 10 sec. If the target takes any damage, it will break free of the impairing winds.<br>**Healing Wave**: Heals a friendly target for 376 to 442. | | | | | |
| Galak Wrangler | 25 - 26 | 35 - 49 | 734 - 788 | | 1026 - 1061 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Net**: Immobilizes an enemy for 6 sec. | | | | | |



## GAHZ'RANKA

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2197 - 2912 |
| Min - Max HPs | 333100 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Gahz'ranka Slam:** Inflicts normal damage plus 250 to nearby enemies and knocks them back.

**Frost Breath:** Inflicts Frost damage to enemies in a cone in front of the caster, stealing their mana and reducing their movement speed for 10 sec.

**Thrash:** Gives the caster 2 extra attacks.

**Massive Geyser:**



## GALVANOTH

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1455 - 2056 |
| Min - Max HPs | 118060 |
| Min - Max Mana | 19854 |
| Min - Max Armor | 5954 |

**War Stomp:** Inflicts normal damage plus 36 to nearby enemies, knocking them back.

**Fel Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.

**Mortal Strike:** Inflicts 300% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

# GAMMERITA



| | |
|---|---|
| Min - Max Lvl | 48 |
| Min - Max Dmg | 81 - 107 |
| Min - Max HPs | 2371 |
| Min - Max Mana | |
| Min - Max Armor | 5716 |

**Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec.



# GARGOYLES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Gargoyle | 70 | 3363 - 4755 | 125748 | | 6792 |
| **Gargoyle Strike:** Inflicts Nature damage to an enemy. | | | | | |
| Lesser Gargoyle | 20 | 50 - 66 | 1452 | | 852 |
| **Stone Slumber:** Invokes the power of stone for 15 sec., rendering the caster immune to Physical attack, but unable to act. During this time, the caster heals 30 damage every 3 sec. | | | | | |
| Plagued Gargoyle | 61 | 3695 - 4889 | 251500 | 7458 | 3316 |
| **Acid Volley:** Shoots acid bolts at an enemy, inflicting Nature damage, then additional damage every 3 sec. for 25 sec. **Stoneskin** | | | | | |
| Putrid Flyer | 57 - 59 | 122 - 169 | 3758 - 3997 | | 3380 - 3489 |
| Putrid Gargoyle | 54 - 56 | 92 - 127 | 3420 - 3644 | | 3216 - 3327 |
| Rockwing Gargoyle | 57 - 58 | 298 - 402 | 8352 - 8613 | | 4207 - 4275 |
| **Sunder Armor:** Hacks at an enemy's armor, reducing it by 456 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Rockwing Screecher | 58 - 59 | 311 - 421 | 8613 - 8883 | | 4275 - 4342 |
| **Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 116 for 30 sec. **Terrifying Howl:** Causes nearby enemies to flee in fear for 3 sec. **Gargoyle Strike:** Inflicts Nature damage to an enemy. | | | | | |
| Stone Sleeper | 20 | 50 - 66 | 1452 | | 852 |
| **Stone Slumber:** Invokes the power of stone for 15 sec., rendering the caster immune to Physical attack, but unable to act. During this time, the caster heals 30 damage every 3 sec. | | | | | |
| Stoneskin Gargoyle | 61 | 3547 - 4693 | 264075 | 24860 | 3316 |
| **Acid Volley:** Shoots acid bolts at an enemy, inflicting Nature damage, then additional damage every 3 sec. for 25 sec. **Stoneskin** | | | | | |
| Stonewing Slayer | 13 - 14 | 18 - 27 | 273 - 300 | | 608 - 642 |
| **Rend Flesh:** Inflicts 16 - 17 damage to an enemy every 3 sec. for 12 sec. | | | | | |
| Stonewing Tracker | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Stone Skin** | | | | | |
| Winged Horror | 56 - 57 | 240 - 325 | 10796 - 11136 | | 3327 - 3380 |
| **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |



# GAN'ARGS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Gan'arg Analyzer | 70 | 252 - 357 | 6986 | | 6792 |
| Gan'arg Engineer | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Gan'arg Mekgineer | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Steal Weapon:** Steals an enemy's weapon, forcing it to stop wielding its weapon for 6 sec. **Drain Life:** Drains 460 - 465 health from an enemy over 5 sec., transferring it to the caster. | | | | | |
| Gan'arg Peon | 68 - 70 | 360 - 496 | 9585 - 10125 | | 6192 - 6792 |
| Gan'arg Sapper | 59 - 60 | 122 - 196 | 4142 - 4979 | | 3489 - 3791 |
| Gan'arg Servant | 60 - 61 | 143 - 221 | 4979 - 5158 | | 3791 - 4091 |
| Gan'arg Technician | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| Gan'arg Technomancer | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Drain Life:** Drains 460 - 465 health from an enemy over 5 sec., transferring it to the caster. **Steal Armor:** Steals 2680 armor from an enemy. Lasts 10 sec. | | | | | |
| Gan'arg Tinkerer | 66 - 68 | 175 - 271 | 4892 - 5238 | 2846 - 2991 | 4515 - 4995 |
| Gan'arg Worm-Tinker | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Steal Weapon:** Steals an enemy's weapon, forcing it to stop wielding its weapon for 6 sec. **Mana Bomb:** Drains 680 to 920 mana from those in the blast radius and does the amount of the mana drained in damage to the target. | | | | | |

# GANKLY ROTTENFIST



| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 221 - 261 |
| Min - Max HPs | 5914 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |



# GARNEG CHARSKULL

| | |
|---|---|
| Min - Max Lvl | 29 |
| Min - Max Dmg | 38 - 50 |
| Min - Max HPs | 812 |
| Min - Max Mana | 811 |
| Min - Max Armor | 975 |

**Flame Spike:** Calls down a pillar of flame, burning all enemies in a selected area for 131 to 141 Fire damage and an additional 69 damage every 3 sec. for 9 sec.

**Fire Shield II:** Surrounds an ally with a shield of flame that inflicts 15 Fire damage to nearby enemies every 3 sec. Lasts 1 min.

**Flame Shock:** Instantly burns an enemy, then inflicts additional Fire damage every 3 sec. for 12 sec.



# GARDOK RIPJAW

| | |
|---|---|
| Min - Max Lvl | 65 - 67 |
| Min - Max Dmg | 200 - 310 |
| Min - Max HPs | 11828 - 12652 |
| Min - Max Mana | |
| Min - Max Armor | 5291 - 5892 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

# GARR



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1977 - 2621 |
| Min - Max HPs | 659538 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Antimagic Pulse:** Dispels magic on nearby enemies, removing 1 beneficial spell effect.

**Magma Shackles:** Reduces the movement speed of nearby enemies by 60% for 15 sec.

**Enrage**



## GARR SALTHOOF

| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 143 - 190 |
| Min - Max HPs | 1981 |
| Min - Max Mana | |
| Min - Max Armor | 2246 |

**Rushing Charge:** Increases the caster's movement speed by 142% for 4 sec. and causes it to inflict an additional 420 damage on its first attack.

**Backhand:** Backhands an enemy, stunning it for 2 sec.



## GATEKEEPER RAGEROAR

| | |
|---|---|
| Min - Max Lvl | 49 - 50 |
| Min - Max Dmg | 83 - 112 |
| Min - Max HPs | 2672 - 2769 |
| Min - Max Mana | |
| Min - Max Armor | 2944 - 2999 |

**Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 10 sec.

**Strike:** Strikes at an enemy, inflicting normal damage plus 77 - 78.



## GARRICK PADFOOT

| | |
|---|---|
| Min - Max Lvl | 5 |
| Min - Max Dmg | 5 - 7 |
| Min - Max HPs | 102 |
| Min - Max Mana | |
| Min - Max Armor | 120 |

**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.

## GATEWATCHER GYRO-KILL

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 2091 - 2957 |
| Min - Max HPs | 92250 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Stream of Machine Fluid:** Reduces an enemy's attack speed by 35% for 10 sec. Reduces an enemy's armor by 35% for 10 sec.

**Saw Blade:** Throws a saw blade at ramdom target, inflicting 1500 damage and 500 per second over time.

**Shadow Power:** 100% attack speed increase.





## GASHER

| | |
|---|---|
| Min - Max Lvl | 49 |
| Min - Max Dmg | 289 - 383 |
| Min - Max HPs | 6414 |
| Min - Max Mana | |
| Min - Max Armor | 2944 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

## GATEWATCHER IRON-HAND

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 2091 - 2957 |
| Min - Max HPs | 121770 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Stream of Machine Fluid:** Reduces an enemy's attack speed by 35% for 10 sec. Reduces an enemy's armor by 35% for 10 sec.

**Shadow Power:** 100% attack speed increase.

**Hammer Punch:** Pounds an enemy, inflicting weapon damage plus 720 and stunning it for 6 sec.



## GATEKEEPER KORDURUS

| | |
|---|---|
| Min - Max Lvl | 25 |
| Min - Max Dmg | 36 - 48 |
| Min - Max HPs | 699 |
| Min - Max Mana | |
| Min - Max Armor | 1026 |





## GATH'ILZOGG

| | |
|---|---|
| Min - Max Lvl | 26 - 26 |
| Min - Max Dmg | 89 - 118 |
| Min - Max HPs | 2250 |
| Min - Max Mana | |
| Min - Max Armor | 1574 - 1574 |

**Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.

**Infected Wound:** Increases the Physical damage taken by an enemy by 5 for 30 sec.

**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.



## GEHENNAS

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1636 - 2165 |
| Min - Max HPs | 351780 |
| Min - Max Mana | 39300 |
| Min - Max Armor | 3795 |
| Fire Resistance: 186, Shadow Resistance: 93 | |

**Gehennas' Curse:** Reduces healing effects for nearby enemies by 75% for 5 min.

**Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 925 to 1075 Fire damage every 2 sec. for 6 sec.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting 2250 to 2750 Shadow damage.



## GAVA'XI

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 204 - 287 |
| Min - Max HPs | 5060 |
| Min - Max Mana | 2933 |
| Min - Max Armor | 4755 |

**Gouge:** Inflicts 20 damage to an enemy and incapacitates it for up to 4 sec. You will automatically stop attacking. Target must be facing you. Any damage received by the stunned target will revive it.

**Sinister Strike:** Inflicts normal damage plus 57 to an enemy.

**Eviscerate:** Finishing move that causes damage.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.



## GELIHAST

| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 50 - 66 |
| Min - Max HPs | 3906 |
| Min - Max Mana | |
| Min - Max Armor | 992 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Net:** Immobilizes an enemy for 6 sec.

**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled.





## GAZZ'UZ

| | |
|---|---|
| Min - Max Lvl | 14 |
| Min - Max Dmg | 14 - 23 |
| Min - Max HPs | 342 |
| Min - Max Mana | 710 |
| Min - Max Armor | 514 |

**Corruption:** Corrupts the target, causing 40 Shadow damage over 12 sec.

**Demon Skin:** Increases the caster's armor by 170 and speeds its health regeneration for 30 min.

**Summon Voidwalker:** Summons 1 Voidwalker to accompany the caster until dismissed.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

## GELK

| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 137 - 182 |
| Min - Max HPs | 4953 |
| Min - Max Mana | |
| Min - Max Armor | 2246 |

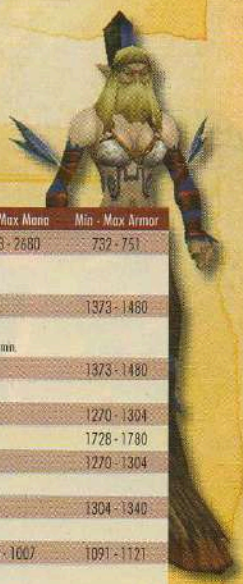
**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.



## GEEZLE

| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 13 - 17 |
| Min - Max HPs | 198 |
| Min - Max Mana | |
| Min - Max Armor | 512 |



## GELKIS CENTAUR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Gelkis Earthcaller | 34 - 35 | 33 - 47 | 954 - 992 | 2553 - 2680 | 732 - 751 |
| **Fireball:** Inflicts Fire damage to an enemy. **Summon Gelkis Rumbler:** Summons 1 Gelkis Rumbler to accompany the caster until dismissed. | | | | | |
| Gelkis Marauder | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| **Cleave:** A sweeping attack that does your weapon damage plus 5 to the target and his nearest ally. **Berserker Stance:** Assumes an aggressive stance that generates rage when the warrior strikes an opponent. Lasts 4 min. | | | | | |
| Gelkis Mauler | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Gelkis Outrunner | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |
| Gelkis Rumbler | 29 - 30 | 40 - 56 | 996 - 1051 | | 1728 - 1780 |
| Gelkis Scout | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Gelkis Slinger | 33 - 34 | 46 - 63 | 1221 - 1279 | | 1304 - 1340 |
| **Trample:** Inflicts normal damage plus 33 - 34 to nearby enemies. | | | | | |
| Gelkis Windchaser | 33 - 34 | 43 - 58 | 1021 - 1064 | 963 - 1007 | 1091 - 1121 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. **Healing Wave:** Heals a friendly target for 542 - 629. | | | | | |

## GELTHARIS



| | |
|---|---|
| Min - Max Lvl | 32 |
| Min - Max Dmg | 45 - 60 |
| Min - Max HPs | 1163 |
| Min - Max Mana | |
| Min - Max Armor | 1270 |

## GENERAL FANGFERROR



| | |
|---|---|
| Min - Max Lvl | 50 - 51 |
| Min - Max Dmg | 85 - 114 |
| Min - Max HPs | 2880 - 2980 |
| Min - Max Mana | |
| Min - Max Armor | 2999 - 3052 |

**Strike:** Strikes at an enemy, inflicting weapon damage plus 118 - 120.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Knockdown:** Inflicts 133 to 155 damage to an enemy, stunning it for 2 sec.

## GENERAL ANGERFORGE



| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 550 - 730 |
| Min - Max HPs | 20912 |
| Min - Max Mana | |
| Min - Max Armor | 3271 |

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 648 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Flurry:** Increases your attack speed by 30% for your next 3 swings after dealing a critical strike.

## GENERAL RAJAXX



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1977 - 2621 |
| Min - Max HPs | 416375 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Thundercrash**

**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.

**Enrage:** Increases caster's attack speed by 60% and Physical damage dealt by 124 for 2 min.

## GENERAL COLBATANN



| | |
|---|---|
| Min - Max Lvl | 56 - 57 |
| Min - Max Dmg | 355 - 480 |
| Min - Max HPs | 8097 - 8352 |
| Min - Max Mana | |
| Min - Max Armor | 3327 - 3380 |

**Sunder Armor:** Hacks at an enemy's armor, reducing it per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Battle Shout:** Increases the melee attack power of nearby party members by 224 - 228 for 2 min.

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 10 for 30 sec.



## GENERAL TWINBRAID

| | |
|---|---|
| Min - Max Lvl | 30 |
| Min - Max Dmg | 42 - 56 |
| Min - Max HPs | 1002 |
| Min - Max Mana | |
| Min - Max Armor | 1200 |



## GENERAL DRAKKISATH

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1079 - 1431 |
| Min - Max HPs | 80925 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.

**Rage:** Increases the Physical damage dealt by the caster by 122 and speeds its attack by 50% for 15 sec.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Pierce Armor:** Reduces an enemy's armor by 75% for 20 sec.

**Thunderclap:** Inflicts 197 to 205 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 61% for 10 sec.

**Conflagration:** Sets an enemy aflame, inflicting 3000 Fire damage over 10 sec. and sending it into a state of panic. While the target is affected, the flames periodically scorch its nearby allies for 300 damage as well.

## GEOLORD MOTTLE



| | |
|---|---|
| Min - Max Lvl | 9 |
| Min - Max Dmg | 11 - 15 |
| Min - Max HPs | 166 |
| Min - Max Mana | 178 |
| Min - Max Armor | 342 |

**Healing Wave:** Heals a friendly target for 129 to 155.

**Lightning Shield:** The caster is surrounded by 3 balls of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 13 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min.

## GEOMANCER FLINTDAGGER



| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 39 - 55 |
| Min - Max HPs | 1239 |
| Min - Max Mana | 3191 |
| Min - Max Armor | 1035 |

**Fireball:** Inflicts Fire damage to an enemy.

**Fire Shield III:** Surrounds an ally with a shield of flame that inflicts 31 Fire damage to nearby enemies every 3 sec. Lasts 30 sec.

**Fire Nova Totem:** Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 201 to 225 fire damage to enemies within 10 yd.

## GEZZARAK THE HUNTRESS



| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1307 - 1848 |
| Min - Max HPs | 59040 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Knock Away:** Inflicts normal damage plus 100 to an enemy and knocks it back.

**Warp:** Teleports the caster behind the target. Also frees the caster from any bonds.

**Warp Rift:** An arcane rift opens, burning all enemies in a selected area and inflicting additional damage every 3 sec. for 8 sec.

## GEOPRIEST GUKK'ROK

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 26 - 34 |
| Min - Max HPs | 404 |
| Min - Max Mana | 456 |
| Min - Max Armor | 683 |



**Power Word: Shield:** Draws on the soul of the party member to shield them, absorbing 159 damage. Lasts 30 sec. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 sec.

**Renew:** Heals the target for 175 over 15 sec.

**Heal:** Heal your target for 302 to 348.

## GHAMOO-RA

| | |
|---|---|
| Min - Max Lvl | 23 |
| Min - Max Dmg | 56 - 75 |
| Min - Max HPs | 3630 |
| Min - Max Mana | |
| Min - Max Armor | 925032 |

**Trample:** Inflicts normal damage plus 23 to nearby enemies.





## GERENZO WRENCHWHISTLE

| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 38 - 51 |
| Min - Max HPs | 840 |
| Min - Max Mana | |
| Min - Max Armor | 1097 |



## GHARSUL THE REMORSELESS

| | |
|---|---|
| Min - Max Lvl | 8 |
| Min - Max Dmg | 7 - 10 |
| Min - Max HPs | 143 |
| Min - Max Mana | 319 |
| Min - Max Armor | 172 |



## GESHARAHAN

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 72 - 96 |
| Min - Max HPs | 1452 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

**Thrash:** Adds a chance to do two additional attacks

**Deadly Poison:** Inflicts 34 Nature damage to an enemy every 10 sec. for 2 min.



## GHAZ'AN

| | |
|---|---|
| Min - Max Lvl | 65 / 72 |
| Min - Max Dmg | 962 - 1348 / 4182 - 5914 |
| Min - Max HPs | 59140 / 99630 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |
| Nature Resistance: 150 | |

**Acid Breath:** Inflicts 650 - 650 (720 Heroic) Nature damage and an additional 155 - 155 damage every 3 sec. to enemies in a cone in front of the caster. Lasts 20 sec.

**Thrash:** Adds a chance to do two additional attacks

**Tail Sweep:** Inflicts 600 to 1000 damage (1265 - 2015) on enemies in a cone behind the caster, knocking them back.

**Acid Spit:** Inflicts Nature damage to an enemy.

**Enrage:** Increases the caster's attack speed by 30% and the Physical damage it deals by 20 for 2 min.



## GHOK BASHGUUD

| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 397 - 527 |
| Min - Max HPs | 8883 |
| Min - Max Mana | |
| Min - Max Armor | 3489 |



## GHOST HOWL

| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 21 - 28 |
| Min - Max HPs | 247 |
| Min - Max Mana | |
| Min - Max Armor | 573 |



## GHOSTRIDER OF KARABOR

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



# GHOULS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Anguished Dead | 31 - 31 | 74 - 98 | 3018 - 3018 | | 1234 - 1234 |
| **Veil of Shadow**: Reduces healing effects for an enemy by 75% for 15 sec. | | | | | |
| Blighted Zombie | 52 - 53 | 88 - 119 | 3082 - 3189 | | 3108 - 3163 |
| **Volatile Infection**: Infects an enemy for 2 min., causing it to inflict 156 - 159 Nature damage to its nearby allies every 15 sec.<br>**Altered Cauldron Toxin:** Damage dealt is decreased by 20%. | | | | | |
| Bonethrower Ghoul | 36 | 95 - 125 | 3831 | | 1480 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |
| Brain Eater | 28 - 29 | 40 - 54 | 896 - 950 | | 1130 - 1165 |
| **Plague Mind**: Diseases an enemy for 10 min., draining 10 mana every 10 sec. and transferring it to the caster. | | | | | |
| Cannibal Ghoul | 54 - 55 | 92 - 125 | 3293 - 3398 | | 3216 - 3271 |
| **Health Funnel**: Channels the power of Shadow for 10 sec., healing an ally for up to 2000 damage, but reducing the caster's own health regeneration by 100%. | | | | | |
| Diseased Flayer | 58 - 59 | 100 - 135 | 3676 - 3997 | | 3435 - 3489 |
| **Thrash**: Adds a chance to do two additional attacks | | | | | |
| Diseased Ghoul | 58 - 59 | 272 - 369 | 8613 - 8883 | | 3435 - 3489 |
| **Disease Cloud**: A cloud of disease surrounds the beaver, causing 16 to 20 Nature damage to enemies within 10 every 3 sec.<br>**Wandering Plague**<br>**Cloud of Disease** | | | | | |
| Fetid Corpse | 29 - 30 | 41 - 56 | 950 - 1003 | | 1165 - 1200 |
| **Contagion of Rot**: Increases the time between an enemy's attacks by 33% and its casting by 25%, as well as adding 5% chance to spread the contagion to an ally when hit. Lasts 4 min. | | | | | |
| Fetid Zombie | 54 - 56 | 92 - 127 | 3420 - 3644 | | 3216 - 3327 |
| **Altered Cauldron Toxin:** Damage dealt is decreased by 20%. | | | | | |
| Flesh Eater | 24 - 25 | 34 - 48 | 664 - 713 | | 992 - 1026 |
| Fleshflayer Ghoul | 59 - 60 | 509 - 689 | 8883 - 9156 | | 3489 - 3791 |
| **Thrash**: Adds a chance to do two additional attacks<br>**Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Freezing Ghoul | 55 - 56 | 94 - 127 | 3529 - 3644 | | 3271 - 3327 |
| Frost Resistance: 150 | | | | | |
| **Flash Freeze**: Blasts nearby enemies for Frost damage and freezes them in place for up to 5 sec.<br>**Altered Cauldron Toxin:** Damage dealt is decreased by 20%. | | | | | |
| Gangled Cannibal | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| **Enrage** | | | | | |
| Gangled Flesheater | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Spirit Decay**: Reduces an enemy's Spirit by 1 for 20 Min. | | | | | |
| Ghoul | 70 | 2522 - 3567 | 139720 | | 6792 |
| **Frenzy**<br>**Invisibility Detection**<br>**Cannibalize**: Regenerates health over time. Lasts 12 sec. | | | | | |
| Ghoul Berserker | 59 - 60 | 102 - 138 | 3997 - 4120 | | 3489 - 3791 |
| **Infected Bite**: Inflicts 15 Nature damage to an enemy every 10 sec. and increases the Physical damage it takes by 5 for 3 min.<br>**Enrage** | | | | | |
| Ghoul Ravener | 58 - 59 | 342 - 463 | 8613 - 8883 | | 3435 - 3489 |
| **Head Crack**: Reduces an enemy's Stamina by 1 for 20 sec.<br>**Ravenous Claw**: Drains 463 to 537 health from an enemy, transferring it to the caster. | | | | | |
| Gibbering Ghoul | 56 - 57 | 96 - 130 | 3644 - 3758 | | 3327 - 3380 |
| **Curse of Tongues**: Forces an enemy to speak in Demonic, reducing its casting speed by 50% for 15 sec. Only one curse per warlock can be active on any one target. | | | | | |
| Hungering Dead | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| **Disease Touch**: Inflicts 13 to 18 Nature damage to an enemy. | | | | | |
| Infectious Ghoul | 61 | 2778 - 3683 | 943200 | | 4091 |
| **Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec.<br>**Flesh Rot**: Inflicts 555 to 645 damage to an enemy every 2 sec. for 10 sec.<br>**Enrage**: Increases the caster's attack speed by 65% and the Physical damage it deals by 50 for 90 sec. | | | | | |
| Jasmine Ghoul | 26 | 39 - 52 | 788 | | 1061 |
| **Curse of Blood**: Increases the Physical damage taken by an enemy by 13 - 13 for 2 min. | | | | | |
| Jobbering Ghoul | 54 | 92 - 122 | 3293 | | 3216 |
| **Pierce Armor**: Reduces an enemy's armor by 75% for 20 sec.<br>**Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 16 - 16 for 2 min.<br>**Altered Cauldron Toxin**: Damage dealt is decreased by 20%. | | | | | |
| Mangled Cadaver | 55 - 56 | 338 - 458 | 7842 - 8097 | | 3271 - 3327 |
| **Cadaver Worms** | | | | | |
| Marauding Corpse | 56 - 57 | 96 - 130 | 3644 - 3758 | | 3327 - 3380 |
| **Strike**: Strikes at an enemy, inflicting normal damage plus 87 - 89. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Mudded Ghoul | 55 - 56 | 235 - 318 | 10456 - 10796 | | 3271 - 3327 |
| **Slowing Ooze**: Increases the time between an enemy's attacks by 25% and slows its movement by 80% for 10 sec. | | | | | |
| Mindless Undead | 56 - 57 | 96 - 130 | 1080 - 1114 | | 3327 - 3380 |
| Mindless Zombie | 1 | 1 - 2 | 42 | | 15 |
| Plague Ghoul | 57 - 58 | 423 - 572 | 8352 - 8613 | | 3380 - 3435 |
| **Ghoul Plague**: Reduces the movement speed of an enemy by 20%, and reduces all physical and magical damage it deals by 25. Lasts 30 min.<br>**Flurry**: Increases your attack speed by 30% for your next 3 swings after dealing a critical strike.<br>**Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Enrage** | | | | | |
| Plague Spreader | 27 - 28 | 38 - 52 | 840 - 896 | | 1097 - 1130 |
| **Wandering Plague**: Diseases an enemy for 5 min., increasing the Physical damage it takes by 5 and reducing its Stamina by 3. The diseased target has 10% chance of spreading its illness to one of its nearby allies when struck in combat. | | | | | |
| Plagued Ghoul | 61 | 2778 - 3683 | 94320 | | 4091 |
| **Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec.<br>**Flesh Rot**: Inflicts 555 to 645 damage to an enemy every 2 sec. for 10 sec.<br>**Enrage**: Increases the caster's attack speed by 65% and the Physical damage it deals by 50 for 90 sec. | | | | | |
| Plagued Guardian | 61 | 1916 - 2529 | 17608 | 105750 | 2073 |
| **Arcane Explosion**: Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies. | | | | | |
| Ragged Ghoul | 58 - 59 | 389 - 527 | 8613 - 8883 | | 3435 - 3489 |
| Reanimated Corpse | 58 - 59 | 100 - 135 | 1436 - 1480 | | 3435 - 3489 |
| Rotfilth Cannibal | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| **Aura of Rot**: Causes the caster to automatically inflict 150 Nature damage every 2 sec. to nearby enemies. The aura lasts until cancelled. | | | | | |
| Rotfilth Marauder | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| **Disease Touch**: Inflicts 14 to 19 Nature damage to an enemy.<br>**Aura of Rot**: Causes the caster to automatically inflict 150 Nature damage every 2 sec. to nearby enemies. The aura lasts until cancelled. | | | | | |
| Rotted One | 25 - 26 | 36 - 49 | 734 - 788 | | 1026 - 1061 |
| Rotten Ghoul | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |
| Rotting Ancestor | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Rancid Blood**: Gives the caster 15% chance to deal 15 - 16 Shadow damage to nearby enemies when the caster is successfully hit. Lasts until canceled. | | | | | |
| Rotting Cadaver | 53 - 54 | 90 - 122 | 3189 - 3293 | | 3163 - 3216 |
| **Altered Cauldron Toxin:** Damage dealt is decreased by 20%. | | | | | |
| Rotting Dead | 5 - 6 | 5 - 7 | 102 - 120 | | 120 - 174 |
| **Disease Touch**: Inflicts 11 to 14 Nature damage to an enemy. | | | | | |
| Rotting Ghoul | 54 - 55 | 92 - 125 | 3293 - 3378 | | 3216 - 3271 |
| **Contagion of Rot**: Increases the time between an enemy's attacks by 33% and its casting by 25%, as well as adding 5% chance to spread the contagion to an ally when hit. Lasts 4 min.<br>**Altered Cauldron Toxin:** Damage dealt is decreased by 20%. | | | | | |
| Rotting Lightborne | 58 - 59 | 99 - 135 | 3732 - 3849 | | 3435 - 3489 |
| Scarthory Zombie | 44 - 45 | 180 - 251 | 5346 - 5544 | | 2557 - 2725 |
| Searing Ghoul | 55 - 56 | 87 - 118 | 2823 - 2915 | 2117 - 2163 | 2654 - 2699 |
| Fire Resistance: 150 | | | | | |
| **Flame Shock**: Instantly burns an enemy, then inflicts additional Fire damage every 3 sec. for 12 sec.<br>**Blast Wave**: Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.<br>**Altered Cauldron Toxin:** Damage dealt is decreased by 20%. | | | | | |
| Shambling Horror | 8 - 9 | 10 - 15 | 156 - 176 | | 316 - 406 |
| **Disease Touch**: Inflicts 14 to 19 Nature damage to an enemy. | | | | | |
| Skulking Corpse | 58 - 59 | 75 - 101 | 1436 - 1480 | | 3435 - 3489 |
| **Deadly Acid** | | | | | |
| Slavering Ghoul | 50 - 52 | 68 - 94 | 2880 - 3082 | | 2999 - 3108 |
| **Toxic Saliva**: Inflicts 17 Nature damage to an enemy every 6 sec. Also drains 20 mana every 6 sec., transferring it to the caster. Lasts 2 min.<br>**Thrash**: Gives the caster 2 extra attacks.<br>**Altered Cauldron Toxin:** Damage dealt is decreased by 20%. | | | | | |
| Soulless Ghoul | 54 - 55 | 86 - 116 | 2634 - 2718 | 2041 - 2117 | 2610 - 2654 |
| **Mana Burn**: Hits an enemy with an anti-magic bolt. For each point of mana consumed by the bolt, the target takes 50 damage.<br>**Frailty**: Reduces all attributes of nearby enemies by 10 for 1 min.<br>**Shadow Bolt Volley**: Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.<br>**Altered Cauldron Toxin:** Damage dealt is decreased by 20%. | | | | | |
| Thorn Eater Ghoul | 35 - 36 | 87 - 119 | 3660 - 3831 | | 1373 - 1480 |
| Nature Resistance: 190 | | | | | |
| **Ravenous Claw:** Drains 93 to 107 health from an enemy, transferring it to the caster. | | | | | |

# GIANTS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Coast Strider | 48 - 49 | 304 - 413 | 6186 - 6414 | | 2888 - 2944 |
| Dune Dweller | 49 - 50 | 310 - 421 | 6414 - 6645 | | 2944 - 2999 |
| **War Stomp:** Knocks nearby enemies back. | | | | | |
| Deepstrider Giant | 38 - 39 | 237 - 324 | 4185 - 4377 | | 1709 - 1834 |
| Deepstrider Seeker | 39 - 40 | 244 - 334 | 4377 - 4572 | | 1834 - 1964 |
| Dune Smasher | 48 - 49 | 281 - 381 | 6186 - 6414 | | 2888 - 2944 |
| **Head Crack:** Reduces an enemy's Stamina by 1 for 20 sec. | | | | | |
| Fenrilion Breaker | 69 - 70 | 797 - 1178 | 27044 - 27944 | | 6492 - 6792 |
| Fenrilion Crumbler | 67 | 132 - 186 | 7591 | | 5892 |
| Fenrilion Giant | 67 - 68 | 727 - 1073 | 25304 - 26168 | | 5892 - 6192 |
| Fenrilion Shredder | 69 - 70 | 314 - 464 | 4057 - 4192 | | 6492 - 6792 |
| Hill Giant | 47 - 48 | 123 - 167 | 2488 - 2578 | | 2835 - 2888 |
| Hill Giant Warden | 48 - 49 | 115 - 157 | 2578 - 2672 | | 2888 - 2944 |
| **Net:** Immobilizes an enemy for 6 sec. | | | | | |
| Land Walker | 48 - 49 | 157 - 214 | 6186 - 6414 | | 2888 - 2944 |
| **Boulder:** Hurls a boulder at an enemy, inflicting Physical damage. | | | | | |
| Primordial Behemoth | 47 | 415 - 551 | 11940 | | 2835 |
| **Trample:** Inflicts normal damage plus 47 to nearby enemies.<br>**Boulder:** Hurls boulders at nearby enemies, inflicting Physical damage. | | | | | |
| Raging Dune Smasher | 49 - 50 | 248 - 337 | 6414 - 6645 | | 2944 - 2999 |
| **Enrage** | | | | | |
| Shore Strider | 48 - 49 | 349 - 473 | 6186 - 6414 | | 2888 - 2944 |
| Frost Resistance: 122 | | | | | |
| Wandering Dune Smasher | 47 - 48 | 288 - 390 | 5970 - 6186 | | 2835 - 2888 |
| Wandering Protector | 35 | 83 - 109 | 3660 | | 1373 |
| **Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 15 sec.<br>**War Stomp:** Knocks nearby enemies back. | | | | | |
| Wave Strider | 47 - 48 | 307 - 415 | 5970 - 6186 | | 2835 - 2888 |
| Frost Resistance: 117 | | | | | |
| Withered Giant | 61 - 62 | 159 - 240 | 5158 - 5341 | | 4091 - 4391 |
| **Osmosis:** Drains 415 health from nearby enemies over 5 sec., transferring it to the caster.<br>**Absorb Vitality:** Absorbs strength and stamina from nearby enemies and buffs strength of the caster. | | | | | |

# GILNID

**Molten Metal:** Inflicts 30 Fire damage every 3 sec. to an enemy, increasing the time between its attacks by 54% and its movement by 50% for 15 sec.

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 72 - 96 |
| Min - Max HPs | 2904 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

# GIRAFFE

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Barrens Giraffe | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| Elder Barrens Giraffe | 22 - 23 | 32 - 44 | 573 - 617 | | 922 - 957 |
| Giraffe | 1 | 1 - 2 | 42 | | 15 |
| Wandering Barrens Giraffe | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |

# GIBBLESNIK

**Sunder Armor:** Hacks at an enemy's armor, reducing it per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

| | |
|---|---|
| Min - Max Lvl | 28 |
| Min - Max Dmg | 40 - 52 |
| Min - Max HPs | 896 |
| Min - Max Mana | |
| Min - Max Armor | 1130 |

# GISELDA THE CRONE

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 307 - 431 |
| Min - Max HPs | 5060 |
| Min - Max Mana | 2933 |
| Min - Max Armor | 4755 |

**Mind Sear:** Inflicts Shadow damage to an enemy for 3 sec.

**Shadowform:** Assumes a Shadowform, increasing Shadow damage dealt by 20% and reducing melee damage taken by 20%. Shadowform lasts until cancelled.

**Dark Mending:** Heals an ally with dark magic.

# GIBBLEWILT

| | |
|---|---|
| Min - Max Lvl | 11 - 11 |
| Min - Max Dmg | 10 - 14 |
| Min - Max HPs | 199 |
| Min - Max Mana | 459 - 459 |
| Min - Max Armor | 286 - 286 |

**Fireball:** Inflicts Fire damage to an enemy.

# GILMORIAN

| | |
|---|---|
| Min - Max Lvl | 43 |
| Min - Max Dmg | 67 - 88 |
| Min - Max HPs | 2059 |
| Min - Max Mana | |
| Min - Max Armor | 2397 |

**Gouge:** Inflicts 20 damage to an enemy and stuns it for up to 4 sec. You will automatically stop attacking. Target must be facing you. Any damage received by the stunned target will revive it.

**Sinister Strike:** Inflicts normal damage plus 28 to an enemy.

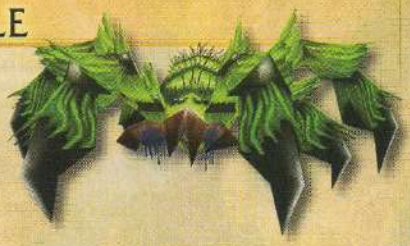
# GISH THE UNMOVING

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 120 - 159 |
| Min - Max HPs | 3644 |
| Min - Max Mana | |
| Min - Max Armor | 4955 |

**Gargoyle Strike:** Inflicts Nature damage to an enemy.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

## GITHYISS THE VILE



| | |
|---|---|
| Min - Max Lvl | 5 |
| Min - Max Dmg | 5 - 7 |
| Min - Max HPs | 102 |
| Min - Max Mana | |
| Min - Max Armor | 120 |



## GIZRUL THE SLAVENER

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 676 - 896 |
| Min - Max HPs | 30520 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 118 for 2 min.

**Fatal Bite:** Drains 964 health from an enemy, healing the caster for up to twice that amount.

**Infected Bite:** Inflicts Nature damage to an enemy every 10 sec. and increases the Physical damage it takes for 3 min.

## GLACIER

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 216 - 286 |
| Min - Max HPs | 4430 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |





## GLACIUS

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 220 - 310 |
| Min - Max HPs | 2530 |
| Min - Max Mana | |
| Min - Max Armor | 5892 |

## GLIBB

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 108 - 143 |
| Min - Max HPs | 3237 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |





## GLOMMUS

| | |
|---|---|
| Min - Max Lvl | 39 |
| Min - Max Dmg | 54 - 72 |
| Min - Max HPs | 1459 |
| Min - Max Mana | |
| Min - Max Armor | 1834 |

**Battle Shout:** Increases the melee attack power of nearby party members by 156 for 2 min.

**Knockdown:** Inflicts 89 to 105 damage to an enemy, stunning it for 2 sec.

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 78 for 30 sec.

## GLOOM'REL

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 537 - 712 |
| Min - Max HPs | 12146 |
| Min - Max Mana | |
| Min - Max Armor | 3327 |



**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Mortal Strike:** Inflicts 130% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.

**Recklessness:** Immune to fear effects. All attacks do critical hits. Armor reduced by 35%.



## GLUGGLE

| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 36 - 50 |
| Min - Max HPs | 1116 |
| Min - Max Mana | 2861 |
| Min - Max Armor | 858 |

**Acid Splash:** Inflicts 77 Nature damage to nearby enemies every 5 sec. for 30 sec.

## GLUMDOR

| | |
|---|---|
| Min - Max Lvl | 66 |
| Min - Max Dmg | 252 - 354 |
| Min - Max HPs | 9174 |
| Min - Max Mana | |
| Min - Max Armor | 5591 |



**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 132 for 30 sec.

**Cutdown:** Inflicts normal damage plus 50 to an enemy, knocking it back.

**Steal Weapon:** Steals an enemy's weapon, forcing it to stop wielding its weapon for 6 sec.

**Enrage:** Physical damage dealt is increased by 66. Attack speed increased by 30%.

## GLUTH



| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 3954 - 5242 |
| Min - Max HPs | 1665500 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Terrifying Roar:** Causes nearby enemies to flee in fear for 5 sec.

**Mortal Wound:** Reduces healing by 10% for every charge.

**Frenzy:** Attack speed increased by 100%. Damage increased by 50%.

## GNOMES



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Addled Leper | 24 - 25 | 32 - 44 | 582 - 622 | | 829 - 858 |
| **Heroic Strike:** A strong attack that increases melee damage by 32 and causes a high amount of threat. **Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled. **Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. **Heal:** Heal your target for 435 to 500. **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Leper Gnome | 8 - 10 | 10 - 17 | 156 - 198 | | 316 - 512 |
| **Decayed Strength:** Reduces an enemy's Strength by 2 for 5 min. | | | | | |
| Leprous Assistant | 26 - 27 | 36 - 51 | 787 - 840 | | 1061 - 1097 |
| Leprous Defender | 26 - 27 | 63 - 87 | 2250 - 2400 | | 1061 - 1097 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. **Multi-Shot:** Fires a volley of missiles at an enemy and its nearby allies, striking up to 3 targets for normal damage plus 65 - 67. | | | | | |
| Leprous Mechinesmith | 26 - 27 | 37 - 51 | 788 - 840 | | 1061 - 1097 |
| **Supercharge:** Speeds the attack of nearby mechanical allies by 25% and increases the Physical damage they deal by 50 - 52 for 10 sec. **Rebuild:** Repairs a nearby mechanical ally for 50 damage every 2 sec. over 20 sec. **Throw Wrench:** Throws a wrench at an enemy, inflicting Physical damage. | | | | | |
| Leprous Technician | 26 - 27 | 37 - 51 | 788 - 840 | | 1061 - 1097 |
| **Rebuild:** Repairs a nearby mechanical ally for 50 damage every 2 sec. over 20 sec. **Supercharge:** Speeds the attack of nearby mechanical allies by 25% and increases the Physical damage they deal by 50 - 52 for 10 sec. **Throw Wrench:** Throws a wrench at an enemy, inflicting Physical damage. | | | | | |
| Sand Gnome | 64 - 65 | 191 - 281 | 5715 - 5914 | | 4991 - 5291 |

## GNARLPINE FURBOLGS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Gnarlpine Ambusher | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| Gnarlpine Augur | 8 - 9 | 10 - 15 | 148 - 166 | 165 - 178 | 268 - 342 |
| **Curse of Weakness:** Target's melee attack power is reduced by 21 for 2 min. Only one Curse per Warlock can be active on any one target. | | | | | |
| Gnarlpine Avenger | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| Gnarlpine Defender | 7 - 8 | 9 - 14 | 137 - 156 | | 349 - 464 |
| Gnarlpine Gardener | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |
| Gnarlpine Instigator | 8 | 10 - 14 | 312 | | 316 |
| Gnarlpine Mystic | 6 - 7 | 6 - 11 | 115 - 131 | 126 - 138 | 150 - 205 |
| **Rejuvenation:** Heals an ally every 3 sec. for 12 sec. **Wrath:** Hurls a bolt of lightning at an enemy, inflicting Nature damage. | | | | | |
| Gnarlpine Pathfinder | 9 - 10 | 11 - 16 | 166 - 186 | 178 - 191 | 342 - 426 |
| **Wrath:** Hurls a bolt of lightning at an enemy, inflicting Nature damage. | | | | | |
| Gnarlpine Shaman | 7 - 8 | 8 - 13 | 131 - 148 | 138 - 165 | 205 - 268 |
| **Healing Wave:** Heals a friendly target for 65 to 80. | | | | | |
| Gnarlpine Tefensic | 10 - 11 | 12 - 18 | 186 - 208 | 191 - 205 | 426 - 450 |
| **Healing Ward:** Summons a ward that lasts 30 sec, and periodically heals allies in an area around it. | | | | | |
| Gnarlpine Ursa | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |
| Gnarlpine Warrior | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 12 - 14. | | | | | |

## GNOSH BROGNAT



| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 331 - 465 |
| Min - Max HPs | 9489 |
| Min - Max Mana | |
| Min - Max Armor | 5892 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Tenderize:** Hacks at an enemy's armor, reducing it by 58 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Meat Slap:** Inflicts normal damage plus 30 to an enemy and knocks it back.

## GNASHJAW



**Drink Healing Potion:** Uses a Holy elixir to heal the caster.

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 203 - 269 |
| Min - Max HPs | 3052 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

## GOBBLER



| | |
|---|---|
| Min - Max Lvl | 22 |
| Min - Max Dmg | 68 - 90 |
| Min - Max HPs | 573 |
| Min - Max Mana | |
| Min - Max Armor | 922 |

**Pierce Armor:** Reduces an enemy's armor by 75% for 20 sec.

## GNAWBONE



| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 38 - 50 |
| Min - Max HPs | 664 |
| Min - Max Mana | |
| Min - Max Armor | 992 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.



## GOBLINS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Goblin Buzzcutter | 19 | 47 - 63 | 1347 | | 817 |
| **Infected Wound:** Increases the Physical damage taken by an enemy by 4 for 30 sec. | | | | | |
| Goblin Clubber | 18 - 19 | 45 - 63 | 1251 - 1347 | | 782 - 817 |
| **Melt Ore:** Inflicts 140 Fire damage to nearby enemies and reduces their movement speed by 40% for 20 sec. | | | | | |
| Goblin Engineer | 18 - 19 | 45 - 63 | 1251 - 1347 | | 782 - 817 |
| **Summon Remote-Controlled Golem:** Summons 1 Remote-Controlled Golem to aid the caster in battle for 1 min. **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Goblin Mech | 67 - 69 | 220 - 341 | 6326 - 6761 | | 5892 - 6492 |
| Goblin Mercenary | 18 - 19 | 45 - 63 | 1251 - 1347 | | 782 - 817 |

## GOLDTOOTH

| | |
|---|---|
| Min - Max Lvl | 8 |
| Min - Max Dmg | 10 - 14 |
| Min - Max HPs | 156 |
| Min - Max Mana | |
| Min - Max Armor | 316 |





## GOLEMAGG THE INCINERATOR

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2197 - 2912 |
| Min - Max HPs | 826088 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |
| Fire Resistance: 186 | |

**Pyroblast:** Inflicts 1388 to 1612 Fire damage to an enemy and scorches the target for an additional 200 damage every 3 sec. for 12 sec.

**Trust**

**Magma Splash**

## GOC

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 2525 - 3570 |
| Min - Max HPs | 139720 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Boulder Volley:** Hurls a boulder at an enemy, inflicting Physical damage.

**Ground Smash:** Slams the ground, inflicting normal damage to nearby enemies and knocking them back.



## GOLEM LORD ARGELMACH

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 547 - 725 |
| Min - Max HPs | 12546 |
| Min - Max Mana | 16936 |
| Min - Max Armor | 2654 |
| Nature Resistance: 174 | |



**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 5 targets, inflicting greater Nature damage to each successive target.

**Shock:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage.

**Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 220 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.



## GOGGEROC

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 29 - 39 |
| Min - Max HPs | 532 |
| Min - Max Mana | |
| Min - Max Armor | 1057 |

**Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back.

**Snap Kick:** Inflicts 40 damage to an enemy, stunning it for 2 sec.



## GOLDEN GRYPHON

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



## GOLIATHON

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 402 - 561 |
| Min - Max HPs | 22108 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Crystal Strike:** Strikes at an enemy, inflicting 120 arcane damage.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Trample:** Inflicts normal damage plus 63 - 63 to nearby enemies.

# GOR GRIMGUT

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 264 - 372 |
| Min - Max HPs | 9489 |
| Min - Max Mana | |
| Min - Max Armor | 5892 |



# GORALUK ANVILCRACK

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 635 - 842 |
| Min - Max HPs | 12576 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |



**Head Crack:** Reduces an enemy's Stamina by 61 for 20 sec.

**Backhand:** Backhands an enemy, stunning it for 2 sec.

**Strike:** Strikes at an enemy, inflicting increased melee damage.

# GORDAWG

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 58435 - 119434 |
| Min - Max HPs | 3794000 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |



**Knockdown:** Inflicts 463 to 537 damage to an enemy and its nearest allies, stunning them for 2 sec. Affects up to 5 targets.

**Massive Tremor:** Causes a massive ground tremor, inflicting 900 to 1100 damage to nearby enemies and interrupts any spell being cast for 2 sec..

# GORDOK OGRES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Gordok Brute | 57 - 58 | 795 - 1075 | 13920 - 14355 | | 2718 - 2762 |
| **Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back.<br>**Bruising Blow:** Strikes at an enemy, inflicting weapon damage plus 89 - 90.<br>**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Enrage:** Increases the caster's attack speed by 30% and the Physical damage it deals by 17 - 18 for 2 min. | | | | | |
| Gordok Bushwacker | 58 - 59 | 499 - 675 | 14355 - 14805 | | 3435 - 3489 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Sunder Armor:** Hacks at an enemy's armor, reducing it by 1392 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.<br>**Mortal Strike:** Inflicts 130% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec. | | | | | |
| Gordok Captain | 59 - 60 | 569 - 769 | 14214 - 14652 | 4738 - 4868 | 2832 - 3075 |
| **Dark Strike:** Consecrates the caster's weapon, inflicting 95 to 105 additional damage on its next attack. All damage caused is considered Shadow damage.<br>**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 240 for 30 sec.<br>**Fear:** Strikes fear in an enemy, causing it to flee in terror for up to 8 sec. Only 1 target can be feared at a time.<br>**Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage. | | | | | |
| Gordok Enforcer | 53 - 54 | 90 - 122 | 3189 - 3293 | | 3163 - 3216 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Strike:** Strikes at an enemy, inflicting weapon damage plus 83 - 84. | | | | | |
| Gordok Hyena | 52 - 54 | 172 - 238 | 2371 - 2533 | | 3108 - 3216 |
| **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Gordok Mage-Lord | 57 - 58 | 346 - 491 | 9745 - 10050 | 10680 - 10922 | 1714 - 1742 |
| **Bloodlust:** Increases an ally's attack speed by 60% for 30 sec.<br>**Fire Blast:** Inflicts Fire damage to an enemy.<br>**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.<br>**Polymorph:** Transforms an enemy into a sheep, forcing it to wander around for up to 8 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on beasts, dragons, giants, humanoids, and critters. | | | | | |
| Gordok Mastiff | 57 - 59 | 286 - 395 | 3758 - 3997 | | 3380 - 3489 |
| **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.<br>**Tendon Rip:** Reduces an enemy's movement speed by 70% for 8 sec. | | | | | |
| Gordok Mauler | 53 - 54 | 90 - 122 | 3189 - 3293 | | 3163 - 3216 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Thrash:** Gives the caster 2 extra attacks.<br>**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 104 - 106 for 2 min. | | | | | |
| Gordok Ogre-Mage | 52 - 53 | 82 - 111 | 2466 - 2550 | 5769 - 5946 | 2522 - 2566 |
| **Fireball:** Inflicts Fire damage to an enemy.<br>**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec. | | | | | |
| Gordok Reaver | 58 - 59 | 499 - 675 | 14355 - 14805 | | 3435 - 3489 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Sunder Armor:** Hacks at an enemy's armor, reducing it by 1392 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.<br>**Mortal Strike:** Inflicts 130% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec. | | | | | |
| Gordok Spirit | 60 | 104 - 138 | 1 | | 3791 |
| **Arcane Blast:** Blasts an enemy with Arcane magic, inflicting normal damage plus 100 and knocking the enemy back. | | | | | |
| Gordok Warlock | 59 - 60 | 439 - 592 | 10365 - 10680 | 16794 - 17253 | 1770 - 1923 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec.<br>**Banish:** Banishes an enemy, preventing all action but making it invulnerable for up to 15 sec. Only one target can be banished at a time.<br>**Curse of Tongues:** Forces an enemy to speak in Demonic, reducing its casting speed by 50% for 15 sec. Only one curse per warlock can be active on any one target.<br>**Demon Armor:** Protects the caster, increasing armor by 561 - 570, Shadow resistance by 14 - 15, and health regeneration for 30 min.<br>**Summon Doomguard:** Summons an Doomguard to accompany the caster until dismissed. | | | | | |



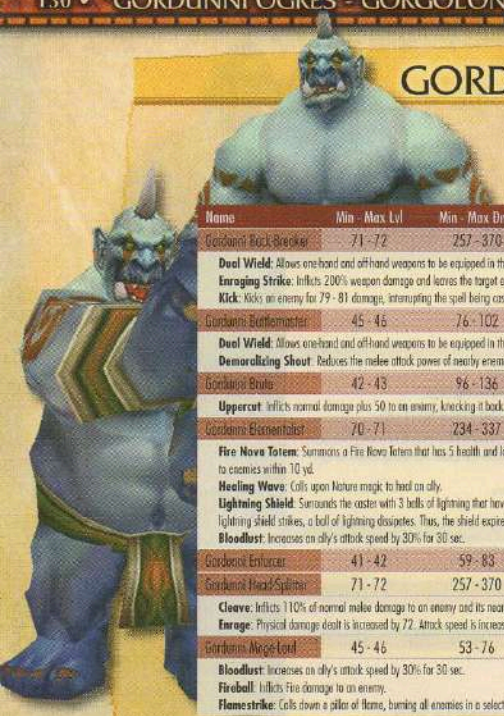
# GOR'DREK

| | |
|---|---|
| Min - Max Lvl | 66 |
| Min - Max Dmg | 195 - 273 |
| Min - Max HPs | 4892 |
| Min - Max Mana | 2846 |
| Min - Max Armor | 4515 |



**Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 132 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.

# GORDUNNI OGRES



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Gordunni Back Breaker | 71 - 72 | 257 - 370 | 7181 - 7380 | | 7089 - 7387 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Enraging Strike:** Inflicts 200% weapon damage and leaves the target enraged, increasing the effectiveness of its attacks.<br>**Kick:** Kicks an enemy for 79 - 81 damage, interrupting the spell being cast for 6 sec. | | | | | |
| Gordunni Battlemaster | 45 - 46 | 76 - 102 | 2310 - 2399 | | 2725 - 2780 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 92 for 30 sec. | | | | | |
| Gordunni Brute | 42 - 43 | 96 - 136 | 1981 - 2059 | | 2026 - 2162 |
| **Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |
| Gordunni Elementalist | 70 - 71 | 234 - 337 | 5589 - 5744 | 3155 - 3231 | 5474 - 5714 |
| **Fire Nova Totem:** Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 413 - 459 fire damage to enemies within 10 yd.<br>**Healing Wave:** Calls upon Nature magic to heal an ally.<br>**Lightning Shield:** Surrounds the caster with 3 bolts of lightning that have 50% chance of striking melee or ranged attackers for 140 - 142 damage. Each time the lightning shield strikes, a bolt of lightning dissipates. Thus, the shield expires after 10 min, or after it has struck 3 times.<br>**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec. | | | | | |
| Gordunni Enforcer | 41 - 42 | 59 - 83 | 1902 - 1981 | | 2101 - 2246 |
| Gordunni Head-Splitter | 71 - 72 | 257 - 370 | 7181 - 7380 | | 7089 - 7387 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Enrage:** Physical damage dealt is increased by 72. Attack speed is increased by 30%. | | | | | |
| Gordunni Mage-Lord | 45 - 46 | 53 - 76 | 1618 - 1679 | 3801 - 3923 | 1378 - 1406 |
| **Bloodlust:** Increases an ally's attack speed by 30% for 30 sec.<br>**Fireball:** Inflicts Fire damage to an enemy.<br>**Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Gordunni Master | 43 - 44 | 67 - 96 | 2059 - 2138 | | 2397 - 2557 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Gordunni Ogre | 40 - 41 | 56 - 78 | 1829 - 1902 | | 1964 - 2101 |
| Gordunni Ogre Mage | 41 - 42 | 55 - 77 | 1522 - 1585 | 1332 - 1381 | 1727 - 1841 |
| **Bloodlust:** Increases an ally's attack speed by 30% for 30 sec.<br>**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Gordunni Proxy | 71 - 72 | 334 - 481 | 8335 - 9594 | | 7089 - 7387 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Enraging Strike:** Inflicts 200% weapon damage and leaves the target enraged, increasing the effectiveness of its attacks until cancelled.<br>**Kick:** Kicks an enemy for 81 damage, interrupting the spell being cast for 6 sec. | | | | | |
| Gordunni Shaman | 44 - 45 | 67 - 93 | 1711 - 1774 | 1483 - 1534 | 2082 - 2211 |
| **Healing Wave:** Heals a friendly target for 755 to 870.<br>**Fire Nova Totem:** Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 195 - 219 fire damage to enemies within 10 yd.<br>**Lightning Shield:** The caster is surrounded by 3 bolts of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 114 Nature damage. This expends one lightning bolt. Only one bolt will fire every few seconds. Lasts 10 min. Only one Elemental Shield can be active on the Shaman at any one time. | | | | | |
| Gordunni Soulreaper | 70 - 71 | 937 - 1346 | 27945 - 28720 | 6310 - 6462 | 5474 - 5714 |
| **Drain Life:** Drains 2925 health from nearby enemies over 5 sec., transferring it to the caster.<br>**Summon Skeleton:** Summons 3 Skeletons to aid the caster in battle for 4 min.<br>**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Gordunni Warlock | 43 - 44 | 47 - 70 | 1441 - 1496 | 3575 - 3680 | 1234 - 1304 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Shrink:** Reduces an enemy's Strength by 13 and Stamina by 13 for 2 min. | | | | | |
| Gordunni Warlord | 46 - 47 | 77 - 105 | 2399 - 2488 | | 2780 - 2835 |
| **Echoing Roar:** Reduces nearby enemies' armor by 56% for 20 sec. | | | | | |

## GOREFANG



| | |
|---|---|
| Min - Max Lvl | 13 |
| Min - Max Dmg | 18 - 24 |
| Min - Max HPs | 273 |
| Min - Max Mana | |
| Min - Max Armor | 608 |

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

## GORETUSK



| | |
|---|---|
| Min - Max Lvl | 14 - 15 |
| Min - Max Dmg | 20 - 29 |
| Min - Max HPs | 300 - 328 |
| Min - Max Mana | |
| Min - Max Armor | 642 - 677 |

**Rushing Charge:** Increases the caster's movement speed by 73 - 74% for 3 sec. and causes it to inflict an additional 49 - 52 damage on its first attack.



## GOREHOOF THE BLACK

| | |
|---|---|
| Min - Max Lvl | 17 |
| Min - Max Dmg | 31 - 42 |
| Min - Max HPs | 482 |
| Min - Max Mana | |
| Min - Max Armor | 748 |

**War Stomp:** Knocks nearby enemies back.



## GORGANNON

| | |
|---|---|
| Min - Max Lvl | 32 |
| Min - Max Dmg | 46 - 61 |
| Min - Max HPs | 1154 |
| Min - Max Mana | 935 |
| Min - Max Armor | 1063 |
| Shadow Resistance: 102 | |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Knockdown:** Inflicts 78 to 94 damage to an enemy, stunning it for 2 sec.



## GORETOOTH

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 301 - 421 |
| Min - Max HPs | 11828 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |

**Tendon Rip:** Reduces an enemy's movement speed by 70% for 8 sec.

**Gushing Wound:** Inflicts Physical damage to an enemy every 5 sec. for 25 sec. Removed by any healing effect.

**Blood Leech:** Drains 15 health from an enemy, transferring it to the caster.

## GORGOLON THE ALL-SEEING



| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1212 - 1713 |
| Min - Max HPs | 47224 |
| Min - Max Mana | 19854 |
| Min - Max Armor | 5954 |

**Psychic Scream:** Lets out a psychic scream, causing up to 5 nearby enemies to flee for 4 sec.

**Mind Blast:** Inflicts Shadow damage to an enemy, but causes a high amount of threat.

**Focused Bursts:** Inflicts magical damage to an enemy for 12 sec.



## GORGON'OCH

| | |
|---|---|
| Min - Max Lvl | 54 |
| Min - Max Dmg | 86 - 114 |
| Min - Max HPs | 2634 |
| Min - Max Mana | 2041 |
| Min - Max Armor | 2610 |

**Torch:** Burns all enemies in a selected area and inflicts additional Fire damage every 2 sec. for 8 sec.

**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec.



## GORISHI HIVE

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Gorishi Grub | 48 | 81 - 107 | 2578 | | 2888 |
| Gorishi Hive Guard | 54 | 92 - 122 | 3293 | | 3216 |
| **Tunneler Acid**: Eats away at an enemy's armor, reducing it per application. Can be applied up to 5 times. Lasts 30 sec. **Silithid Pox:** Increases the Physical damage taken by an enemy by 44% for 30 min. | | | | | |
| Gorishi Hive Queen | 56 | 120 - 159 | 3644 | | 3327 |
| **Slowing Poison** **Silithid Pox:** Increases the Physical damage taken by an enemy by 46 - 46% for 30 min. | | | | | |
| Gorishi Reaver | 51 - 53 | 86 - 119 | 2980 - 3189 | | 3052 - 3163 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. **Silithid Pox:** Increases the Physical damage taken by an enemy by 41 - 43% for 30 min. | | | | | |
| Gorishi Stinger | 52 - 53 | 88 - 119 | 3082 - 3189 | | 3108 - 3163 |
| **Slowing Poison** **Silithid Pox:** Increases the Physical damage taken by an enemy by 42 - 43% for 30 min. | | | | | |
| Gorishi Tunneler | 52 - 53 | 88 - 119 | 3082 - 3189 | | 3108 - 3163 |
| **Tunneler Acid**: Eats away at an enemy's armor, reducing it by 416 per application. Can be applied up to 5 times. Lasts 30 sec. **Silithid Pox:** Increases the Physical damage taken by an enemy by 42 - 43% for 30 min. | | | | | |
| Gorishi Wasp | 51 - 52 | 86 - 117 | 2980 - 3082 | | 3052 - 3108 |
| **Poison** **Silithid Pox:** Increases the Physical damage taken by an enemy by 41 - 42% for 30 min. | | | | | |
| Gorishi Worker | 51 - 52 | 145 - 197 | 2980 - 3082 | | 3052 - 3108 |
| **Silithid Pox:** Increases the Physical damage taken by an enemy by 41 - 42% for 30 min. | | | | | |



## GORGROM THE DRAGON-EATER

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 2777 - 3927 |
| Min - Max HPs | 139720 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



## GORKAN BLOODFIST

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 768 - 1083 |
| Min - Max HPs | 19626 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |



## GORLASH

| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 218 - 290 |
| Min - Max HPs | 6604 |
| Min - Max Mana | |
| Min - Max Armor | 2246 |

**Trample:** Inflicts normal damage plus 42 to nearby enemies.



## GORILLAS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Elder Mistvale Gorilla | 40 - 41 | 56 - 78 | 1829 - 1902 | | 1964 - 2101 |
| Enraged Silverback Gorilla | 41 - 42 | 59 - 83 | 1902 - 1981 | | 2101 - 2246 |
| **Enrage:** Physical damage dealt is increased by 41. Attack speed increased by 30%. | | | | | |
| Gnoll Ape | 42 - 43 | 78 - 110 | 1981 - 2059 | | 1588 - 1694 |
| Gnoll Chestpounder | 45 - 46 | 95 - 128 | 2310 - 2389 | | 2058 - 2099 |
| **Enrage:** Physical damage dealt is increased by 46. Attack speed increased by 30%. | | | | | |
| Gnoll Thunderer | 49 - 50 | 103 - 140 | 2672 - 2768 | | 2655 - 2705 |
| **Thunderclap:** Inflicts 53 to 56 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec. | | | | | |
| Jungle Thunderer | 37 - 38 | 62 - 84 | 1804 - 1883 | | 356 - 380 |
| Mistvale Gorilla | 32 - 33 | 54 - 73 | 1427 - 1498 | | 1270 - 1304 |
| Silverback Patriarch | 42 - 43 | 62 - 88 | 1981 - 2059 | | 2246 - 2397 |
| **Backhand:** Backhands an enemy, stunning it for 2 sec. | | | | | |
| Skymane Gorilla | 41 | 59 - 78 | 1902 | | 2101 |
| **Trample:** Inflicts normal damage plus 41 - 41 to nearby enemies. | | | | | |
| Un'Goro Gorilla | 50 - 51 | 85 - 114 | 2880 - 2980 | | 2999 - 3052 |
| Un'Goro Stomper | 51 - 52 | 86 - 117 | 2980 - 3082 | | 3052 - 3108 |
| **Enrage:** Physical damage dealt is increased by 51. Attack speed increased by 30%. | | | | | |
| Un'Goro Thunderer | 52 - 53 | 88 - 119 | 3082 - 3189 | | 3108 - 3163 |
| **Shock:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage. | | | | | |



## GOR'MAROK THE RAVAGER

| | |
|---|---|
| Min - Max Lvl | 49 |
| Min - Max Dmg | 83 - 110 |
| Min - Max HPs | 2672 |
| Min - Max Mana | |
| Min - Max Armor | 2944 |

**Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Enrage:** Physical damage dealt is increased by 40. Attack speed increased by 30%.

## GOROSH THE DERVISH



| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 477 - 633 |
| Min - Max HPs | 14226 |
| Min - Max Mana | |
| Min - Max Armor | 3238 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 606.

**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec.

**Mortal Strike:** Inflicts 300% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.



## GRADAV

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



## GORR'DIM

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 245 - 345 |
| Min - Max HPs | 7590 |
| Min - Max Mana | 3519 |
| Min - Max Armor | 4755 |

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Fiery Intellect:** Intellect increased by 57.

**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.

## GRADOK

| | |
|---|---|
| Min - Max Lvl | 19 - 21 |
| Min - Max Dmg | 47 - 69 |
| Min - Max HPs | 1347 - 1563 |
| Min - Max Mana | |
| Min - Max Armor | 817 - 888 |





## GRAND ASTROMANCER CAPERNIAN

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2475 - 3590 |
| Min - Max HPs | 191196 |
| Min - Max Mana | 38270000 |
| Min - Max Armor | 3878 |

**Arcane Burst**

**Fireball:** Inflicts Fire damage to an enemy.

**Conflagration:** Sets an enemy aflame, inflicting 9000 Fire damage over 10 sec. and sending it into a state of panic. While the target is affected, the flames periodically scorch its nearby allies for 300 damage as well.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting 5850 to 7150 Shadow damage.

**Void Zone:** Summon a Void Zone that deals shadow damage to enemies that stand within it

## GOR'TESH

| | |
|---|---|
| Min - Max Lvl | 54 |
| Min - Max Dmg | 276 - 366 |
| Min - Max HPs | 3293 |
| Min - Max Mana | |
| Min - Max Armor | 3216 |



**Ground Smash:** Inflicts Physical damage to nearby enemies, stunning them for 3 sec.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Thrash:** Adds a chance to do two additional attacks



## GOTHIK THE HARVESTER

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2811 - 3722 |
| Min - Max HPs | 399750 |
| Min - Max Mana | 262000 |
| Min - Max Armor | 3795 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Harvest Soul:** Reduce enemy's health and mana by 10%.

## THE GRAND COLLECTOR

| | |
|---|---|
| Min-Max Lvl | 72 |
| Min - Max Dmg | 2909 - 4111 |
| Min-Max HPs | 236120 |
| Min-Max Mana | 49635 |
| Min-Max Armor | 5955 |



**Stasis Field:** Places the target in a Stasis Field, stunning the target.

**Arcane Volley:** Hurls a magical bolt at an enemy, inflicting Arcane damage.

**Mana Bomb:** Drains 1275 to 1725 mana from those in the blast radius and does the amount of the mana drained in damage to the target.



## GRAND COMMANDER RUUSK

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 2614 - 3697 |
| Min - Max HPs | 369000 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel, and inflicts normal damage plus 121.

**Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.



## GRAND WARLOCK NETHEKURSE

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 1406 - 1986 |
| Min - Max HPs | 107700 |
| Min - Max Mana | 60581 |
| Min - Max Armor | 5714 |
| Shadow Resistance: 75 | |

**Shadow Cleave:** Inflicts weapon damage plus 275 to an enemy and its nearest allies, affecting up to 3 targets.

**Death Coil:** Causes the enemy target to run in horror for 4 sec and causes 1260 Shadow damage. The caster gains 100% of the damage caused in health.

**Lesser Shadow Fissure:** Summon a Void Zone that deals shadow damage to creatures that stand within it

**Dark Spin:** Attacks nearby enemies in a flurry steel and shadow that lasts Until Cancelled.



## GRAND CRUSADER DATHROHAN

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 853 - 1131 |
| Min - Max HPs | 25900 |
| Min - Max Mana | 7704 |
| Min - Max Armor | 3555 |

**Crusader Strike:** Inflicts 232 damage to an enemy and increases the Holy damage it takes by 93 per Crusader Strike. Can be applied up to 5 times. Lasts 30 sec.

**Holy Strike:** Consecrates the caster's weapon, inflicting 515 additional damage on its next attack. All damage inflicted is based on Holy magic.

**Crusader's Hammer:** Stuns nearby enemies, rendering them unable to move or attack for 4 sec.

**Mind Blast:** Inflicts Shadow damage to an enemy, but causes a high amount of threat.



## GRAND FOREMAN PUZIK GALLYWIX

| | |
|---|---|
| Min - Max Lvl | 23 |
| Min - Max Dmg | 79 - 105 |
| Min - Max HPs | 1815 |
| Min - Max Mana | |
| Min - Max Armor | 957 |



## GRAND WIDOW FAERLINA

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 5492 - 7281 |
| Min - Max HPs | 1332400 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Enrage:** Increases the caster's attack speed by 75% and the Physical damage it deals by 150 for 30 min.

**Poison Bolt Volley:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 2 sec. for 8 sec.

**Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 1850 to 2150 Fire damage every 2 sec. for 6 sec.



## GRAND INQUISITOR ISILLIEN

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 818 - 1083 |
| Min - Max HPs | 66625 |
| Min - Max Mana | 20960 |
| Min - Max Armor | 3795 |

**Dominate Mind:** Takes control of a humanoid enemy up to level 78 for 15 sec.

**Mind Blast:** Inflicts Shadow damage to an enemy, but causes a high amount of threat.

**Mana Burn:** Hits nearby enemies with anti-mana bolts. For each point of mana consumed from a target, that target takes 10 damage.

**Mind Flay:** Inflicts Shadow damage to an enemy and reduces its movement speed for 3 sec.

**Divine Shield:** Protects the paladin from all damage and spells for 12 sec, but increases the time between your attacks by 100%. Once protected, the target cannot be made invulnerable by Divine Shield, Divine Protection, Blessing of Protection again or use Avenging Wrath for 1 min.

**Power Word: Shield:** Draws on the soul of the party member to shield them, absorbing 954 damage. Lasts 30 sec. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 sec.

**Flash Heal:** Heals a friendly target for 841 to 987.

**Greater Heal:** A slow casting spell that heals a single target for 1835 to 2043.



## GRANDMASTER VORPIL

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1413 - 1997 |
| Min - Max HPs | 110681 |
| Min - Max Mana | 33090 |
| Min - Max Armor | 5954 |

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 903 to 997 Fire damage every 1 sec. for 6 sec.

## GRANDPA VISHAS



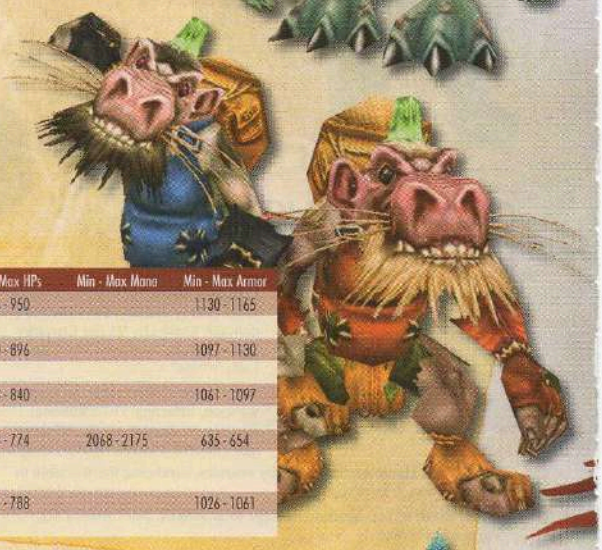
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|---|---|
| Min - Max Lvl | 34 |
| Min - Max Dmg | 87 - 100 |
| Min - Max HPs | 3489 |
| Min - Max Mana | |
| Min - Max Armor | 1340 |

## GRAVELFLINT TROGGS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Gravelflint Bonesnapper | 19 - 20 | 28 - 39 | 449 - 484 | | 817 - 852 |
| **Head Crack:** Reduces an enemy's Stamina by 4 for 20 sec. | | | | | |
| Gravelflint Gastroacer | 20 - 21 | 20 - 30 | 413 - 441 | 1202 - 1272 | 700 - 732 |
| **Fireball:** Inflicts Fire damage to an enemy.<br>**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 252, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |
| Gravelflint Scout | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |

## GRAVELSNOUT KOBOLDS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Gravelsnout Digger | 28 - 29 | 40 - 54 | 896 - 950 | | 1130 - 1165 |
| **Skull Crack:** Inflicts normal damage plus 9 - 10 to an enemy, stunning it for 2 sec. | | | | | |
| Gravelsnout Fencer | 27 - 28 | 38 - 52 | 840 - 896 | | 1097 - 1130 |
| **Corrosive Acid:** Reduces the armor of nearby enemies by 448 for 5 min. | | | | | |
| Gravelsnout Kobold | 26 - 27 | 37 - 51 | 788 - 840 | | 1061 - 1097 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 42 - 44. | | | | | |
| Gravelsnout Surveyor | 29 - 30 | 35 - 48 | 739 - 774 | 2068 - 2175 | 635 - 654 |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Blizzard:** Ice shards pelt the target doing 352 Frost damage over 8 sec. | | | | | |
| Gravelsnout Vermin | 25 - 26 | 36 - 49 | 734 - 788 | | 1026 - 1061 |
| **Infected Wound:** Increases the Physical damage taken by an enemy by 5 for 30 sec. | | | | | |

## GRANISTAD

| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 56 - 74 |
| Min - Max HPs | 1753 |
| Min - Max Mana | |
| Min - Max Armor | 1964 |





## GRAVIS SLIPKNOT

| | |
|---|---|
| Min - Max Lvl | 36 |
| Min - Max Dmg | 50 - 66 |
| Min - Max HPs | 1469 |
| Min - Max Mana | |
| Min - Max Armor | 1480 |

## GREAT FATHER ARCTIKUS



| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 20 - 27 |
| Min - Max HPs | 208 |
| Min - Max Mana | 205 |
| Min - Max Armor | 450 |

**Devotion Aura:** Gives 55 additional armor to party members within 30 yards. Players may only have one Aura on them per Paladin at any one time.

**Renew:** Heals the target for 45 over 15 sec.

**Lesser Heal:** Heal your target for 136 to 158.

## GRARK LORKRUB

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 575 - 763 |
| Min - Max HPs | 21592 |
| Min - Max Mana | |
| Min - Max Armor | 3327 |



## GRAWMUG



| | |
|---|---|
| Min - Max Lvl | 17 |
| Min - Max Dmg | 25 - 33 |
| Min - Max HPs | 386 |
| Min - Max Mana | |
| Min - Max Armor | 748 |

**Quick Bloodlust:** Increases an ally's attack speed by 30% for 5 sec.

**Thrash:** Adds a chance to do two additional attacks



## GREATFATHER ALDRIMUS

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

# GREATER ANUBISATH WARBRINGER



| | |
|---|---|
| Min - Max Lvl | 58 - 59 |
| Min - Max Dmg | 499 - 675 |
| Min - Max HPs | 28710 - 29610 |
| Min - Max Mana | |
| Min - Max Armor | 3435 - 3489 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Sundering Cleave:** Hacks at the armor of an enemy and its nearby allies, affecting up to 3 targets. A target's armor is reduced by 1392 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**War Stomp:** Inflicts normal damage plus 29 - 30 to nearby enemies, knocking them back and stunning them for 5 sec.

# GREENPAW



| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 12 - 16 |
| Min - Max HPs | 186 |
| Min - Max Mana | 191 |
| Min - Max Armor | 426 |

**Rejuvenation:** Heals the target for 32 over 12 sec.

**Shock:** Instantly throws a bolt of lightning at the target for 56 to 60 damage.

G

# GREATER FLESHBEAST



| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 7528 - 10646 |
| Min - Max HPs | 118080 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Thrash:** Adds a chance to do two additional attacks

**Gaping Maw:** Inflicts Physical damage to several nearby enemies every 3 sec. for 15 sec.

**Infectious Poison:** Inflicts 850 to 1150 Nature damage to nearby enemies.

# GREGOR AGAMAND



| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 13 - 17 |
| Min - Max HPs | 198 |
| Min - Max Mana | |
| Min - Max Armor | 512 |



# GREGOR THE JUSTICIAR



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 435 - 577 |
| Min - Max HPs | 7326 |
| Min - Max Mana | 7302 |
| Min - Max Armor | 3075 |

**Holy Shock**

**Hammer of Justice:** Stuns an enemy, rendering it unable to move or attack for 6 sec.

**Hammer of Wrath:** Hurls a hammer that strikes an enemy for 1313 to 1687 Holy damage. Only usable on enemies that have 20% or less health.

# GREEN DRAGONKIN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Corrupted Green Whelp | 60 | 312 - 414 | 4578 | | 3791 |
| Nature Resistance: 300 | | | | | |
| Emerald Dragon Whelp | 55 | 66 - 92 | 2379 | 5013 | 1658 |
| **Acid Spit**: Inflicts Nature damage to an enemy. | | | | | |
| Emerald Sentinel | 45 | 76 - 100 | 2218 | | 5393 |
| **Acid Breath**: Inflicts 142 Nature damage and an additional 10 damage every 5 sec. to enemies in a cone in front of the caster. Lasts 45 sec. | | | | | |
| Emeraldon Bourguard | 62 | 1618 - 2147 | 80925 | | 4391 |
| **Mortal Strike**: Inflicts 300% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.<br>**Cleave**: Inflicts weapon damage plus 186 to an enemy and its nearest allies, affecting up to 5 targets and knocking them back.<br>**Fixate**: Causes an enemy to fixate upon the caster and increases the caster's attack speed by 50% for 10 sec. While the target is fixated upon the caster, the target is very reluctant to attack anything else. | | | | | |
| Emeraldon Oracle | 61 | 1478 - 1956 | 62875 | 24860 | 3316 |
| **Acid Spit**: Inflicts Nature damage to an enemy.<br>**Sleep**: Puts an enemy to sleep for up to 10 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.<br>**Rejuvenation**: Heals an ally every 3 sec. for 12 sec.<br>**Regrowth**: Heals an ally for a fixed amount, then heals additional damage every 3 sec. for 21 sec. | | | | | |
| Emeraldon Tree Warder | 60 | 1359 - 2068 | 76306 | | 3791 |
| **Entangling Roots**: Entangles nearby enemies in roots, inflicting Nature damage every 3 sec. and immobilizing them for up to 15 sec.<br>**Barkskin**: Heals an ally for 1000 damage every 3 sec. and increases its armor by 3000 for 1 min.<br>**Faerie Fire**: Reduces an enemy's armor by 7200 for 1 min. While effected, the target cannot use stealth or invisibility. | | | | | |
| Green Drakonid | 60 | 520 - 689 | 15260 | | 3791 |
| Nature Resistance: 500 | | | | | |
| **Brood Power**: Green | | | | | |
| Green Scalebane | 42 - 43 | 62 - 88 | 1981 - 2059 | | 3342 - 3568 |
| Nature Resistance: 100 | | | | | |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally. | | | | | |
| Green Wyrmkin | 41 - 42 | 59 - 83 | 1902 - 1981 | | 2101 - 2246 |
| Nature Resistance: 100 | | | | | |
| **Acid Splash**: Inflicts 85 - 86 Nature damage to nearby enemies every 5 sec. for 30 sec. | | | | | |
| Lost Whelp | 24 - 25 | 32 - 44 | 582 - 622 | 618 - 655 | 829 - 858 |
| Fire Resistance: 62 | | | | | |
| **Fireball**: Inflicts Fire damage to an enemy. | | | | | |



# GREL'BORG THE MISER

| | |
|---|---|
| Min - Max Lvl | 39 |
| Min - Max Dmg | 96 - 127 |
| Min - Max HPs | 3540 |
| Min - Max Mana | 1236 |
| Min - Max Armor | 1517 |

**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec.

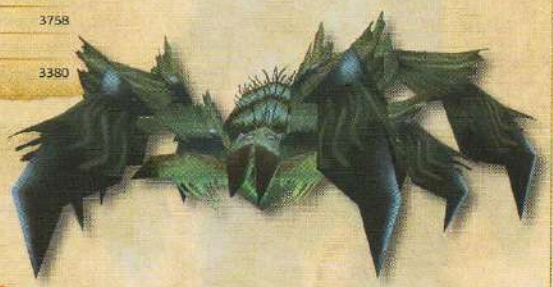
**Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 113 Fire damage every 3 sec. for 9 sec.

**Quick Flame Ward:** Renders an ally immune to Fire spells for 10 sec.

## GRETHEER

| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 98 - 130 |
| Min - Max HPs | 3758 |
| Min - Max Mana | |
| Min - Max Armor | 3380 |

**Web:** Casts a web over an enemy, immobilizing it for 5 sec.





## GRELLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blazing Trickster | 70 | 1406 - 1986 | 67068 | 31550 | 5474 |
| **Firebolt**: Deals 1980 to 2420 damage to a target. **Firebolt**: Deals 1980 to 2420 damage to a target. **Fire Shield**: Surrounds the target in a shield of fire, increasing Fire resistance by 100 and making every strike against the target cause 50 Fire damage to the attacker. Lasts 3 min. The caster cannot cast Fire Shield on himself. | | | | | |
| Doom-Touched Warrior | 61 | 2328 - 3087 | 25152 | | 4091 |
| Flamekin Reaper | 54 - 56 | 28 - 38 | 1013 - 1080 | | 3216 - 3327 |
| **Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 16 - 17 for 2 min. | | | | | |
| Flamekin Spitter | 51 - 53 | 26 - 36 | 917 - 981 | | 3052 - 3163 |
| **Venom Spit**: Spits poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. | | | | | |
| Flamekin Spitfire | 51 - 53 | 26 - 36 | 917 - 981 | | 3052 - 3163 |
| **Thrash**: Gives the caster 2 extra attacks. | | | | | |
| Flamekin Torcher | 54 - 56 | 26 - 35 | 810 - 864 | 2041 - 2163 | 2610 - 2699 |
| **Fireball**: Inflicts Fire damage to an enemy. | | | | | |
| Grell | 2 - 3 | 2 - 4 | 55 - 71 | | 16 - 41 |
| Grellkin | 3 - 4 | 3 - 5 | 71 - 86 | | 41 - 76 |
| Heckling Fel Sprite | 57 - 58 | 36 - 55 | 891 - 1276 | 896 - 915 | 2744 - 2788 |
| Fire Resistance: 186 | | | | | |
| Merciless Incifer | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Poison Sprite | 42 | 62 - 83 | 1238 | | 2246 |
| **Poison Bolt**: Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. | | | | | |
| Rascal Sprite | 5 - 6 | 5 - 8 | 98 - 115 | 115 - 126 | 105 - 150 |
| **Faerie Fire**: Reduces an enemy's armor by 144 for 1 min. While affected, the target cannot use stealth or invisibility. | | | | | |
| Vicious Grell | 7 | 9 - 12 | 137 | | 239 |
| **Savagery**: Increases the caster's attack speed by 20% for 8 sec. | | | | | |
| Wild Grell | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |
| **Crazed**: Increases the caster's attack speed by 20% for 1 min. | | | | | |

## GREYMIST MURLOC



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Greymist Coastrunner | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| Greymist Hunter | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Throw**: Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Greymist Netter | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |
| **Net**: Immobilizes an enemy for 5 sec. | | | | | |
| Greymist Oracle | 18 - 19 | 24 - 34 | 377 - 404 | 408 - 456 | 652 - 683 |
| **Healing Wave**: Heals a friendly target for 268 to 318; **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Greymist Raider | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |
| Greymist Seer | 13 - 14 | 17 - 25 | 253 - 276 | 264 - 295 | 507 - 537 |
| **Healing Wave**: Heals a friendly target for 130 to 158; **Lightning Shield**: The caster is surrounded by 3 balls of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 13 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min. Only one Elemental Shield can be active on the Shaman at any one time. | | | | | |
| Greymist Tidehunter | 19 - 20 | 26 - 36 | 404 - 433 | 456 - 490 | 683 - 712 |
| Greymist Warrior | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| **Battle Shout**: The warrior shouts, increasing the melee attack power of all party members within 20 yards by 36 - 37. Lasts 2 min. | | | | | |

## GRI'LEK



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2471 - 3276 |
| Min - Max HPs | 333100 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 10 sec.

**Ground Tremor:** Stuns nearby enemies, rendering them unable to move or attack for 2 sec.

**Stun**

**Avatar**

## GRIK'NIR THE COLD

| | |
|---|---|
| Min - Max Lvl | 5 |
| Min - Max Dmg | 5 - 6 |
| Min - Max HPs | 98 |
| Min - Max Mana | 115 |
| Min - Max Armor | 105 |

**Frostmane Strength:** Increases an ally's Strength by 5 for 3 min.

**Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.



## GRETHOK THE CONTROLLER

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 1807 - 2395 |
| Min - Max HPs | 64750 |
| Min - Max Mana | 25680 |
| Min - Max Armor | 3555 |



**Greater Polymorph:** Transforms an enemy into a sheep, forcing it to wander around for up to 20 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Only one target can be polymorphed at a time. Only works on beasts, dragons, giants, humanoids, and critters.

**Dominate Mind:** Takes control of a humanoid enemy up to level 77 for 15 sec.

**Slow:** Increases the time between nearby enemies' attacks by 54% and slows their movement by 60% for 10 sec.

**Arcane Missile**: Launches magical missiles at an enemy, inflicting Arcane damage each second for 5 sec.



## GRILLOK "DARKEYE"

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 288 - 399 |
| Min - Max HPs | 11553 |
| Min - Max Mana | 4972 |
| Min - Max Armor | 3316 |

**Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 122 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target.

**Grounding Totem:** Summons a Grounding Totem with 5 health at the feet of the caster that will redirect one harmful spell cast on a nearby party member to itself every 10 seconds. Will not redirect area of effect spells. Lasts 45 sec.

**Fire Nova Totem:** Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 413 to 459 fire damage to enemies within 10 yd.

## GRIM PATRON



| | |
|---|---|
| Min - Max Lvl | 48 - 52 |
| Min - Max Dmg | 129 - 188 |
| Min - Max HPs | 2062 - 2371 |
| Min - Max Mana | |
| Min - Max Armor | 2888 - 3108 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Kick:** Kicks an enemy for 45 - 51 damage, interrupting the spell being cast for 6 sec.

**Shadow Bolt Misfire**

## GRIMMAW

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 15 - 20 |
| Min - Max HPs | 222 |
| Min - Max Mana | |
| Min - Max Armor | 538 |

**Vicious Bite:** Bites an enemy, inflicting Physical damage.



## GRIMNOK BATTLEBORN

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 264 - 372 |
| Min - Max HPs | 9489 |
| Min - Max Mana | |
| Min - Max Armor | 5892 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Bloodmaul Rage:** Increases the caster's Physical damage by 100%, but reduces movement speed by 75%. Lasts 7 sec.





## GRIMCLAW

| | |
|---|---|
| Min - Max Lvl | 13 |
| Min - Max Dmg | 18 - 24 |
| Min - Max HPs | 273 |
| Min - Max Mana | |
| Min - Max Armor | 608 |

## GRIMSCALE MURLOC

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Grimscale Forager | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| **Bottle of Poison**: Tosses a bottle of poison at an enemy, inflicting 2 - 2 Nature damage every 3 sec. for 30 sec. | | | | | |
| Grimscale Murloc | 7 - 8 | 10 - 15 | 137 - 156 | | 239 - 316 |
| Grimscale Oracle | 7 - 8 | 8 - 13 | 131 - 148 | 138 - 165 | 205 - 268 |
| **Flash Heal**: Calls upon Holy magic to heal an ally. | | | | | |
| Grimscale Sage | 6 - 7 | 6 - 11 | 115 - 131 | 126 - 138 | 150 - 205 |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage. | | | | | |





## GRIMLOK

| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 130 - 173 |
| Min - Max HPs | 6130 |
| Min - Max Mana | 2566 |
| Min - Max Armor | 1619 |

**Chain Bolt:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing 162 - 181 Nature damage to each.

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec.

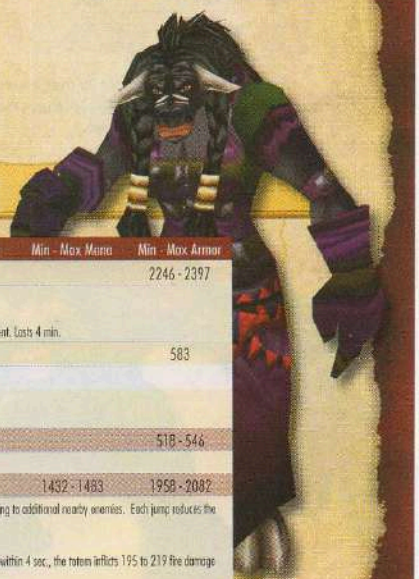
**Shrink:** Reduces nearby enemies' Strength by 1 and Stamina by 1 for 2 min.

**Tremor Totem:** Summons a Tremor Totem with 5 health at the feet of the caster that shakes the ground around it, removing Fear, Charm and Sleep effects from party members within 30 yards. Lasts 2 min.



## GRIMSON THE PALE

| | |
|---|---|
| Min - Max Lvl | 15 |
| Min - Max Dmg | 22 - 29 |
| Min - Max HPs | 328 |
| Min - Max Mana | |
| Min - Max Armor | 677 |



## GRIMTOTEM TAUREN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Grimtotem Bandit | 25 - 26 | 36 - 49 | 734 - 788 | | 1026 - 1061 |
| Nature Resistance: 65 | | | | | |
| **Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. **Kick**: Kicks an enemy for 7 - 8 damage, interrupting the spell being cast for 6 sec. | | | | | |
| Grimtotem Brute | 15 - 16 | 28 - 39 | 328 - 356 | | 677 - 713 |
| **Rushing Charge**: Increases the caster's movement speed by 75% for 3 sec, and causes it to inflict an additional 55 damage on its first attack. | | | | | |
| Grimtotem Geomancer | 25 - 27 | 31 - 44 | 590 - 665 | 1633 - 1812 | 557 - 596 |
| Nature Resistance: 65 | | | | | |
| **Flamestrike**: Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec. **Fireball**: Inflicts Fire damage to an enemy. **Slow**: Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec. | | | | | |
| Grimtotem Mercenary | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |
| **Pummel**: Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec. | | | | | |
| Grimtotem Naturalist | 41 - 42 | 55 - 77 | 1521 - 1585 | 1332 - 1381 | 1727 - 1841 |
| Nature Resistance: 65 | | | | | |
| **Bear Form**: Shapeshifts into a bear for 5 min., increasing armor and hit points, as well as allowing the use of various bear abilities. **Rejuvenation**: Heals an ally every 3 sec. for 12 sec. **Wrath**: Hurls a bolt of lightning at an enemy, inflicting Nature damage. **Maul**: Adds 65 - 66 damage to the next attack. **Demoralizing Roar**: Reduces the melee attack power of nearby enemies by 94 for 30 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Grimtotem Raider | 42 - 43 | 62 - 88 | 1981 - 2059 | | 2246 - 2397 |
| **Net**: Immobilizes an enemy for 6 sec. **Cleave**: A sweeping attack that does your weapon damage plus 5 to the target and his nearest ally. **Berserker Stance**: Assumes an aggressive stance that generates rage when the warrior strikes an opponent. Lasts 4 min. | | | | | |
| Grimtotem Reaver | 28 | 45 - 60 | 981 | | 583 |
| Nature Resistance: 65 | | | | | |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally. **Strike**: Strikes at an enemy, inflicting weapon damage plus 45 - 45. | | | | | |
| Grimtotem Ruffian | 14 - 15 | 20 - 29 | 300 - 328 | | 518 - 546 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Grimtotem Shaman | 43 - 44 | 62 - 89 | 1648 - 1711 | 1432 - 1483 | 1958 - 2082 |
| **Chain Lightning**: Hurls a lightning bolt at the enemy, dealing 286 to 321 Nature damage and then jumping to additional nearby enemies. Each jump reduces the damage by 30%. Affects 3 total targets. **Healing Wave**: Heals a friendly target for 755 to 870. **Fire Nova Totem**: Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 195 to 219 fire damage to enemies within 10 yd. | | | | | |
| Grimtotem Sorcerer | 15 - 16 | 19 - 27 | 285 - 307 | 790 - 856 | 363 - 383 |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage. **Rejuvenation**: Heals an ally every 3 sec. for 12 sec. | | | | | |
| Grimtotem Stormcaller | 26 - 27 | 34 - 47 | 684 - 724 | 693 - 732 | 887 - 916 |
| Nature Resistance: 65 | | | | | |
| **Healing Ward**: Summons a ward that lasts 30 sec. and periodically heals allies in an area around it. **Earth Shock**: Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec. | | | | | |

## GRIMUNGOUS



| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 330 - 438 |
| Min - Max HPs | 6645 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |

**War Stomp:** Inflicts normal damage plus 25 to nearby enemies, knocking them back and stunning them for 5 sec.

**Trample:** Inflicts normal damage plus 50 to nearby enemies.

## GROBBULUS

**Slime Stream:** Slime nearby targets

**Poison Cloud**

**Mutating Injection:** Injects a target with a mutagen that creates a poison cloud after 10 sec.

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 4393 - 5824 |
| Min - Max HPs | 2165150 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |





## GRISHNA ARAKKOA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Grishna Arakkoa | 68 | 214 - 301 | 5233 | 2991 | 4995 |
| Grishna Falconwing | 67 - 68 | 154 - 228 | 4428 - 4579 | | 5892 - 6192 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage.<br>**Grishna Kalir:** Summons 1 Grishna Kalir to accompany the caster until dismissed.<br>**Bestial Wrath:** Send your pet into a rage causing 50% additional damage for 18 sec. While enraged, the beast does not feel pity or remorse or fear and it cannot be stopped unless killed. | | | | | |
| Grishna Harbinger | 67 - 68 | 204 - 301 | 5060 - 5233 | 2933 - 2991 | 4755 - 4995 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Shriveling Gaze:** Reduces an enemy's Strength, slowly returning it to them over 20 sec. | | | | | |
| Grishna Matriarch | 68 | 278 - 392 | 6803 | 2991 | 4995 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Impending Doom:** Inflicts 2500 Shadow damage to target enemy after 30 sec.<br>**Shadow Mend:** Heals friendly target for 228 to 252. | | | | | |
| Grishna Raven | 67 - 68 | 132 - 195 | 3796 - 3925 | | 5892 - 6192 |
| Grishna Scarecrow | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Gushing Wound:** Inflicts Physical damage to an enemy every 5 sec. for 25 sec. Removed by any healing effect. | | | | | |

## GROL THE DESTROYER

| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 648 - 860 |
| Min - Max HPs | 22968 |
| Min - Max Mana | |
| Min - Max Armor | 3435 |



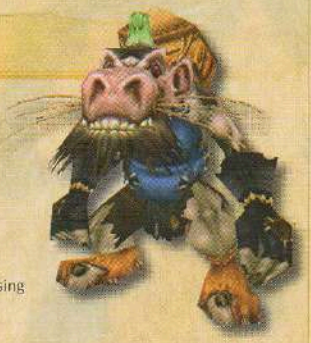
**Ground Smash:** Inflicts Physical damage to nearby enemies, stunning them for 3 sec.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Thrash:** Adds a chance to do two additional attacks

## GRIZLAK

| | |
|---|---|
| Min - Max Lvl | 15 |
| Min - Max Dmg | 20 - 27 |
| Min - Max HPs | 301 |
| Min - Max Mana | 326 |
| Min - Max Armor | 566 |



**Renew:** Heals the target for 99 over 15 sec.

**Power Word: Fortitude:** Power infuses the target, increasing their Stamina by 8 for 30 min.

## GRIZZLE



| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 530 - 703 |
| Min - Max HPs | 21339 |
| Min - Max Mana | |
| Min - Max Armor | 2499 |

Fire Resistance: 162, Nature Resistance: 162, Frost Resistance: 162, Shadow Resistance: 162, Arcane Resistance: 0162

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Ground Tremor:** Stuns nearby enemies, rendering them unable to move or attack for 2 sec.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 102 for 2 min.



## GRONN

| Name | Min-Max Lvl | Min - Max Dmg | Min-Max HPs | Min-Max Mana | Min-Max Armor |
|---|---|---|---|---|---|
| Gronn Priest | 72 | 8304-8707 | 236120 | 49635 | 5955 |
| **Heal; Renew:** Heals an ally every 3 sec. for 15 sec.; **Psychic Scream:** Lets out a psychic scream, causing up to 5 nearby enemies to flee for 4 sec. | | | | | |
| Mountain Gronn | 66 - 67 | 463-626 | 14496 - 14912 | | 5591-5892 |

## GRUBBIS

| | |
|---|---|
| Min - Max Lvl | 28 |
| Min - Max Dmg | 95 - 126 |
| Min - Max HPs | 4265 |
| Min - Max Mana | |
| Min - Max Armor | 1130 |



## GRUKLASH

| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 179 - 237 |
| Min - Max HPs | 3997 |
| Min - Max Mana | |
| Min - Max Armor | 3489 |

**Backhand:** Backhands an enemy, stunning it for 2 sec.

**Pummel:** Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 116 for 2 min.





## GRULLOC

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 1805 - 2553 |
| Min - Max HPs | 139720 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Crush Armor:** Bash at an enemy's armor, reducing it by 0 per Crush Armor. Can be applied up to 5 times. Lasts 30 sec.

**Grievous Wound:** A vicious attack that causes the target to bleed profusely until fully healed. Deals 750 damage every 2 seconds until fully healed.

**Burning Rage**



## GRUBTHOR

| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 100 - 132 |
| Min - Max HPs | 3876 |
| Min - Max Mana | |
| Min - Max Armor | 3435 |

**Trample:** Inflicts normal damage plus 58 to nearby enemies.

## GRUFF

| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 441 - 584 |
| Min - Max HPs | 13920 |
| Min - Max Mana | |
| Min - Max Armor | 3380 |



**Chained Bolt:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing Nature damage to each.

**Thunderclap:** Inflicts 72 to 76 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec.

## GRUNDIG DARKCLOUD

| | |
|---|---|
| Min - Max Lvl | 18 |
| Min - Max Dmg | 26 - 35 |
| Min - Max HPs | 417 |
| Min - Max Mana | |
| Min - Max Armor | 782 |



## GRUNTER

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 85 - 112 |
| Min - Max HPs | 2769 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |



**Rushing Charge:** Increases the caster's movement speed by 158% for 4 sec. and causes it to inflict an additional 500 damage on its first attack.

**Berserker Charge:** Charges at an enemy, knocking it back and inflicting normal damage plus 150.

**Tendon Rip:** Reduces an enemy's movement speed by 70% for 8 sec.

## GRUUL THE DRAGONKILLER

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 6904 - 9761 |
| Min - Max HPs | 3414600 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |



**Cave In:** Cause a shower of rocks and debris to pelt the targetted area.

**Reverberation:** Silences nearby enemies, preventing them from casting spells for 4 sec.

**Growth**

**Ground Slam**

**Shatter**

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Lair Brute | 72 | 7842 - 11090 | 295200 | | 7387 |

**Mortal Strike:** Inflicts 150% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.
**Charge:** Charges an enemy, inflicting normal damage and stuns the opponent for 2 sec.
**Cleave:** Inflicts weapon damage plus 100 to an enemy and its nearest allies, affecting up to 3 targets.

## GRUFF SWIFTBITE

| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 12 - 16 |
| Min - Max HPs | 247 |
| Min - Max Mana | |
| Min - Max Armor | 573 |



**Thrash:** Adds a chance to do two additional attacks

# GRYPHONS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Elwin Gryphon | 70 | 252 - 357 | 6986 | | 6792 |
| Razorbeak Gryphon | 43 - 45 | 67 - 100 | 2059 - 2218 | | 2397 - 2725 |
| **Rend Flesh**: Inflicts 55 - 58 damage to an enemy every 3 sec. for 12 sec. | | | | | |
| Razorbeak Skyherd | 46 - 48 | 77 - 107 | 2399 - 2578 | | 2780 - 2888 |
| **Rend Flesh**: Inflicts 59 - 62 damage to an enemy every 3 sec. for 12 sec.<br>**Wing Flop**: Strikes enemies in a cone in front of the caster, knocking them back. | | | | | |
| Snowy Gryphon | 70 | 252 - 357 | 6986 | | 6792 |
| Soaring Razorbeak | 40 - 42 | 56 - 83 | 1524 - 1651 | | 1964 - 2246 |
| **Rend Flesh**: Inflicts 51 - 54 damage to an enemy every 3 sec. for 12 sec. | | | | | |
| Spectral Gryphon | 60 | 104 - 138 | 3052 | | 3791 |
| Trained Razorbeak | 40 - 42 | 56 - 83 | 1829 - 1981 | | 1964 - 2246 |
| **Rend Flesh**: Inflicts 54 - 55 damage to an enemy every 3 sec. for 12 sec. | | | | | |
| Wild Gryphon | 40 | 56 - 74 | 1753 | | 1964 |



## GUARD FENGUS

| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 713 - 945 |
| Min - Max HPs | 23688 |
| Min - Max Mana | |
| Min - Max Armor | 3489 |



**Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.

**Shield Charge:** Charges an enemy, knocking it back and inflicting normal damage plus 150.

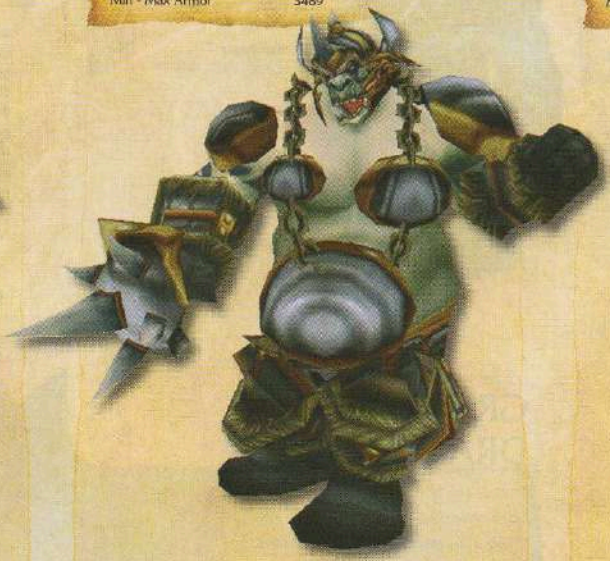
**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Strike:** Strikes at an enemy, inflicting increased melee damage.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 116 for 2 min.

## GUARD MOL'DAR

| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 713 - 945 |
| Min - Max HPs | 23688 |
| Min - Max Mana | |
| Min - Max Armor | 3489 |



**Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.

**Shield Charge:** Charges an enemy, knocking it back and inflicting normal damage plus 150.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Strike:** Strikes at an enemy, inflicting increased melee damage.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 116 for 2 min.

## GUARD SLIP'KIK

| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 713 - 945 |
| Min - Max HPs | 23688 |
| Min - Max Mana | |
| Min - Max Armor | 3489 |



**Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.

**Shield Charge:** Charges an enemy, knocking it back and inflicting normal damage plus 150.

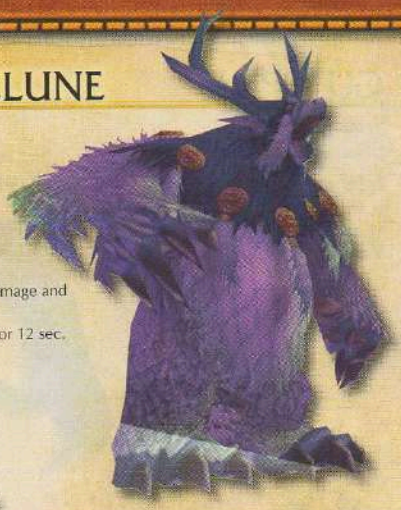
**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Strike:** Strikes at an enemy, inflicting increased melee damage.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 116 for 2 min.

## GUARDIAN OF ELUNE

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 97 - 128 |
| Min - Max HPs | 3297 |
| Min - Max Mana | 2434 |
| Min - Max Armor | 3075 |

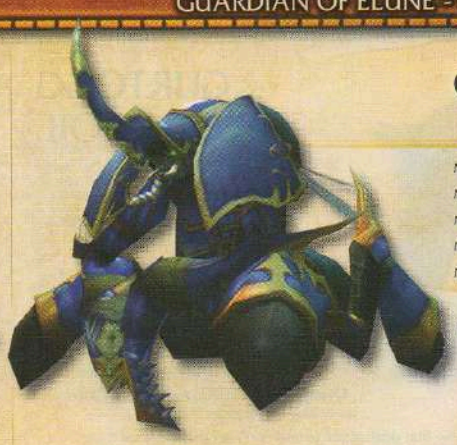


**Moonfire:** Burns the enemy for Arcane damage and inflicts additional damage over 12 sec.

**Rejuvenation:** Heals an ally every 3 sec. for 12 sec.

## GUARDIAN OF ICECROWN

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 2078 - 2758 |
| Min - Max HPs | 1526000 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



**Blood Tap**



## GUARDIAN OF THE EAGLE

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 357 - 505 |
| Min - Max HPs | 11488 |
| Min - Max Mana | 3231 |
| Min - Max Armor | 2912 |

Fire Resistance: 375, Nature Resistance: 375, Frost Resistance: 375, Shadow Resistance: 375, Arcane Resistance: 0375

**Wrath:** Hurls a bolt of lightning at an enemy, inflicting Nature damage.

**Starfire:** Causes 4500 to 5500 Arcane damage to the target.

## GUL'BOR

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 257 - 363 |
| Min - Max HPs | 7181 |
| Min - Max Mana | |
| Min - Max Armor | 7089 |



**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Glaive:** Throws a glaive at an enemy, inflicting Physical damage.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.

**Taunt:** Taunts the target to attack, but has no effect if the target is already attacking.

## GUARDIAN OF THE FALCON

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 219 - 310 |
| Min - Max HPs | 25135 |
| Min - Max Mana | 58656 |
| Min - Max Armor | 3577 |



**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Twisting Blast:** Pushes a close target away.

**Nether Vortex:** Pulls a target close.

**Shadow Nova:** Inflicts Shadow damage to nearby enemies.

**Mark of Anzu:** Curses the target for 30 sec, increasing magical damage taken by 10%.

**Hex:** Transforms an enemy into a frog, rendering it unable to attack or cast spells for 4 sec.

## GURN GRUBNOSH

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 441 - 620 |
| Min - Max HPs | 14234 |
| Min - Max Mana | |
| Min - Max Armor | 5892 |



**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Furious Rage**



## GUARDIAN OF THE HAWK

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 1027 - 1452 |
| Min - Max HPs | 50267 |
| Min - Max Mana | |
| Min - Max Armor | 21009 |

**Throw:** Throws a weapon at an enemy, inflicting Physical damage.

**Viper's Sting:** Stings the target, draining 960 mana over 20 sec. Only one Sting per Hunter can be active on any one target.

**Curse of Blood:** Increases the Physical damage taken by an enemy by 100% for 2 min.

**Death Hammer:** Throws a mallet at an enemy, inflicting Physical damage.

**Dispel Magic:** Dispels magic on an ally, removing 1 harmful spell.

## GUROK THE USURPER

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 979 - 1376 |
| Min - Max HPs | 25304 |
| Min - Max Mana | |
| Min - Max Armor | 5892 |



**Earth Shock:** Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec.

**Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 10 sec.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.



## GURTOGG BLOODBOIL

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 11949 - 16895 |
| Min - Max HPs | 5691000 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Arcing Smash:** Lashes out in a vicious arc, inflicting normal damage plus 125 to enemies in a cone in front of the caster.

**Eject:** Inflicts normal damage plus 1000 to an enemy and knocks it back.

**Bewildering Strike:** A powerful blow that deals damage and confuses the target for 8 sec.

**Fel-Acid Breath:** Inflicts 2850 to 3150 Nature damage and an additional 2750 damage every 5 sec. to enemies in a cone in front of the caster. Lasts 20 sec.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Bloodboil:** Causes the target's blood to boil, dealing 600 damage every 1 sec for 24 sec.

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.

## GUTSPILL

| | |
|---|---|
| Min - Max Lvl | 32 |
| Min - Max Dmg | 42 - 55 |
| Min - Max HPs | 977 |
| Min - Max Mana | 935 |
| Min - Max Armor | 1063 |

**Tainted Howl:** Gives nearby allies 35% chance to poison an enemy on hit. Lasts 2 min.





## GURUBASHI TROLLS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Gurubashi Axe Thrower | 60 | 416 - 552 | 21364 | | 3791 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage. **Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 118 for 2 min. **Axe Flurry:** Attacks nearby enemies in a flurry of axes that lasts 10 sec. | | | | | |
| Gurubashi Bat Rider | 61 | 1058 - 1403 | 31440 | | 4091 |
| **Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 488 for 30 sec. **Battle Command:** Increases the attack speed of nearby allies by 50% for 6 sec. **Infected Bite:** Inflicts Nature damage to an enemy every 10 sec. and increases the Physical damage it takes for 3 min. **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Gurubashi Berserker | 62 | 1510 - 2004 | 48555 | | 4391 |
| **Intimidating Roar:** Roars at an enemy, paralyzing it with terror for 8 sec. and causing all other nearby enemies to flee in fear. **Knock Away:** Inflicts normal damage plus 30 to nearby enemies and knocks them back. **Thunderclap:** Inflicts 197 to 205 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec. **Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 122 for 2 min. | | | | | |
| Gurubashi Blood Drinker | 60 | 935 - 1241 | 18312 | | 3791 |
| **Blood Leech:** Drains 263 to 337 health from nearby enemies, healing the caster for up to three times the amount stolen. **Drain Life:** Drains 5000 health from an enemy over 5 sec., transferring it to the caster. | | | | | |
| Gurubashi Champion | 61 | 741 - 982 | 31440 | | 4091 |
| **Berserker Charge:** Charges at an enemy, knocking it back and inflicting normal damage plus 300. **Battle Shout:** Increases the melee attack power of nearby party members by 200 for 20 sec. **Shield Slam:** Inflicts 342 damage to an enemy, stunning it for 2 sec. **Strike:** Strikes at an enemy, inflicting increased melee damage. | | | | | |
| Gurubashi Headhunter | 60 | 520 - 689 | 21364 | | 3791 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage. **Whirling Trip:** Inflicts normal damage plus 50 to nearby enemies. **Impale:** Inflicts Physical damage to an enemy every 2 sec. for 10 sec. **Mortal Strike:** Inflicts 300% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec. | | | | | |
| Gurubashi Prisoner | 60 | 104 - 138 | 3052 | | 3791 |
| Gurubashi Warrior | 54 - 55 | 322 - 437 | 7599 - 7842 | | 3216 - 3271 |
| **Knockdown:** Inflicts 111 to 129 damage to an enemy, stunning it for 2 sec. **Enrage:** Increases the Physical damage dealt by the caster by 54 - 55 and speeds its attacks by 30% for 5 sec. | | | | | |

## GUZZLING PATRON

| | |
|---|---|
| Min - Max Lvl | 48 - 52 |
| Min - Max Dmg | 111 - 161 |
| Min - Max HPs | 1443 - 1660 |
| Min - Max Mana | 4140 - 4650 |
| Min - Max Armor | 1462 - 1574 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Curse of Agony:** Curses an enemy with agony, inflicting Shadow damage every 3 sec. over 30 sec. Only one curse per warlock can be active on any one target.

## GYTH

**Freeze:** Sends out an ice blast that stuns and damages enemies in a cone in front of the caster, then inflicts additional Frost damage every 3 sec. for 10 sec.

**Flame Breath:** Inflicts 1240 - 1240 Fire damage to enemies in a cone in front of the caster.

**Corrosive Acid Breath:** Shoots a cloud of acidic breath at enemies in a cone in front of the caster, reducing their armor and inflicting Nature damage every 5 sec. for 30 sec.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 539 - 716 |
| Min - Max HPs | 32370 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

Fire Resistance: 210, Nature Resistance: 210, Frost Resistance: 210, Shadow Resistance: 210, Arcane Resistance: 210





## HAAL'ESHI ARAKKOA

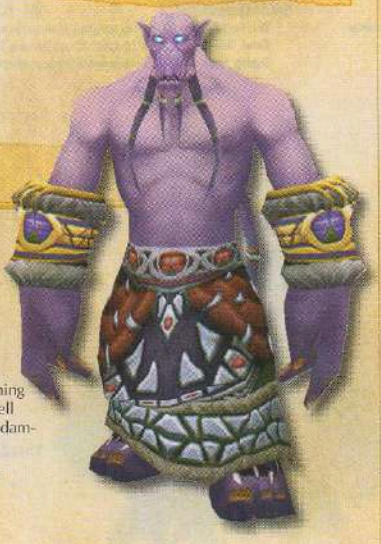
| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Haal'eshi Talonguard | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Haal'eshi Windwalker | 62 - 63 | 160 - 234 | 4274 - 4422 | 2568 - 2620 | 3555 - 3795 |

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.
**Hurricane:** Creates a violent storm in the target area causing 25 Nature damage to enemies every 1 sec, and increasing the time between the attacks of enemies by 67%. Lasts 10 sec.



## HAHK'ZOR

| | |
|---|---|
| Min - Max Lvl | 54 |
| Min - Max Dmg | 92 - 122 |
| Min - Max HPs | 3293 |
| Min - Max Mana | |
| Min - Max Armor | 3216 |



## HAALUM

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 216 - 304 |
| Min - Max HPs | 4890 |
| Min - Max Mana | 7196 |
| Min - Max Armor | 3427 |

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target.
**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.



## HAI'SHULUD

| | |
|---|---|
| Min - Max Lvl | 65 - 66 |
| Min - Max Dmg | 902 - 1327 |
| Min - Max HPs | 35484 - 36696 |
| Min - Max Mana | |
| Min - Max Armor | 5291 - 5591 |

**Poison:** Hurls poison at an enemy, inflicting Nature damage.
**Bore:** Reduces an enemy's armor by 50% for 20 sec.



## HAARKA THE RAVENOUS

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 85 - 112 |
| Min - Max HPs | 2769 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |

**Thrash:** Gives the caster 2 extra attacks.
**Sunder Armor:** Hacks at an enemy's armor, reducing it by 588 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.



## HAKKAR

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 4089 - 5413 |
| Min - Max HPs | 1079325 |
| Min - Max Mana | 262000 |
| Min - Max Armor | 3795 |

**Cause Insanity:** Drives an enemy target temporarily insane, speeding its attacks by 100% and its movement by 150%, as well as causing it to attack its own allies for 10 sec.
**Aspect of Jeklik:** Inflicts normal damage plus 1313 to 1687 on nearby enemies, preventing them from spellcasting for 5 sec.
**Aspect of Venoxis:** Spits poison at nearby enemies, inflicting Nature damage, then additional damage every 2 sec. for 10 sec.
**Corrupted Blood:** Deals 200 damage every 2 sec.
**Aspect of Mar'li:** Stunned.
**Aspect of Thekal:** Attack speed increased by 150%.
**Aspect of Arlokk:** Stunned.



## HAGG TAURENBANE

| | |
|---|---|
| Min - Max Lvl | 26 |
| Min - Max Dmg | 85 - 112 |
| Min - Max HPs | 2250 |
| Min - Max Mana | |
| Min - Max Armor | 1061 |

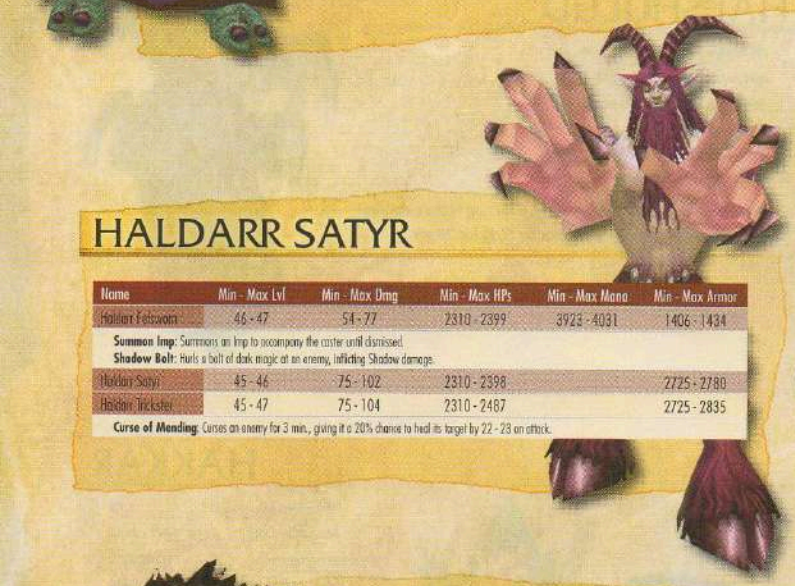
**Battle Stance:** Assumes a balanced combat stance that generates rage, as well as when the warrior strikes an opponent. Lasts Until Cancelled.
**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.
**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.
**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 52 for 30 sec.

# HAKKARI TROLLS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Hakkari Blood Priest | 61 | 591 - 782 | 15090 | 12430 | 3316 |
| **Blood Funnel**<br>**Dispel Magic**: Dispels magic on an ally, removing 1 harmful spell.<br>**Drain Life**: Drains 1500 health from an enemy over 5 sec., transferring it to the caster. | | | | | |
| Hakkari Bloodkeeper | 49 | 230 - 305 | 5985 | 1750 | 2389 |
| Frost Resistance: 125<br>**Corruption**: Corrupts the target, causing 486 Shadow damage over 18 sec.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Hakkari Frostwing | 48 - 49 | 225 - 305 | 4950 - 5130 | 1695 - 1750 | 2344 - 2389 |
| Frost Resistance: 125<br>**Swoop**: Inflicts normal damage plus 63 - 64 to enemies in a cone in front of the caster, stunning them for 2 sec.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.<br>**Frostbolt Volley**: Inflicts 226 to 240 Frost damage to nearby enemies, reducing their movement speed by 50% for 8 sec. | | | | | |
| Hakkari Minion | 45 - 46 | 102 - 138 | 1848 - 1919 | | 2725 - 2780 |
| Hakkari Oracle | 55 - 56 | 349 - 472 | 6273 - 6477 | 6351 - 6489 | 2654 - 2699 |
| **Healing Wave**: Calls upon Nature magic to heal an ally.<br>**Chain Lightning**: Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell effects up to 3 targets, causing Nature damage to each.<br>**Earth Shock**: Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Hakkari Priest | 60 | 484 - 641 | 17094 | 12170 | 3075 |
| **Psychic Scream**: Lets out a psychic scream, causing up to 5 nearby enemies to flee for 6 sec.<br>**Anti-Magic Shield**: Creates an anti-magic shell around the caster, giving it magic immunity for 8 sec.<br>**Cleanse Nova**: Causes an explosion of divine light, inflicting 1 Holy damage to nearby enemies and reducing the caster's threat level for until cancelled.<br>**Heal**: Calls upon Holy magic to heal an ally. | | | | | |
| Hakkari Sapper | 48 - 49 | 225 - 306 | 4950 - 5130 | 1695 - 1750 | 2344 - 2389 |
| **Wing Flap**: Strikes enemies in a cone in front of the caster, knocking them back.<br>**Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |
| Hakkari Shadow Hunter | 61 | 591 - 782 | 25150 | 14916 | 3316 |
| **Multi-Shot**: Fires a volley of missiles at an enemy and its nearby allies, striking up to 5 targets for normal damage plus 305.<br>**Wyvern Sting**: A stinging shot that puts the target to sleep for 12 sec. Any damage will cancel the effect. When the target wakes up, the Sting causes 1314 - 1686 Nature damage over 12 sec.<br>**Volley**: Continuously fires a volley of ammo at the target area, causing 300 Arcane damage to enemy targets within 8 yards every second for 6 sec.<br>**Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| Hakkari Shadowcaster | 61 | 788 - 1043 | 25150 | 14916 | 3316 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Shadow Bolt Volley**: Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.<br>**Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |
| Hakkari Witch Doctor | 60 | 581 - 769 | 24420 | 12170 | 3075 |
| **Hex**: Transforms an enemy into a frog, rendering it unable to attack or cast spells for 5 sec.<br>**Shrink**: Reduces nearby enemies' Strength by 200 and Stamina by 100 for 2 min.<br>**Shadow Shock**: Instantly lashes an enemy with dark magic, inflicting Shadow damage. | | | | | |



# HALDARR SATYR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Haldarr Felsworn | 46 - 47 | 54 - 77 | 2310 - 2399 | 3923 - 4031 | 1406 - 1434 |
| **Summon Imp**: Summons an imp to accompany the caster until dismissed.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Haldarr Satyr | 45 - 46 | 75 - 102 | 2310 - 2398 | | 2725 - 2780 |
| Haldarr Trickster | 45 - 47 | 75 - 104 | 2310 - 2487 | | 2725 - 2835 |
| **Curse of Mending**: Curses an enemy for 3 min., giving it a 20% chance to heal its target by 22 - 23 on attack. | | | | | |



# HAMMERSPINE

| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 22 - 29 |
| Min - Max HPs | 321 |
| Min - Max Mana | |
| Min - Max Armor | 573 |

**Thrash:** Adds a chance to do two additional attacks



# HALYCON

| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 364 - 483 |
| Min - Max HPs | 23688 |
| Min - Max Mana | |
| Min - Max Armor | 3489 |

**Thrash:** Gives the caster 2 extra attacks.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

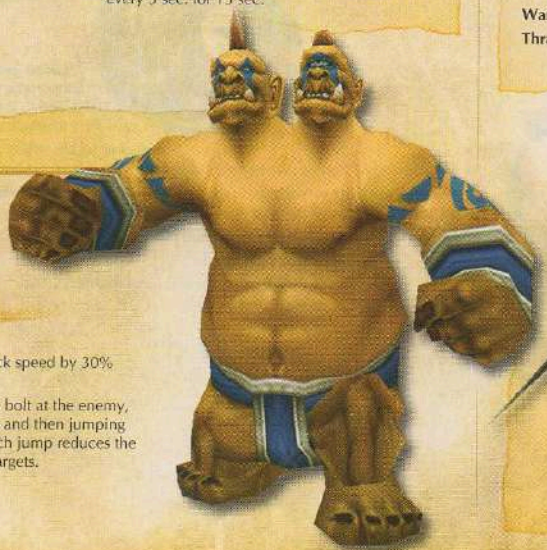
# HARB FOULMOUNTAIN

| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 44 - 59 |
| Min - Max HPs | 920 |
| Min - Max Mana | |
| Min - Max Armor | 566 |
| Nature Resistance: 65 | |

**War Stomp:** Knocks nearby enemies back.

**Thrash:** Gives the caster 2 extra attacks.





# HAMHOCK

| | |
|---|---|
| Min - Max Lvl | 25 |
| Min - Max Dmg | 83 - 111 |
| Min - Max HPs | 1830 |
| Min - Max Mana | 655 |
| Min - Max Armor | 858 |

**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec.

**Chain Lightning:** Hurls a lightning bolt at the enemy, dealing 191 - 217 Nature damage and then jumping to additional nearby enemies. Each jump reduces the damage by 30%. Affects 3 total targets.

# HARBINGER OF THE RAVEN

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 231 - 325 |
| Min - Max HPs | 6542 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |





## HARBINGER SARONEN

| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 242 - 341 |
| Min - Max HPs | 6761 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |

**Heroic Strike:** A strong attack that increases melee damage by 20 to 24 and causes a high amount of threat.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 10 for 30 sec.



## HARVEST GOLEMS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Harvest Golem | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |
| Harvest Reaper | 17 - 18 | 25 - 35 | 386 - 417 | | 748 - 782 |
| **Wide Slash:** Inflicts normal damage plus 12 - 13 to enemies in a cone in front of the caster. | | | | | |
| Harvest Watcher | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |
| Rusty Harvest Golem | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Tetanus:** Reduces an enemy's Stamina by 2 for 20 min. | | | | | |



## HARBINGER SKYRISS

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 969 - 1370 |
| Min - Max HPs | 17709 |
| Min - Max Mana | 33090 |
| Min - Max Armor | 5954 |



## HASTINGS

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



## HATE'REL

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 350 - 464 |
| Min - Max HPs | 9409 |
| Min - Max Mana | 10585 |
| Min - Max Armor | 2654 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage.

**Strike:** Strikes at an enemy, inflicting increased melee damage.

**Shadow Shield:** Surrounds the caster with a shield woven of Shadow magic. The shield lasts 30 sec., absorbs up to 550 Physical or magical damage, and inflicts 27 damage to melee attackers.

**Flurry:** Increases your attack speed by 30% for your next 3 swings after dealing a critical strike.



## HAREN SWIFTHOOF

| | |
|---|---|
| Min-Max Lvl | 19 - 21 |
| Min - Max Dmg | 47 - 68 |
| Min-Max HPs | 1347 - 1563 |
| Min-Max Mana | |
| Min-Max Armor | 817 - 888 |



## HARRAM

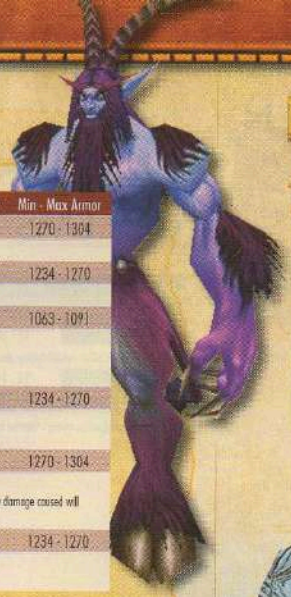
| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 104 - 138 |
| Min - Max HPs | 3662 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



## HATECREST NAGA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Hatecrest Myrmidon | 43 - 44 | 73 - 105 | 2317 - 2406 | | 2397 - 2557 |
| **Net:** Immobilizes an enemy for 6 sec. | | | | | |
| Hatecrest Screamer | 41 - 42 | 55 - 77 | 1522 - 1585 | 1332 - 1381 | 1722 - 1841 |
| **Sonic Burst:** Inflicts normal damage plus 105 - 106 on nearby enemies, preventing them from spellcasting for 6 sec. **Renew:** Heals the target for 400 over 15 sec. | | | | | |
| Hatecrest Serpent Guard | 44 - 45 | 67 - 93 | 1711 - 1774 | 1483 - 1534 | 2082 - 2211 |
| **Frost Shock:** Instantly shocks the target with frost, causing 215 to 230 Frost damage and slowing movement speed by 50%. Lasts 8 sec. Causes a high amount of threat. | | | | | |
| Hatecrest Siren | 42 - 43 | 58 - 82 | 1585 - 1648 | 1381 - 1432 | 1841 - 1958 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Hatecrest Sorceress | 43 - 44 | 47 - 70 | 1441 - 1496 | 3575 - 3680 | 1234 - 1304 |
| **Blizzard:** Ice shards pelt the target area doing Frost damage over 8 sec. **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| Hatecrest Warrior | 42 - 43 | 62 - 88 | 1981 - 2059 | | 3342 - 3568 |
| **Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. **Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min. | | | | | |
| Hatecrest Wave Rider | 41 - 42 | 59 - 83 | 1902 - 1981 | | 2101 - 2246 |
| **Geyser:** Knocks nearby enemies back and reduces their movement speed by 50% for 5 sec. | | | | | |

## HATEFURY SATYR



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Hatefury Betrayer | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |
| **Enrage** | | | | | |
| Hatefury Felsworn | 31 - 32 | 44 - 60 | 1107 - 1163 | | 1234 - 1270 |
| **Enrage** | | | | | |
| Hatefury Hellcaller | 32 - 33 | 42 - 57 | 977 - 1021 | 935 - 963 | 1063 - 1091 |
| **Immolate:** Burns the enemy for 52 - 53 Fire damage and then an additional 90 Fire damage over 15 sec. **Rain of Fire:** Calls down a fiery rain to burn enemies in the area of affect for 172 - 176 Fire damage over 8 sec. **Enrage** | | | | | |
| Hatefury Rogue | 31 - 32 | 44 - 60 | 1107 - 1163 | | 1234 - 1270 |
| **Hide:** Puts the caster in stealth mode. Lasts until cancelled. **Enrage** | | | | | |
| Hatefury Shadowstalker | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |
| **Exploit Weakness:** Inflicts normal damage plus 63 to 67 on an enemy, but only if attacking from behind. **Gouge:** Causes 32 damage, incapacitating the opponent for 4 sec, and turns off your attack. Target must be facing you. Any damage caused will revive the target. Enrage | | | | | |
| Hatefury Trickster | 31 - 32 | 44 - 60 | 1107 - 1163 | | 1234 - 1270 |
| **Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec. **Enrage** | | | | | |

## HAWK SPIRIT

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 1161 - 1642 |
| Min - Max HPs | 20958 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |





## HAWKBANE

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 656 - 928 |
| Min - Max HPs | 34930 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Rip:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

## HATHYSS THE WICKED

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 186 - 260 |
| Min - Max HPs | 5677 |
| Min - Max Mana | 2790 |
| Min - Max Armor | 4275 |



**Rain of Chaos:** Calls down a molten rain, burning all enemies in a selected area for 36 Fire damage every 3 sec. for 9 sec.

## HAZZA'RAH



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2300 - 3045 |
| Min - Max HPs | 266500 |
| Min - Max Mana | 5240 |
| Min - Max Armor | 3795 |

**Sleep:** Puts nearby enemies to sleep for up to 6 sec. Any damage caused will awaken them.

**Chain Burn:** Hits an enemy with an anti-mana bolt that arcs to another nearby enemy. For each point of mana consumed by the bolt, the target takes .5 damage. The spell affects up to 3 targets.

**Earth Shock:** Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 4 sec.

## HAUTEUR



| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 13 - 15 |
| Min - Max HPs | 223 |
| Min - Max Mana | 191 |
| Min - Max Armor | 426 |

**Fire Shield:** Surrounds an ally with a shield of flame that inflicts 5 Fire damage to nearby enemies every 3 sec. Lasts 1 min.

**Flame Shock:** Instantly sears the target with fire, causing 21 Fire damage immediately and 27 Fire damage over 12 sec.

| Name | Min-Max Lvl | Min - Max Dmg | Min-Max HPs | Min-Max Mana | Min-Max Armor |
|---|---|---|---|---|---|
| Hauteur Reborn | 12 | 17-19 | 276 | 249 | 479 |

**Fire Shield:** Surrounds an ally with a shield of flame that inflicts 5 Fire damage to nearby enemies every 3 sec. Lasts 1 min.

**Flame Shock:** Instantly sears the target with fire, causing 21 Fire damage immediately and 27 Fire damage over 12 sec.



## HAZZALI HIVE

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Hazzali Scratcher | 49 - 50 | 83 - 112 | 2672 - 2769 | | 2944 - 2999 |
| **Arcing Smash:** Lashes out in a vicious arc, inflicting damage to enemies in a cone in front of the caster. | | | | | |
| Hazzali Stinger | 49 - 50 | 83 - 112 | 2672 - 2769 | | 2944 - 2999 |
| **Venom Sting:** Inflicts 157 Nature damage to an enemy, then an additional 11 - 12 damage every 5 sec. for 45 sec. | | | | | |
| Hazzali Swarmer | 49 - 50 | 83 - 112 | 2672 - 2769 | | 2944 - 2999 |
| **Silithid Swarm:** Summons 1 Silithid Swarm to accompany the caster until dismissed. | | | | | |
| Hazzali Tunneler | 48 - 49 | 81 - 110 | 2578 - 2672 | | 2888 - 2944 |
| **Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Hazzali Wasp | 47 - 48 | 79 - 107 | 2488 - 2578 | | 2835 - 2888 |
| **Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Hazzali Worker | 47 - 48 | 79 - 107 | 2835 - 2888 | | 2835 - 2888 |

# HAZZAS

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 296 - 393 |
| Min - Max HPs | 11075 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |



**Wing Flap:** Strikes enemies in a cone in front of the caster, knocking them back.

**Acid Breath:** Inflicts 255 Nature damage and an additional 16 damage every 5 sec. to enemies in a cone in front of the caster. Lasts 45 sec.





# HEARTRAZOR

| | |
|---|---|
| Min - Max Lvl | 32 |
| Min - Max Dmg | 105 - 140 |
| Min - Max HPs | 3171 |
| Min - Max Mana | |
| Min - Max Armor | 1270 |

**Lethal Toxin:** Inflicts 42 Nature damage to an enemy every 15 sec. for 3 min.

# HEATHEN GUARD

| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 544 - 768 / 738 - 1044 |
| Min - Max HPs | 8451 / 11789 |
| Min - Max Mana | |
| Min - Max Armor | 6492 / 6792 |



**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Bloodthirst:** Instantly attack the target causing 120% of normal weapon damage. In addition, the next 5 successful melee attacks will restore 238 to 262 health. This effect lasts 10 sec.

**Enrage:** Physical damage dealt is increased by 69. Attack speed increased by 30%.

# HEARTHSINGER FORRESTEN

| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 392 - 519 |
| Min - Max HPs | 6960 |
| Min - Max Mana | |
| Min - Max Armor | 3380 |

Fire Resistance: 171, Nature Resistance: 171, Frost Resistance: 171, Shadow Resistance: 171, Arcane Resistance: 171



**Enchanting Lullaby:** Lulls an enemy to sleep for up to 10 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 230 for 30 sec.

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Multi-Shot:** Fires a volley of missiles at an enemy and its allies, striking up to 3 targets for normal damage plus 142 - 143.



# HED'MUSH THE ROTTING

| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 122 - 162 |
| Min - Max HPs | 3758 |
| Min - Max Mana | |
| Min - Max Armor | 3380 |

**Mighty Blow:** Inflicts normal damage plus 99 to an enemy, knocking it back.

**Disease Cloud**



# HEDRUM THE CREEPER

| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 583 - 774 |
| Min - Max HPs | 20154 |
| Min - Max Mana | |
| Min - Max Armor | 3108 |

**Baneful Poison:** Inflicts 510 to 690 Nature damage and an additional 88 damage every 5 sec. to nearby enemies for 2 min.

**Web Explosion:** Immobilizes nearby enemies for 10 sec.

**Paralyzing Poison:** Stuns an enemy, rendering it unable to move or attack for 8 sec.

# HEIGAN THE UNCLEAN

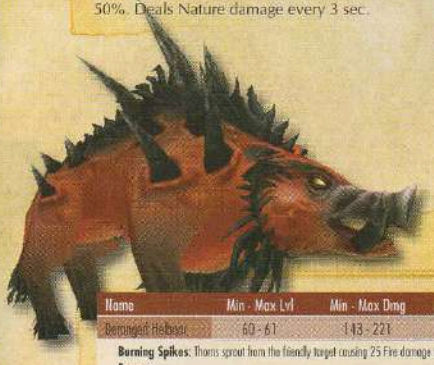


| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 5492 - 7281 |
| Min - Max HPs | 1832050 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes 100 damage.

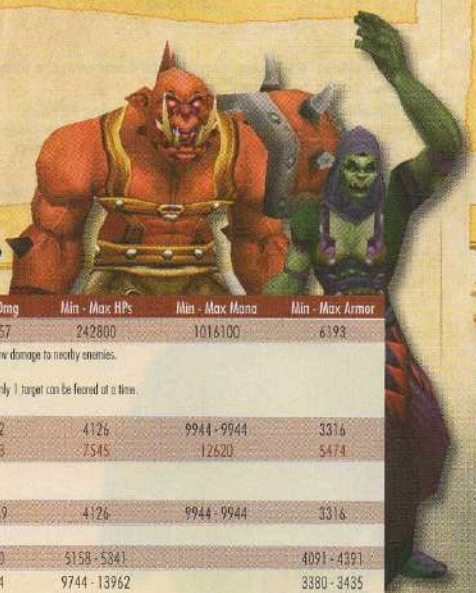
**Decrepit Fever:** Maximum health reduced by 50%. Deals Nature damage every 3 sec.

# HELBOARS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Damaged Helboar | 60 - 61 | 143 - 221 | 4979 - 5158 | | 3791 - 4091 |
| **Burning Spikes:** Thorns sprout from the friendly target causing 25 Fire damage to attackers when hit. Lasts Until Cancelled.<br>**Enrage** | | | | | |
| Helboar | 52 - 53 | 88 - 139 | 2727 - 2821 | | 3108 - 3163 |
| Fire Resistance: 106<br>**Fire Nova:** Inflicts Fire damage to nearby enemies.<br>**Rushing Charge:** Increases the caster's movement speed by 111 - 112% for 3 sec. and causes it to inflict an additional 163 - 166 damage on its first attack. | | | | | |
| Hulking Helboar | 61 - 62 | 159 - 240 | 5158 - 5341 | | 4091 - 4391 |
| **Burning Spikes:** Thorns sprout from the friendly target causing 25 - 26 Fire damage to attackers when hit. Lasts Until Cancelled.<br>**Hulk:** Increases the Physical damage dealt by the caster by 10% for Until Cancelled. Can stack 2 times for a total of 20% damage dealt. | | | | | |
| Starving Helboar | 58 - 59 | 115 - 165 | 3989 - 4142 | | 3435 - 3489 |
| **Burning Spikes:** Thorns sprout from the friendly target causing 24 Fire damage to attackers when hit. Lasts Until Cancelled. | | | | | |

# HELLFIRE ORCS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Hellfire Chancellor | 73 | 4926 - 6957 | 242800 | 1016100 | 6393 |
| **Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.<br>**Dark Mending:** Heals an ally with dark magic.<br>**Fear:** Strikes fear in an enemy, causing it to flee in terror for 6 sec. Only 1 target can be feared at a time.<br>**Soul Transfer** | | | | | |
| Hellfire Familiar | 61 | 189 - 262<br>292 - 413 | 4126<br>7545 | 9944 - 9944<br>12620 | 3316<br>5474 |
| **Fireball:** Inflicts Fire damage to an enemy.<br>**Fire Blast:** Inflicts Fire damage to an enemy. | | | | | |
| Hellfire Imp | 61 | 909 - 1259 | 4126 | 9944 - 9944 | 3316 |
| **Fireball:** Inflicts Fire damage to an enemy. | | | | | |
| Hellfire Lieutenant | 61 - 62 | 159 - 240 | 5158 - 5341 | | 4091 - 4391 |
| Hellfire Sentry | 57 - 58<br>69 - 70 | 326 - 514<br>935 - 1381 | 9744 - 13962<br>31946 - 33009 | | 3380 - 3435<br>6492 - 6792 |
| **Kidney Shot:** Finishing move that stuns the target.<br>**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Hellfire Warder | 72<br>69 | 5335 - 7537<br>725 - 1051 | 188896<br>22363 | 99270<br>7031 | 5954<br>3277 |
| **Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.<br>**Fear:** Strikes fear in an enemy, causing it to flee in terror for 6 sec. Only 1 target can be feared at a time.<br>**Shadow Burst:** Let forth a burst of energy knocking all nearby enemies back, dealing 1600 to 2400 Shadow damage and removing all threat.<br>**Death Coil:** Causes the enemy target to run in horror for 3 sec and causes 1313 to 1687 Shadow damage. The caster gains 100% of the damage caused in health. | | | | | |
| Hellfire Watcher | 59 | 284 - 400 | 10146 | 5598 | 1770 |
| **Renew:** Heals an ally for 341 - 342 damage every 3 sec. for 20 sec.<br>**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow (399 - 400 on Heroic) damage to an enemy every 3 sec. for 18 sec.<br>**Heal:** Calls upon Holy magic to heal an ally. | | | | | |
| Hellfire Wolf Rider | 60 | 208 - 276 | 9156 | | 3791 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Slice and Dice:** Increases the caster's attack speed by 30% for 8 sec.<br>**Enrage**<br>**Deathblow:** A last ditch attack that deals weapon damage and wounds the target, reducing healing effects received by 50% and inflicting Physical damage every 3 sec. Lasts 9 sec. | | | | | |

# HEMATHION

**Flame Breath:** Inflicts 324 to 376 Fire damage to enemies in a cone in front of the caster.

**Terrifying Roar:** Causes nearby enemies to flee in fear for 5 sec.

**Devour:** Attempts to consume a wounded enemy, inflicting normal damage plus 200 and healing the caster. Devour can only be used on enemies that have 20% or less health.

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 1846 - 2602 |
| Min - Max HPs | 98130 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |



# HEMATOS



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 520 - 689 |
| Min - Max HPs | 15260 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Flame Breath:** Inflicts 600 Fire damage to enemies in a cone in front of the caster.

# HEMATUS

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 313 - 415 |
| Min - Max HPs | 13290 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |

**Flame Buffet:** Inflicts 74 - 79 Fire damage to an enemy and increases the Fire damage it takes by 79 for 45 sec.



# HEROD

| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 243 - 280 |
| Min - Max HPs | 10688 |
| Min - Max Mana | |
| Min - Max Armor | 1593 |

**Rushing Charge:** Increases the caster's movement speed by 132% for 4 sec. and causes it to inflict an additional 370 - 370 damage on its first attack.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 72 for 2 min.

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 10 sec., inflicting weapon damage every 2 sec. Grants the caster temporary magic immunity.





# HETAERA

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 94 - 125 |
| Min - Max HPs | 3921 |
| Min - Max Mana | |
| Min - Max Armor | 3271 |

**Thrash:** Gives the caster 2 extra attacks.

**Infected Bite:** Inflicts 15 Nature damage to an enemy every 10 sec. and increases the Physical damage it takes by 5 for 3 min.



# HEZRUL BLOODMARK

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 28 - 37 |
| Min - Max HPs | 449 |
| Min - Max Mana | |
| Min - Max Armor | 817 |

**Blood Leech:** Drains 21 health from an enemy, transferring it to the caster.



## HIGH ASTROMANCER SOLARIAN



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 6157 - 8696 |
| Min - Max HPs | 3035000 |
| Min - Max Mana | 254025 |
| Min - Max Armor | 6193 |

**Wrath of the Astromancer:** Infuses an enemy with Arcane power, causing them to harm nearby allies for 5400 to 6600 Arcane damage after 6 sec.

**Blinding Light:** Inflicts 2280 - 2520 Arcane damage to all enemies.

**Arcane Missiles:** Launches magical missiles at an enemy, inflicting damage each second for 3 sec.

## HIGH CHIEF WINTERFALL

| | |
|---|---|
| Min - Max Lvl | 59 - 59 |
| Min - Max Dmg | 133 - 176 |
| Min - Max HPs | 3554 |
| Min - Max Mana | 2369 - 2369 |
| Min - Max Armor | 2832 - 2832 |



**Blizzard:** Calls down a blizzard that lasts 10 sec., inflicting 236 - 236 Frost damage every 2 sec. to all enemies in a selected area.

**Maul:** Adds 92 - 92 damage to the next attack.

**Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.

## HIGH INQUISITOR FAIRBANKS



| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 149 - 197 |
| Min - Max HPs | 6130 |
| Min - Max Mana | 2566 |
| Min - Max Armor | 1619 |

**Dispel Magic:** Dispels magic on the target, removing 1 harmful spell from an ally or 1 beneficial spell from an enemy.

**Sleep:** Puts nearby enemies to sleep for up to 10 sec. Any damage caused will awaken them.

**Curse of Blood:** Increases the Physical damage taken by an enemy by 20 for 2 min.

**Fear:** Strikes fear in an enemy, causing it to flee in terror for up to 8 sec. Only 1 target can be feared at a time.

**Invisibility Detection**

**Heal:** Calls upon Holy magic to heal an ally.

**Power Word: Shield:** Wraps the caster in a shield that lasts up to 30 sec., absorbing a maximum of 726 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks.

## HIGH BOTANIST FREYWINN



| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1413 - 1997 |
| Min - Max HPs | 92972 |
| Min - Max Mana | 49635 |
| Min - Max Armor | 5954 |

**Summon Frayer Protector:** Summons 3 Frayer Protectors to accompany the caster for 45 sec..

**Tree Form:** Turns the caster into a tree for 45 sec. While in this form the caster is immune to damage.

**Tranquility:** Regenerates all nearby friendly targets for 925 to 1075 every 2 seconds for 45 sec. Channeled.

## HIGH GENERAL ABBENDIS



| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 213 - 282 |
| Min - Max HPs | 8292 |
| Min - Max Mana | 4738 |
| Min - Max Armor | 2832 |

**Battle Shout:** Increases the melee attack power of nearby party members by 236 for 2 min.

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 118 for 30 sec.

**Holy Strike:** Consecrates the caster's weapon, inflicting 326 additional damage on its next attack. All damage inflicted is based on Holy magic.

## HIGH INQUISITOR WHITEMANE



| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 124 - 143 |
| Min - Max HPs | 4904 |
| Min - Max Mana | 6415 |
| Min - Max Armor | 1619 |

**Power Word: Shield:** Wraps an ally in a shield that lasts up to 30 sec., absorbing a maximum of 410 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks.

**Dominate Mind:** Takes control of a humanoid enemy up to level 55 for 15 sec.

**Holy Smite:** Smites an enemy, inflicting Holy damage.

**Deep Sleep:** Puts nearby enemies to sleep for up to 10 sec. Any damage caused will awaken them.

**Heal:** Calls upon Holy magic to heal an ally.

## HIGH CHIEF BRISTLELIMB



| | |
|---|---|
| Min - Max Lvl | 13 |
| Min - Max Dmg | 18 - 24 |
| Min - Max HPs | 273 |
| Min - Max Mana | |
| Min - Max Armor | 608 |

**Demoralizing Roar:** Reduces the melee attack power of nearby enemies by 58 for 30 sec.

**Maul:** Adds 23 damage to the next attack.

## HIGH INTERROGATOR GERSTAHN



| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 271 - 359 |
| Min - Max HPs | 9485 |
| Min - Max Mana | 9615 |
| Min - Max Armor | 2522 |

**Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage.

**Psychic Scream:** Lets out a psychic scream, causing up to 5 nearby enemies to flee for 6 sec.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

**Shadow Shield:** Surrounds the caster with a shield woven of Shadow magic. The shield lasts 30 sec., absorbs up to 520 Physical or magical damage, and inflicts 26 damage to melee attackers.

## HIGH JUSTICE GRIMSTONE



| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 327 - 434 |
| Min - Max HPs | 10670 |
| Min - Max Mana | |
| Min - Max Armor | 3108 |

## HIGH PRIEST THEKAL



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1794 - 2375 |
| Min - Max HPs | 133250 |
| Min - Max Mana | 13100 |
| Min - Max Armor | 3795 |

**Mortal Cleave:** Inflicts 150% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**Silence:** Silences an enemy, preventing it from casting spells for 6 sec.

**Bloodlust:** Increases an ally's attack speed by 75% for 30 sec.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 124 for 2 min.

**Charge:** Charges an enemy, inflicting normal damage plus 0 and stuns the opponent for 2 sec.

**Force Punch:** Deals 900 - 1000 damage to nearby enemies and knocks them back.

H

## HIGH KING MAULGAR



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 12214 - 17270 |
| Min - Max HPs | 758800 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Arcing Smash:** Lashes out in a vicious arc, inflicting normal damage plus 125 to enemies in a cone in front of the caster.

**Mighty Blow:** Inflicts normal damage plus 139 to 161 to an enemy, knocking it back.

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 15 sec. and inflicts normal damage plus 122.

**Intimidating Roar:** Roars at an enemy, paralyzing it with terror for 8 sec. and causing all other nearby enemies to flee in fear.

**Berserker Charge:** Charges at an enemy, knocking it back and inflicting 250 - 300 damage.

**Flurry:** Increases the Physical damage dealt by the caster by 200 for Until Cancelled. Increases Melee attack speed by 200%.

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.

## HIGH PRIEST VENOXIS



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1431 - 1895 |
| Min - Max HPs | 213200 |
| Min - Max Mana | 26200 |
| Min - Max Armor | 3795 |

**Holy Nova:** Causes an explosion of divine light, inflicting 875 to 1125 Holy damage to nearby enemies and reducing the caster's threat level.

**Dispel Magic:** Dispels magic on an ally, removing 1 harmful spell.

**Holy Fire:** Consumes an enemy in flames, burning it and inflicting additional Fire damage every 2 sec. over 8 sec.

**Renew:** Heals an ally every 3 sec. for 15 sec.

**Holy Wrath:** Sends bolts of holy power in all directions, causing 300 Holy damage to all nearby enemies.

**Poison Cloud:** Inflicts 500 Nature damage to nearby enemies every 1 sec. for 10 sec.

**Thrash:** Gives the caster 2 extra attacks.

**Venom Spit:** Spits poison at an enemy, inflicting Nature damage, then additional damage every 2 sec. for 10 sec.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 124 for 2 min.

## HIGH MARSHAL WHIRLAXIS



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 879 - 1165 |
| Min - Max HPs | 39972 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Lightning Breath:** Breathes lightning at an enemy, inflicting Nature damage.

**Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 252 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.

**Updraft:** Strikes enemies in a cone in front of the caster, knocking them back.

## HIGH PRIESTESS ARLOKK



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1533 - 2030 |
| Min - Max HPs | 279825 |
| Min - Max Mana | 13100 |
| Min - Max Armor | 3795 |

**Backstab:** Inflicts normal damage plus 339 to an enemy, but only if attacking from behind.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Gouge:** Inflicts 20 damage to an enemy and incapacitates it for up to 4 sec. You will automatically stop attacking. Target must be facing you. Any damage received by the stunned target will revive it.

**Mark of Arlokk:** Marks an enemy, attacting all nearby panthers to attack it.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 2 sec: and inflicts normal damage plus 672.

**Ravage:** Inflicts normal damage plus 500 to an enemy, stunning it for 2 sec.

**Thrash:** Gives the caster 2 extra attacks.



## HIGH PRIESTESS HAI'WATNA

| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 380 - 502 |
| Min - Max HPs | 8770 |
| Min - Max Mana | 16020 |
| Min - Max Armor | 1714 |

**Heal:** Calls upon Holy magic to heal an ally.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Hex:** Transforms an enemy into a chicken, rendering it unable to attack or cast spells for 10 sec.

## HIGH PRIESTESS OF THAURISSAN

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 394 - 522 |
| Min - Max HPs | 13592 |
| Min - Max Mana | 6351 |
| Min - Max Armor | 2654 |



**Heal:** Calls upon Holy magic to heal an ally.

**Renew:** Heals an ally for 318 damage every 3 sec. for 20 sec.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

## HIGH WARLORD NAJ'ENTUS

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 11152 - 15768 |
| Min - Max HPs | 3794000 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |



**Impaling Spine:** Fires a massive spine, impaling the target.

**Horseshoe Swipe:** Inflicts weapon damage plus 1 to an enemy and its nearest ally.

**Tidal Burst:** Deals massive damage to enemies.

**Tidal Shield:** Protects the caster from most attacks and spells. In addition, the caster regenerates health.

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.

## HIGH PRIESTESS JEKLIK

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1533 - 2030 |
| Min - Max HPs | 333125 |
| Min - Max Mana | 26200 |
| Min - Max Armor | 3795 |



**Sonic Burst:** Inflicts normal damage plus 1750 to 2250 on nearby enemies, preventing them from spellcasting for 10 sec.

**Pierce Armor:** Reduces an enemy's armor by 75% for 20 sec.

**Swoop:** Inflicts normal damage plus 500 to enemies in a cone in front of the caster, stunning them for 2 sec.

**Charge:** Charges an enemy, inflicting normal damage plus 75 and stuns the opponent for 2 sec.

**Blood Leech:** Drains 189 - 189 health from nearby enemies, healing the caster for up to three times the amount stolen.

**Curse of Blood:** Increases the Physical damage taken by nearby enemies by 95 for 10 min.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

**Mind Flay:** Inflicts Shadow damage to an enemy and reduces its movement speed for 10 sec.

**Psychic Scream:** Lets out a psychic scream, causing up to 5 nearby enemies to flee for 4 sec.

**Great Heal:** Calls upon Holy magic to heal an ally.

## HIGH PROTECTOR LORIK

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 168 - 222 |
| Min - Max HPs | 7545 |
| Min - Max Mana | 2486 |
| Min - Max Armor | 3316 |



**Retribution Aura:** Causes 24 Holy damage to any creature that strikes a nearby party member. Players may only have one aura on them per paladin at any one time. The aura lasts until cancelled.

**Arcane Blast:** Blasts an enemy with Arcane magic, inflicting normal damage plus 10 and knocking the enemy back.

**Shield Slam:** Inflicts 142 damage to an enemy, stunning it for 2 sec.

**Divine Shield:** Protects the caster from all attacks and spells for 8 sec., but also increases the time between attacks by 100% during that time.

**Holy Light:** Calls upon Holy magic to heal an ally.

## HIGHLORD MASTROGONDE

| | |
|---|---|
| Min - Max Lvl | 51 |
| Min - Max Dmg | 249 - 330 |
| Min - Max HPs | 5502 |
| Min - Max Mana | 3728 |
| Min - Max Armor | 2477 |



**Polymorph:** Transforms an enemy into a sheep, forcing it to wander around for up to 8 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on beasts, dragons, giants, humanoids, and critters.

**Power Word: Shield:** Wraps an ally in a shield that lasts up to 30 seconds, absorbing a maximum of 349 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.



## HIGH PRIESTESS MAR'LI

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1431 - 1895 |
| Min - Max HPs | 333125 |
| Min - Max Mana | 13100 |
| Min - Max Armor | 3795 |

**Poison Bolt Volley:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 2 sec. for 10 sec.

**Drain Life:** Drains 3500 health from an enemy over 7 sec., transferring it to the caster.

**Enlarge:** Increases the Physical damage dealt by an ally by 50 for 1 min.

**Enveloping Webs:** Immobilizes an enemy, increases the time between its attacks by 100%, and prevents it from casting spells for 8 sec.

**Corrosive Poison:** Reduces an enemy's armor by 5000 and inflicts 657 to 843 Nature damage every 5 sec. for 30 sec.

**Thrash:** Gives the caster 2 extra attacks.

**Charge:** Charges an enemy, inflicting normal damage plus 75 and stuns the opponent for 2 sec.

## HIGH PROTECTOR TARSEN

| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 95 - 125 |
| Min - Max HPs | 3198 |
| Min - Max Mana | 2369 |
| Min - Max Armor | 2832 |



**Devotion Aura:** Gives 1180 additional armor to nearby party members for 4 min. Players may only have one aura on them per paladin at any one time.

**Shield Slam:** Inflicts 69 damage to an enemy, stunning it for 2 sec.

**Arcane Blast:** Blasts an enemy with Arcane magic, inflicting normal damage plus 10 and knocking the enemy back.

**Holy Strike:** Consecrates the caster's weapon, inflicting 163 additional damage on its next attack. All damage inflicted is based on Holy magic.

## HIGHLORD MOGRAINE

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2636 - 3495 |
| Min - Max HPs | 532960 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |



**Summon Player:** Summons an enemy player.

**Shield Wall:** Reduces the Physical and magical damage taken by the caster by 75% for 20 sec.

# HIGHLORD OMOKK

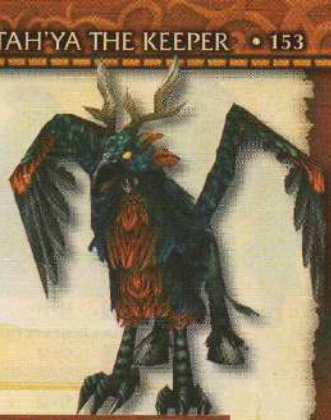


| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 783 - 1039 |
| Min - Max HPs | 22272 |
| Min - Max Mana | |
| Min - Max Armor | 3380 |

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 112 for 2 min.

# HIPPOGRYPHS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Foxfeather Hippogryph | 43 - 44 | 67 - 96 | 2059 - 2138 | | 2397 - 2557 |
| Foxfeather Patrolman | 46 - 47 | 77 - 105 | 2399 - 2488 | | 2780 - 2835 |
| Foxfeather Skystormer | 45 - 46 | 70 - 95 | 1848 - 1919 | 1534 - 1587 | 2211 - 2255 |
| **Lightning Cloud:** Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 70 - 75 Nature damage and inflicting 84 - 91 additional damage every 5 sec. | | | | | |
| Foxfeather Stagwing | 44 - 45 | 72 - 100 | 2138 - 2218 | | 2557 - 2725 |
| **Swoop:** Inflicts normal damage plus 58 - 60 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Thunderhead Consort | 52 - 54 | 82 - 114 | 2466 - 2634 | 1923 - 2041 | 2522 - 2610 |
| **Shock:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage.<br>**Lightning Breath:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Thunderhead Hippogryph | 46 - 48 | 77 - 107 | 2399 - 2578 | | 2780 - 2888 |
| **Shock:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage. | | | | | |
| Thunderhead Patriarch | 52 - 54 | 88 - 122 | 3082 - 3293 | | 3108 - 3216 |
| **Shock:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage.<br>**Rushing Charge:** Increases the caster's movement speed by 113% for 3 sec. and causes it to inflict an additional 169 damage on its first attack. | | | | | |
| Thunderhead Skystormer | 50 - 52 | 79 - 109 | 2304 - 2466 | 1807 - 1923 | 2432 - 2572 |
| **Shock:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage.<br>**Lightning Cloud:** Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 76 to 82 Nature damage and inflicting 90 to 98 additional damage every 5 sec. | | | | | |
| Thunderhead Stagwing | 48 - 50 | 81 - 112 | 2578 - 2769 | | 2888 - 2999 |
| **Shock:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage.<br>**Wing Flap:** Strikes enemies in a cone in front of the caster, knocking them back. | | | | | |

# HIGHLORD TAELAN FORDRING



| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 511 - 677 |
| Min - Max HPs | 26650 |
| Min - Max Mana | 5240 |
| Min - Max Armor | 3795 |

**Devotion Aura:** Gives 2520 additional armor to nearby party members for 4 min. Players may only have one aura on them per paladin at any one time.

**Holy Light:** Calls upon Holy magic to heal an ally.

**Seal of Protection:** Protects a targeted party member from all attacks for 8 sec., as well as preventing it from attacking or using abilities. Players may only have one seal on them per paladin at any one time.

**Divine Shield:** Protects the caster from all attacks and spells for 8 sec., but also increases the time between attacks by 100% during that time.

**Lay on Hands:** Heals an ally for an amount equal to the caster's maximum health. Drains all of the caster's remaining mana when used.

**Crusader Strike:** Inflicts 157 damage to an enemy and increases the Holy damage it takes by 63 per Crusader Strike. Can be applied up to 5 times. Lasts 30 sec.

**Holy Strike:** Consecrates the caster's weapon, inflicting 349 - 349 additional damage on its next attack. All damage inflicted is based on Holy magic.

**Holy Cleave:** Inflicts weapon damage plus 189 to an enemy and its nearest allies, affecting up to 3 targets.



# HISSPERAK

| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 62 - 82 |
| Min - Max HPs | 1603 |
| Min - Max Mana | |
| Min - Max Armor | 1593 |



# HILLSBRAD

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Hillsbrad Councilman | 25 - 26 | 25 - 35 | 590 - 628 | 1633 - 1707 | 857 - 889 |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 312, slows melee attackers' movement by 30%, and increases the time between their attacks by 25%.<br>**Frost Nova:** Blasts enemies near the caster for 21 to 24 Frost damage and freezes them in place for up to 8 sec. Damage caused may interrupt the effect. | | | | | |
| Hillsbrad Farmhand | 22 - 23 | 32 - 44 | 573 - 617 | | 922 - 957 |
| Hillsbrad Foreman | 25 - 26 | 36 - 49 | 734 - 788 | | 1026 - 1061 |
| **Shield Bash:** Bashes the target with your shield for 18 damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 6 sec.<br>**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min. | | | | | |
| Hillsbrad Footman | 27 - 28 | 42 - 58 | 840 - 896 | | 1097 - 1130 |
| **Battle Command:** Increases the attack speed of nearby allies by 50% for 6 sec. | | | | | |
| Hillsbrad Miner | 26 - 27 | 37 - 51 | 788 - 840 | | 1061 - 1097 |
| **Sunder Armor:** Sunders the target's armor, reducing it by 180 per Sunder Armor and causes a high amount of threat. Can be applied up to 5 times. Lasts 30 sec.<br>**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min. | | | | | |
| Hillsbrad Peasant | 24 - 25 | 34 - 47 | 644 - 713 | | 992 - 1026 |
| **Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Hillsbrad Sentry | 27 - 28 | 46 - 63 | 840 - 896 | | 1097 - 1130 |
| Hillsbrad Tailor | 24 - 25 | 34 - 48 | 664 - 713 | | 992 - 1026 |
| **Backstab:** Backstab the target, causing 150% weapon damage plus 48 to the target.<br>**Trip:** Trips the enemy humanoid, causing 10 damage and knocking the opponent down for 3 sec. Awards 1 combo point. | | | | | |



# HITAH'YA THE KEEPER

| | |
|---|---|
| Min - Max Lvl | 51 |
| Min - Max Dmg | 79 - 110 |
| Min - Max HPs | 2406 |
| Min - Max Mana | 4506 |
| Min - Max Armor | 1546 |

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Renew:** Heals an ally every 3 sec. for 15 sec.





## HIVE'ASHI

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Hive'Ashi Ambusher | 56 - 57 | 134 - 182 | 3779 - 3898 | | 3327 - 3380 |
| Hive'Ashi Defender | 58 - 59 | 100 - 135 | 3732 - 3849 | | 5115 - 5196 |
| **Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. | | | | | |
| Hive'Ashi Drone | 57 - 58 | 117 - 159 | 3341 - 3445 | | 3380 - 3435 |
| Hive'Ashi Sandstalker | 58 - 59 | 100 - 135 | 3732 - 3849 | | 2594 - 2635 |
| Hive'Ashi Slinger | 57 - 58 | 98 - 132 | 3619 - 3732 | | 3380 - 3435 |
| Hive'Ashi Swarmer | 57 - 58 | 98 - 132 | 3619 - 3732 | | 3380 - 3435 |
| Hive'Ashi Worker | 57 - 58 | 98 - 132 | 2784 - 2871 | | 3380 - 3435 |



## HIVE'ZORA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Hive'Zora Abomination | 60 | 619 - 820 | 122100 | 2434 | 3075 |
| **Enveloping Winds:** Surrounds an enemy with a cyclone for up to 10 sec. If the target takes any damage, it will break free of the imprisoning winds.<br>**Poison Cloud:** Inflicts 225 to 375 Nature damage to nearby enemies every 2 sec. for 10 sec.<br>**Abomination Spit:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec.<br>**Wings of Despair:** The unnatural movement of the abomination's wings fill you with fear. | | | | | |
| Hive'Zora Hive Sister | 59 - 60 | 102 - 138 | 3849 - 3968 | | 3489 - 3791 |
| **Toxic Spit:** Inflicts Nature damage to an enemy. | | | | | |
| Hive'Zora Reaver | 59 - 60 | 102 - 138 | 3849 - 3968 | | 3489 - 3791 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Knockdown:** Inflicts 147 to 168 damage to an enemy and its nearest allies, stunning them for 2 sec. Affects up to 3 targets. | | | | | |
| Hive'Zora Tunneler | 58 - 59 | 100 - 135 | 3732 - 3849 | | 3435 - 3489 |
| Hive'Zora Wasp | 58 - 59 | 100 - 135 | 3876 - 3997 | | 3435 - 3489 |
| **Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Hive'Zora Waywatcher | 58 - 59 | 100 - 135 | 3732 - 3849 | | 3435 - 3489 |



## HIVE'REGAL

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Hive'Regal Ambusher | 59 - 60 | 102 - 138 | 3849 - 3968 | | 2635 - 2862 |
| **Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Hive'Regal Berserker | 59 - 60 | 102 - 138 | 3849 - 3968 | | 3489 - 3791 |
| Hive'Regal Hive Lord | 59 - 61 | 102 - 140 | 3849 - 4087 | | 3489 - 4091 |
| **Berserker Charge:** Charges at an enemy, knocking it back and inflicting normal damage plus 150. | | | | | |
| Hive'Regal Hunter-Killer | 60 | 619 - 820 | 122100 | 2434 | 3075 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Frightening Shriek:** Fear.<br>**Thunderclap:** Inflicts 191 to 199 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 60% for 10 sec.<br>**Charge:** Charges an enemy, inflicting normal damage and stuns the opponent for 2 sec. | | | | | |
| Hive'Regal Slavemaker | 59 - 60 | 102 - 138 | 3849 - 3968 | | 3489 - 3791 |
| **Poison Mind:** Takes control of an enemy up to level 65 and inflicts Nature damage every 3 sec. for 15 sec.<br>**Volatile Infection:** Infects an enemy for 2 min., causing it to inflict 177 Nature damage to its nearby allies every 15 sec. | | | | | |
| Hive'Regal Spitfire | 59 - 60 | 102 - 138 | 3849 - 3968 | | 3489 - 3791 |
| **Corrosive Acid Spit:** Inflicts Nature damage to an enemy and reduces its armor for 10 sec.<br>**Swoop:** Inflicts normal damage plus 76 - 78 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |



## HOGGER

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 25 - 33 |
| Min - Max HPs | 666 |
| Min - Max Mana | |
| Min - Max Armor | 538 |

**Head Butt:** Stuns an enemy, rendering it unable to move or attack for 2 sec.

**Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec.

**Rushing Charge:** Increases the caster's movement speed by 70% for 3 sec. and causes it to inflict an additional 40 damage on its first attack.



## HIVE'ZARA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Hive'Zara Collector | 60 | 624 - 827 | 24416 | | 3791 |
| **Deafening Screech:** Silences nearby enemies, preventing them from casting spells for 8 sec.<br>**Web Spray:** Immobilizes enemies in a cone in front of the caster for 10 sec. | | | | | |
| Hive'Zara Drone | 60 | 520 - 689 | 12208 | | 3791 |
| Hive'Zara Hatchling | 60 | 624 - 827 | 15260 | | 3791 |
| Hive'Zara Hornet | 61 | 741 - 982 | 47160 | | 4091 |
| Hive'Zara Larva | 60 | 10 - 14 | 3052 | | 3791 |
| Hive'Zara Sandstalker | 61 | 296 - 393 | 15720 | | 4091 |
| **Burrow:** Burrow beneath the sand, picking a new target and rushing towards it. | | | | | |
| Hive'Zara Soldier | 61 | 847 - 1122 | 31440 | | 4091 |
| **Venom Spit:** Spits poison at an enemy, inflicting Nature damage, then additional damage every 2 sec. for 8 sec.<br>**Retaliation:** Instantly counterattack any enemy that strikes you in melee for 15 sec. Melee attacks made from behind cannot be counterattacked. | | | | | |
| Hive'Zara Slinger | 61 | 529 - 702 | 50304 | | 4091 |
| Hive'Zara Swarmer | 60 | 78 - 103 | 305 | | 3791 |
| Hive'Zara Tail Lasher | 61 | 847 - 1122 | 28296 | | 4091 |
| **Poison:** Inflicts Nature damage to an enemy every 2 sec. for 30 sec. | | | | | |
| Hive'Zara Wasp | 61 | 1058 - 1403 | 25152 | | 4091 |
| **Itch:** Inflict an itch on the target that eventually turns into a poison. | | | | | |

## HOMUNCULUS

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 703 - 993 |
| Min - Max HPs | 16767 |
| Min - Max Mana | 18930 |
| Min - Max Armor | 5474 |

**Firebolt:** Shoots a bolt of flame at an enemy, inflicting Fire damage.





## HORGUS THE RAVAGER

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 312 - 414 |
| Min - Max HPs | 15260 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Ravenous Claw:** Drains 278 to 322 health from an enemy, transferring it to the caster.

**Thrash:** Gives the caster 2 extra attacks.

**Unholy Aura:** Causes the caster to automatically inflict 150 Shadow damage every 2 sec. to nearby enemies. The aura lasts until cancelled.

# HOUNDMASTER GREBMAR



| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 327 - 434 |
| Min - Max HPs | 10670 |
| Min - Max Mana | |
| Min - Max Armor | 3868 |

**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec.

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 10 for 30 sec.

**Pummel:** Pummels an enemy for 45 damage and interrupts the spell being cast for 5 sec.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

# HUKKU

| | |
|---|---|
| Min - Max Lvl | 49 |
| Min - Max Dmg | 227 - 301 |
| Min - Max HPs | 7485 |
| Min - Max Mana | 6421 |
| Min - Max Armor | 1490 |

**Hukku's Guardians**: Summons Hukku's elemental minions to aid him in battle. The minions last until dismissed.

**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Curse of Blood**: Increases the Physical damage taken by an enemy by 49 for 10 min.

**Shadow Bolt Volley**: Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Hukku's Imp | 49 | 107 - 141 | 1497 | 2354 | 1490 |
| **Firebolt:** Deals 68 to 76 Fire damage to a target. **Fire Shield:** Surrounds the target in a shield of fire, making every strike against the target cause 11 Fire damage to the attacker. Lasts 3 min. The caster cannot cast Fire Shield on himself. | | | | | |
| Hukku's Succubus | 49 | 115 - 153 | 1454 | 1750 | 1577 |
| **Lash of Pain:** An instant attack that lashes the target, causing 87 Shadow damage. **Seduction:** Seduces the target, preventing all actions for up to 15 sec. Any damage caused will remove the effect. Only works against Humanoids. | | | | | |
| Hukku's Voidwalker | 49 | 35 - 46 | 2565 | 1750 | 3317 |



# HUNGARFEN



| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 2005 - 2809 |
| Min - Max HPs | 65054 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |

**Foul Spores:** Entangles an enemy in roots, inflicting Nature damage every sec. and immobilizing it for up to 11 sec.

# HOUNDMASTER LOKSEY



| | |
|---|---|
| Min - Max Lvl | 34 |
| Min - Max Dmg | 121 - 140 |
| Min - Max HPs | 7736 |
| Min - Max Mana | 1007 |
| Min - Max Armor | 1121 |

**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec.

**Battle Shout:** The warrior shouts, increasing the melee attack power of all party members within 20 yds. by 59. Lasts 2 min.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

# HUNTER OF THE HAND



**Shoot:** Shoots at an enemy, inflicting Physical damage.

| | |
|---|---|
| Min - Max Lvl | 18 |
| Min - Max Dmg | 73 - 97 |
| Min - Max HPs | 1508 |
| Min - Max Mana | 408 |
| Min - Max Armor | 652 |



# HUFFER

| | |
|---|---|
| Min-Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min-Max HPs | 69860 |
| Min-Max Mana | 6986 |
| Min-Max Armor | 6792 |

# HURICANIAN

| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 93 - 123 |
| Min - Max HPs | 3101 |
| Min - Max Mana | 2289 |
| Min - Max Armor | 2788 |

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing Nature damage to each.





## THE HUSK

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 175 - 232 |
| Min - Max HPs | 4370 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Infected Wound:** Increases the Physical damage taken by an enemy by 29 for 5 min.

**Tendon Rip:** Reduces an enemy's movement speed by 70% for 8 sec.



## HYDROMANCER VELRATHA

| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 173 - 229 |
| Min - Max HPs | 4029 |
| Min - Max Mana | 7846 |
| Min - Max Armor | 1406 |

**Healing Wave:** Calls upon Nature magic to heal an ally.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Ward of Zum'rah:** Casts a Ward of Zum'rah totem, which lasts 20 sec, and periodically summons a Skeleton of Zum'rah. Each Skeleton lasts 20 sec.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

## HYAKISS THE LURKER

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 4780 - 6758 |
| Min - Max HPs | 265580 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |



**Acidic Fang:** Inflicts normal damage plus an additional 500 Nature damage every 2 sec. for 30 sec. Reduces armor by 1000. Stacks up to 7 times.

**Hyakiss' Web:** Stuns an enemy for 10 sec.

## HYDROSS THE UNSTABLE

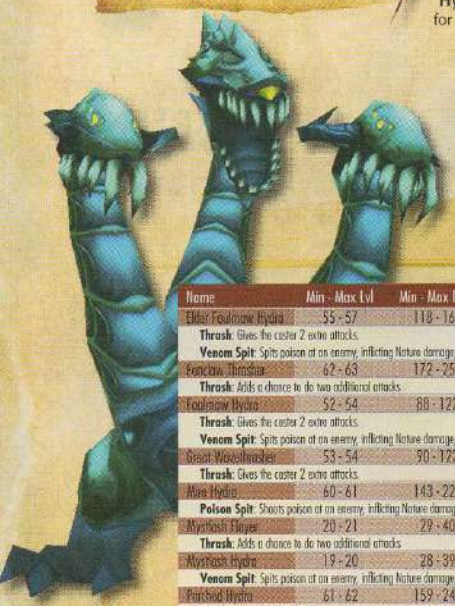
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|---|---|
| Min-Max Lvl | 73 |
| Min - Max Dmg | 5974 - 8447 |
| Min-Max HPs | 3414600 |
| Min-Max Mana | 303520 |
| Min-Max Armor | 7685 |

**Water Tomb:** Stuns an enemy target for 4 sec. and deals 4500. Frost damage over 5 sec.

**Mark of Hydross:** Frost damage taken increased by 10%, 25%, 50%, 100%, 250% and 500%.

**Mark of Corruption:** Nature damage taken increased by 10%, 25%, 50%, 100%, 250%, 500%.

**Vile Sludge:** Deals 500 damage every 3 sec. and reduced healing and damage done by 50%. Lasts 24 sec.



## HYDRA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Elder Foulmaw Hydra | 55 - 57 | 118 - 162 | 3529 - 3758 | | 3271 - 3380 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| **Venom Spit:** Spits poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. | | | | | |
| Fenclaw Thrasher | 62 - 63 | 172 - 253 | 6409 - 6632 | | 2391 - 2691 |
| **Thrash:** Adds a chance to do two additional attacks | | | | | |
| Foulmaw Hydra | 52 - 54 | 88 - 122 | 3082 - 3293 | | 3108 - 3216 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| **Venom Spit:** Spits poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. | | | | | |
| Giant Wavethrasher | 53 - 54 | 90 - 122 | 3189 - 3293 | | 3163 - 3216 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Mire Hydra | 60 - 61 | 143 - 221 | 5477 - 5674 | | 1791 - 2091 |
| **Poison Spit:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. | | | | | |
| Mystasis Flayer | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| **Thrash:** Adds a chance to do two additional attacks | | | | | |
| Mystasis Hydra | 19 - 20 | 28 - 39 | 449 - 484 | | 817 - 852 |
| **Venom Spit:** Spits poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. | | | | | |
| Parched Hydra | 61 - 62 | 159 - 240 | 5158 - 5341 | | 4091 - 4391 |
| **Heat Wave:** Inflicts 148 to 172 Fire damage to enemies in a cone in front of the caster. | | | | | |
| Shishez Hydra | 59 - 61 | 418 - 575 | 8883 - 9432 | | 3489 - 4091 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| **Infected Bite:** Inflicts Nature damage to an enemy every 10 sec. and increases the Physical damage it takes for 3 min. | | | | | |
| Thassala Hydra | 46 - 47 | 290 - 394 | 10554 - 10945 | | 2780 - 2835 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| **Aqua Jet:** Sprays water in all directions, inflicting Frost damage to nearby enemies and knocking them back. | | | | | |
| Wavethrasher | 52 - 53 | 88 - 119 | 3082 - 3189 | | 3108 - 3163 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Young Wavethrasher | 51 - 52 | 86 - 117 | 2980 - 3082 | | 3052 - 3108 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |



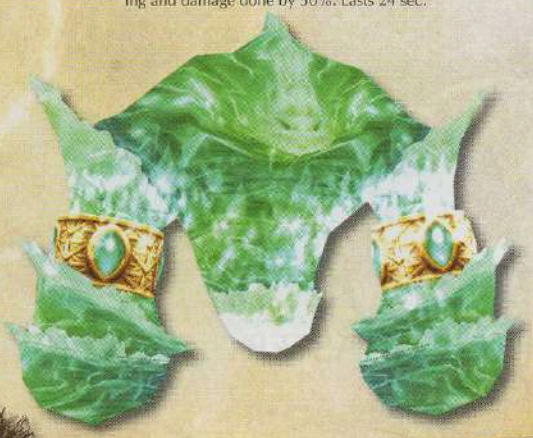
## HYDROMANCER THESPIA

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1576 - 2227 |
| Min - Max HPs | 100351 |
| Min - Max Mana | 3309 |
| Min - Max Armor | 5954 |

**Enveloping Winds:** Surrounds an enemy with a cyclone for up to 6 sec.

**Lightning Cloud:** Creates a cloud of lightning that lasts 14 sec., blasting all enemies in a selected area for 1575 to 2025 Nature damage and inflicting 1838 to 2362 additional damage every 2 sec.

**Lung Burst:** Inflicts Physical damage every 2 sec. to nearby enemies.





## HYENAS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blisterpaw Hyena | 44 - 45 | 72 - 100 | 2138 - 2218 | | |
| Bonepaw Hyena | 33 - 35 | 14 - 19 | 444 - 488 | | 1304 - 1373 |
| Hecklefang Hyena | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| Hecklefang Spiker | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |
| Hecklefang Stalker | 22 - 23 | 32 - 44 | 573 - 617 | | 922 - 957 |
| Murderous Blisterpaw | 43 | 67 - 88 | 2059 | | 2397 |
| **Fatal Bite:** Drains 346 health from an enemy, healing the caster for up to twice that amount. | | | | | |
| **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Murderous Bonepaw | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |
| Pesterhide Hyena | 26 - 27 | 37 - 51 | 788 - 840 | | 1061 - 1097 |
| Pesterhide Snarler | 28 - 29 | 40 - 54 | 896 - 950 | | 1130 - 1165 |
| **Intimidating Growl:** Target creature becomes frightened and runs away at an increased speed for 5 sec | | | | | |
| Rabid Blisterpaw | 47 - 48 | 79 - 107 | 2488 - 2578 | | 2835 - 2888 |
| **Rabies:** Reduces the rate of an enemy's health regeneration by 50%, in addition to lowering its Strength by 15 and its Agility by 15, for 10 min. | | | | | |
| Rabid Bonepaw | 36 - 38 | 15 - 21 | 511 - 558 | | 1480 - 1709 |
| **Rabies:** Reduces the rate of an enemy's health regeneration by 50%, in addition to lowering its Strength by 15 and its Agility by 15, for 10 min. | | | | | |
| Rabid Snickerfang | 53 - 54 | 90 - 122 | 3189 - 3293 | | 3163 - 3216 |
| **Rabies:** Reduces the rate of an enemy's health regeneration by 50%, in addition to lowering its Strength by 15 and its Agility by 15, for 10 min. | | | | | |
| Scarlet Hound | 47 - 48 | 59 - 80 | 2488 - 2578 | | 2835 - 2888 |
| Scarlet Tracking Hound | 33 | 59 - 78 | 3330 | | 1304 |
| Snickerfang Hyena | 49 - 50 | 95 - 129 | 2672 - 2769 | | 2944 - 2999 |
| Starving Blisterpaw | 41 - 42 | 59 - 83 | 1902 - 1981 | | 2101 - 2246 |
| Starving Bonepaw | 30 - 32 | 13 - 18 | 286 - 317 | | 1200 - 1270 |
| Starving Snickerfang | 45 - 46 | 76 - 102 | 2310 - 2399 | | 2725 - 2780 |
| Tracking Hound | 30 | 32 - 42 | 478 | | 1200 |



## ICE GIANTS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Frostmaul Giant | 59 - 60 | 407 - 552 | 8883 - 9156 | | 4342 - 4719 |
| Frostmaul Reaserver | 59 - 60 | 379 - 513 | 7107 - 7326 | 2369 - 2434 | 3519 - 3822 |

**Wild Regeneration**: Heals the caster for 83 to 98 damage every 2 sec. for 20 sec.

## ILKRUD MAGTHRULL

| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 30 - 39 |
| Min - Max HPs | 792 |
| Min - Max Mana | 2317 |
| Min - Max Armor | 538 |

**Summon Succubus:** Summons 1 Succubus to accompany the caster until dismissed.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Ilkrud's Guardians:** Summons 2 Voidwalkers to aid the caster in battle for 1 min.





## ILIFAR

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 97 - 128 |
| Min - Max HPs | 2442 |
| Min - Max Mana | 2434 |
| Min - Max Armor | 3075 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

## LORD ILLIDAN STORMRAGE

| | |
|---|---|
| Min-Max Lvl | 73 |
| Min - Max Dmg | 19914 - 28157 |
| Min-Max HPs | 6070400 |
| Min-Max Mana | 7588 |
| Min-Max Armor | 7685 |



**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Shear**: Deals melee damage and reduces the target's maximum health by 60% for 7 sec.

**Flame Crash**: Deals 925 to 1075 Fire damage in an area in front of Illidan, as well as creating an area of fire in the same location. This area deals 5000 Fire damage to anyone who steps into it.

**Draw Soul**: Deals 4500 to 5500 Shadow damage to everyone in front of Illidan, regardless of range. Illidan will gain 100,000 health for every target that is affected by this.

**Parasitic Shadowfiend**: Deals 3000 Shadow damage every 2 sec. for 10 sec. This also summons a Parasitic Shadowfiend at the end of the duration of the damage over time spell.

**Fireball**: Deals 2550 to 3450 Fire damage in a 10 yard radius.

**Dark Barrage**: Targets a random person in the raid and deals 3000 shadow damage per second for 10 sec.

**Eye Blast**: Deals a stream of damage across Illidan's chamber, incinerating targets with 19750 to 20250 Shadow damage in 6 yard radius around the blast. On top of this instant damage dealt, the eye blast also leaves behind a trail of fire that will damage players if they touch it.

**Agonizing Flames**: This is an area effect fire spell that deals damage over time to everyone affected. Deals a total of 36000 Fire damage over 60 sec. It hits a random player outside of 15 yards, unless it cannot find anyone, then it just hits anyone it can find.

**Flame Burst**: Throws fireballs to everyone in the raid outside of 15 yards. Deals 3238 to 3762 Fire damage to the target and all targets in a 5 yard radius.

**Summon Shadow Demons**: Summons 4 Shadow Demons to aid the caster. These demons cast Paralyze on a random target and move towards them slowly, ignoring everyone else. If they get to their target, they instantly kill them and choose a new target.

**Uncaged Wrath**: Increases Illidan's damage by 500% and movement speed by 200%.

**Demonic Transformation**: Turns illidan into a massive demon with different abilties.

**Shadow Blast**: Inflicts Shadow damage to a target and their nearby allies. This is a frequently cast spell.

# THE ILLIDARI COUNCIL

## GATHIOS THE SHATTERER

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 18470 - 26088 |
| Min - Max HPs | 1517500 |
| Min - Max Mana | 338700 |
| Min - Max Armor | 6193 |



**Blessing of Protection:** A targeted party member is protected from all physical attacks for 15 sec.

**Blessing of Spell Warding:** A targeted party member is protected from all magical attacks for 15 sec.

**Chromatic Resistance Aura:** Increases the resistance of nearby group members to all schools of magic by 250 for 30 sec.

**Devotion Aura:** Gives 20% additional armor to nearby party members for 30 sec. Players may only have one aura on them per paladin at any one time.

**Seal of Command:** Gives the caster a chance to deal additional Holy damage equal to 70% of normal weapon damage. Lasts 30 sec. Judging this command deals 6175 to 6825 Holy damage.

**Consecration:** Consecrates the land beneath Paladin, doing 15000 Holy damage over 20 sec to enemies who enter the area.

**Hammer of Justice:** Stuns an enemy, rendering it unable to move or attack for 6 sec.

**Balance of Power:** Causes the Illidari Council to share their health with each other.

**Judgement:** Unleashes the energy of a Seal spell upon an enemy. Refer to individual Seals for Judgement effect.

**Berserk:** Increases the caster's attack speed by 100% and all damage it deals by 100% for 5 min.

**Seal of Blood:** All melee attacks deal Holy damage equal to 35% of normal weapon damage, but the caster loses health equal to 10% of the total damage inflicted. Judging this instantly causes 295 - 325 Holy damage at the cost of health equal to 33% of the damage caused.

## LADY MALANDE

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 6156 - 8696 |
| Min - Max HPs | 1517500 |
| Min - Max Mana | 338700 |
| Min - Max Armor | 6193 |



**Circle of Healing:** Invokes Holy magic to heal nearby party members.

**Renew:** heals an ally every 3 sec. for 15 sec.

**Empowered Smite:** Smites an enemy, inflicting 5463 to 6037 Holy damage.

**Divine Wrath:** Consumes an enemy in flames, burning it and inflicting additional Fire damage every 2 sec. over 8 sec.

**Reflective Shield:** Wraps the in a shield that lasts up to 20 sec., absorbing a maximum of 25000 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks.

**Balance of Power:** Causes the Illidari Council to share their health with each other.

**Berserk:** Increases the caster's attack speed by 100% and all damage it deals by 100% for 5 min.

## HIGH NETHERMANCER ZEREVOR

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 3940 - 5565 |
| Min - Max HPs | 1517500 |
| Min - Max Mana | 338700 |
| Min - Max Armor | 6193 |



**Dampen Magic:** Dampens magic used against the targeted party member, decreasing damage taken from spells by up to 75 and healing spells by up to 300. Lasts 5 min.

**Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage.

**Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.

**Blizzard:** Calls down a blizzard that lasts 12 sec., inflicting 4375 to 5625 Frost damage every 2 sec. to all enemies in a selected area.

**Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 12 sec.

**Balance of Power:** Causes the Illidari Council to share their health with each other.

**Berserk:** Increases the caster's attack speed by 100% and all damage it deals by 100% for 5 min.

## VERAS DARKSHADOW

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 10621 - 15017 |
| Min - Max HPs | 1897000 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

Fire Resistance: 75, Nature Resistance: 75, Frost Resistance: 75, Shadow Resistance: 75, Arcane Resistance: 75



**Vanish:** Puts the caster in stealth mode for 10 sec.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Balance of Power:** Causes the Illidari Council to share their health with each other.

**Berserk:** Increases the caster's attack speed by 100% and all damage it deals by 100% for 5 min.

# ILLIDARI



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Illidari Agonizer | 67 | 61 - 86 | 1518 | 2933 | 4755 |
| **Firebolt**: Shoots a bolt of flame at an enemy, inflicting Fire damage. | | | | | |
| Illidari Archon | 72 | 4850 - 6852 | 177090 | 33090 | 5954 |
| **Holy Smite**: Smites an enemy, inflicting Holy damage.<br>**Heal**: Calls upon Holy magic to heal an ally.<br>**Power Word**: Shield: Wraps an ally in a shield that lasts up to 30 sec., absorbing a maximum of 5000 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks. | | | | | |
| Illidari Assassin | 72 | 6535 - 9241 | 184500 | | 7387 |
| **Paralyzing Poison**: Stuns an enemy, rendering it unable to move or attack for 8 sec.<br>**Vanish**: Vanish from sight for 3 sec.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Riposte**: A strike that becomes active after parrying an opponent's attack. This attack deals 150% Physical damage and disarms the target for 6 sec. | | | | | |
| Illidari Battlemage | 72 | 4850 - 6852 | 177090 | 33090 | 5954 |
| **Flamestrike**: Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 10 sec.<br>**Blizzard**: Calls down a blizzard that lasts 8 sec., inflicting 1500 Frost damage every 2 sec. and slowing the movement speed of all enemies in a selected area by 30%.<br>**Firebolt**: Inflicts Fire damage to an enemy.<br>**Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 2 sec.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Illidari Blood Lord | 72 | 7032 - 9935 | 236120 | 49635 | 5954 |
| **Hammer of Justice**: Stuns an enemy, rendering it unable to move or attack for 6 sec.<br>**Divine Shield**: Protects the caster from all attacks and spells for 15 sec., but also increases the time between attacks by 25% during that time.<br>**Judgement of Command**: Judges the enemy for 3563 to 3937 holy damage. | | | | | |
| Illidari Boneslicer | 71 | 4107 - 5809 | 215430 | | 7089 |
| **Gouge**: Inflicts 20 damage to an enemy and stuns it for up to 4 sec. Any damage received by the stunned target will revive it.<br>**Shadowstep**: Teleports the caster behind the target. Also frees the caster from any bonds.<br>**Cloak of Shadows**: Instantly removes all existing harmful spell effects and increases your chance to resist all spells by 90% for 5 sec. Does not remove effects that prevent you from using Cloak of Shadows.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Illidari Battler | 71 | 4288 - 6059 | 172320 | 32310 | 5714 |
| **Rain of Chaos**: Calls down a molten rain, burning all enemies in a selected area for 3330 to 3870 Fire damage every 0 sec. for 6 sec.<br>**Fel Immolate**: Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec.<br>**Curse of Agony**: Curses an enemy with agony, inflicting Shadow damage every 3 sec. over 30 sec. Only one curse per warlock can be active on any one target.<br>**Banish**: Banishes an enemy, preventing all action but making it invulnerable for up to 15 sec. Only one target can be banished at a time. | | | | | |
| Illidari Destroyer | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Illidari Dreadbringer | 69 | 224 - 316 | 5409 | 3080 | 5235 |
| **Curse of Blood**: Increases the Physical damage taken by an enemy by 69 for 1 min.<br>**Frenzy**: Increases attack speed by 50% for 30 sec. | | | | | |
| Illidari Dreadlord | 71 | 715 - 1010 | 28720 | 3231 | 5714 |
| Shadow Resistance: 93 | | | | | |
| **Mind Blast**: Inflicts Shadow damage to an enemy, but causes a high amount of threat.<br>**Sleep**: Puts an enemy to sleep for up to 20 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.<br>**Psychic Scream**: Lets out a psychic scream, causing up to 5 nearby enemies to flee for 6 sec. | | | | | |
| Illidari Elite | 70 | 1262 - 1785 | 20958 | | 6792 |
| Illidari Executioner | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Illidari Fearbringer | 72 | 7842 - 11090 | 553500 | | 7387 |
| **War Stomp**: Inflicts normal damage plus 2250 to nearby enemies and stunning them for 3 sec.<br>**Illidari Flames**: Inflicts 2850 to 3150 Fire damage to enemies in a cone in front of the caster.<br>**Rain of Chaos**: Calls down a molten rain, burning all enemies in a selected area for 3420 to 3780 Fire damage every 0 sec. for 9 sec. | | | | | |
| Illidari Heartseeker | 71 | 4621 - 6535 | 215430 | | 7089 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Rapid Shot**: Rapidly shoots enemy targets.<br>**Skeleton Shot**: Inflicts 1500 Shadow damage every 3 sec. for 30 seconds. Summons a skeleton. | | | | | |
| Illidari Highlord | 71 | 953 - 1346 | 17232 | 19386 | 5714 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Curse of Flames**: Increases Fire damage taken by 50% for 1 min.<br>**Flamestrike**: Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Illidari Inkormant | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Illidari Jailer | 70 | 164 - 232 | 5589 | 3155 | 5474 |
| **Fel Shackles**: Immobilizes an enemy for 6 sec. | | | | | |
| Illidari Lord Balthes | 70 | 234 - 331 | 5589 | 3155 | 5474 |
| Illidari Mind Breaker | 71 | 1191 - 1683 | 22976 | 19386 | 5714 |
| **Psychic Scream**: Lets out a psychic scream, causing up to 5 nearby enemies to flee for 4 sec.<br>**Mind Blast**: Inflicts Shadow damage to an enemy, but causes a high amount of threat.<br>**Focused Bursts**: Inflicts magical damage to an enemy for 12 sec. | | | | | |
| Illidari Nightlord | 72 | 9149 - 12938 | 442800 | | 7387 |
| **Shadow Inferno**: Surrounds the caster with an inferno that periodically inflicts Shadow damage to nearby enemies for 8 sec. While the caster is aflame, he cannot move or use his abilities.<br>**Curse of Mending**: Curses an enemy for 3 min., giving it 20% chance to heal its target by 5% on spell or melee attacks.<br>**Fear**: Strikes fear in an enemy, causing it to flee in terror for 3 sec.<br>**Summon Shadowfiends**: Creates a shadowy fiend to attack the target. Caster receives mana when the Shadowfiend deals damage. | | | | | |
| Illidari Overseer | 69 | 242 - 341 | 6761 | | 6492 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Mortal Strike**: Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.<br>**Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Illidari Painlasher | 68 - 69 | 214 - 316 | 3925 - 4057 | 2991 - 3080 | 4995 - 5235 |
| **Lash of Pain**: Lashes an enemy, inflicting Shadow damage. | | | | | |
| Illidari Peacekeeper | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Illidari Ravager | 70 | 505 - 714 | 20958 | | 6792 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Demoralizing Shout**: Reduces the melee attack power of nearby enemies by 280 for 30 sec.<br>**Cutdown**: Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |
| Illidari Satyr | 69 | 242 - 341 | 6761 | | 6492 |
| **Curse of Pain**: Deals shadow damage over 1 min. The effect is removed if the target falls below 50% of their maximum life. | | | | | |
| Illidari Shadowlord | 71 | 2382 - 3366 | 57440 | 16155 | 5714 |
| Shadow Resistance: 93 | | | | | |
| **Sleep**: Puts an enemy to sleep for up to 20 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.<br>**Carrion Swarm**: Swarms the target, inflicting Shadow damage.<br>**Inferno**: Summons a meteor from the Twisting Nether, causing 200 Fire damage and stunning all enemy targets in the area for 2 sec. An Infernal rises from the center, under the command of the caster for 5 min. Once control is lost, the Infernal must be Enslaved to maintain control. Can only be used outdoors. | | | | | |
| Illidari Shadowstalker | 69 | 242 - 341 | 6761 | | 6492 |
| **Shadowstalker Stealth**: Puts the caster in stealth mode. Lasts until cancelled.<br>**Backstab**: Inflicts normal damage plus 123 to an enemy, but only if attacking from behind. | | | | | |
| Illidari Shocktrooper | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Charge**: Charges an enemy, inflicting normal damage.<br>**Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally. | | | | | |
| Illidari Slayer | 70 | 2525 - 3570 | 349300 | | 6792 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Charge**: Charges an enemy, inflicting normal damage plus 100 and stuns the opponent for 2 sec. | | | | | |
| Illidari Soldier | 70 | 176 - 248 | 6986 | 4732 | 5474 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Spellbreaker**: Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any spellcasting by 75% for 6 sec. | | | | | |
| Illidari Succubus | 70 | 216 - 304 | 4890 | 2196 | 3427 |
| **Lash of Pain**: Lashes an enemy, inflicting Shadow damage.<br>**Seduction**: Seduces nearby enemy targets for 6 sec. | | | | | |
| Illidari Taskmaster | 63 | 127 - 177 | 4422 | | 4691 |
| **Demoralizing Shout**: Reduces the melee attack power of nearby enemies by 252 for 30 sec.<br>**Haste Others**: Increases friendly target's melee attack speed by 50%, casting speed by 50%, and movement speed by 200%. | | | | | |
| Illidari Tormentor | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Illidari Watcher | 70 | 1406 - 1986 | 44712 | 18930 | 5474 |
| **Mortal Strike**: Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec. | | | | | |



## ILLYANNA RAVENOAK



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 581 - 769 |
| Min - Max HPs | 17094 |
| Min - Max Mana | 7302 |
| Min - Max Armor | 3075 |

**Multi-Shot:** Fires a volley of missiles at an enemy and its nearby allies, striking up to 10 targets for normal damage plus 675.

**Volley:** Continuously fires a volley of ammo at the target area, causing 300 Arcane damage to enemy targets within 8 yards every second for 6 sec.

**Immolation Trap:** Place a fire trap that will burn the first enemy to approach for 690 Fire damage over 15 sec. Trap will exist for 1 min. Traps can only be placed when out of combat. Only one trap can be active at a time.

**Concussive Shot:** Dazes an enemy, reducing its movement speed by 50% for 3 sec.

## IMMOLATUS

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 518 - 687 |
| Min - Max HPs | 8097 |
| Min - Max Mana | |
| Min - Max Armor | 3327 |

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.



# IMMOL'THAR

**Infected Bite:** Inflicts Nature damage to an enemy every 10 sec. and increases the Physical damage it takes for 3 min.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 120 for 2 min.

**Trample:** Inflicts normal damage plus 61 to nearby enemies.

**Eye of Immol'thar:** Summons an Eye of Immol'thar.

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 847 - 1122 |
| Min - Max HPs | 37728 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |





# INFERNALS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Angered Infernal | 52 - 53 | 86 - 119 | 3082 - 3189 | | 3108 - 3163 |
| Cooling Infernal | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Darkflame Infernal | 70 - 71 | 234 - 337 | 5589 - 5744 | 3155 - 3231 | 5474 - 5714 |
| Deathforged Infernal | 68 | 231 - 325 | 6542 | | 6192 |
| Felspark Infernal | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Giant Infernal | 71 | 1710 - 2418 | 129258 | | 7089 |
| **Immolation**: Burns nearby enemies for 3325 to 3675 fire damage every 3 seconds. **Flame buffet**: Grants the caster a chance on hit to increase Fire damage taken by an enemy. | | | | | |
| Infernal Bodyguard | 53 - 54 | 90 - 122 | 3066 - 3166 | | 3163 - 3216 |
| Shadow Resistance: 76 | | | | | |
| **Uppercut**: Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |
| Infernal Defender | 50 | 135 - 180 | 3544 | | 4261 |
| **Immolation**: Burns nearby enemies for 25 fire damage every 2 seconds. | | | | | |
| Infernal Destroyer | 70 - 71 | 561 - 806 | 27944 - 28724 | | 6792 - 7089 |
| Infernal Invader | 60 - 61 | 104 - 140 | 3052 - 3144 | | 3791 - 4091 |
| Infernal Sentry | 52 - 53 | 88 - 119 | 2964 - 3066 | | 3108 - 3163 |
| Shadow Resistance: 77 | | | | | |
| **Stealth Detection**: Able to see stealthed and invisible units. | | | | | |
| Infernal Servant | 55 | 94 - 125 | 3398 | | 3271 |
| Infernal Siegebreaker | 70 | 1682 - 2378 | 48902 | | 6792 |
| **Immolation**: Burns nearby enemies for 3325 to 3675 fire damage every 2 seconds. | | | | | |
| Infernal Workbringer | 58 - 59 | 115 - 165 | 3989 - 4142 | | 3435 - 3489 |
| Lesser Infernal | 36 - 37 | 66 - 90 | 1469 - 1536 | | 1480 - 1593 |
| Fire Resistance: 90 | | | | | |
| **Fire Shield III**: Surrounds an ally with a shield of flame that inflicts 29 - 30 Fire damage to nearby enemies every 3 sec. Lasts 30 sec. | | | | | |
| Marauding Infernal | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Massive Infernal | 62 - 62 | 486 - 644 | 161850 | | 4391 |
| Minor Infernal | 29 - 30 | 41 - 56 | 950 - 1003 | | 1165 - 1200 |
| Netherspite Infernal | 75 | 715 - 1011 | 12840 | | 11741 |
| **Immolation**: Burns nearby enemies for 37 fire damage every 2 seconds. **Hellfire**: Ignites the area surrounding the caster, causing Fire damage to himself and 101 Fire damage to all nearby enemies every sec. Lasts Until Cancelled. | | | | | |
| Newly Crafted Infernal | 68 - 69 | 185 - 273 | 6542 - 6761 | | 6192 - 6492 |
| Sapping Infernal | 29 - 30 | 41 - 56 | 950 - 1003 | | 1165 - 1200 |
| Fire Resistance: 45, Shadow Resistance: 45 | | | | | |
| Towering Infernal | 72 | 5228 - 7393 | 221400 | | 9563 |
| **Immolation**: Burns nearby enemies for 3325 to 3675 fire damage every 2 seconds. | | | | | |



# IMPS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Burning Imp | 54 - 55 | 129 - 175 | 1266 - 1307 | | 3216 - 3271 |
| Dark Spirit | 6 - 7 | 6 - 11 | 120 - 137 | | 174 - 239 |
| **Darken Vision**: Reduces an enemy's chance to hit by 25% for 12 sec. | | | | | |
| Fiendish Imp | 69 - 70 | 206 - 304 | 4260 - 4401 | 7031 - 7196 | 3277 - 3427 |
| **Fireball**: Shoots a ball of flame at an enemy, inflicting Fire damage. | | | | | |
| Flame Imp | 61 - 62 | 317 - 429 | 9432 - 9711 | | 4091 - 4391 |
| Fire Resistance: 186 | | | | | |
| **Fire Nova**: Inflicts Fire damage to nearby enemies. | | | | | |
| Imp Fetisher | 70 | 234 - 331 | 5589 | 31550 | 5474 |
| **Rain of Chaos**: Calls down a molten rain, burning all enemies in a selected area for 3330 to 3870 Fire damage every 0 sec. for 6 sec. **Fel Immolate**: Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec.; **Curse of Agony**: Curses an enemy with agony, inflicting Shadow damage every 3 sec. over 30 sec. Only one curse per warlock can be active on any one target; **Banish**: Banishes an enemy, preventing all actions but making it invulnerable for up to 15 sec. Only one target can be banished at a time. | | | | | |
| Nightmare Imp | 70 | 328 - 464 | 6986 | | 6792 |
| Fire Resistance: 186 | | | | | |
| **Fireball**: Inflicts Fire damage to an enemy. | | | | | |
| Scorch Imp | 67 - 68 | 204 - 301 | 5060 - 5233 | 2933 - 2991 | 4755 - 4995 |
| **Fireball**: Inflicts Fire damage to an enemy. **Fire Ward**: Surrounds the caster with a shield that lasts 30 sec. and can absorb a fixed amount of Fire damage. | | | | | |
| Terror Imp | 68 | 156 - 220 | 4906 | | 6192 |
| Terrorspark | 55 | 87 - 116 | 2718 | 2117 | 2654 |
| **Fireball**: Inflicts Fire damage to an enemy; **Fire Shield**: Inflicts 41 Fire damage to nearby enemies; **Summon Flamekin Torcher**: Summons 1 Flamekin Torcher to aid the caster in battle for 1 min.; Summon **Flamekin Roger**: Summons 1 Flamekin Roger to aid the caster in battle for 1 min. | | | | | |
| Unstable Felimp | 68 | 23 - 33 | 458 | | 6192 |
| Xeonfusion Imp | 59 - 60 | 61 - 83 | 2961 - 3052 | | 3489 - 3791 |

# INFILTRATOR HAMEYA

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 104 - 138 |
| Min - Max HPs | 4120 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Dark Plague:** Inflicts 565 Nature damage to an enemy, then an additional 39 damage every 5 sec. for 90 sec.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.





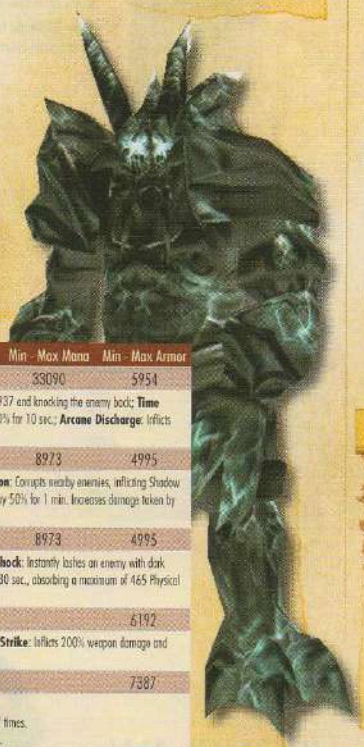
## INFILTRATOR MARKSEN

| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 56 - 74 |
| Min - Max HPs | 1753 |
| Min - Max Mana | |
| Min - Max Armor | 1964 |



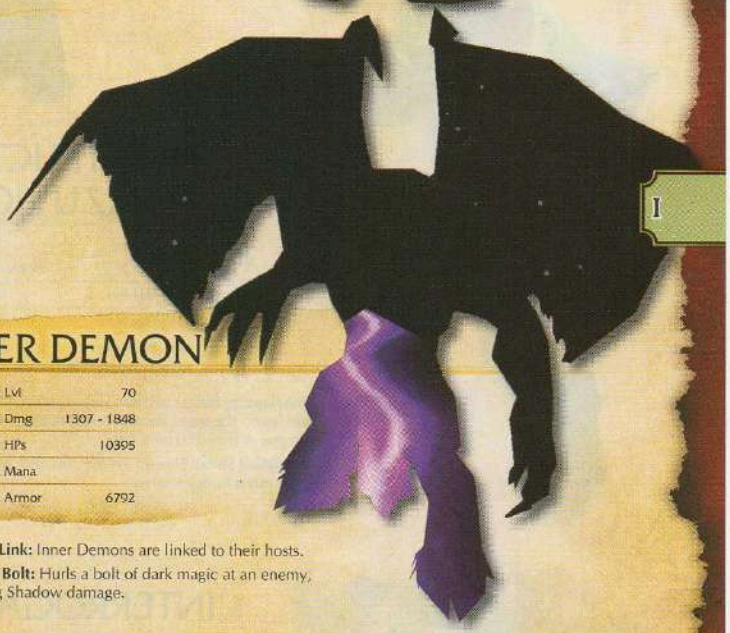
## INITIATE AMAKKAR

| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 82 - 109 |
| Min - Max HPs | 2466 |
| Min - Max Mana | 1923 |
| Min - Max Armor | 2522 |



## INFINITE DRAGONKIN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Infinite Chronolord | 72 | 1455 - 2056 | 88545 | 33090 | 5954 |
| **Arcane Blast:** Blasts an enemy with Arcane magic, inflicting normal damage plus 3063 to 3937 and knocking the enemy back; **Time Lapse:** Increases the time between an enemy's attacks by 60% and slows its movement by 60% for 10 sec.; **Arcane Discharge:** Inflicts 2313 to 2607 Arcane damage to enemies in an area around the caster. | | | | | |
| Infinite Defiler | 68 | 855 - 1204 | 15176 | 8973 | 4995 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage; **Corruption:** Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec.; **Curse of Infinity:** Increases healing effects for an enemy by 50% for 1 min. Increases damage taken by an enemy by 50% for 1 min. | | | | | |
| Infinite Saboteur | 68 | 855 - 1204 | 15176 | 8973 | 4995 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally; **Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage; **Shadow Shield:** Wraps an ally in a shield that lasts up to 30 sec., absorbing a maximum of 465 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks. | | | | | |
| Infinite Slayer | 68 | 922 - 1299 | 18972 | | 6192 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand; **Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec. | | | | | |
| Infinite Timereaver | 72 | 2745 - 3881 | 110700 | | 7387 |
| **Haste:** Increases melee and movement speed by 200% for 10 sec.<br>**Mortal Wound:** Reduces healing effects on the target by 10% per application. Stacks up to 7 times.<br>**Wing Buffet:** Inflicts damage to enemies in a cone in front of the caster, knocking them back. | | | | | |
| Infinite Wheels | 70 | 101 - 143 | 2445 | | 6792 |



## INNER DEMON

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 1307 - 1848 |
| Min - Max HPs | 10395 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Demon Link:** Inner Demons are linked to their hosts.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.



## INSIDION

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1568 - 2218 |
| Min - Max HPs | 184500 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Bellowing Roar:** Causes an enemy target to flee in fear for 4 sec.

**Tail Sweep:** Inflicts 600 to 1000 damage on enemies in a cone behind the caster, knocking them back.

**Flame Breath:** Inflicts 720 Fire damage to enemies in a cone in front of the caster.

**Flame buffet:** Inflicts 139 to 161 Fire damage to an enemy and increases the Fire damage it takes by 50 for 20 sec.

## INSTRUCTOR MALICIA



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 484 - 641 |
| Min - Max HPs | 34188 |
| Min - Max Mana | 7302 |
| Min - Max Armor | 3075 |

**Slow:** Increases the time between nearby enemies' attacks by 54% and slows their movement by 60% for 10 sec.

**Renew:** Heals an ally for 347 damage every 3 sec. for 20 sec.

**Call of the Grave:** Inflicts 2100 Shadow damage to nearby enemies after 60 sec.

**Heal:** Calls upon Holy magic to heal an ally.

**Flash Heal:** Calls upon Holy magic to heal an ally.

**Corruption:** Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec.

## IRONAYA



| | |
|---|---|
| Min - Max Lvl | 39 |
| Min - Max Dmg | 354 - 470 |
| Min - Max HPs | 14590 |
| Min - Max Mana | |
| Min - Max Armor | 1834 |

**Arcing Smash:** Lashes out in a vicious arc, inflicting damage to enemies in a cone in front of the caster.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**War Stomp:** Inflicts normal damage plus 20 to nearby enemies, knocking them back and stunning them for 5 sec.



## INSTRUCTOR RAZUVIOUS

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 17299 - 22934 |
| Min - Max HPs | 1998600 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Unbalancing Strike:** Inflicts 350% weapon damage and leaves the target unbalanced, reducing their defense skill by 100 for 6 sec.

**Disrupting Shout:** Scream fiercely, burning 4050 to 4950 mana from enemies.

## IRONBACK



| | |
|---|---|
| Min - Max Lvl | 51 |
| Min - Max Dmg | 86 - 114 |
| Min - Max HPs | 2980 |
| Min - Max Mana | |
| Min - Max Armor | 6040 |



## INTERROGATOR KHAN

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 131 - 174 |
| Min - Max HPs | 879800 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

## IRONCLAW



| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 13 - 17 |
| Min - Max HPs | 198 |
| Min - Max Mana | |
| Min - Max Armor | 512 |

## INTERROGATOR VISHAS



| | |
|---|---|
| Min - Max Lvl | 32 |
| Min - Max Dmg | 90 - 104 |
| Min - Max HPs | 5328 |
| Min - Max Mana | 935 |
| Min - Max Armor | 1063 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Immolate:** Fire damage inflicted every 3 sec.

**Shadow Word: Pain:** A word of darkness that causes 366 Shadow damage over 18 sec.



## IRONEYE THE INVINCIBLE

| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 90 - 119 |
| Min - Max HPs | 4008 |
| Min - Max Mana | |
| Min - Max Armor | 30967 |

## IRONJAW

| | |
|---|---|
| Min - Max Lvl | 63 - 64 |
| Min - Max Dmg | 181 - 267 |
| Min - Max HPs | 5527 - 5715 |
| Min - Max Mana | |
| Min - Max Armor | 4691 - 4991 |



**Chilling Howl:** Decreases the attack power of nearby enemies by 5 for 15 sec.

**Snarl:** Deals normal damage plus 98 - 99 on the next attack.

**Iron Bite:** Bites an enemy, inflicting Physical damage.

## ISALIEN

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 755 - 1000 |
| Min - Max HPs | 24420 |
| Min - Max Mana | 36510 |
| Min - Max Armor | 3075 |

**Starshards:** Rains starshards down on the enemy target's head, causing 3000 Arcane damage over 6 sec.

**Regrowth:** Heals an ally for a fixed amount, then heals additional damage every 3 sec. for 21 sec.

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Multi-Shot:** Fires a volley of missiles at an enemy and its nearby allies, striking up to 3 targets for normal damage plus 150.

**Net:** Immobilizes an enemy for 5 sec.





## IRONPATCH

| | |
|---|---|
| Min - Max Lvl | 43 |
| Min - Max Dmg | 67 - 88 |
| Min - Max HPs | 2059 |
| Min - Max Mana | |
| Min - Max Armor | 3568 |



**Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.

**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.

**Improved Blocking III**

## ISHA AWAK

| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 38 - 51 |
| Min - Max HPs | 840 |
| Min - Max Mana | |
| Min - Max Armor | 1097 |



## ISHAMUHALE

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 28 - 37 |
| Min - Max HPs | 449 |
| Min - Max Mana | |
| Min - Max Armor | 817 |





## IRONSPINE

| | |
|---|---|
| Min - Max Lvl | 32 |
| Min - Max Dmg | 76 - 101 |
| Min - Max HPs | 3171 |
| Min - Max Mana | |
| Min - Max Armor | 2499 |

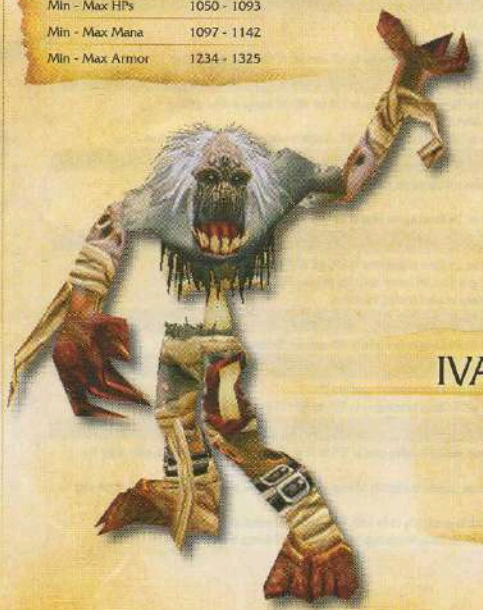
**Poison Cloud:** Inflicts 45 Nature damage to nearby enemies every 5 sec. for 45 sec.

**Curse of Weakness:** Reduces the Physical damage dealt by nearby enemies by 24 for 2 min. Only one curse per warlock can be active on any one target.

## ITHANIA

| | |
|---|---|
| Min - Max Lvl | 36 - 37 |
| Min - Max Dmg | 46 - 63 |
| Min - Max HPs | 1050 - 1093 |
| Min - Max Mana | 1097 - 1142 |
| Min - Max Armor | 1234 - 1325 |





## IVAR THE FOUL

| | |
|---|---|
| Min - Max Lvl | 13 |
| Min - Max Dmg | 18 - 24 |
| Min - Max HPs | 273 |
| Min - Max Mana | |
| Min - Max Armor | 608 |

## JARIEN

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 503 - 666 |
| Min - Max HPs | 19536 |
| Min - Max Mana | 36510 |
| Min - Max Armor | 3075 |



**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage.

**Cripple:** Increased the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec.



## JEWEL

| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 13 - 17 |
| Min - Max HPs | 198 |
| Min - Max Mana | |
| Min - Max Armor | 512 |



## JIMMY THE BLEEDER

| | |
|---|---|
| Min - Max Lvl | 23 |
| Min - Max Dmg | 33 - 44 |
| Min - Max HPs | 617 |
| Min - Max Mana | |
| Min - Max Armor | 957 |



## JARQUIA

| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 77 - 102 |
| Min - Max HPs | 2399 |
| Min - Max Mana | |
| Min - Max Armor | 2780 |

**Enrage:** Physical damage dealt is increased by 46. Attack speed increased by 30%.



## JIN'DO THE HEXXER

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1738 - 2301 |
| Min - Max HPs | 319800 |
| Min - Max Mana | 26200 |
| Min - Max Armor | 3795 |

**Hex:** Transforms an enemy into a frog, rendering it unable to attack or cast spells for 5 sec.

**Powerful Healing Ward:** Summons a ward that lasts 4 min. and periodically heals allies in an area around it.

**Banish:** Banishes an enemy, preventing all action but making it invulnerable for up to 15 sec. Only one target can be banished at a time.

**Brain Wash Totem:** Drops a totem that controls an enemy target for as long as the totem exists.

**Delusions of Jin'do:** Deals 175 - 225 damage every 2 sec. and allows a player to see Shade of Jin'do

## JERGOSH THE INVOKER

| | |
|---|---|
| Min - Max Lvl | 16 |
| Min - Max Dmg | 40 - 53 |
| Min - Max HPs | 1382 |
| Min - Max Mana | 1712 |
| Min - Max Armor | 383 |



**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec.

**Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 8 for 30 sec. Only one curse per warlock can be active on any one target.

## JIN'ZALLAH THE SANDBRINGER

| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 187 - 247 |
| Min - Max HPs | 4605 |
| Min - Max Mana | 3174 |
| Min - Max Armor | 2255 |



**Dust Cloud:** Reduces nearby enemie's chance to hit by 85% for 12 sec.

**Sand Storms:** Summons 1 Sand Storm to aid the caster in battle for 30 sec.

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.



## JAEDENAR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Jaedenar Adept | 51 - 52 | 74 - 101 | 2085 - 2158 | 4506 - 4650 | 1546 - 1574 |
| **Fireball:** Inflicts Fire damage to an enemy.<br>**Fire Blast:** Inflicts Fire damage to an enemy.<br>**Blink:** Teleports the caster 20 yd. forward unless something is in the way. Also frees the caster from any bonds. | | | | | |
| Jaedenar Cultist | 51 - 52 | 74 - 101 | 2085 - 2158 | 4506 - 4650 | 1546 - 1574 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.<br>**Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 26 for 2 min. Only one curse per warlock can be active on any one target. | | | | | |
| Jaedenar Darkweaver | 53 - 54 | 84 - 114 | 2551 - 2634 | 1982 - 2041 | 2566 - 2610 |
| **Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec.<br>**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Jaedenar Enforcer | 52 - 53 | 97 - 131 | 3082 - 3189 | | 3108 - 3163 |
| **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Jaedenar Guardian | 50 - 51 | 85 - 114 | 2880 - 2980 | | 2999 - 3052 |
| **Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.<br>**Improved Blocking:** Increases the caster's chance to block by 75 - 76% for 6 sec. | | | | | |
| Jaedenar Hound | 50 - 51 | 85 - 114 | 2880 - 2980 | | 2999 - 3052 |
| **Mana Burn:** Hits an enemy with an antimana bolt. For each point of mana consumed by the bolt, the target takes 50 damage. | | | | | |
| Jaedenar Hunter | 52 - 53 | 88 - 119 | 3082 - 3189 | | 3108 - 3163 |
| Jaedenar Legionnaire | 55 | 94 - 125 | 3398 | | 3271 |
| Fire Resistance: 50, Shadow Resistance: 50<br>**Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |
| Jaedenar Warlock | 53 - 54 | 84 - 114 | 2551 - 2634 | 1982 - 2041 | 2566 - 2610 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Summon Imp:** Summons an imp to accompany the caster until dismissed.<br>**Unholy Frenzy:** Increases an ally's attack speed by 35% for 20 sec., but also inflicts 27 Nature damage to that ally every 2 sec. | | | | | |



## JAILOR MARLGEN

| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 34 - 46 |
| Min - Max HPs | 664 |
| Min - Max Mana | |
| Min - Max Armor | 992 |

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Net:** Immobilizes an enemy for 6 sec.





## JAMES CLARK

| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 17 - 22 |
| Min - Max HPs | 247 |
| Min - Max Mana | |
| Min - Max Armor | 573 |

J

## JAILOR BORHUIN

| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 51 - 68 |
| Min - Max HPs | 1536 |
| Min - Max Mana | |
| Min - Max Armor | 1593 |

**Net:** Immobilizes an enemy for 6 sec.

**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 10 sec.

**Pummel:** Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec.



## JAMMAL'AN THE PROPHET

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 268 - 355 |
| Min - Max HPs | 8860 |
| Min - Max Mana | 1807 |
| Min - Max Armor | 2432 |

**Earthgrab Totem:** Summons an Earthgrab Totem that lasts 30 sec. and periodically immobilizes nearby enemies.

**Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.

**Healing Wave:** Calls upon Nature magic to heal an ally.





## JAILOR ESTON

| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 34 - 46 |
| Min - Max HPs | 664 |
| Min - Max Mana | |
| Min - Max Armor | 992 |

**Enslave:** Takes control of a humanoid enemy up to level 35 for 15 sec., but increases the time between its attacks by 100%.



## JANDICE BAROV

**Summon Illusions:** Summons 15 illusions to aid the caster in combat and distract the enemy. Illusions last 30 sec.

**Curse of Blood:** Increases the Physical damage taken by nearby enemies by 92 for 10 min.

**Banish:** Banishes an enemy, preventing all action but making it invulnerable for up to 15 sec. Only one target can be banished at a time.

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 493 - 652 |
| Min - Max HPs | 30180 |
| Min - Max Mana | 7458 |
| Min - Max Armor | 3316 |

## JARIEN

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 503 - 666 |
| Min - Max HPs | 19536 |
| Min - Max Mana | 36510 |
| Min - Max Armor | 3075 |



**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage.

**Cripple:** Increased the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec.

## JEWEL

| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 13 - 17 |
| Min - Max HPs | 198 |
| Min - Max Mana | |
| Min - Max Armor | 512 |



## JIMMY THE BLEEDER

| | |
|---|---|
| Min - Max Lvl | 23 |
| Min - Max Dmg | 33 - 44 |
| Min - Max HPs | 617 |
| Min - Max Mana | |
| Min - Max Armor | 957 |





## JARQUIA

| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 77 - 102 |
| Min - Max HPs | 2399 |
| Min - Max Mana | |
| Min - Max Armor | 2780 |

**Enrage:** Physical damage dealt is increased by 46. Attack speed increased by 30%.



## JIN'DO THE HEXXER

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1738 - 2301 |
| Min - Max HPs | 319800 |
| Min - Max Mana | 26200 |
| Min - Max Armor | 3795 |

**Hex:** Transforms an enemy into a frog, rendering it unable to attack or cast spells for 5 sec.

**Powerful Healing Ward:** Summons a ward that lasts 4 min. and periodically heals allies in an area around it.

**Banish:** Banishes an enemy, preventing all action but making it invulnerable for up to 15 sec. Only one target can be banished at a time.

**Brain Wash Totem:** Drops a totem that controls an enemy target for as long as the totem exists.

**Delusions of Jin'do:** Deals 175 - 225 damage every 2 sec. and allows a player to see Shade of Jin'do

## JERGOSH THE INVOKER

| | |
|---|---|
| Min - Max Lvl | 16 |
| Min - Max Dmg | 40 - 53 |
| Min - Max HPs | 1382 |
| Min - Max Mana | 1712 |
| Min - Max Armor | 383 |



**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec.

**Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 8 for 30 sec. Only one curse per warlock can be active on any one target.

## JIN'ZALLAH THE SANDBRINGER

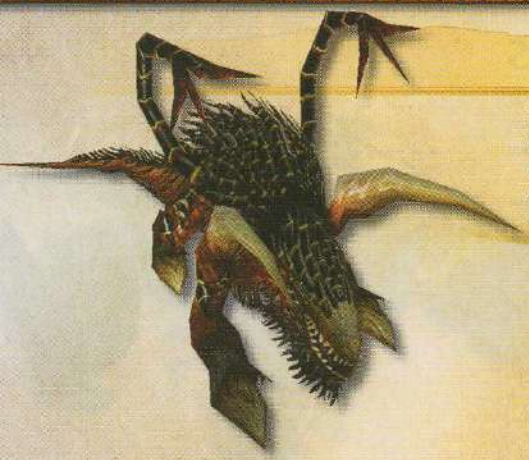
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|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 187 - 247 |
| Min - Max HPs | 4605 |
| Min - Max Mana | 3174 |
| Min - Max Armor | 2255 |



**Dust Cloud:** Reduces nearby enemie's chance to hit by 85% for 12 sec.

**Sand Storms:** Summons 1 Sand Storm to aid the caster in battle for 30 sec.

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.



## JIR'SEE

| | |
|---|---|
| Min - Max Lvl | 54 - 55 |
| Min - Max Dmg | 92 - 125 |
| Min - Max HPs | 2533 - 2614 |
| Min - Max Mana | |
| Min - Max Armor | 3216 - 3271 |



## JON-JON THE CROW

| | |
|---|---|
| Min - Max Lvl | 43 - 44 |
| Min - Max Dmg | 67 - 96 |
| Min - Max HPs | 2059 - 2138 |
| Min - Max Mana | |
| Min - Max Armor | 2397 - 2557 |



## JUDGE THELGRAM

| | |
|---|---|
| Min - Max Lvl | 34 |
| Min - Max Dmg | 41 - 54 |
| Min - Max HPs | 954 |
| Min - Max Mana | 2553 |
| Min - Max Armor | 732 |

**Fireball:** Inflicts Fire damage to an enemy.



## JUGKAR GRIM'ROD

| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 52 - 69 |
| Min - Max HPs | 1410 |
| Min - Max Mana | 1283 |
| Min - Max Armor | 1619 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Curse of Weakness:** Reduces the Physical damage dealt by nearby enemies by 30 for 2 min. Only one curse per warlock can be active on any one target.

**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec.

## JULIANNE

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2955 - 4174 |
| Min - Max HPs | 151750 |
| Min - Max Mana | 67740 |
| Min - Max Armor | 6193 |

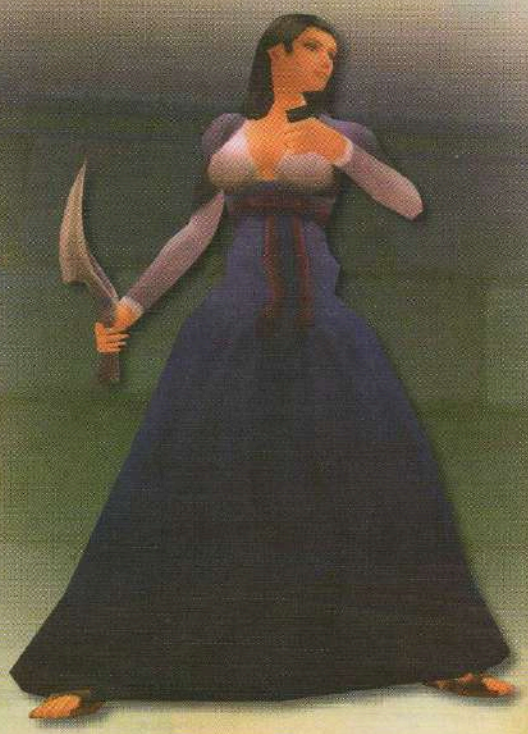
**Eternal Affection:** Calls upon Holy magic to heal an ally.

**Blinding Passion:** Purifies the enemy for 1500 Holy damage and then an additional 3000 Holy damage over 4 sec.

**Devotion:** Increases the Physical damage dealt by the caster by 50% and the caster's attack speed by 50% for 10 sec.

**Powerful Attraction:** Dazzles the target, filling it with intense attraction, stunning them for 6 sec.

**Undying Love:** Restores all health.





## JURION THE DECEIVER

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 33 - 44 |
| Min - Max HPs | 520 |
| Min - Max Mana | 490 |
| Min - Max Armor | 712 |

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.



## K. LEE SMALLFRY

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 200 - 281 |
| Min - Max HPs | 5914 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |



## KAMSIS

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

## KALANDRIOS

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 73685 - 104184 |
| Min - Max HPs | 3794000 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Shock:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage.

**Enveloping Winds:** Surrounds an enemy with a cyclone for up to 10 sec. If the target takes any damage, it will break free of the imprisoning winds.





## KANATI GREYCLOUD

| | |
|---|---|
| Min - Max Lvl | 30 |
| Min - Max Dmg | 42 - 56 |
| Min - Max HPs | 1003 |
| Min - Max Mana | |
| Min - Max Armor | 1200 |

## KAEL'THAS SUNSTRIDER

| | |
|---|---|
| Min-Max Lvl | 73 |
| Min - Max Dmg | 11083 - 15653 |
| Min-Max HPs | 3642000 |
| Min-Max Mana | 1693500 |
| Min-Max Armor | 6193 |

**Resurrection**

**Phoenix**

**Flame Strike**

**Mind Control:** Charmed. Increases damage done by 100%. Increases movement speed by 50%. Increases healing done by 1000%.

**Fireball:** Inflicts Fire damage to an enemy.

**Arcane Disruption:** Disoriented.

**Shock Barrier:** Absorbs 80000 damage. Immune to interrupt effects.

**Gravity Lapse**

**Nether Beam**

**Pyroblast:** Inflicts Fire damage to an enemy.





## KARREL GRAYVES

| | |
|---|---|
| Min - Max Lvl | 2 - 3 |
| Min - Max Dmg | 5 - 6 |
| Min - Max HPs | 55 - 71 |
| Min - Max Mana | |
| Min - Max Armor | 16 - 41 |



## KAGORO

| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 56 - 74 |
| Min - Max HPs | 1753 |
| Min - Max Mana | |
| Min - Max Armor | 1964 |



## KARSIUS THE ANCIENT WATCHER

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 485 - 685 |
| Min - Max HPs | 47224 |
| Min - Max Mana | 6618 |
| Min - Max Armor | 5954 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Teron Freed**

## KASHOCH THE REAVER

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 416 - 552 |
| Min - Max HPs | 9156 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Thrash:** Adds a chance to do two additional attacks

## KAYLAAN THE

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 1191 - 1683 |
| Min - Max HPs | 114880 |
| Min - Max Mana | 19386 |
| Min - Max Armor | 5714 |



**Burning Light:** Inflicts 150% weapon damage.

**Heal:** Calls upon Holy magic to heal an ally.

**Consecration:** Consecrates the land beneath Paladin, doing 25 Holy damage over 5 sec to enemies who enter the area.

**Avenger's Shield:** Hurls a holy shield at the enemy, dealing 203 to 247 Holy damage, Dazing them and then jumping to additional nearby enemies. Affects 3 total targets.

**Holy Slam:** Inflicts normal damage plus 30 to an enemy and knocks nearby enemies back.





## KASKK

| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 56 - 74 |
| Min - Max HPs | 1753 |
| Min - Max Mana | |
| Min - Max Armor | 1964 |
| Fire Resistance: 95 | |



## KAZKAZ THE UNHOLY

| | |
|---|---|
| Min - Max Lvl | 48 |
| Min - Max Dmg | 94 - 124 |
| Min - Max HPs | 2475 |
| Min - Max Mana | 3390 |
| Min - Max Armor | 2344 |

**Dominate Mind:** Takes control of a humanoid enemy up to level 63 for 10 sec., but increases the time between its attacks by 100%.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

## KATARU

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 192 - 267 |
| Min - Max HPs | 5129 |
| Min - Max Mana | 3852 |
| Min - Max Armor | 3555 |



**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target.

**Earth Shield:** Protects the target with an earthen shield, causing melee attacks to heal the shielded target. This effect can only occur once every few seconds. 10 charges. Lasts 2 min.

**Superior Healing Ward:** Summons a ward that lasts 30 sec. and periodically heals allies in an area around it.

## KAZON

| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 90 - 119 |
| Min - Max HPs | 840 |
| Min - Max Mana | |
| Min - Max Armor | 1097 |



**Backhand:** Backhands an enemy, stunning it for 2 sec.

## KAZ'ROGAL

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 12314 - 17392 |
| Min - Max HPs | 4249000 |
| Min - Max Mana | 67740 |
| Min - Max Armor | 6193 |

**Malevolent Cleave:** Do damage divided up evenly among all affected targets

**War Stomp:** Inflicts normal damage plus 2250 to nearby enemies, stunning them for 5 sec.

**Cripple:** Increased the time between an enemy's attacks by 75% and its movement by 75%, in addition to reducing its Strength by 75%. Lasts 12 sec.

**Mark of Kaz'rogal:** Periodically drains 600 mana from all enemy targets. Lasts 5 sec. Targets without sufficient mana to drain detonate, dealing 10213 to 11287 damage in an area.

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.





## KEB'EZIL

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 168 - 234 |
| Min - Max HPs | 4422 |
| Min - Max Mana | 2620 |
| Min - Max Armor | 3795 |



## KEEPER OF THE CISTERN

| | |
|---|---|
| Min - Max Lvl | 68 - 69 |
| Min - Max Dmg | 235 - 348 |
| Min - Max HPs | 6803 - 7032 |
| Min - Max Mana | 2991 - 3080 |
| Min - Max Armor | 4995 - 5235 |

**Water Bolt:** Hurls a watery bolt at an enemy, inflicting 510 to 664 Frost damage.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.



## KEGAN DARKMAR

| | |
|---|---|
| Min - Max Lvl | 35 |
| Min - Max Dmg | 49 - 64 |
| Min - Max HPs | 1342 |
| Min - Max Mana | |
| Min - Max Armor | 1373 |



## KELI'DAN THE BREAKER

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 805 - 1158 |
| Min - Max HPs | 34830 |
| Min - Max Mana | 6156 |
| Min - Max Armor | 2374 |

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Corruption:** Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec.

**Burning Nova:** Banishes self, preventing all action but making it invulnerable for up to 5 sec.

**Fire Nova:** Inflicts Fire damage to nearby enemies.

## KEL'GASH THE WICKED

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 48 - 64 |
| Min - Max HPs | 1516 |
| Min - Max Mana | 980 |
| Min - Max Armor | 712 |



**Shrink:** Reduces an enemy's Strength by 1 and Stamina by 1 for 2 min.

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target.

## KEEPER ORDANUS

| | |
|---|---|
| Min - Max Lvl | 29 |
| Min - Max Dmg | 38 - 50 |
| Min - Max HPs | 812 |
| Min - Max Mana | 811 |
| Min - Max Armor | 975 |

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 10 sec.



## KEL'THUZAD

| | |
|---|---|
| Min-Max Lvl | 73 |
| Min - Max Dmg | 6389 - 8458 |
| Min-Max HPs | 3198000 |
| Min-Max Mana | 1572000 |
| Min-Max Armor | 3795 |
| Frost Resistance: 200, Shadow Resistance: 100 | |

**Frost Blast:** Stunned. Deals periodic frost damage.

**Shadow Fissure**

**Detonate Mana:** Your mana has become unstable!; Chains of Kel'Thuzad

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Berserk:** Physical damage dealt is increased by 500.



## KENATA DABYRIE



| | |
|---|---|
| Min - Max Lvl | 35 |
| Min - Max Dmg | 44 - 58 |
| Min - Max HPs | 1342 |
| Min - Max Mana | |
| Min - Max Armor | 1373 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 10 sec.

## KHAN SHAKA



| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 51 - 68 |
| Min - Max HPs | 1536 |
| Min - Max Mana | |
| Min - Max Armor | 1593 |

**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts until cancelled.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

## KHAN DEZ'HEPAH



| | |
|---|---|
| Min - Max Lvl | 35 |
| Min - Max Dmg | 61 - 82 |
| Min - Max HPs | 1342 |
| Min - Max Mana | |
| Min - Max Armor | 1373 |

**Heroic Strike:** A strong attack that increases melee damage by 79 and causes a high amount of threat.

**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts until cancelled.

## KHARAN MIGHTHAMMER



| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 291 - 387 |
| Min - Max HPs | 7113 |
| Min - Max Mana | |
| Min - Max Armor | 3108 |

K

## KHAN HRATHA



| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 75 - 99 |
| Min - Max HPs | 1981 |
| Min - Max Mana | |
| Min - Max Armor | 2246 |

**Battle Shout:** Increases the melee attack power of nearby party members by 168 for 2 min.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

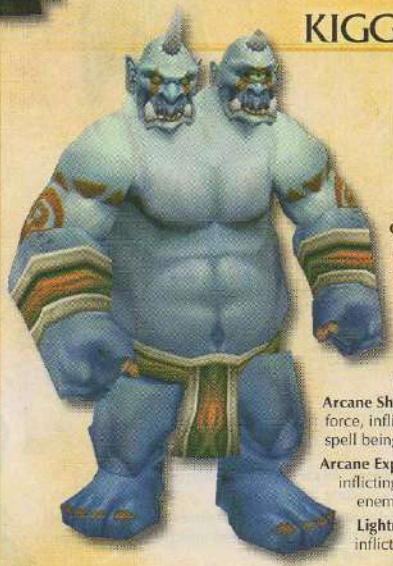
## KIALON NIGHTBLADE



| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 200 - 280 |
| Min - Max HPs | 5914 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

## KIGGLER THE CRAZED



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 6834 - 9653 |
| Min - Max HPs | 303500 |
| Min - Max Mana | 101610 |
| Min - Max Armor | 6193 |

**Greater Polymorph:** Transforms an enemy into a sheep, forcing it to wander around for up to 10 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on beasts, dragons, giants, humanoids, and critters.

**Arcane Shock:** Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 5 sec.

**Arcane Explosion:** Sends out a blast wave of magic, inflicting 1750 to 2250 Arcane damage to nearby enemies.

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

## KHAN JEHN



| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 51 - 68 |
| Min - Max HPs | 1536 |
| Min - Max Mana | |
| Min - Max Armor | 1593 |

**Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.

**Sunder Armor:** Sunders the target's armor, reducing it by 270 per Sunder Armor and causes a high amount of threat. Can be applied up to 5 times. Lasts 30 sec.

**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.

## KIL'REK



| | |
|---|---|
| Min - Max Lvl | 69 - 70 |
| Min - Max Dmg | 1874 - 2852 |
| Min - Max HPs | 56796 - 58680 |
| Min - Max Mana | 35155 - 35980 |
| Min - Max Armor | 3277 - 3427 |

**Amplify Flames:** Increases the Fire damage taken by an enemy by 500 for 25 sec.



## KIL'SORROW

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Kil'sorrow Agent | 65 - 66 | 186 - 273 | 4731 - 4892 | 2790 - 2846 | 4275 - 4515 |
| **Mind Sear:** Inflicts Shadow damage to an enemy for 3 sec. **Shadowform:** Assumes a Shadowform, increasing Shadow damage dealt by 20% and reducing melee damage taken by 20%. Shadowform lasts until cancelled. | | | | | |
| Kil'sorrow Cultist | 65 - 66 | 186 - 273 | 4731 - 4892 | 2790 - 2846 | 4275 - 4515 |
| **Mind Sear:** Inflicts Shadow damage to an enemy for 3 sec. **Shadowform:** Assumes a Shadowform, increasing Shadow damage dealt by 20% and reducing melee damage taken by 20%. Shadowform lasts until cancelled. | | | | | |
| Kil'sorrow Deathsworn | 65 - 66 | 301 - 442 | 5914 - 6116 | | 5291 - 5591 |
| **Bloodthirst:** Instantly attack the target causing 120% of normal weapon damage. In addition, the next 5 successful melee attacks will restore 238 to 242 health. This effect lasts 10 sec. | | | | | |
| Kil'sorrow Invader | 65 - 66 | 301 - 442 | 5914 - 6116 | | 5291 - 5591 |
| Kil'sorrow Rhuckid | 67 - 68 | 204 - 301 | 5060 - 5233 | 2933 - 2991 | 4755 - 4995 |
| **Corruption:** Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec. **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Kil'sorrow Spellbinder | 66 - 67 | 195 - 287 | 4892 - 5060 | 2846 - 2933 | 4515 - 4755 |
| **Counterspell:** Counters an enemy's spell, preventing the enemy from casting that spell again for 15 sec. Generates a high amount of threat. **Chains of Ice:** Forms icy chains around the enemy, locking the target in place for 10 sec. | | | | | |

## KING BANGALASH



| | |
|---|---|
| Min - Max Lvl | 43 |
| Min - Max Dmg | 107 - 142 |
| Min - Max HPs | 5577 |
| Min - Max Mana | |
| Min - Max Armor | 2397 |



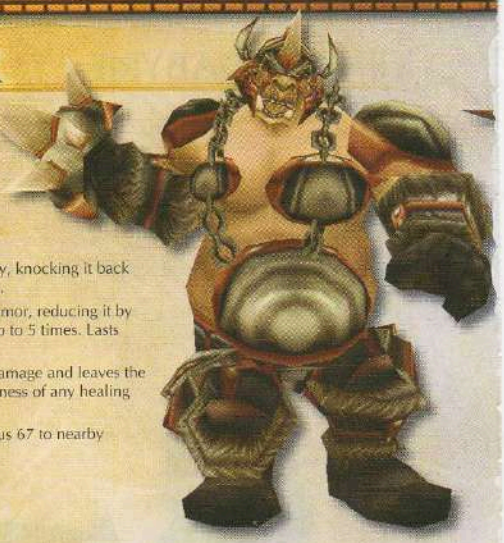
## KING DORFBRUISER

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1307 - 1848 |
| Min - Max HPs | 66420 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Mighty Blow:** Inflicts normal damage plus 129 to an enemy, knocking it back.

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 15 sec. and inflicts normal damage plus 121 .

## KING GORDOK



| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 647 - 859 |
| Min - Max HPs | 29133 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Berserker Charge:** Charges at an enemy, knocking it back and inflicting normal damage plus 300.

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 0 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Mortal Strike:** Inflicts 300% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**War Stomp:** Inflicts normal damage plus 67 to nearby enemies, stunning them for 5 sec.



## KING LLANE

**Move**

**Change Facing**

**Sweep:** An instant strike that inflicts 4000 Physical Damage to Orc units adjacent and in front of King Llane.

**Heroism:** Increases damage dealt by 50% for all nearby Human Pieces. Lasts 10 sec.

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 1121 - 1585 |
| Min - Max HPs | 150000 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



## KING MOSH

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 663 - 879 |
| Min - Max HPs | 61040 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Terrifying Roar:** Causes nearby enemies to flee in fear for 5 sec.

**Vicious Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Trample:** Inflicts Physical damage to nearby enemies.

**Recklessness:** Immune to Fear. All attacks do critical hits. Armor reduced by 35%.



## KING MUKLA

| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 131 - 174 |
| Min - Max HPs | 3302 |
| Min - Max Mana | |
| Min - Max Armor | 2246 |

**Trample:** Inflicts normal damage plus 42 to nearby enemies.

**Intimidation:** Intimidates an enemy, causing it to flee in terror for 3 sec. Only 1 target can be feared at a time.



## KIRITH THE DAMNED

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 94 - 125 |
| Min - Max HPs | 3268 |
| Min - Max Mana | |
| Min - Max Armor | 3271 |

**Thrash:** Adds a chance to do two additional attacks

**Pierce Armor:** Reduces an enemy's armor by 75% for 20 sec.

**Mana Burn:** Hits nearby enemies with anti-mana bolts. For each point of mana consumed from a target, that target takes 50 damage.

## KNIGHT-DEFENDER ZUNADE

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 39 - 52 |
| Min - Max HPs | 2020 |
| Min - Max Mana | 1368 |
| Min - Max Armor | 683 |



## KIRTONOS THE HERALD

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 1161 - 1538 |
| Min - Max HPs | 29304 |
| Min - Max Mana | 7302 |
| Min - Max Armor | 3075 |

**Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec.

**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 10 sec.

**Wing Flap:** Strikes enemies in a cone in front of the caster, knocking them back.

**Swoop:** Inflicts normal damage plus 234 to enemies in a cone in front of the caster, stunning them for 2 sec.

**Dominate Mind:** Takes control of a humanoid enemy up to level 75 for 15 sec.

**Curse of Tongues:** Forces nearby enemies to speak in Demonic, reducing their casting speed by 50% for 15 sec.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

## KNUCKLEROT

| | |
|---|---|
| Min - Max Lvl | 21 |
| Min - Max Dmg | 61 - 81 |
| Min - Max HPs | 2084 |
| Min - Max Mana | |
| Min - Max Armor | 888 |

**Corrosive Poison:** Reduces an enemy's armor by 69 and inflicts 10 - 11 Nature damage every 5 sec. for 30 sec.

**Tetanus:** Reduces an enemy's Stamina by 4 for 20 min.



## KLAVEN MORTWAKE

| | |
|---|---|
| Min - Max Lvl | 23 |
| Min - Max Dmg | 33 - 43 |
| Min - Max HPs | 605 |
| Min - Max Mana | |
| Min - Max Armor | 957 |



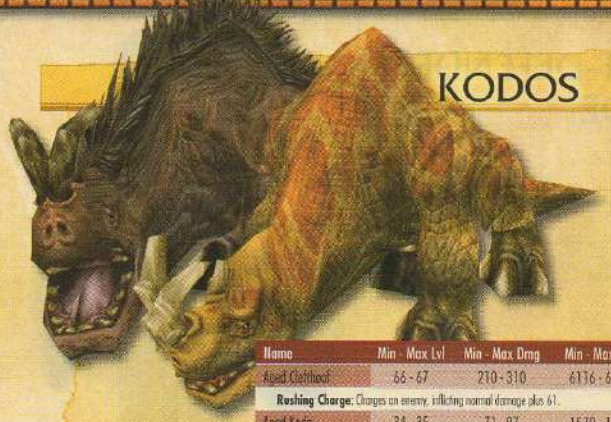
## KLINFRAN THE CRAZED

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 416 - 552 |
| Min - Max HPs | 24416 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Fool's Plight**
**Entropic Sting**

## KOBOLDS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Kobold Digger | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| **Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Kobold Geomancer | 7 - 8 | 6 - 10 | 126 - 143 | 289 - 319 | 216 - 268 |
| **Fireball:** Inflicts Fire damage to an enemy. **Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 96, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |
| Kobold Laborer | 3 - 4 | 3 - 5 | 71 - 86 | | 41 - 76 |
| Kobold Miner | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| **Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Kobold Slave | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| Kobold Tunneler | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |
| Kobold Vermin | 1 - 2 | 1 - 2 | 42 - 55 | | 15 - 16 |
| Kobold Worker | 3 | 3 - 4 | 71 | | 41 |



# KODOS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Aged Clefthoof | 66 - 67 | 210 - 310 | 6176 - 6326 | | 5591 - 5892 |
| **Rushing Charge:** Charges an enemy, inflicting normal damage plus 61. | | | | | |
| Aged Kodo | 34 - 35 | 71 - 97 | 1570 - 1647 | | 1340 - 1373 |
| Ambergelt Clefthoof | 71 - 72 | 257 - 370 | 7181 - 7380 | | 7089 - 7387 |
| **Thunderclap:** Inflicts 86 to 91 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec. | | | | | |
| Ancient Kodo | 36 - 37 | 75 - 102 | 1724 - 1804 | | 1480 - 1593 |
| Barrens Kodo | 19 - 20 | 38 - 53 | 449 - 484 | | 817 - 852 |
| **Kodo Stomp:** Inflicts normal damage plus 15 - 16 to nearby enemies, stunning them for 3 sec. | | | | | |
| Bristlehide Clefthoof | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Spikes**<br>**Hoof Stomp:** Inflicts normal damage plus 68 - 69 to nearby enemies, stunning them for 3 sec. | | | | | |
| Clefthoof | 64 - 65 | 191 - 281 | 5715 - 5914 | | 4991 - 5291 |
| **Hoof Stomp:** Inflicts normal damage plus 70 - 71 to nearby enemies, stunning them for 3 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Clefthoof Bull | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |
| **Hoof Stomp:** Inflicts normal damage plus 71 - 72 to nearby enemies, stunning them for 3 sec. | | | | | |
| Clefthoof Calf | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Hoof Stomp:** Inflicts normal damage plus 68 - 69 to nearby enemies, stunning them for 3 sec. | | | | | |
| Dying Kodo | 35 - 36 | 73 - 99 | 1647 - 1724 | | 1373 - 1480 |
| Enraged Clefthoof | 57 - 58 | 98 - 154 | 2784 - 3989 | | 3380 - 3435 |
| Grellkin Barrens Kodo | 24 - 25 | 47 - 64 | 664 - 713 | | 992 - 1026 |
| **Rushing Charge:** Increases the caster's movement speed by 83 - 84% for 3 sec. and causes it to inflict an additional 79 - 82 damage on its first attack. | | | | | |
| Kodo Bull | 10 - 11 | 20 - 29 | 198 - 222 | | 512 - 538 |
| **Trample:** Inflicts normal damage plus 10 - 11 to nearby enemies. | | | | | |
| Kodo Calf | 7 - 8 | 13 - 21 | 137 - 156 | | 239 - 316 |
| **Rushing Charge:** Increases the caster's movement speed by 66 - 67% for 3 sec. and causes it to inflict an additional 28 - 31 damage on its first attack. | | | | | |
| Kodo Mammoth | 11 - 12 | 22 - 34 | 222 - 247 | | 538 - 573 |
| **Trample:** Inflicts normal damage plus 11 - 12 to nearby enemies. | | | | | |
| Kodo Spirit | 60 | 156 - 207 | 4120 | | 3791 |
| Rogang Kodo | 37 - 39 | 77 - 108 | 1670 - 1824 | | 1593 - 1834 |
| **Enrage:** Physical damage is increased by 39. Attack speed increased by 30%. | | | | | |
| Roving Kodo | 36 - 37 | 75 - 102 | 1724 - 1804 | | 1480 - 1593 |
| War Party Kodo | 29 - 30 | 61 - 85 | 950 - 1003 | | 1165 - 1200 |
| Wooly Kodo | 25 - 26 | 48 - 66 | 734 - 788 | | 1026 - 1061 |
| **Rushing Charge:** Movement speed by 85% for 3 sec. and causes it to inflict an additional 85 damage on its first attack. | | | | | |



# KOLK

| | |
|---|---|
| Min - Max Lvl | 43 |
| Min - Max Dmg | 153 - 203 |
| Min - Max HPs | 5148 |
| Min - Max Mana | |
| Min - Max Armor | 2397 |

**Strike:** Strikes at an enemy, inflicting increased melee damage.

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 172 for 30 sec.



# KOLKAR CENTAUR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Kolkar Ambusher | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1340 - 1373 |
| **Devotion Aura:** Gives 680 - 700 additional armor to nearby party members for 4 min. Players may only have one aura on them per paladin at any one time.<br>**Heroic Strike:** A strong attack that increases melee damage by 77 - 79 and causes a high amount of threat.<br>**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled. | | | | | |
| Kolkar Battle Lord | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |
| **Devotion Aura:** Gives 640 - 660 additional armor to nearby party members for 4 min. Players may only have one aura on them per paladin at any one time.<br>**Heroic Strike:** A strong attack that increases melee damage by 73 - 75 and causes a high amount of threat.<br>**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled. | | | | | |
| Kolkar Bloodcharger | 14 - 15 | 19 - 27 | 235 - 256 | 295 - 326 | 537 - 566 |
| **Corruption:** Corrupts the target, causing 39 - 40 Shadow damage over 12 sec.<br>**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec. | | | | | |
| Kolkar Centaur | 30 - 31 | 42 - 58 | 1050 - 1107 | | 1200 - 1234 |
| Kolkar Destroyer | 32 - 33 | 42 - 57 | 977 - 1021 | 935 - 963 | 1063 - 1091 |
| **Shock:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage.<br>**Execute:** Attempts to finish off a wounded enemy, inflicting normal damage plus 258 - 266. Execute can only be used on enemies that have 20% or less health. | | | | | |
| Kolkar Dredge | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| **Dust Cloud:** Significantly reduces chance to hit. | | | | | |
| Kolkar Invader | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 27 - 29.<br>**Rushing Charge:** Increases the caster's movement speed by 75 - 76% for 3 sec. and causes it to inflict an additional 55 - 58 damage on its first attack. | | | | | |
| Kolkar Marauder | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 26 - 27.<br>**Rushing Charge:** Increases the caster's movement speed by 74 - 75% for 3 sec. and causes it to inflict an additional 52 - 55 damage on its first attack. | | | | | |
| Kolkar Minion | 31 - 32 | 44 - 60 | 1107 - 1163 | | 1234 - 1270 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Kolkar Outrunner | 7 - 8 | 8 - 13 | 131 - 148 | 138 - 165 | 205 - 268 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Kolkar Pack Runner | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |
| **Battle Shout:** Increases the melee attack power of nearby party members by 56 - 60 for 2 min. | | | | | |
| Kolkar Packhound | 13 | 18 - 24 | 273 | | 608 |
| Kolkar Scout | 30 - 31 | 42 - 58 | 1050 - 1107 | | 1200 - 1234 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Kolkar Stormer | 13 - 14 | 17 - 25 | 253 - 276 | 264 - 295 | 507 - 537 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Lightning Cloud:** Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 28 to 33 Nature damage and inflicting 42 to 49 additional damage every 5 sec. | | | | | |
| Kolkar Stormseer | 15 - 16 | 20 - 29 | 301 - 325 | 326 - 357 | 566 - 596 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Lightning Cloud:** Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 30 to 35 Nature damage and inflicting 44 to 51 additional damage every 5 sec. | | | | | |
| Kolkar Warboar | 33 - 34 | 43 - 58 | 1021 - 1064 | 963 - 1007 | 1093 - 1121 |
| **Enveloping Winds:** Surrounds an enemy with a cyclone for up to 10 sec. If the target takes any damage, it will break free of the imprisoning winds.<br>**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Kolkar Windchaser | 31 - 32 | 40 - 55 | 936 - 977 | 878 - 935 | 1033 - 1063 |
| **Enveloping Winds:** Surrounds an enemy with a cyclone for up to 10 sec. If the target takes any damage, it will break free of the imprisoning winds.<br>**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Kolkar Wrangler | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage.<br>**Net:** Immobilizes an enemy for 5 sec. | | | | | |



## KOLPHIS DARKSCALE

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 277 - 390 |
| Min - Max HPs | 9813 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts and inflicts normal damage plus 117.

**Enrage:** Physical damage dealt is increased by 68. Attack speed increased by 30%.



## KOR'GRESH COLDRAGE

| | |
|---|---|
| Min - Max Lvl | 39 |
| Min - Max Dmg | 51 - 67 |
| Min - Max HPs | 1357 |
| Min - Max Mana | 1236 |
| Min - Max Armor | 1517 |

**Trelane's Freezing Touch:** Silences, inflicts 30 Frost damage every 3 sec., and reduces an enemy's attack speed by 25% for 12 sec.

**Frost Nova:** Blasts enemies near the caster for 39 to 43 Frost damage and freezes them in place for up to 8 sec. Damage caused may interrupt the effect.



## KONDA

**Enrage:** Physical damage dealt is increased by 43. Attack speed increased by 30%.

| | |
|---|---|
| Min - Max Lvl | 43 |
| Min - Max Dmg | 67 - 88 |
| Min - Max HPs | 2059 |
| Min - Max Mana | |
| Min - Max Armor | 2397 |

## KORMOK

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 813 - 1076 |
| Min - Max HPs | 36630 |
| Min - Max Mana | 36510 |
| Min - Max Armor | 3075 |

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Bloodlust:** Increases an ally's attack speed by 100% for 30 sec.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 118 for 2 min.







## KORAG PROUDMANE

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 125 - 165 |
| Min - Max HPs | 6104 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



## KORRA

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 29 - 39 |
| Min - Max HPs | 484 |
| Min - Max Mana | |
| Min - Max Armor | 852 |



## KORGAAH

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 264 - 372 |
| Min - Max HPs | 9489 |
| Min - Max Mana | |
| Min - Max Armor | 5892 |

**Kick:** Kicks an enemy for 49 damage, interrupting the spell being cast for 6 sec.

**Piercing Howl:** Causes all enemies near the warrior to be dazed for 6 sec.

**Enrage:** Physical damage dealt is increased by 67. Attack speed increased by 30%.



## KORV

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 166 - 220 |
| Min - Max HPs | 8547 |
| Min - Max Mana | 5452 |
| Min - Max Armor | 3075 |

**Windfury Totem:** Summons a Windfury Totem with 5 health at the feet of the caster. The totem enchants all party members main-hand weapons with wind, if they are within 20 yards. Each hit has a 20% chance of granting the attacker 1 extra attack with 315 extra attack power. Lasts 90 sec.

**Fire Nova Totem:** Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 423 to 469 fire damage to enemies within 10 yd.

**Lesser Healing Wave:** Heals a friendly target for 832 to 928.

**Purge:** Purges the enemy target, removing 2 beneficial magic effect.

**Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.

**Earthbind Totem:** Summons an Earthbind Totem that lasts 45 sec. and periodically reduces the movement speed of nearby enemies to 50% of normal.

**War Stomp:** Stuns up to 5 enemies within 8 yds. for 2 sec.

**Reincarnation:** Allows the caster to resurrect upon death with 20% health and mana.

**Drink Healing Potion:** Uses a Holy elixir to heal the caster.

## KOVORK

| | |
|---|---|
| Min - Max Lvl | 36 |
| Min - Max Dmg | 50 - 66 |
| Min - Max HPs | 1469 |
| Min - Max Mana | |
| Min - Max Armor | 1480 |

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 70 for 2 min.



## KRELLACK

**Fatal Sting:** Stings an enemy and inflicts additional Nature damage every 2 sec. for 12 sec. Caster must be very badly wounded in order to cast this spell.

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 96 - 127 |
| Min - Max HPs | 3509 |
| Min - Max Mana | |
| Min - Max Armor | 3327 |



## KRESH

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 50 - 66 |
| Min - Max HPs | 1452 |
| Min - Max Mana | |
| Min - Max Armor | 4140 |



## KRAATOR

**Conflagration:** Sets an enemy aflame, inflicting 1500 Fire damage over 5 sec. and sending it into a state of panic. While the target is affected, the flames periodically scorch its nearby allies for 300 damage as well.

**Inferno:** Summons a meteor from the Twisting Nether, causing 200 Fire damage and stunning all enemy targets in the area for 2 sec. An Infernal rises from the crater, under the command of the caster for 5 min.. Once control is lost, the Infernal must be Enslaved to maintain control. Can only be used outdoors.

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 1846 - 2602 |
| Min - Max HPs | 98130 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |



## KRETHIS SHADOWSPINNER

**Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage.

**Shadow Shield:** Surrounds the caster with a shield woven of Shadow magic. The shield lasts 30 sec., absorbs up to 200 Physical or magical damage, and inflicts 7 - 10 damage to melee attackers.

| | |
|---|---|
| Min - Max Lvl | 15 |
| Min - Max Dmg | 20 - 27 |
| Min - Max HPs | 301 |
| Min - Max Mana | 326 |
| Min - Max Armor | 566 |



## KREGG KEELHAUL

| | |
|---|---|
| Min - Max Lvl | 47 |
| Min - Max Dmg | 79 - 105 |
| Min - Max HPs | 2488 |
| Min - Max Mana | |
| Min - Max Armor | 2835 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Strike:** Strikes at an enemy, inflicting weapon damage plus 74 .



## KROM'GRUL

| | |
|---|---|
| Min - Max Lvl | 54 |
| Min - Max Dmg | 86 - 114 |
| Min - Max HPs | 2634 |
| Min - Max Mana | 2041 |
| Min - Max Armor | 2610 |

**Torch:** Burns all enemies in a selected area and inflicts additional Fire damage every 2 sec. for 8 sec.

**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec.



## KROSH FIREHAND



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 4101 - 5792 |
| Min - Max HPs | 303500 |
| Min - Max Mana | 101610 |
| Min - Max Armor | 6193 |

**Greater Fireball:** Inflicts Fire damage to an enemy.

**Spell Shield**

**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.

## KURINNAXX



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1757 - 2330 |
| Min - Max HPs | 333100 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Mortal Wound:** Reduces the healing on an enemy target by 10%. Stacks up to 10 times.

**Thrash:** Gives the caster 2 extra attacks.

**Wide Slash:** Inflicts normal damage plus 500 to enemies in a cone in front of the caster.

**Summon Player:** Summons an enemy player.

**Enrage:** Increases the caster's attack speed by 75% and the Physical damage it deals by 250 for 2 min.

## KROSHIUS



| | |
|---|---|
| Min - Max Lvl | 55 - 55 |
| Min - Max Dmg | 153 - 176 |
| Min - Max HPs | 3268 |
| Min - Max Mana | |
| Min - Max Armor | 3271 - 3271 |

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

## KURMOKK



| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 78 - 103 |
| Min - Max HPs | 1981 |
| Min - Max Mana | |
| Min - Max Armor | 2246 |

**Enrage:** Physical damage dealt is increased by 42. Attack speed increased by 30%.

K

## THE KURKEN



| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 20 - 27 |
| Min - Max HPs | 247 |
| Min - Max Mana | |
| Min - Max Armor | 573 |

## KURDRAN WILDHAMMER



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 25248 - 35701 |
| Min - Max HPs | 5588800 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

## KUZ



| | |
|---|---|
| Min - Max Lvl | 21 |
| Min - Max Dmg | 26 - 35 |
| Min - Max HPs | 864 |
| Min - Max Mana | 1272 |
| Min - Max Armor | 480 |

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Fire Blast:** Inflicts Fire damage to an enemy.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

## KURDROS



| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 56 - 74 |
| Min - Max HPs | 1753 |
| Min - Max Mana | |
| Min - Max Armor | 1964 |



## LADY ANACONDRA

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 68 - 91 |
| Min - Max HPs | 2185 |
| Min - Max Mana | 490 |
| Min - Max Armor | 712 |

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Healing Touch:** Heals a friendly target for 206 to 254.

**Sleep:** Puts the enemy target to sleep for up to 20 sec. Any damage caused will awaken the target. Only one target can be asleep at a time. Unreliable on targets above level 30.

**Thorns Aura:** Causes 19 Nature damage to any creature that strikes a nearby party member. Players may only have one aura on them per



## LADY HEDERINE

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 838 - 1108 |
| Min - Max HPs | 27665 |
| Min - Max Mana | 9944 |
| Min - Max Armor | 3316 |

Shadow Resistance: 60

**Dominate Mind:** Takes control of a humanoid enemy up to level 76 for 10 sec., but increases the time between its attacks by 100%.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

**Tormenting Lash:** Lashes an enemy, inflicting 1850 to 2150 Shadow damage.

**Fear:** Strikes fear in an enemy, causing it to flee in terror for up to 8 sec. Only 1 target can be feared at a time.



## LADY BLAUMEUX

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 3844 - 5096 |
| Min - Max HPs | 499650 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Mark of Blaumeux:** Player takes additional damage from Mark of Blaumeux.

**Void Zone:** Summon a Void Zone that deals shadow damage to enemies that stand within it.

**Shield Wall:** Reduces the Physical and magical damage taken by the caster by 75% for 20 sec.



## LADY ILLUCIA BAROV

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 629 - 833 |
| Min - Max HPs | 26862 |
| Min - Max Mana | 7302 |
| Min - Max Armor | 3075 |

**Silence:** Silences nearby enemies, preventing them from casting spells for 10 sec.

**Dominate Mind:** Takes control of a humanoid enemy up to level 75 for 15 sec.

**Curse of Agony:** Curses nearby enemies with agony, inflicting Shadow damage every 3 sec. for 30 sec. Only one curse per warlock can be active on any one target.

**Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage.

**Fear:** Strikes fear in an enemy, causing it to flee in terror for 4 sec. Only 1 target can be feared at a time.



## LADY CATRIONA VON'INDI

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 2109 - 2980 |
| Min - Max HPs | 67068 |
| Min - Max Mana | 25240 |
| Min - Max Armor | 5474 |

**Dispel Magic:** Dispels magic on the target, removing 1 harmful spell from an ally or 1 beneficial spell from an enemy.

**Holy Fire:** Consumes an enemy in flames, burning it and inflicting additional Fire damage every 2 sec. over 8 sec.

**Greater Heal:** Calls upon Holy magic to heal an ally.

**Power Word: Shield:** Wraps an ally in a shield that lasts up to 30 sec., absorbing a maximum of 2500 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks.

**Holy Light:** Calls upon Holy magic to heal an ally.



## LADY KEIRA BERRYBUCK

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 2109 - 2980 |
| Min - Max HPs | 67068 |
| Min - Max Mana | 25240 |
| Min - Max Armor | 5474 |

**Cleanse:** Cleanses a friendly target, removing 1 poison effect, 1 disease effect, and 1 magic effect.

**Greater Blessing of Might:** Places a Blessing on all nearby friendly targets, increasing their attack power by 550 for 5 min.

**Holy Light:** Calls upon Holy magic to heal an ally.

**Divine Shield:** Protects the caster from all attacks and spells for 10 sec., but also reduces attack speed by 50% during that time.

**Holy Light:** Calls upon Holy magic to heal an ally.



## LADY FALTHER'ESS

| | |
|---|---|
| Min - Max Lvl | 37 - 37 |
| Min - Max Dmg | 258 - 297 |
| Min - Max HPs | 8744 |
| Min - Max Mana | 4568 - 4568 |
| Min - Max Armor | 1325 - 1325 |

**Banshee Shriek:** Silences nearby enemies, preventing them from casting spells for 5 sec.

**Banshee Curse:** Reduces an enemy's chance to hit by 28% for 12 sec.

**Ribbon of Souls:** Inflicts 128 to 172 Shadow damage to an enemy.

**Dominate Mind:** Takes control of a humanoid enemy up to level 52 for 10 sec., but increases the time between its attacks by 100%.



## LADY MOONGAZER

| | |
|---|---|
| Min - Max Lvl | 17 |
| Min - Max Dmg | 25 - 33 |
| Min - Max HPs | 386 |
| Min - Max Mana | |
| Min - Max Armor | 748 |

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Net:** Immobilizes an enemy for 6 sec.



## LADY SAREVESS

| | |
|---|---|
| Min - Max Lvl | 23 |
| Min - Max Dmg | 52 - 69 |
| Min - Max HPs | 4264 |
| Min - Max Mana | 1743 |
| Min - Max Armor | 800 |

**Forked Lightning:** Inflicts 115 Nature damage to enemies in a cone in front of the caster.

**Frost Nova:** Blasts enemies near the caster for 33 to 37 Frost damage and freezes them in place for up to 8 sec. Damage caused may interrupt the effect.

**Slow:** Slows the enemy's movement by 150% and their attack speed by 35% for 10 sec.

**Shoot:** Shoots at an enemy, inflicting Physical damage.



## LADY SINESTRA

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1858 - 2628 |
| Min - Max HPs | 151760 |
| Min - Max Mana | |
| Min - Max Armor | 7685 |



## LADY SESSPIRA

| | |
|---|---|
| Min - Max Lvl | 51 |
| Min - Max Dmg | 80 - 106 |
| Min - Max HPs | 2384 |
| Min - Max Mana | 1864 |
| Min - Max Armor | 2477 |

**Forked Lightning:** Inflicts Nature damage to enemies in a cone in front of the caster.

**Explosive Shot:** Inflicts weapon damage and 100 additional Fire damage to an enemy and any of its nearby allies.

**Shoot:** Shoots at an enemy, inflicting Physical damage.



## LADY SZALLAH

| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 72 - 95 |
| Min - Max HPs | 1919 |
| Min - Max Mana | 1587 |
| Min - Max Armor | 2255 |

**Forked Lightning:** Inflicts 230 Nature damage to enemies in a cone in front of the caster.

**Enveloping Winds:** Surrounds an enemy with a cyclone for up to 10 sec. If the target takes any damage, it will break free of the imprisoning winds.

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.





## LADY SEVINE

| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 370 - 489 |
| Min - Max HPs | 21321 |
| Min - Max Mana | 28428 |
| Min - Max Armor | 2832 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec.

**Curse of Weakness:** Reduces the Physical damage dealt by nearby enemies by 94 for 2 min. Only one curse per warlock can be active on any one target.

**Summon Infernal Servant:** Summons an Infernal.



## LADY VASHJ

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 11082 - 15653 |
| Min - Max HPs | 4856000 |
| Min - Max Mana | 1693500 |
| Min - Max Armor | 6193 |

**Static Charge:** Deals 1619 - 1881 damage to surrounding allies every 2 sec.

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Shock Blast:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage.

**Multi-Shot:** Fires a volley of missiles at an enemy and its nearby allies, striking up to 5 targets for normal damage plus 6475 to 7525.

**Entangle:** Entangles an enemy in roots, inflicting Nature damage every 2 sec. and immobilizing it for up to 10 sec.

**Forked Lightning:** Inflicts Nature damage to enemies in a cone in front of the caster.

## LADY SHAV'RAR

| | |
|---|---|
| Min - Max Lvl | 68 - 69 |
| Min - Max Dmg | 235 - 348 |
| Min - Max HPs | 6280 - 6491 |
| Min - Max Mana | 2991 - 3080 |
| Min - Max Armor | 4995 - 5235 |

**Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage.

**Freeze:** Freezes an enemy in place and increases the Frost damage they take by 20%. Lasts 15 sec.



## LADY VESPIA

| | |
|---|---|
| Min - Max Lvl | 22 |
| Min - Max Dmg | 30 - 39 |
| Min - Max HPs | 508 |
| Min - Max Mana | 545 |
| Min - Max Armor | 770 |

**Aqua Jet:** Sprays water in all directions, inflicting Frost damage to nearby enemies and knocking them back.

**Frostbolt Volley:** Inflicts 226 to 240 Frost damage to nearby enemies, reducing their movement speed by 50% for 8 sec.

**Quick Frost Ward:** Renders an ally immune to Frost spells for 10 sec.



## LADY VESPIRA



| | |
|---|---|
| Min - Max Lvl | 22 |
| Min - Max Dmg | 30 - 39 |
| Min - Max HPs | 507 |
| Min - Max Mana | 545 |
| Min - Max Armor | 770 |

**Forked Lightning:** Inflicts Nature damage to enemies in a cone in front of the caster.

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Knockdown:** Inflicts 63 to 79 damage to an enemy, stunning it for 2 sec.

## LAKAAN



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 216 - 304 |
| Min - Max HPs | 4890 |
| Min - Max Mana | 7196 |
| Min - Max Armor | 3427 |

**Water Bolt:** Hurls a watery bolt at an enemy, inflicting 63 to 77 Frost damage.

## LADY ZEPHRIS



| | |
|---|---|
| Min - Max Lvl | 33 |
| Min - Max Dmg | 40 - 52 |
| Min - Max HPs | 919 |
| Min - Max Mana | 2457 |
| Min - Max Armor | 712 |

## LAKOTA'MANI



| | |
|---|---|
| Min - Max Lvl | 22 |
| Min - Max Dmg | 48 - 64 |
| Min - Max HPs | 573 |
| Min - Max Mana | |
| Min - Max Armor | 922 |



## LANDEN STILWELL

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 29 - 39 |
| Min - Max HPs | 484 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

## LAJ

**Thrash:** Gives the caster 2 extra attacks.

**Allergic Reaction:** Diseases an enemy for 18 sec., increasing the damage it takes by 500. Nature damage inflicted to an enemy every sec. for 18 sec. The diseased target has a chance of spreading its illness to one of its nearby allies.

**Petrify:** Stuns an enemy, but increases its armor by 30% for 8 sec.

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1960 - 2772 |
| Min - Max HPs | 121770 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |
| Shadow Resistance: 500 | |



## LANDSLIDE



| | |
|---|---|
| Min - Max Lvl | 48 |
| Min - Max Dmg | 403 - 535 |
| Min - Max HPs | 14434 |
| Min - Max Mana | |
| Min - Max Armor | 2888 |

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Summon Shardlings:** Summons Theradrim Shardlings every 2 seconds and stuns enemies in an area for 8 sec.

**Trample:** Inflicts normal damage plus 48 - 48 to nearby enemies.



## LAPRESS

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 416 - 552 |
| Min - Max HPs | 12208 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.



## LARIEL SUNRUNNER

| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 725 - 1024 |
| Min - Max HPs | 20283 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |



## LARISSA SUNSTRIKE

| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 242 - 341 |
| Min - Max HPs | 6761 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |



## LARVA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Carrion Devourer | 56 - 57 | 96 - 130 | 3644 - 3758 | | 3327 - 3380 |
| **Maggot Slime:** Reduces an enemy's melee attack power by 50 and its ranged attack power by 50 for 30 min.<br>**Maggot Goo:** Poisons nearby enemies for 203 to 247 damage, then inflicts an additional 22 to 28 Nature damage every 2 sec. for 6 sec. | | | | | |
| Carrion Grub | 54 - 55 | 92 - 125 | 3293 - 3398 | | 3216 - 3271 |
| **Maggot Slime:** Reduces an enemy's melee attack power by 50 and its ranged attack power by 50 for 30 min. | | | | | |
| Carrion Swarmer | 57 - 58 | 91 - 124 | 835 - 861 | | 3380 - 3435 |
| **Venom Sting:** Inflicts 178 - 181 Nature damage to an enemy, then an additional 13 - 13 damage every 5 sec. for 45 sec. | | | | | |
| Devouring Slops | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Diseased Maggot | 60 | 1299 - 1724 | 3052 | | 3791 |
| Mutated Grub | 61 | 847 - 1122 | 25152 | | 4091 |
| **Slime Burst:** Inflicts 232 to 268 Nature damage to nearby enemies, and reduces their movement speed by 50% for 5 sec. | | | | | |
| Plagued Maggot | 55 | 38 - 50 | 784 | | 3271 |
| **Maggot Slime:** Reduces an enemy's melee attack power by 50 and its ranged attack power by 50 for 30 min. | | | | | |
| Plump Slithering Larva | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5692 |
| Rotting Maggot | 60 | 1299 - 1724 | 3052 | | 3791 |
| Sit Grub | 54 - 55 | 92 - 125 | 3292 - 3398 | | 3216 - 3271 |
| Slime Maggot | 45 - 46 | 98 - 133 | 1386 - 1439 | | 2725 - 2780 |
| Spewed Larva | 44 - 45 | 194 - 271 | 5346 - 5544 | | 2557 - 2725 |
| **Noxious Catalyst:** Reduces an enemy's Nature resistance by 33 for 2 min. | | | | | |
| Vile Larva | 44 | 61 - 81 | 1336 | | 2557 |
| **Poison:** Nature damage inflicted every 3 sec.<br>**Larva Goo:** Poisons nearby enemies for 68 to 82 damage, then inflicts an additional 9 to 11 Nature damage every 2 sec. for 6 sec. | | | | | |



## LASHH'AN ARAKKOA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Lashh'an Mistwalker | 66 | 195 - 273 | 4892 | 2846 | 4515 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Impending Doom:** Inflicts 2500 Shadow damage to target enemy after 30 sec.<br>**Shadow Mend:** Heals friendly target for 228 to 252. | | | | | |
| Lashh'an Talonite | 65 - 66 | 170 - 251 | 5914 - 6116 | | 5291 - 5591 |
| **Lashh'an Kolirl:** Summons 1 Lashh'an Kolirl to accompany the caster until dismissed.<br>**Backstab:** Inflicts normal damage plus 150 to an enemy, but only if attacking from behind. | | | | | |
| Lashh'an Windwalker | 65 - 66 | 186 - 273 | 4731 - 4892 | 2790 - 2846 | 4275 - 4515 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Lightning Shield:** Surrounds the caster with 3 bolts of lightning that have 50% chance of striking melee or ranged attackers for 130 - 132 damage. Each time the lightning shield strikes, a bolt of lightning dissipates. Thus, the shield expires after 10 min, or after it has struck 3 times. | | | | | |
| Lashh'an Wing Guard | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |
| **Debilitating Strike:** Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any physical attacks for 5 sec. | | | | | |



## LAUGHING SKULL ORCS

| Name | Min-Max Lvl | Min - Max Dmg | Min-Max HPs | Min-Max Mana | Min-Max Armor |
|---|---|---|---|---|---|
| Laughing Skull Ambusher | 60 | 142 - 196 | 2490 | 4979 | 3814 |
| Laughing Skull Berserker | 61 - 62 | 172 - 239 | 5158 - 5341 | | 4113 - 4410 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally. | | | | | |
| Laughing Skull Enforcer | 61 | 636 - 881 | 14958 | 5158 | 4113 |
| **Shield Slam:** Inflicts 40 damage to an enemy, stunning it for 2 sec.<br>**Strike:** Strikes at an enemy, inflicting increased melee damage. | | | | | |
| Laughing Skull Legionnaire | 61 | 636 - 881 | 14958 | 5158 | 4113 |
| **Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back.<br>**Enrage:** Physical damage dealt is increased by 61. Attack speed is increased by 30%. | | | | | |
| Laughing Skull Rogue | 61 | 509 - 705 | 7479 | | 3311 |
| **Stealth:** Puts the caster in stealth mode. Lasts until cancelled.<br>**Slice and Dice:** Increases the caster's attack speed by 30% for 10 sec.<br>**Kidney Shot:** Finishing move that stuns the target.<br>**Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec.<br>**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Laughing Skull Warden | 62 | 726 - 1011 | 16023 | | 4410 |
| **Battle Shout:** Increases the melee attack power of nearby party members by 248 for 2 min. | | | | | |



## LEGASHI SATYR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Legashi Hellcaller | 52 - 53 | 76 - 103 | 2158 - 2232 | 4650 - 4765 | 1574 - 1602 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Rain of Fire**: Calls down a molten rain, burning all enemies in a selected area for 150 - 153 Fire damage every 3 sec. for 9 sec. | | | | | |
| Legashi Rogue | 51 - 53 | 86 - 119 | 2980 - 3189 | | 3052 - 3163 |
| **Gouge**: Inflicts 20 damage to an enemy and incapacitates it for up to 4 sec. You will automatically stop attacking. Target must be facing you. Any damage received by the stunned target will revive it.<br>**Backstab**: Inflicts normal damage plus 92 - 95 to an enemy, but only if attacking from behind. | | | | | |
| Legashi Satyr | 51 - 52 | 80 - 109 | 2384 - 2466 | 1864 - 1923 | 2477 - 2522 |
| **Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |





## LEGIONLORD

| | |
|---|---|
| Min - Max Lvl | 68 - 69 |
| Min - Max Dmg | 231 - 341 |
| Min - Max HPs | 6542 - 6761 |
| Min - Max Mana | |
| Min - Max Armor | 6192 - 6492 |



## LELAGAR

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 234 - 331 |
| Min - Max HPs | 5589 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Fireball:** Inflicts Fire damage to an enemy.

**Scorch:** Scorches an enemy for Fire damage.

**Slow:** Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec.

## LEOKK

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 1767 - 2499 |
| Min - Max HPs | 349300 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |





## LEOROXX

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 1496 - 1983 |
| Min - Max HPs | 810000 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Thrash:** Gives the caster 2 extra attacks.

**Sundering Cleave:** Hacks at the armor of an enemy and its nearby allies, affecting up to 3 targets. A target's armor is reduced by 1680 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Puncture:** Inflicts Physical damage to an enemy every 2 sec. for 10 sec.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 138 for 2 min.

## LEOTHERAS

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 7169 - 10136 |
| Min - Max HPs | 3794000 |
| Min - Max Mana | |
| Min - Max Armor | 7685 |



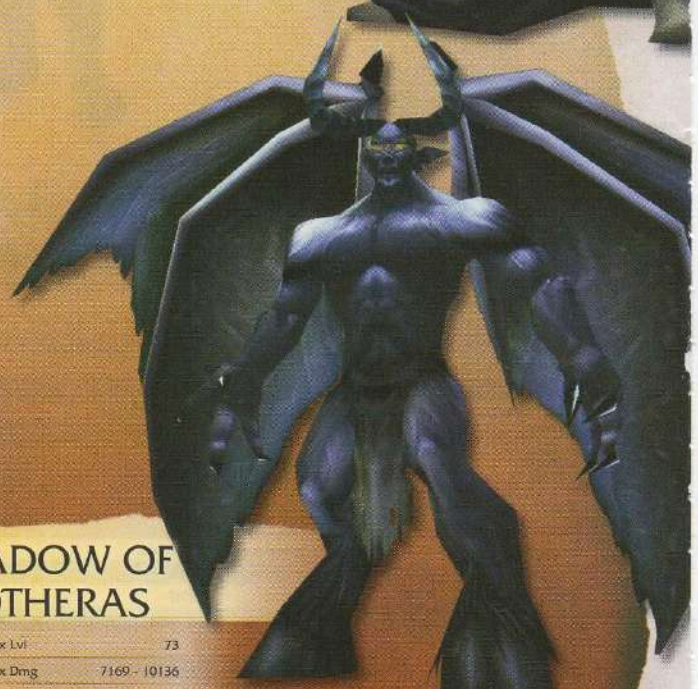
**Insidious Whisper:** The very sound of insanity; Your inner demon has taken form.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 12 sec. and inflicts normal damage plus 50.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Berserk:** Increases the caster's movement speed by 150% and the Physical damage it deals by 500 for 10 min.



## SHADOW OF LEOTHERAS

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 7169 - 10136 |
| Min - Max HPs | 3794000 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Chaos Blast:** Inflicts fire damage to an enemy.

## LEPRITHUS



| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 26 - 34 |
| Min - Max HPs | 404 |
| Min - Max Mana | 456 |
| Min - Max Armor | 683 |

**Wither Touch:** Reduces an enemy's Stamina by 10 and Spirit by 1 for 2 min.

**Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec.

## LETHLAS



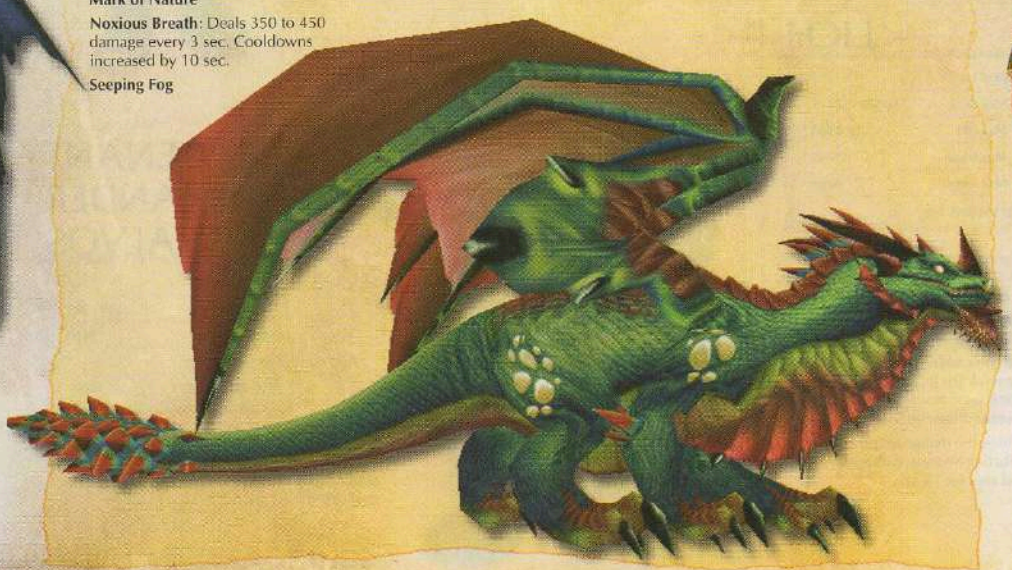
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|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 1618 - 2147 |
| Min - Max HPs | 80925 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Corrosive Acid Breath**: Shoots a cloud of acidic breath at enemies in a cone in front of the caster, reducing their armor and inflicting Nature damage every 5 sec. for 30 sec.

**Wing Flap**: Strikes enemies in a cone in front of the caster, knocking them back.

L

## LETHON



| | |
|---|---|
| Min-Max Lvl | 63 |
| Min - Max Dmg | 2196 - 2912 |
| Min-Max HPs | 832750 |
| Min-Max Mana | |
| Min-Max Armor | 4691 |

**Shadow Bolt Whirl**: AoE Shadow Bolt attack for 800-1200 every 2 sec.

**Draw Spirit**: Draw Spirit's has two effects, stun and summoning shades. The stun is a group stun and the shades Lethon summons each heal him for a reasonable amount should they reach him. One shade is summoned for every player near Lethon at the time of the casting.

**Summon Player**

**Tail Sweep:** Inflicts 600 to 1000 damage on enemies in a cone behind the caster, knocking them back.

**Mark of Nature**

**Noxious Breath**: Deals 350 to 450 damage every 3 sec. Cooldowns increased by 10 sec.

**Seeping Fog**

## LETHTENDRIS



| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 547 - 724 |
| Min - Max HPs | 17816 |
| Min - Max Mana | 8964 |
| Min - Max Armor | 2744 |

**Void Bolt:** Sends a bolt of dark magic at an enemy, inflicting 925 to 1075 Shadow damage.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Curse of Thorns:** Curses an enemy for 3 min., giving it 50% chance to take 149 to 193 damage on attack.

**Curse of Tongues:** Forces an enemy to speak in Demonic, reducing its casting speed by 50% for 15 sec. Only one curse per warlock can be active on any one target.

**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec.



## LEVIATHAN

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 7423 - 9615 |
| Min - Max HPs | 553500 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Tail Sweep:** Inflicts 1040 to 1640 damage on enemies in a cone behind the caster, knocking them back.

**Poison Spit:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec.

**Debilitating Spray:** Shoots poison at an enemy, reducing their damage and healing done by 50% for 10 sec.



## LICILLIN

| | |
|---|---|
| Min - Max Lvl | 14 |
| Min - Max Dmg | 17 - 23 |
| Min - Max HPs | 263 |
| Min - Max Mana | 710 |
| Min - Max Armor | 344 |

**Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 7 for 2 min. Only one curse per warlock can be active on any one target.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.



## LIEUTENANT BENEDICT

| | |
|---|---|
| Min - Max Lvl | 8 |
| Min - Max Dmg | 10 - 14 |
| Min - Max HPs | 156 |
| Min - Max Mana | |
| Min - Max Armor | 316 |

**Shield Bash:** Bashes the target with your shield for 6 damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 6 sec.

**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.

**Improved Blocking:** Increases the caster's chance to block by 54% for 6 sec.



## LEVIXUS

| | |
|---|---|
| Min - Max Lvl | 66 |
| Min - Max Dmg | 1515 - 2124 |
| Min - Max HPs | 58704 |
| Min - Max Mana | 28460 |
| Min - Max Armor | 4515 |

**Cripple:** Increases the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec.

**Dominate Mind:** Takes control of a humanoid enemy up to level 81, but increases the time between its attacks by 100%.

**Inferno:** Summons a meteor from the Twisting Nether, causing 200 Fire damage and stunning all enemy targets in the area for 2 sec. An Infernal rises from the crater, under the command of the caster for 5 min. Once control is lost, the Infernal must be Enslaved to maintain control. Can only be used outdoors.



## LIEUTENANT CALDWELL

| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 51 - 68 |
| Min - Max HPs | 1536 |
| Min - Max Mana | |
| Min - Max Armor | 1593 |



## LICH

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 8620 - 12175 |
| Min - Max HPs | 303500 |
| Min - Max Mana | 67740 |
| Min - Max Armor | 6193 |
| Frost Resistance: 186 | |

**Icebolt:** Fires a bolt of ice at the target, stunning them and causing 4250 to 5750 Frost damage immediately and 0 Frost damage over 4 sec.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 10 sec.

**Frost Armor:** Encases the caster in a layer of frost that lasts 10 sec. The thick ice increases armor by 3000, slows melee attackers' movement to 50%, and increases the time between their attacks by 25%.

**Death & Decay:** Invokes the malignant power of death and decay, inflicting Shadow damage to all enemies in a selected area for 15 sec.



## LIEUTENANT COMMANDER THALVOS

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 159 - 221 |
| Min - Max HPs | 5158 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Strike:** Strikes at an enemy, inflicting weapon damage plus 95.

**Shield Slam:** Inflicts 71 damage to an enemy, stunning it for 2 sec.



## LIEUTENANT FANGORE

| | |
|---|---|
| Min - Max Lvl | 26 |
| Min - Max Dmg | 37 - 49 |
| Min - Max HPs | 788 |
| Min - Max Mana | |
| Min - Max Armor | 1061 |

## LILLITH NEFARA

| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 16 - 22 |
| Min - Max HPs | 247 |
| Min - Max Mana | |
| Min - Max Armor | 573 |



## LIEUTENANT SANDERS

| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 16 - 21 |
| Min - Max HPs | 230 |
| Min - Max Mana | 249 |
| Min - Max Armor | 479 |





## LISAILE FIREWEAVER

| | |
|---|---|
| Min - Max Lvl | 64 |
| Min - Max Dmg | 177 - 247 |
| Min - Max HPs | 4572 |
| Min - Max Mana | 2705 |
| Min - Max Armor | 4036 |

**Fireball:** Inflicts Fire damage to an enemy.
**Fire Nova:** Inflicts Fire damage to nearby enemies.
**Sun Shield:** Full mana regeneration for 2 min.

L

## LIEUTENANT VALORCALL

| | |
|---|---|
| Min - Max Lvl | 38 |
| Min - Max Dmg | 49 - 65 |
| Min - Max HPs | 1135 |
| Min - Max Mana | 1783 |
| Min - Max Armor | 1418 |



**Divine Shield:** Protects the paladin from all damage and spells for 10 sec, but increases the time between your attacks by 100%. Once protected, the target cannot be made invulnerable by Divine Shield, Divine Protection, Blessing of Protection again or use Avenging Wrath for 1 min.

**Holy Strike:** Consecrates the caster's weapon, inflicting 104 additional damage on its next attack. All damage inflicted is based on Holy magic.

**Holy Light:** Heals a friendly target for 698 to 780.

**Blessing of Protection:** A targeted party member is protected from all physical attacks for 8 sec, but during that time they cannot attack or use physical abilities. Players may only have one Blessing on them per Paladin at any one time. Once protected, the target cannot be made invulnerable by Divine Shield, Divine Protection or Blessing of Protection again for 1 min.

**Lay on Hands:** Heals a friendly target for an amount equal to the Paladin's maximum health and restores 250 of their mana. Drains all of the Paladin's remaining mana when used.

## LO'GROSH

| | |
|---|---|
| Min - Max Lvl | 39 |
| Min - Max Dmg | 47 - 62 |
| Min - Max HPs | 1196 |
| Min - Max Mana | 3075 |
| Min - Max Armor | 974 |



**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec.

**Fire Shield III:** Surrounds an ally with a shield of flame that inflicts 31 Fire damage to nearby enemies every 3 sec. Lasts 30 sec.

**Flame Spike:** Calls down a pillar of flame, burning all enemies in a selected area for 237 to 251 Fire damage and an additional 88 damage every 3 sec. for 9 sec.

## LOATHEB

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 5492 - 7281 |
| Min - Max HPs | 5329600 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Corrupted Mind:** Target can only cast one healing or curing spell every 60 sec.

**Remove Curse:** Dispels 32 curses from an ally.

**Inevitable Doom:** Inflicts 2550 Shadow damage to nearby enemies after 10 sec.

**Poison Aura:** Nature damage inflicted every 6 sec.



## LORD ALIDEN PERENOLDE

| | |
|---|---|
| Min - Max Lvl | 41 |
| Min - Max Dmg | 55 - 72 |
| Min - Max HPs | 1522 |
| Min - Max Mana | 1332 |
| Min - Max Armor | 1727 |

**Sleep:** Puts an enemy to sleep for up to 10 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.

**Power Word: Shield:** Wraps an ally in a shield that lasts up to 30 sec., absorbing a maximum of 280 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks.

**Renew:** Heals an ally for 237 damage every 3 sec. for 20 sec.





## LORD ANGLER

| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 62 - 82 |
| Min - Max HPs | 1603 |
| Min - Max Mana | |
| Min - Max Armor | 2366 |



## LOK ORCBANE

| | |
|---|---|
| Min - Max Lvl | 25 |
| Min - Max Dmg | 36 - 48 |
| Min - Max HPs | 713 |
| Min - Max Mana | |
| Min - Max Armor | 1026 |

**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.

**Intimidating Shout:** The warrior shouts, causing the targeted enemy to cower in fear. Up to 5 total nearby enemies will flee in fear. Lasts 8 sec.

## LORD AZRETHOC

| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 112 - 149 |
| Min - Max HPs | 4572 |
| Min - Max Mana | |
| Min - Max Armor | 1964 |

**Mortal Strike:** Inflicts 130% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.



## LORD ALEXEI BAROV

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 624 - 827 |
| Min - Max HPs | 27468 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Veil of Shadow:** Reduces healing effects for nearby enemies by 75% for 15 sec.

**Unholy Aura:** Causes the caster to automatically inflict 150 Shadow damage every 2 sec. to nearby enemies. The aura lasts until cancelled.



## LORD BANEHOLLOW



| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 370 - 489 |
| Min - Max HPs | 7107 |
| Min - Max Mana | 4738 |
| Min - Max Armor | 2832 |

**Curse of Thorns:** Curses an enemy for 3 min., giving it 50% chance to take 155 to 199 damage on attack.

**Shadow Shock:** Instantly lashes nearby enemies with dark magic, inflicting Shadow damage.

## LORD COBRAHN



| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 68 - 91 |
| Min - Max HPs | 2165 |
| Min - Max Mana | 490 |
| Min - Max Armor | 712 |

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Healing Touch:** Heals a friendly target for 363 to 445.

**Druid's Slumber:** Puts the enemy target to sleep for up to 15 sec. Any hostile action will awaken the target. Only one target can be slept at a time.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Cobrahn Serpent Form:** Shapeshifts into a serpent for 5 min., increasing attack damage by 50, and increasing the time between attacks by 43%.

**Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec.

## LORD BLACKWOOD

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 674 - 776 |
| Min - Max HPs | 30520 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



**Multi-Shot:** Fires a volley of missiles at an enemy and its nearby allies, striking up to 5 targets for normal damage plus 300.

**Smoke Bomb:** Casts a smoke bomb, stunning nearby enemies for 4 sec.

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Black Arrow:** Curses an enemy, inflicting periodic Shadow damage over 1 min. If the target dies while afflicted by Black Arrow, 2 Skeletons will be summoned from the target's corpse.

**Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.

## LORD CONDAR



| | |
|---|---|
| Min - Max Lvl | 15 - 16 |
| Min - Max Dmg | 22 - 31 |
| Min - Max HPs | 328 - 356 |
| Min - Max Mana | |
| Min - Max Armor | 677 - 713 |

L

## LORD CORRUPTOR



| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 160 - 226 |
| Min - Max HPs | 3925 |
| Min - Max Mana | 2991 |
| Min - Max Armor | 4995 |

**Corruption:** Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

## LORD CAPTAIN WYRMAK



| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 189 - 251 |
| Min - Max HPs | 6468 |
| Min - Max Mana | |
| Min - Max Armor | 4059 |
| Nature Resistance: 100 | |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Acid Breath:** Inflicts 142 Nature damage and an additional 10 damage every 5 sec. to enemies in a cone in front of the caster. Lasts 45 sec.

## LORD CRISPIN FERENCE



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 2272 - 3213 |
| Min - Max HPs | 83832 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.

**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 10 sec.

**Shield Wall:** Reduces the Physical and magical damage taken by the caster by 75% for 15 sec.

**Heroic Strike:** A strong attack that increases melee damage by 438 to 562 and causes a high amount of threat.

**Holy Light:** Calls upon Holy magic to heal an ally.

## LORD CYRIK BLACKFORGE



| | |
|---|---|
| Min - Max Lvl | 23 |
| Min - Max Dmg | 33 - 44 |
| Min - Max HPs | 617 |
| Min - Max Mana | |
| Min - Max Armor | 957 |

## LORD HEL'NURATH



| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 964 - 1277 |
| Min - Max HPs | 31080 |
| Min - Max Mana | 5136 |
| Min - Max Armor | 3555 |

**Sleep:** Puts an enemy to sleep for up to 10 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Veil of Shadow:** Reduces healing effects for an enemy by 75% for 8 sec.

## LORD INCENDIUS

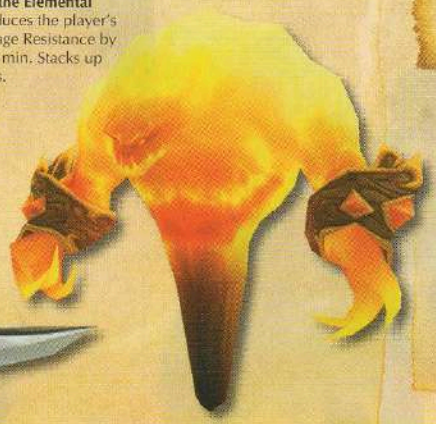
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|---|---|
| Min - Max Lvl | 53 |
| Min - Max Dmg | 450 - 597 |
| Min - Max HPs | 15944 |
| Min - Max Mana | |
| Min - Max Armor | 3163 |

**Fire Storm:** Calls down a pillar of flame, burning all enemies in a selected area for 324 to 376 Fire damage and an additional 185 to 215 damage every 3 sec. for 30 sec.

**Fiery Burst:** Inflicts Fire damage to all enemies in a selected area.

**Mighty Blow:** Inflicts normal damage plus 91 to an enemy, knocking it back.

**Curse of the Elemental Lord:** Reduces the player's Fire damage Resistance by 100 for 1 min. Stacks up to 3 times.



## LORD JORACH RAVENHOLDT



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 104 - 138 |
| Min - Max HPs | 4120 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

## LORD DARKSCYTHE

| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 122 - 162 |
| Min - Max HPs | 3758 |
| Min - Max Mana | |
| Min - Max Armor | 3380 |



**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Sunder Armor:** Hacks at an enemy's armor, reducing it per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

## LORD KAZZAK



| | |
|---|---|
| Min-Max Lvl | 73 |
| Min - Max Dmg | 1977 - 2620 |
| Min-Max HPs | 366410 |
| Min-Max Mana | |
| Min-Max Armor | 4691 |

**Shadowbolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Cleave:** Inflicts weapon damage plus 315 to an enemy and its nearest allies, affecting up to 10 targets.

**Mark of Kazzak:** Drains 250 mana every 1 second. Explodes when unable to drain mana.

**Twisted Reflection:** Any damage caused by Kazzak to a player causes him to be healed.

**Void Bolt:** Movement speed reduced by 50%.

**Thunderclap:** Inflicts 200 to 208 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 61% for 10 sec.

**Capture Soul:** When Kazzak kills a player, he heals himself for 10% of his total life

**Enrage:** Melee attack damage increased by 25%.

## LORD FALCONCREST

| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 56 - 74 |
| Min - Max HPs | 2286 |
| Min - Max Mana | |
| Min - Max Armor | 1964 |



**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.

**Battle Shout:** Increases the melee attack power of nearby friendly targets by 121 for 2 min.

## LORD KLAQ

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 160 - 223 |
| Min - Max HPs | 4274 |
| Min - Max Mana | 2568 |
| Min - Max Armor | 3555 |

**Thunderclap:** Inflicts 66 to 68 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec.

**Thorns:** Thorns sprout from the friendly target causing 45 Nature damage to attackers when hit. Lasts 10 min.



## LORD MALATHROM

| | |
|---|---|
| Min - Max Lvl | 31 |
| Min - Max Dmg | 40 - 54 |
| Min - Max HPs | 935 |
| Min - Max Mana | 878 |
| Min - Max Armor | 1033 |

**Minions of Malathrom:** Summons Sloth and Sludge, the minions of Lord Malathrom. Each minion lasts 4 min.

**Shadow Word: Pain:** A word of darkness that causes 366 Shadow damage over 18 sec.





## LORD KRAGARU

| | |
|---|---|
| Min - Max Lvl | 38 |
| Min - Max Dmg | 53 - 70 |
| Min - Max HPs | 1604 |
| Min - Max Mana | |
| Min - Max Armor | 1709 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Pummel:** Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec.

## LORD KRI

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 3432 - 4550 |
| Min - Max HPs | 266480 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |



**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Thrash:** Gives the caster 2 extra attacks.

**Toxic Volley:** Inflicts Nature damage to an enemy.

**Summon Poison Cloud:** Inflicts Nature damage to nearby enemies every sec. for 2 min.

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.

## LORD MALDAZZAR

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 89 - 118 |
| Min - Max HPs | 2915 |
| Min - Max Mana | 2163 |
| Min - Max Armor | 2699 |



**Summon Skeleton:** Summons 1 Skeleton to aid the caster in battle for 1 min.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Drain Life:** Drains 365 health from an enemy over 5 sec., transferring it to the caster.

## LORD LAKMAERAN

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 1618 - 2147 |
| Min - Max HPs | 323700 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Lightning Breath:** Breathes lightning at an enemy, inflicting Nature damage.

**Lightning Shield:** Surrounds the caster with 20 balls of lightning that have 25% chance of striking melee or ranged attackers for 496 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 20 times.

**Static Conduit:** Inflicts 200 Nature damage to nearby enemies every 3 sec. and increases the Nature damage they take by 100 for 15 sec.

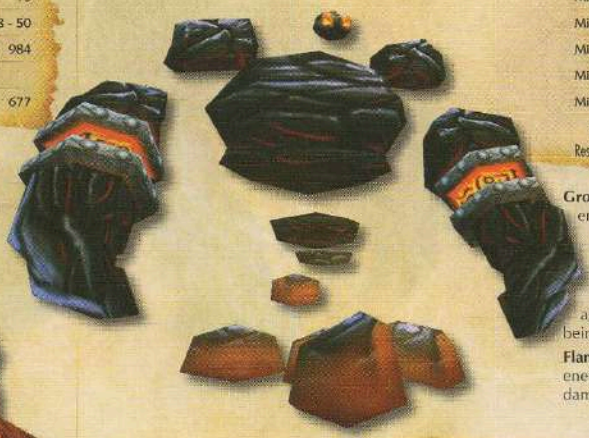
**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 122 for 2 min.





## LORD MAYOR MORRISON

| | |
|---|---|
| Min - Max Lvl | 15 |
| Min - Max Dmg | 38 - 50 |
| Min - Max HPs | 984 |
| Min - Max Mana | |
| Min - Max Armor | 677 |



## LORD ROCCOR

| | |
|---|---|
| Min - Max Lvl | 51 |
| Min - Max Dmg | 311 - 412 |
| Min - Max HPs | 11460 |
| Min - Max Mana | |
| Min - Max Armor | 4546 |

Fire Resistance: 153, Nature Resistance: 153

**Ground Tremor:** Stuns nearby enemies, rendering them unable to move or attack for 2 sec.

**Earth Shock:** Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec.

**Flame Shock:** Instantly burns an enemy, then inflicts additional Fire damage every 3 sec. for 12 sec.



## LORD MELENAS

| | |
|---|---|
| Min - Max Lvl | 8 |
| Min - Max Dmg | 10 - 13 |
| Min - Max HPs | 148 |
| Min - Max Mana | 165 |
| Min - Max Armor | 268 |

**Rake:** Rake the target for bleed damage and an additional damage over 9 sec. Awards 1 combo point.

**Cat Form:** Shapeshifts into a cat for 4 min., increasing attack power and allowing the use of various cat abilities.

**Rejuvenation:** Heals the target for 32 over 12 sec.



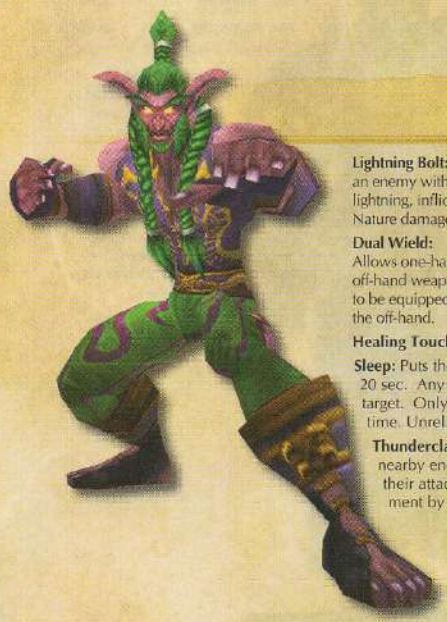
## LORD SAKRASIS

| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 91 - 120 |
| Min - Max HPs | 1848 |
| Min - Max Mana | |
| Min - Max Armor | 2725 |

**Deadly Poison:** Inflicts 76 Nature damage to an enemy every 10 sec. for 2 min.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Execute:** Attempts to finish off a wounded enemy, inflicting normal damage plus 362. Execute can only be used on enemies that have 20% or less health.



## LORD PYTHAS

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 78 - 104 |
| Min - Max HPs | 2165 |
| Min - Max Mana | 490 |
| Min - Max Armor | 712 |

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Healing Touch:** Heals a friendly target for 206 to 254.

**Sleep:** Puts the enemy target to sleep for up to 20 sec. Any damage caused will awaken the target. Only one target can be asleep at a time. Unreliable on targets above level 30.

**Thunderclap:** Inflicts 71 to 79 Nature damage to nearby enemies, increasing the time between their attacks by 43% and slowing their movement by 40% for 10 sec.



## LORD SANGUINAR

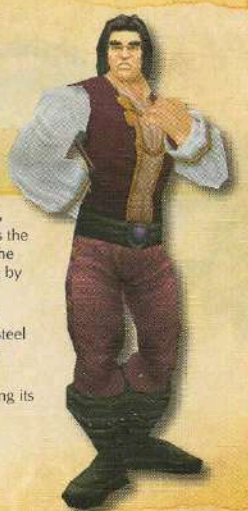
| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 8497 - 12014 |
| Min - Max HPs | 273168 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Thrash:** Adds a chance to do two additional attacks.

**Mending:** Periodic healing.

**Bellowing Roar:** Causes enemies to flee in fear.

**Renew:** Heals an ally every 3 sec. for 15 sec.



## LORD ROBIN DARIS

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 2272 - 3213 |
| Min - Max HPs | 83832 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Mortal Strike:** Inflicts 250% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 714.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.



## LORD SERPENTIS

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 78 - 104 |
| Min - Max HPs | 2598 |
| Min - Max Mana | 1470 |
| Min - Max Armor | 712 |

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Sleep:** Puts the enemy target to sleep for up to 20 sec. Any damage caused will awaken the target. Only one target can be asleep at a time. Unreliable on targets above level 30.

**Healing Touch:** Heals a friendly target for 742 to 894.



## LORD SHALZARU

| | |
|---|---|
| Min - Max Lvl | 47 |
| Min - Max Dmg | 85 - 112 |
| Min - Max HPs | 1990 |
| Min - Max Mana | 1640 |
| Min - Max Armor | 2300 |

**Frost Shock:** Instantly shocks the target with frost, causing 215 to 230 Frost damage and slowing movement speed by 50%. Lasts 8 sec.



## LORD SINSLAYER

| | |
|---|---|
| Min - Max Lvl | 15 - 16 |
| Min - Max Dmg | 22 - 31 |
| Min - Max HPs | 328 - 356 |
| Min - Max Mana | |
| Min - Max Armor | 677 - 713 |

**Aqua Jet:** Sprays water in all directions, inflicting Frost damage to nearby enemies and knocking them back.

**Strike:** Strikes at an enemy, inflicting weapon damage plus 39 - 41.



## LORD SKWOL

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 879 - 1165 |
| Min - Max HPs | 39972 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |
| Fire Resistance: 93 | |

**Thrash:** Gives the caster 2 extra attacks.

**Venom Spit:** Spits poison at nearby enemies, inflicting Nature damage, then additional damage every 5 sec. for 30 sec.



## LORD VALTHALAK

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 1329 - 1759 |
| Min - Max HPs | 119925 |
| Min - Max Mana | 2620 |
| Min - Max Armor | 3795 |

**Summon Spectral Assassin:** Summons a shadowy assassin to protect the caster for 1 min.

**Shadow Wrath:** Strikes an enemy for 2250 - 2750 Shadow damage.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage.



## LORD VYLETONGUE

| | |
|---|---|
| Min - Max Lvl | 44 |
| Min - Max Dmg | 288 - 382 |
| Min - Max HPs | 13365 |
| Min - Max Mana | |
| Min - Max Armor | 2557 |

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Multi-Shot:** Fires a volley of missiles at an enemy and its nearby allies, striking up to 5 targets for normal damage plus 220.

**Blink:** Teleports the caster 20 yd. forward unless something is in the way. Also frees the caster from any bonds.

**Smoke Bomb:** Casts a smoke bomb, stunning nearby enemies for 4 sec.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.



## LORD XIZ

| | |
|---|---|
| Min - Max Lvl | 13 |
| Min - Max Dmg | 18 - 24 |
| Min - Max HPs | 369 |
| Min - Max Mana | |
| Min - Max Armor | 608 |

# LOREKEEPER POLKELT



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 416 - 552 |
| Min - Max HPs | 27468 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Volatile Infection:** Infects an enemy for 2 min., causing it to inflict 540 Nature damage to its nearby allies every 15 sec.

**Corrosive Acid:** Reduces the armor of nearby enemies by 16 for 5 min.

**Noxious Catalyst:** Reduces an enemy's Nature resistance by 6 for 2 min.

# LORGUS JETT



| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 55 - 72 |
| Min - Max HPs | 1713 |
| Min - Max Mana | 1236 |
| Min - Max Armor | 829 |

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 48 - 48 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.

# LOST ONES



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Daggerfen Assassin | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Toxic Fumes:** Inflicts 90 - 92 Nature damage to nearby enemies every 3 sec. for 45 sec. | | | | | |
| Daggerfen Muckdweller | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Paralytic Poison:** Stuns an enemy after 30 sec, rendering it unable to move or attack for a short time. | | | | | |
| Daggerfen Servant | 62 | 69 - 96 | 2136 | | 4391 |
| Fenflon Lost One | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| Fenflon Druid | 62 | 160 - 223 | 4274 | 2568 | 3555 |
| **Regrowth:** Heals an ally for a fixed amount, then heals additional damage every 3 sec. for 21 sec.<br>**Roc Form:** Shapeshifts into a roc for 5 min., increasing armor and hit points, as well as allowing the use of various bear abilities. | | | | | |
| Fenflon Hunter | 61 - 62 | 152 - 223 | 4126 - 4274 | 2486 - 2568 | 3316 - 3555 |
| **Summon Spore Bat:** Summons 1 Spore Bat to accompany the caster until dismissed.<br>**Serpent Sting:** Stings the target, causing 60 Nature damage over 15 sec. Only one Sting per Hunter can be active on any one target.<br>**Shoot:** Shoots at an enemy, inflicting Physical damage.<br>**Net:** Immobilizes an enemy for 5 sec. | | | | | |
| Fenflon Mystic | 61 - 62 | 152 - 223 | 4126 - 4274 | 2486 - 2568 | 3316 - 3555 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 122 - 124 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times. | | | | | |
| Fenflon Serpent Spirit | 63 - 64 | 181 - 262 | 5527 - 5715 | | 4691 - 4991 |
| Lost One Chieftain | 39 | 54 - 72 | 1678 | | 1834 |
| Lost One Cook | 37 | 48 - 63 | 1257 | 1142 | 1325 |
| **Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec.<br>**Knockdown:** Inflicts 86 to 102 damage to an enemy, stunning it for 2 sec. | | | | | |
| Lost One Fisherman | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| Lost One Hunter | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage.<br>**Poisoned Shot:** Inflicts normal damage plus 36 - 37 to an enemy, then an additional 36 - 37 Nature damage every 10 sec. for 1 min. | | | | | |
| Lost One Muckdweller | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| **Plague Cloud:** Reduces Strength by 9, Agility by 9, and Intellect by 4 for all enemies in a selected area for 4 min. | | | | | |
| Lost One Mudlurker | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1340 - 1373 |
| **Backstab:** Inflicts normal damage plus 62 - 64 to an enemy, but only if attacking from behind. | | | | | |
| Lost One Riftseeker | 37 - 38 | 44 - 60 | 1116 - 1155 | 2861 - 2975 | 858 - 915 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Summon Imp:** Summons an Imp to accompany the caster until dismissed.<br>**Rift Beacon:** Marks an enemy with a tracking device. After 1 min., 2 Lost One Rift Travelers will find and attack the enemy. Lost One Rift Travelers are unstable at the subatomic level and so cannot maintain physical form past 1 min. | | | | | |
| Lost One Seer | 37 - 38 | 48 - 65 | 1257 - 1305 | 1142 - 1189 | 1325 - 1418 |
| **Healing Ward:** Summons a ward that lasts 30 sec. and periodically heals allies in an area around it.<br>**Earthgrab Totem:** Summons an Earthgrab Totem that lasts 30 sec. and periodically immobilizes nearby enemies. | | | | | |
| Umbrafen Oracle | 60 - 61 | 144 - 210 | 3984 - 4126 | 2434 - 2486 | 3075 - 3316 |
| **Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 120 - 122 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.<br>**Healing Wave:** Calls upon Nature magic to heal an ally. | | | | | |
| Umbrafen Seer | 60 - 61 | 144 - 210 | 3984 - 4126 | 2434 - 2486 | 3075 - 3316 |
| **Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 2 sec.<br>**Healing Wave:** Calls upon Nature magic to heal an ally.<br>**Wrath:** Hurls a bolt of lightning at an enemy, inflicting Nature damage. | | | | | |
| Umbrafen Skyebinder | 60 | 144 - 199 | 3984 | 2434 | 3075 |
| Umbrafen Witchdoctor | 60 - 61 | 144 - 210 | 3984 - 4126 | 2434 - 2486 | 3075 - 3316 |
| **Shrink:** Reduces an enemy's Strength by 1 and Stamina by 1 for 2 min.<br>**Terror Totem:** Summons a Terror Totem which periodically fears nearby enemies. | | | | | |

# LORO



| | |
|---|---|
| Min - Max Lvl | 49 |
| Min - Max Dmg | 330 - 438 |
| Min - Max HPs | 6414 |
| Min - Max Mana | |
| Min - Max Armor | 4385 |

**Improved Blocking:** Increases the caster's chance to block by 85% for 6 sec.

**Shield Slam:** Inflicts 59 damage to an enemy, stunning it for 2 sec.



# LOTHROS

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 234 - 331 |
| Min - Max HPs | 5589 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Curse of Blood:** Increases the Physical damage taken by an enemy by 70 for 1 min.

**Frenzy:** Increases attack speed by 50%.

# LUANGA THE IMPRISONER



| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 929 - 1301 |
| Min - Max HPs | 18924 |
| Min - Max Mana | 2790 |
| Min - Max Armor | 4275 |

**Arakkoa Blast:** Blasts an enemy with Arcane magic, inflicting normal damage plus 10 and knocking the enemy back.

**Lightning Cloud:** Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 95 to 99 Nature damage and inflicting 109 to 115 additional damage every 5 sec.

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target.

**Shock:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage.

**Power of Kran'aish:** Curses nearby allies, decreasing the costs of their spells and abilities by 5% for 5 min. This cost decrease applies to all spells and abilities, whether they cost mana, rage, or energy.

# LUPOS



| | |
|---|---|
| Min - Max Lvl | 23 |
| Min - Max Dmg | 33 - 44 |
| Min - Max HPs | 617 |
| Min - Max Mana | |
| Min - Max Armor | 957 |

# LURED COLOSSUS



| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 258 - 360 |
| Min - Max HPs | 16023 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

# LUCIFRON



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1636 - 2165 |
| Min - Max HPs | 351780 |
| Min - Max Mana | 39300 |
| Min - Max Armor | 3795 |
| Fire Resistance: 93, Shadow Resistance: 186 | |

**Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage.

**Impending Doom:** Inflicts 2000 Shadow damage to nearby enemies after 10 sec.

**Lucifron's Curse:** Curses nearby enemies, increasing the costs of their spells and abilities by 100% for 5 min. This cost increase applies to all spells and abilities, whether they cost mana, rage, or energy.

# THE LURKER BELOW



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 11949 - 16895 |
| Min - Max HPs | 3794000 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Water Bolt:** Hurls a watery bolt at an enemy, inflicting 8750 to 11250 Frost damage.

**Geyser:** Knocks nearby enemies back and reduces their movement speed by 50% for 1 sec.

**Whirl:** A Physical damage.

**Spout:** Every 45 sec., a water bolt starts at the tank, slowing rotating in a random direction for 370° doing over 6000 damage with a Knockback.

# LUMP



| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 180 - 253 |
| Min - Max HPs | 10349 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |

**Shoulder Charge:** Charges an enemy, inflicting normal damage plus 1.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

# LUNACLAW



| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 17 - 22 |
| Min - Max HPs | 247 |
| Min - Max Mana | |
| Min - Max Armor | 573 |

**Thrash:** Gives the caster 2 extra attacks.

# LUZRAN



| | |
|---|---|
| Min - Max Lvl | 21 |
| Min - Max Dmg | 61 - 81 |
| Min - Max HPs | 2084 |
| Min - Max Mana | |
| Min - Max Armor | 888 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 160 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.



## MAD MAGGLISH

| | |
|---|---|
| Min - Max Lvl | 17 |
| Min - Max Dmg | 25 - 33 |
| Min - Max HPs | 386 |
| Min - Max Mana | |
| Min - Max Armor | 748 |

**Smoke Bomb:** Casts a smoke bomb, stunning nearby enemies for 4 sec.

**Sneak:** Stealthed. Movement speed reduced by 50%.

## MAGGOC

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 2777 - 3927 |
| Min - Max HPs | 139720 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Mortal Wound:** Inflicts 75% weapon damage to an enemy and leaves it wounded, reducing the effectiveness of any healing by 5% for 20 sec.

**Boulder:** Hurls a boulder at an enemy, inflicting Physical damage.

**Rock Rumble:** Knocks a random players into the air.

**Enrage:** Physical damage dealt is increased by 21. Attack speed increased by 30%.



## MAD SCIENTIST

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 1587 - 2105 |
| Min - Max HPs | 50304 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes 1.0 damage.

**Great Heal:** Calls upon Holy magic to heal an ally.





## MAGGOT EYE

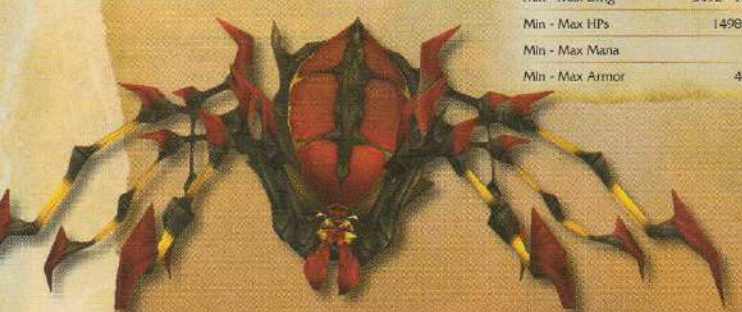
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|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 20 - 26 |
| Min - Max HPs | 198 |
| Min - Max Mana | |
| Min - Max Armor | 512 |

**Curse of Thule:** Reduces the Spirit of an enemy by 2 for 4 min.

**Life Harvest:** Drains 15 health from an enemy, transferring it to the caster.

## MAEXXNA

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 5492 - 7281 |
| Min - Max HPs | 1498950 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |



**Poison Shock**

**Necrotic Poison:** Healing reduced by 90% for 30 sec.

**Enrage:** Physical damage dealt is increased by 100. Attack speed increased by 50%.

**Web Spray:** Stunned for 10 sec.

## MAG'HAR ORCS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Gorodar Defender | 70 | 2020 - 2856 | 34930 | | 6792 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Gorodar Guard Captain | 70 | 252 - 357 | 6986 | | 6792 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Gorodar Wolf Rider | 70 | 1010 - 1428 | 34930 | | 6792 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Mag'har Captive | 62 - 62 | 160 - 223 | 6811 | 5136 | 3555 |
| **Healing Wave:** Calls upon Nature magic to heal an ally.<br>**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing Nature damage to each.<br>**Earthbind Totem:** Summons an Earthbind Totem that lasts 45 sec. and periodically reduces the movement speed of nearby enemies to 50% of normal.<br>**Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec. | | | | | |
| Mag'har Escort | 60 | 71 - 98 | 498 | | 3791 |
| Mag'har Grunt | 61 | 106 - 140 | 3144 | | 4091 |
| Mag'har Hunter | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage.<br>**Summon Tamed Ravager:** Summons Ravager to accompany the caster until dismissed.<br>**Net:** Immobilizes an enemy for 5 sec. | | | | | |
| Mag'har Outrunner | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| Mag'har Pitfighter | 66 | 210 - 295 | 9174 | | 5591 |
| Mag'har Prisoner | 60 - 65 | 104 - 151 | 3052 - 3324 | | 3791 - 5291 |
| Mag'har Butcher | 62 - 63 | 160 - 234 | 4274 - 4422 | 2568 - 2620 | 3555 - 3795 |
| **Healing Wave:** Calls upon Nature magic to heal an ally.<br>**Fire Nova Totem:** Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 413 - 459 fire damage to enemies within 10 yd.<br>**Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 124 - 126 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times. | | | | | |

## MAEXXNA SPIDERLING

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 155 - 206 |
| Min - Max HPs | 3815 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



**Poison Shock**

**Necrotic Poison:** Healing reduced by 90% for 30 sec.

## MAGISTER HAWKHELM



| | |
|---|---|
| Min - Max Lvl | 51 |
| Min - Max Dmg | 86 - 114 |
| Min - Max HPs | 2980 |
| Min - Max Mana | |
| Min - Max Armor | 3052 |

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Multi-Shot:** Fires a volley of missiles at an enemy and its nearby allies, striking up to 3 targets for normal damage plus 195.

## MAGISTER THELEDORN



| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 231 - 325 |
| Min - Max HPs | 6542 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |

## MAGISTRIX LARYNNA



| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 242 - 341 |
| Min - Max HPs | 6761 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |

## MAGISTER KALENDRIS



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 677 - 897 |
| Min - Max HPs | 20757 |
| Min - Max Mana | 9736 |
| Min - Max Armor | 3075 |

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

**Mind Flay:** Inflicts Shadow damage to an enemy and reduces its movement speed for 3 sec.

**Mind Blast:** Inflicts Shadow damage to an enemy, but causes a high amount of threat.

**Dominate Mind:** Takes control of a humanoid enemy up to level 75 for 10 sec., but increases the time between its attacks by 100%.

## MAGISTRATE BARTHILAS

| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 898 - 1191 |
| Min - Max HPs | 28710 |
| Min - Max Mana | |
| Min - Max Armor | 3435 |

**Crowd Pummel:** Pummels nearby enemies for normal damage plus 10 and interrupts any spell being cast 75% of the time for 5 sec.

**Mighty Blow:** Inflicts normal damage plus 101 to an enemy, knocking it back.

**Draining Blow:** Drains 250 health from an enemy, transferring it to the caster.



## MAGMA LORD BOKK

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 143 - 190 |
| Min - Max HPs | 4120 |
| Min - Max Mana | |
| Min - Max Armor | 4719 |

**Ground Tremor:** Stuns nearby enemies, rendering them unable to move or attack for 2 sec.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Earth Shock:** Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec.



M

## MAGISTER QUALLESTIS



| | |
|---|---|
| Min - Max Lvl | 17 |
| Min - Max Dmg | 17 - 24 |
| Min - Max HPs | 346 |
| Min - Max Mana | 938 |
| Min - Max Armor | 402 |

## MAGISTRATE BURNSIDE



| | |
|---|---|
| Min - Max Lvl | 30 |
| Min - Max Dmg | 30 - 42 |
| Min - Max HPs | 773 - 774 |
| Min - Max Mana | 2175 |
| Min - Max Armor | 654 |

**Inferno Shell:** Inflicts 147 to 177 Fire damage to nearby enemies, and encases the caster in a shield of flame that lasts 10 sec. and burns melee attackers for an additional 50 damage.

**Fireball:** Inflicts Fire damage to an enemy.

**Fire Nova:** Inflicts Fire damage to nearby enemies.

## MAGMADAR

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1867 - 2475 |
| Min - Max HPs | 826088 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Panic:** Panics nearby enemies, causing them to flee in fear for 8 sec.

**Lava Bomb:** Throws a Lava Bomb at an enemy, inflicting 3200 Fire damage over 8 sec.

**Frenzy:** Attack speed increased by 150%.



## MAGMAKIN

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 260 - 345 |
| Min - Max HPs | 30520 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

Fire Resistance: 95, Nature Resistance: 95

**Charge:** Charges an enemy, inflicting 1313 to 1687 Fire damage to the target and any other nearby enemies, as well as knocking them all back.



## MAGRA

| | |
|---|---|
| Min - Max Lvl | 43 |
| Min - Max Dmg | 153 - 203 |
| Min - Max HPs | 5148 |
| Min - Max Mana | |
| Min - Max Armor | 2397 |

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 504 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Battle Shout:** Increases the melee attack power of nearby party members by 172 for 2 min.



## MAGRAM CENTAUR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Magram Bonepaw | 37 - 38 | 51 - 70 | 1536 - 1604 | | 1593 - 1709 |
| Magram Marauder | 35 - 36 | 49 - 66 | 1468 - 1469 | | 1373 - 1480 |
| **Cleave**: A sweeping attack that does your weapon damage plus 5 to the target and his nearest ally.<br>**Berserker Stance**: Assumes an aggressive stance that generates rage when the warrior strikes an opponent. Lasts 4 min. | | | | | |
| Magram Mauler | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| **Thrash**: Gives the caster 2 extra attacks. | | | | | |
| Magram Outrunner | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |
| Magram Pack Runner | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1340 - 1373 |
| Magram Scout | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| Magram Stormer | 34 - 35 | 46 - 60 | 1064 - 1110 | 1007 - 1067 | 1121 - 1149 |
| **Lightning Cloud**: Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 55 to 60 Nature damage and inflicting 69 to 76 additional damage every 5 sec.<br>**Lightning Shield**: Surrounds an ally with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 83 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times. | | | | | |
| Magram Windchaser | 33 - 34 | 43 - 58 | 1021 - 1064 | 963 - 1007 | 1091 - 1121 |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Healing Wave**: Heals a friendly target for 542 - 629. | | | | | |
| Magram Wrangler | 33 - 34 | 46 - 63 | 1221 - 1279 | | 1304 - 1340 |
| **Net**: Immobilizes an enemy for 6 sec. | | | | | |



## MAGMUS

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 806 - 1068 |
| Min - Max HPs | 24291 |
| Min - Max Mana | |
| Min - Max Armor | 3327 |

**War Stomp:** Inflicts normal damage plus 61 to nearby enemies, knocking them back and stunning them for 8 sec.

**Fiery Burst:** Inflicts Fire damage to all enemies in a selected area.



## MAGREGAN DEEPSHADOW

| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 51 - 68 |
| Min - Max HPs | 1536 |
| Min - Max Mana | |
| Min - Max Armor | 1593 |

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 86.



## MAGRONOS THE UNYIELDING

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 96 - 127 |
| Min - Max HPs | 3644 |
| Min - Max Mana | |
| Min - Max Armor | 3327 |



**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.

**Enrage**

## MAGOSH

| | |
|---|---|
| Min - Max Lvl | 21 |
| Min - Max Dmg | 28 - 38 |
| Min - Max HPs | 473 |
| Min - Max Mana | 1020 |
| Min - Max Armor | 740 |

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Shock:** Instantly throws a bolt of lightning at the target for 65 to 69 damage.

**Healing Wave:** Heals a friendly target for 274 to 322.



# MAGTHERIDON

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 14604 - 20649 |
| Min - Max HPs | 4818380 |
| Min - Max Mana | |
| Min - Max Armor | 7685 |

**Quake**

**Cleave**

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.

**Blast Nova**





# MAGTOR THE BLIND WATCHER

| | |
|---|---|
| Min - Max Lvl | 15 |
| Min - Max Dmg | 20 - 27 |
| Min - Max HPs | 301 |
| Min - Max Mana | 326 |
| Min - Max Armor | 566 |

**Heroic Strike:** A strong attack that increases melee damage by 39 and causes a high amount of threat.



# MAGUS RIMTORI

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 66 - 92 |
| Min - Max HPs | 2379 |
| Min - Max Mana | 5013 |
| Min - Max Armor | 1658 |



**Fireball:** Inflicts Fire damage to an enemy.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

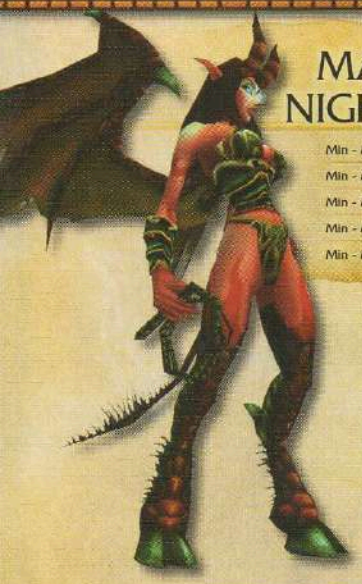
# MAIDEN OF DISCIPLINE

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 492 - 695 |
| Min - Max HPs | 8104 |
| Min - Max Mana | 7887 |
| Min - Max Armor | 5474 |



**Lash of Pain:** Lashes an enemy, inflicting Shadow damage.

**Seduction:** Seduces nearby enemy targets for 6 sec.



## MAIDEN OF NIGHTMARES

| | |
|---|---|
| Min - Max Lvl | 68 - 69 |
| Min - Max Dmg | 231 - 341 |
| Min - Max HPs | 6542 - 6761 |
| Min - Max Mana | |
| Min - Max Armor | 6192 - 6492 |



## MAI'ZOTH

| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 70 - 93 |
| Min - Max HPs | 2217 |
| Min - Max Mana | 604 |
| Min - Max Armor | 2211 |

**Frostbolt Volley:** Inflicts 226 to 240 Frost damage to nearby enemies, reducing their movement speed by 50% for 8 sec.

**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 540, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.

**Flame Spike:** Calls down a pillar of flame, burning all enemies in a selected area for 273 to 287 Fire damage and an additional 98 damage every 3 sec. for 9 sec.

## MAIDEN OF PAIN

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 152 - 210 |
| Min - Max HPs | 4126 |
| Min - Max Mana | 2486 |
| Min - Max Armor | 3316 |



**Lash of Pain:** Lashes an enemy, inflicting Shadow damage.

**Whipped Frenzy:** Increases an ally's attack speed by 30% for 5 min.

## MAJOR PAKKON

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 1977 - 2621 |
| Min - Max HPs | 56627 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |



**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 1000 per Sunder Armor. Can be applied up to 5 times. Lasts 20 sec.

**Sweeping Slam:** Inflicts normal damage plus 1750 to 2250 to enemies in a cone in front of the caster, knocking them back.



## MAJOR YEGGETH

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 1977 - 2621 |
| Min - Max HPs | 56627 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 1000 per Sunder Armor. Can be applied up to 5 times. Lasts 20 sec.

**Shield of Rajaxx**



## MAIDEN OF VIRTUE

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 6157 - 8696 |
| Min - Max HPs | 424900 |
| Min - Max Mana | 67740 |
| Min - Max Armor | 6193 |

**Repentance:** Puts all nearby enemy targets in a state of meditation, incapacitating them for 12 sec. Breaks on damage.

**Holy Fire:** Consumes an enemy in flames, burning it and inflicting additional Fire damage every 2 sec. over 12 sec.

**Holy Wrath:** Sends bolts of holy power in all directions, causing 1950 to 2050 Holy damage to all targets, increasing by 40% per jump.

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.

## MAJORDOMO EXECUTUS

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1538 - 2039 |
| Min - Max HPs | 666200 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |
| Fire Resistance: 95 | |



**Teleport:** Teleports an enemy into the midst of burning coals.

**Magic Reflection:** Causes all nearby allies to reflect 50% of harmful spells for 10 sec.

**Damage Shield:** Causes 100 arcane damage to any creature that strikes a nearby minion.

**Aegis of Ragnaros:** Surrounds the caster with a shield woven of Shadow magic. The shield lasts 5 min., absorbs up to 30000 Physical or magical damage, and inflicts 250 damage to melee attackers.



## MAKASGAR

| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 16 - 21 |
| Min - Max HPs | 230 |
| Min - Max Mana | 249 |
| Min - Max Armor | 479 |



## MAL'DRUK THE SOULRENDER

| | |
|---|---|
| Min - Max Lvl | 64 |
| Min - Max Dmg | 584 - 816 |
| Min - Max HPs | 13716 |
| Min - Max Mana | 8115 |
| Min - Max Armor | 4036 |

**Mind Flay:** Inflicts Shadow damage to an enemy and reduces its movement speed for 3 sec.

**Shadowfury:** Shadowfury is unleashed, causing 69 to 81 Shadow damage and knockback to all enemies within 10 yds.

**Summon Shadow Image:** Summons a shadow to aid the caster in battle for 15 min.

## MAKAZRADON

| | |
|---|---|
| Min - Max Lvl | 68 - 69 |
| Min - Max Dmg | 761 - 1126 |
| Min - Max HPs | 26168 - 27044 |
| Min - Max Mana | |
| Min - Max Armor | 6192 - 6492 |



**Cripple:** Increases the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec.

**Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 168 Fire damage every 3 sec. for 9 sec.

**Fel Cleave:** Inflicts 150% weapon damage and leaves a terrible wound, making the target vulnerable to magic.



## MALEKI THE PALLID

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 448 - 624 |
| Min - Max HPs | 22010 |
| Min - Max Mana | 8812 |
| Min - Max Armor | 2073 |

**Drain Life:** Drains 2445 - 2450 health from an enemy over 5 sec., transferring it to the caster.

**Ice Tomb:** Stuns an enemy, rendering it unable to move or attack for 10 sec.

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Drain Mana:** Drains up to 2310 mana from an enemy over 5 sec. and transfers it to the caster.

M



## THE MAKER

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 1255 - 1747 |
| Min - Max HPs | 38722 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Domination:** Takes control of a humanoid enemy up to level 70 for 10 sec.

**Exploding Beaker**



## MALEVUS THE MAD

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 238 - 337 |
| Min - Max HPs | 5744 |
| Min - Max Mana | 3231 |
| Min - Max Armor | 5714 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Glaive:** Throws a glaive at an enemy, inflicting Physical damage.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.



## MAKRON THE CORRUPT

| | |
|---|---|
| Min - Max Lvl | 53 |
| Min - Max Dmg | 90 - 119 |
| Min - Max HPs | 3189 |
| Min - Max Mana | |
| Min - Max Armor | 3163 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.



## MALGEN LONGSPEAR

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 165 - 218 |
| Min - Max HPs | 8547 |
| Min - Max Mana | 5452 |
| Min - Max Armor | 3075 |

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Aimed Shot:** An aimed shot that increases ranged damage by 600.

**Multi-Shot:** Fires a volley of missiles at an enemy and its nearby allies, striking up to 3 targets for normal damage plus 225.

**Wing Clip:** Inflicts 50 damage and reduces the enemy target's movement speed by 60% for 10 sec.

**Concussive Shot:** Dazes an enemy, reducing its movement speed by 50% for 3 sec.

**Freezing Trap:** Place a frost trap that freezes the first enemy that approaches, preventing all action for up to 20 sec. Any damage caused will break the ice. Trap will exist for 1 min. Traps can only be placed when out of combat. Only one trap can be active at a time.

**Drink Healing Potion:** Uses a Holy elixir to heal the caster.

## MALGIN BARLEYBREW



| | |
|---|---|
| Min - Max Lvl | 25 |
| Min - Max Dmg | 36 - 48 |
| Min - Max HPs | 713 |
| Min - Max Mana | |
| Min - Max Armor | 1026 |

**Battle Shout:** The warrior shouts, increasing the melee attack power of all party members within 20 yards by 39. Lasts 2 min.

**Battle Fury:** Increases the attack speed of nearby allies by 25% for 4 min.



## MALOR THE ZEALOUS

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 653 - 865 |
| Min - Max HPs | 17094 |
| Min - Max Mana | 4868 |
| Min - Max Armor | 3075 |

**Ground Smash:** Inflicts Physical damage to nearby enemies, stunning them for 3 sec.

**Head Crack:** Reduces an enemy's Stamina by 60 for 20 sec.

**Lay on Hands:** Heals an ally for an amount equal to the caster's maximum health. Drains all of the caster's remaining mana when used.

**Holy Light:** Calls upon Holy magic to heal an ally.



## MANA LEECHES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Mana Eater | 37 - 38 | 48 - 65 | 1257 - 1305 | 1142 - 1189 | 1325 - 1418 |
| **Mana Burn**: Drains 315 to 336 mana from a target. For each mana drained in this way, the target takes 0.5 Shadow damage. | | | | | |
| Mana Feeder | 70 | 757 - 1071 | 13972 | | 6792 |
| **Astral Bite**: Born from an infusion of Medivh's magic and the Twisting Nether, these creatures can rip an enemy's magical powers from their body, converting it into Arcane damage. | | | | | |
| Mana Invader | 67 - 68 | 204 - 301 | 5060 - 5233 | 2933 - 2993 | 4755 - 4995 |
| Mana Leech | 64 | 354 - 495 | 4572 | 2705 | 4036 |
| **Faerie Fire**: Reduces an enemy's armor by 1424 for 20 sec. While affected, the target cannot use stealth or invisibility.<br>**Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage.<br>**Arcane Explosion**: Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies. | | | | | |
| Mana Serpent | 9 - 10 | 11 - 16 | 166 - 186 | 178 - 191 | 342 - 426 |
| **Faerie Fire**: Reduces an enemy's armor by 224 for 20 sec. While affected, the target cannot use stealth or invisibility. | | | | | |
| Mana Shifter | 12 | 16 - 21 | 230 | 199 | 479 |
| **Drain Mana**: Drains up to 50 mana from an enemy over 5 sec. and transfers it to the caster.<br>**Arcane Explosion**: Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies. | | | | | |
| Mana Snapper | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Mana Burn**: Consumes up to 840 - 845 mana from an enemy over 5 sec. For each point of mana consumed, the target takes 1 damage.<br>**Phase Slip**: Frees the caster from any bonds. | | | | | |



## MANACLAW

| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 579 - 768 |
| Min - Max HPs | 17226 |
| Min - Max Mana | |
| Min - Max Armor | 4275 |
| Frost Resistance: 174 | |

**Frost Breath:** Inflicts Frost damage to enemies in a cone in front of the caster, stealing their mana and reducing their movement speed for 10 sec.



## MANGECLAW

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 15 - 20 |
| Min - Max HPs | 222 |
| Min - Max Mana | |
| Min - Max Armor | 538 |

**Ravage:** Inflicts normal damage plus 5 to an enemy, stunning it for 2 sec.

## MANIFEST NIGHTMARE

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 176 - 248 |
| Min - Max HPs | 4192 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |



# MANNOROTH



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 125 - 165 |
| Min - Max HPs | 12150 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

# MARCEL DABYRIE



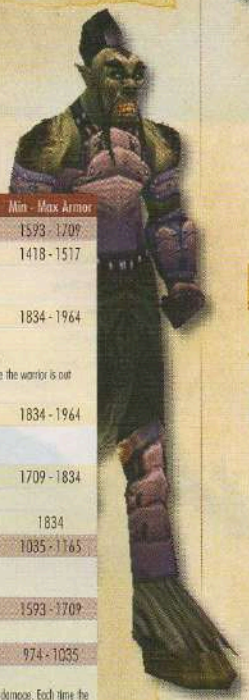
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|---|---|
| Min - Max Lvl | 34 |
| Min - Max Dmg | 35 - 47 |
| Min - Max HPs | 1279 |
| Min - Max Mana | |
| Min - Max Armor | 1340 |

**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.

**Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.

**Shield Wall:** Reduces the Physical and magical damage taken by the caster by 75% for 10 sec.

# MARAUDINE CENTAUR



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Maraudine Bonespaw | 37 - 38 | 51 - 70 | 1536 - 1604 | | 1593 - 1709 |
| Maraudine Khan Advisor | 38 - 39 | 49 - 67 | 1305 - 1357 | 1189 - 1236 | 1418 - 1517 |
| **Healing Wave:** Calls upon Nature magic to heal an ally.<br>**Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec. | | | | | |
| Maraudine Khan Guard | 39 - 40 | 54 - 74 | 1678 - 1753 | | 1834 - 1964 |
| **Sunder Armor:** Hacks at an enemy's armor, reducing it by per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.<br>**Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.<br>**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min. | | | | | |
| Maraudine Marauder | 39 - 40 | 54 - 74 | 1678 - 1753 | | 1834 - 1964 |
| **Berserker Stance:** Assumes an aggressive stance that generates rage when the warrior strikes an opponent. Lasts 4 min.<br>**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally. | | | | | |
| Maraudine Mauler | 38 - 39 | 61 - 83 | 1325 - 1386 | | 1709 - 1834 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Maraudine Pack Runner | 39 | 54 - 72 | 1678 | | 1834 |
| Maraudine Priest | 40 - 42 | 40 - 62 | 1077 - 1156 | 3191 - 3471 | 1035 - 1165 |
| **Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.<br>**Mind Flay:** Inflicts Shadow damage to an enemy and reduces its movement speed for 3 sec. | | | | | |
| Maraudine Scout | 37 - 38 | 51 - 70 | 1536 - 1604 | | 1593 - 1709 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Maraudine Stormer | 39 - 40 | 39 - 55 | 1196 - 1239 | 3075 - 3191 | 974 - 1035 |
| **Jumping Lightning:** Hurls a lightning bolt that inflicts Nature damage to an enemy and its nearest ally.<br>**Lightning Shield:** Surrounds an ally with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 83 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.<br>**Lightning Cloud:** Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 142 to 149 Nature damage and inflicting 156 to 165 additional damage every 5 sec. | | | | | |
| Maraudine Windchaser | 38 - 39 | 49 - 67 | 1305 - 1357 | 1189 - 1236 | 1418 - 1517 |
| **Enveloping Winds:** Surrounds an enemy with a cyclone for up to 10 sec. If the target takes any damage, it will break free of the imprisoning winds.<br>**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Healing Wave:** Calls upon Nature magic to heal an ally. | | | | | |
| Maraudine Wrangler | 37 - 38 | 51 - 70 | 1536 - 1604 | | 1593 - 1709 |
| **Net:** Immobilizes an enemy for 6 sec.<br>**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 10 sec. | | | | | |

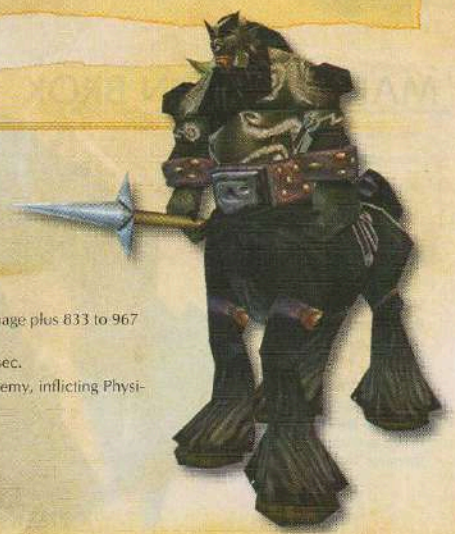
# MARCUS BEL



| | |
|---|---|
| Min - Max Lvl | 22 |
| Min - Max Dmg | 54 - 72 |
| Min - Max HPs | 1686 |
| Min - Max Mana | |
| Min - Max Armor | 922 |

M

# MARAUDOS



| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 201 - 266 |
| Min - Max HPs | 5757 |
| Min - Max Mana | |
| Min - Max Armor | 2780 |

**Sinister Strike:** Inflicts normal damage plus 833 to 967 to an enemy.

**Net:** Immobilizes an enemy for 6 sec.

**Throw:** Throws a weapon at an enemy, inflicting Physical damage.

# MARDUK BLACKPOOL



| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 580 - 769 |
| Min - Max HPs | 22970 |
| Min - Max Mana | 4578 |
| Min - Max Armor | 2788 |
| Shadow Resistance: 174 | |

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Shadow Shield:** Surrounds the caster with a shield woven of Shadow magic. The shield lasts 30 sec., absorbs up to 580 Physical or magical damage, and inflicts 29 damage to melee attackers.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Defiling Aura:** Surrounds the caster with an aura that periodically reduces the Shadow resistance of nearby enemies by 100. The aura lasts until cancelled.

## MAREZ COWL



| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 56 - 74 |
| Min - Max HPs | 1676 |
| Min - Max Mana | |
| Min - Max Armor | 1964 |

## MARKARU



**Venom Spit:** Spits poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec.

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 95 - 134 |
| Min - Max HPs | 11121 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Tentacle of Markaru | 60 | 36 - 49 | 2490 | | 3791 |

## MARGOL THE RAGER

| | |
|---|---|
| Min - Max Lvl | 43 |
| Min - Max Dmg | 66 - 88 |
| Min - Max HPs | 2059 |
| Min - Max Mana | |
| Min - Max Armor | 2397 |

**Chained Bolt:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing Nature damage to each.

**Thunderclap:** Inflicts 117 to 125 Nature damage to nearby enemies, increasing the time between their attacks by 43% and slowing their movement by 63% for 10 sec.



## MARMOT

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 170 - 246 |
| Min - Max HPs | 2214 |
| Min - Max Mana | 6749 |
| Min - Max Armor | 2976 |

**Stealth:** Puts the caster in stealth mode. Lasts until cancelled.

**Acorn Toss:** Throws an acorn, attracting the attention of all nearby monsters for 10 seconds. Does not break stealth.

**Poison Keg:** Poisons a Bloodmaul beer keg.





## MAROSH THE DEVIOUS

| | |
|---|---|
| Min - Max Lvl | 16 |
| Min - Max Dmg | 21 - 28 |
| Min - Max HPs | 325 |
| Min - Max Mana | 357 |
| Min - Max Armor | 596 |

**Faerie Fire:** Reduces an enemy's armor by 354 for 1 min. While affected, the target cannot use stealth or invisibility.

**Thrash:** Gives the caster 2 extra attacks.



## MARISA DU'PAIGE

| | |
|---|---|
| Min - Max Lvl | 18 |
| Min - Max Dmg | 23 - 33 |
| Min - Max HPs | 531 |
| Min - Max Mana | 2040 |
| Min - Max Armor | 422 |

**Sleep:** Puts the enemy target to sleep for up to 20 sec. Any damage caused will awaken the target. Only one target can be asleep at a time. Unreliable on targets above level 30.

**Polymorph: Chicken:** Transforms the enemy into a chicken that cannot cast, and does 66% less damage for up to 10 sec.

**Chains of Ice:** Forms icy chains around the enemy, locking the target in place for 20 sec.

**Fireball:** Inflicts Fire damage to an enemy.

## MARSH BARON BROK

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 160 - 222 |
| Min - Max HPs | 5128 |
| Min - Max Mana | 2568 |
| Min - Max Armor | 3555 |

**Wild Regeneration:** Heals the caster for 87 to 102 damage every 2 sec. for 20 sec.

**Grasping Vines:** Inflicts Physical damage to nearby enemies, knocking them down and immobilizing them for 10 sec.





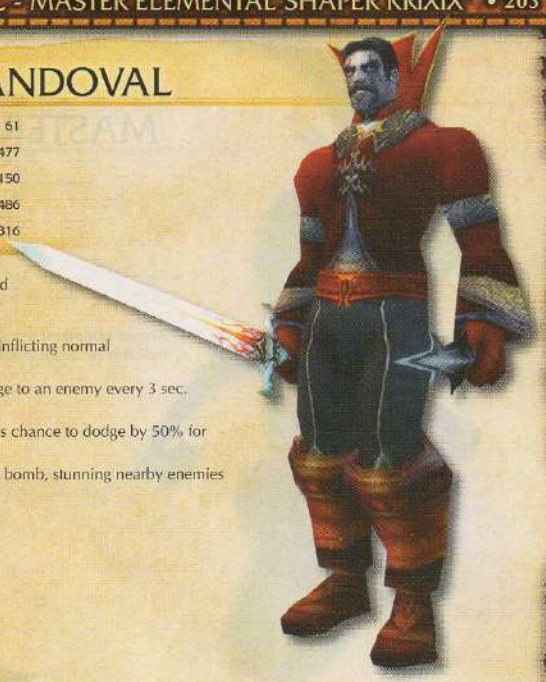
## MARSH MURLOC

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Marsh Fleshenter | 43 - 44 | 67 - 96 | 2059 - 2138 | | 2397 - 2557 |
| **Enrage** | | | | | |
| Marsh Inkspewer | 42 - 43 | 62 - 88 | 1981 - 2059 | | 2246 - 2397 |
| **Ink Spray**: Reduces an enemy's chance to hit by 50% for 6 sec. | | | | | |
| Marsh Murkdweller | 41 - 42 | 59 - 83 | 1902 - 1981 | | 2101 - 2246 |
| Marsh Murloc | 41 - 42 | 59 - 83 | 1902 - 1981 | | 2101 - 2246 |
| Marsh Oracle | 44 - 45 | 67 - 93 | 1711 - 1774 | 1483 - 1534 | 2082 - 2211 |

**Healing Wave:** Calls upon Nature magic to heal an ally.
**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.
**Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 88 - 90 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.

## MASTER SANDOVAL

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 415 - 477 |
| Min - Max HPs | 25150 |
| Min - Max Mana | 2486 |
| Min - Max Armor | 3316 |



**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Charge:** Charges an enemy, inflicting normal damage.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Evasion:** Increases the rogue's chance to dodge by 50% for 15 sec.

**Smoke Bomb:** Casts a smoke bomb, stunning nearby enemies for 4 sec.

## MARTICAR

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 724 - 1010 |
| Min - Max HPs | 82905 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |



**Forked Lightning Tether:** Inflicts Nature damage to an enemy for 5 sec.

**Magnetic Pull:** Pull somebody towards you.This spell is meant for general use on creature scripts.



## MASTER DAELLIS DAWNSTRIKE

| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 289 - 409 |
| Min - Max HPs | 6761 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |

M

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Improved Wing Clip**

**Frost Arrow:** Shoots a freezing arrow at an enemy, inflicting weapon damage plus 600. All damage inflicted is based upon Frost magic.



## MASOPHET THE BLACK

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 23 - 32 |
| Min - Max HPs | 486 |
| Min - Max Mana | 1202 |
| Min - Max Armor | 460 |

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Mind Flay:** Inflicts Shadow damage to an enemy and reduces its movement speed for 3 sec.

## MASTER ELEMENTAL SHAPER KRIXIX

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 311 - 413 |
| Min - Max HPs | 9156 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

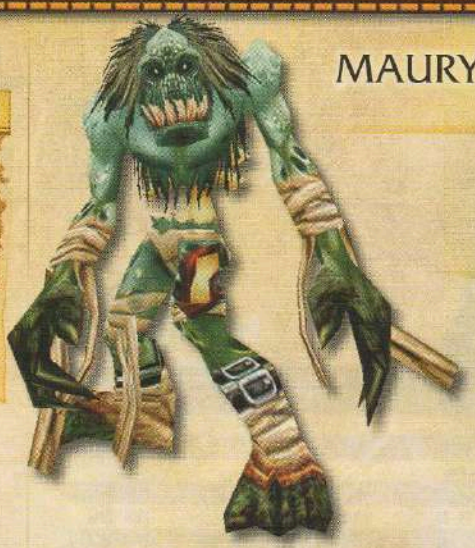




## MASTER FEARDRED

| | |
|---|---|
| Min - Max Lvl | 51 - 52 |
| Min - Max Dmg | 86 - 117 |
| Min - Max HPs | 2980 - 3082 |
| Min - Max Mana | |
| Min - Max Armor | 3052 - 3108 |

**Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.



## MAURY "CLUB FOOT" WILKINS

| | |
|---|---|
| Min - Max Lvl | 43 - 44 |
| Min - Max Dmg | 67 - 96 |
| Min - Max HPs | 2059 - 2138 |
| Min - Max Mana | |
| Min - Max Armor | 2397 - 2557 |



## MATIS THE CRUEL

| | |
|---|---|
| Min - Max Lvl | 18 |
| Min - Max Dmg | 44 - 58 |
| Min - Max HPs | 1131 |
| Min - Max Mana | 408 |
| Min - Max Armor | 652 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.



## MAWS

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 3295 - 4368 |
| Min - Max HPs | 1165850 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Thrash:** Adds a chance to do two additional attacks

**Frenzy**

**Rampage:** Charges an enemy, inflicting 1000 damage to the target and any of its nearby allies, as well as knocking them all back.



## MAXNAR THE ASHMAW

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 323 - 455 |
| Min - Max HPs | 11121 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |
| Fire Resistance: 245 | |

**Mortal Strike:** Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Flame Breath:** Inflicts 60 Fire damage to enemies in a cone in front of the caster.

## MATRON LI-SAHAR

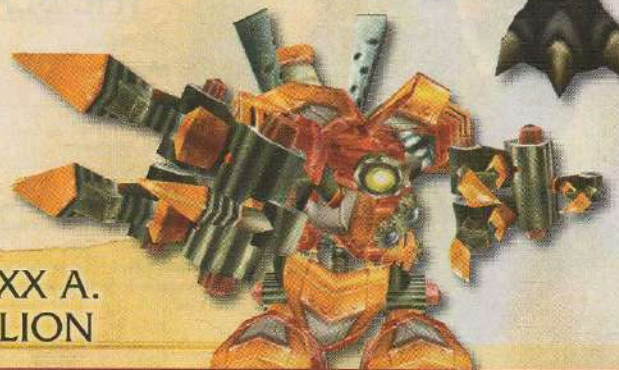
| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 970 - 1370 |
| Min - Max HPs | 70836 |
| Min - Max Mana | 36399 |
| Min - Max Armor | 5954 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Shadow Nova:** Inflicts Shadow damage to nearby enemies.

**Mark of Malice:** Places 5 charges of the mark of the Shivan on the target. Each time a marked target is hit with a weapon attack, one charge is expended. If all charges are expended within 30 sec the mark detonates violently, dealing 3150 to 3850 damage to the target.





## MAXX A. MILLION

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Maxx A. Million Mk. I | 63 | 181 - 253 | 5527 | | 4691 |
| Maxx A. Million Mk. II | 65 | 200 - 281 | 5914 | | 5291 |
| Maxx A. Million Mk. V | 67 | 220 - 310 | 9489 | | 5892 |



## MECHANAR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Mechanar Crusher | 70 | 1458 - 2062 | 20958 | | 6792 |
| **The Claw:** Attacks an enemy with The Claw, dealing 150% weapon damage and disarming it for 6 sec.<br>**Glob of Machine Fluid:** Shoots a glob of machine fluid at an enemy, dealing 1497 to 1653 Nature damage and slowing movement speed by 50 for 10 sec. | | | | | |
| Mechanar Driller | 70 | 1458 - 2062 | 20958 | | 6792 |
| **Drill Armor:** Drill into an enemy target, dealing weapon damage and reducing its armor. Armor is reduced by 20% per Drill Armor. Can be applied up to 5 times.<br>**Glob of Machine Fluid:** Shoots a glob of machine fluid at an enemy, dealing 1497 to 1653 Nature damage and slowing movement speed by 50 for 10 sec. | | | | | |
| Mechanar Tinkerer | 69 | 362 - 517 | 10142 | | 6492 |
| **Netherbomb:** Bombs all enemies in a selected area, inflicting Arcane damage.<br>**Maniacal Charge:** Charges an enemy with lit Netherbombs in hand.<br>**Nether Explosion:** Detonate all carried Netherbombs at once, dealing heavy Arcane damage. | | | | | |
| Mechanar Wrecker | 70 | 1458 - 2062 | 20958 | | 6792 |
| **Pound:** Pounds an enemy, inflicting weapon damage plus 700 and disorienting it for 5 sec.<br>**Glob of Machine Fluid:** Shoots a glob of machine fluid at an enemy, dealing 1497 to 1653 Nature damage and slowing movement speed by 50 for 10 sec. | | | | | |

## MEKGINEER THERMAPLUGG

| | |
|---|---|
| Min - Max Lvl | 28 |
| Min - Max Dmg | 95 - 126 |
| Min - Max HPs | 6824 |
| Min - Max Mana | |
| Min - Max Armor | 2223 |

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.



## MECHANO-LORD CAPACITUS

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 2091 - 2957 |
| Min - Max HPs | 121770 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Head Crack:** Reduces an enemy's Stamina by 200 for 15 sec.

**Reflective Damage Shield:** Surrounds the caster with a protective shield that inflicts 750 Arcane damage to melee attackers when hit.

**Reflective Magic Shield:** Surrounds the caster with a protective shield that reflects 100% of harmful spells for 10 sec.



## MEKTHORG THE WILD

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 239 - 331 |
| Min - Max HPs | 10316 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel and inflicts normal damage plus 110.

**Pike Vault:** Inflicts normal damage plus 117 to an enemy, knocking it back.

**Enrage**



## MEDIVH

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 26553 - 37544 |
| Min - Max HPs | 6070400 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |



## MEKGINEER STEAMRIGGER

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 2091 - 2957 |
| Min - Max HPs | 103320 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Electrified Net:** Immobilizes an enemy for 6 sec. and shocks it with electricity, inflicting Nature damage.

**Super Shrink Ray**

**Saw Blade**



## MENNU THE BETRAYER



| | |
|---|---|
| Min - Max Lvl | 64 |
| Min - Max Dmg | 619 - 865 |
| Min - Max HPs | 77724 |
| Min - Max Mana | 6762 |
| Min - Max Armor | 4036 |

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Tainted Earthgrab Totem:** Summons an Earthgrab Totem that lasts 30 sec. and periodically immobilizes nearby enemies.

**Tainted Stoneskin Totem:** Summons a Stoneskin Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing melee damage taken by 30. Lasts 1 min.

**Mennu's Healing Ward:** Summons a ward that lasts 30 sec. and periodically heals allies in an area around it.

**Corrupted Nova Totem:** Summons a Corrupted Nova Totem at the caster's feet.

## MEZZIR THE HOWLER



| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 94 - 125 |
| Min - Max HPs | 3398 |
| Min - Max Mana | |
| Min - Max Armor | 3271 |

**Terrifying Roar:** Causes nearby enemies to flee in fear for 5 sec.

**Demoralizing Roar:** Reduces the melee attack power of nearby enemies by 123 for 30 sec.

**Frost Breath:** Inflicts 106 to 110 Frost damage to an enemy.

## MERCUTIO FILTHGORGER



| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 196 - 260 |
| Min - Max HPs | 5568 |
| Min - Max Mana | |
| Min - Max Armor | 3380 |

**Gouge:** Inflicts 20 damage to an enemy and incapacitates it for up to 4 sec. You will automatically stop attacking. Target must be facing you. Any damage received by the stunned target will revive it.

**Strike:** Strikes at an enemy, inflicting increased melee damage.

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 448 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.



## MIDNIGHT

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 4248 - 6007 |
| Min - Max HPs | 379400 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Knockdown:** Deals 1500 damage to current enemy target, knocking them down for 3 sec.

## MESHLOK THE HARVESTER

| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 290 - 384 |
| Min - Max HPs | 5757 |
| Min - Max Mana | |
| Min - Max Armor | 2780 |

**War Stomp:** Inflicts normal damage plus 51 to nearby enemies, knocking them back and stunning them for 8 sec.

**Strike:** Strikes at an enemy, inflicting increased melee damage.





## MIJAN

| | |
|---|---|
| Min - Max Lvl | 49 |
| Min - Max Dmg | 246 - 326 |
| Min - Max HPs | 10260 |
| Min - Max Mana | 4375 |
| Min - Max Armor | 2389 |

**Renew:** Heals an ally for 283 damage every 3 sec. for 20 sec.

**Healing Wave:** Calls upon Nature magic to heal an ally.

**Healing Ward:** Summons a ward that lasts 30 sec. and periodically heals allies in an area around it.

**Thorns Aura:** Causes 48 Nature damage to any creature that strikes a nearby party member. Players may only have one aura on them per paladin at any one time. The aura lasts 1 min.

## MINER JOHNSON



| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 47 - 63 |
| Min - Max HPs | 1347 |
| Min - Max Mana | |
| Min - Max Armor | 817 |

## MINION OF SAR'THIS



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

## MINION OF GUROK

| | |
|---|---|
| Min - Max Lvl | 64 - 65 |
| Min - Max Dmg | 76 - 112 |
| Min - Max HPs | 2286 - 2366 |
| Min - Max Mana | |
| Min - Max Armor | 4991 - 5291 |



## MINION OF SETHIR

| | |
|---|---|
| Min - Max Lvl | 8 - 10 |
| Min - Max Dmg | 10 - 17 |
| Min - Max HPs | 156 - 198 |
| Min - Max Mana | |
| Min - Max Armor | 316 - 512 |



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## MINION OF WEAVIL

| | |
|---|---|
| Min - Max Lvl | 60 - 61 |
| Min - Max Dmg | 624 - 842 |
| Min - Max HPs | 24416 - 25152 |
| Min - Max Mana | |
| Min - Max Armor | 3791 - 4091 |

## MINION OF MORGANTH

| | |
|---|---|
| Min - Max Lvl | 30 |
| Min - Max Dmg | 85 - 113 |
| Min - Max HPs | 1432 |
| Min - Max Mana | |
| Min - Max Armor | 1200 |



## MIRDORAN THE FALLEN

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 29 - 39 |
| Min - Max HPs | 532 |
| Min - Max Mana | |
| Min - Max Armor | 852 |



**Sunder Armor:** Hacks at an enemy's armor, reducing it 152 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.

## MIREFIN MURLOC

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Mirefin Coastrunner | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| Mirefin Muckdweller | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| **Creeping Mold:** Inflicts 20 Nature damage to an enemy every 10 sec. for 1 min. | | | | | |
| Mirefin Murloc | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| Mirefin Oracle | 36 - 37 | 46 - 63 | 1208 - 1257 | 1097 - 1142 | 1234 - 1325 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. **Healing Wave:** Heals a friendly target for 552 to 639. | | | | | |
| Mirefin Puddlejumper | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| Mirefin Warrior | 37 - 38 | 51 - 70 | 1536 - 1604 | | 1593 - 1709 |
| **Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 76 for 30 sec. **Battle Shout:** The warrior shouts, increasing the melee attack power of all party members within 20 yards by 59. Lasts 2 min. | | | | | |



## MIZZLE THE CRAFTY

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 520 - 689 |
| Min - Max HPs | 15260 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

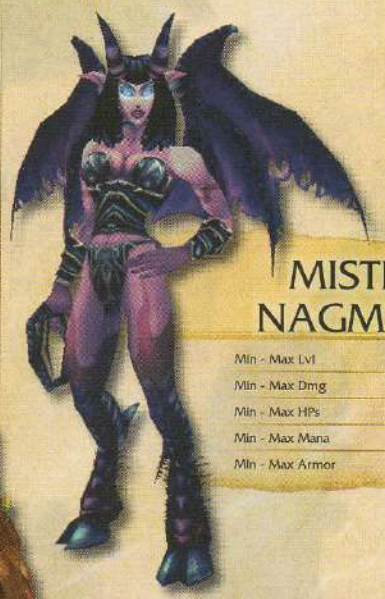


## MIRELOW

| | |
|---|---|
| Min - Max Lvl | 25 |
| Min - Max Dmg | 41 - 55 |
| Min - Max HPs | 734 |
| Min - Max Mana | |
| Min - Max Armor | 1026 |
| Nature Resistance: 50 | |

**Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 10 sec.





## MISTRESS NAGMARA

| | |
|---|---|
| Min - Max Lvl | 54 |
| Min - Max Dmg | 313 - 415 |
| Min - Max HPs | 7599 |
| Min - Max Mana | |
| Min - Max Armor | 3216 |

## MMMRRRGGGLLL

| | |
|---|---|
| Min - Max Lvl | 9 |
| Min - Max Dmg | 11 - 15 |
| Min - Max HPs | 183 |
| Min - Max Mana | 178 |
| Min - Max Armor | 342 |

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target.

**Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.

**Healing Wave:** Calls upon Nature magic to heal an ally.



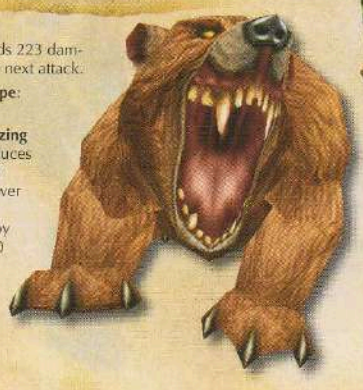
## MISHA

| | |
|---|---|
| Min-Max Lvl | 72 |
| Min - Max Dmg | 902 - 1197 |
| Min-Max HPs | 34224 |
| Min-Max Mana | |
| Min-Max Armor | 7387 |

**Maul:** Adds 223 damage to the next attack.

**Wide Swipe:** Stunned.

**Demoralizing Roar:** Reduces the melee attack power of nearby enemies by 323 for 30 sec.



## MITH'RETHIS THE ENCHANTER

| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 263 - 349 |
| Min - Max HPs | 5691 |
| Min - Max Mana | 3846 |
| Min - Max Armor | 2522 |

**Enchanted Quickness:** Increases the caster's attack speed by 35% for 15 sec.

**Slow:** Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.



## MOAM

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1738 - 2301 |
| Min - Max HPs | 346450 |
| Min - Max Mana | 26200 |
| Min - Max Armor | 3795 |

**Arcane Eruption**

**Trample:** Inflicts Physical damage to nearby enemies.





# MO'ARG DEMONS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Infernal Wrangler | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Mo'arg Doomsmith | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Mo'arg Engineer | 67 - 68 | 832 - 1227 | 18978 - 19626 | | 5892 - 6192 |
| **Puncture**: Inflicts Physical damage to an enemy every 2 sec. for 10 sec.<br>**Thorium Drill**: Strikes at an enemy, inflicting weapon damage plus 208 - 211. | | | | | |
| Mo'arg Extractor | 71 | 257 - 363 | 7181 | | 7089 |
| **Toxic Slime**: Gushes toxic slime, burning all nearby enemies for 74 to 76 Nature damage and dealing 30 Nature damage to creatures in the area every 3 sec. for 9 sec.<br>**Drill** | | | | | |
| Mo'arg Forgefiend | 61 - 62 | 159 - 240 | 5158 - 5341 | | 4091 - 4391 |
| **Saw Blade**: 10 - 40 yd. range. | | | | | |
| Mo'arg Incinerator | 72 | 1455 - 2056 | 118060 | 19854 | 5954 |
| **Mighty Charge**: Charges an enemy, inflicting normal damage plus 100 and stuns the opponent until cancelled.<br>**Acid Geyser**: 40 yd. range.<br>**Sundering Cleave**: Inflicts normal damage plus 216 to an enemy and its nearest allies, affecting up to 3 targets. Hits also reduce armor by 1728. | | | | | |
| Mo'arg Master Planner | 68 | 973 - 1372 | 26168 | | 6192 |
| Mo'arg Overseer | 70 - 71 | 374 - 504 | 20250 - 20815 | | 6792 - 7089 |
| Mo'arg Tormenter | 72 | 261 - 370 | 95940 | | 7387 |
| **Acid Geyser** | | | | | |
| Mo'arg Warp-Master | 70 | 252 - 357 | 6986 | | 6792 |
| **Slime Spray** | | | | | |
| Mo'arg Weaponsmith | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| **Drill Armor**: Reduces an enemy's armor by 75%.<br>**Chemical Flames**: Inflicts Fire damage to any enemies in the target area for 10 sec. | | | | | |

# MOBAZ

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 159 - 221 |
| Min - Max HPs | 5158 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Inhale:** Pulls player to enemy and reduces their movement speed for 6 sec.

**Poison:** Hurls poison at an enemy, inflicting Nature damage.





# MOGOR

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 2269 - 3188 |
| Min - Max HPs | 60720 |
| Min - Max Mana | 29330 |
| Min - Max Armor | 4755 |

**Healing Wave:** Calls upon Nature magic to heal an ally.

**Flame Shock:** Instantly burns an enemy, then inflicts additional Fire damage every 3 sec. for 12 sec.

**Summon Ice Totem:** Summons an Ice Totem that lasts 1 min. and inflicts Frost damage to nearby enemies every 3 sec., slowing their attacks and movement.

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 10 targets, inflicting greater Nature damage to each successive target.

**Enrage:** Increases the caster's attack speed by 50% and the Physical damage it deals by 100 for 10 min.

# MOGH THE UNDYING

| | |
|---|---|
| Min - Max Lvl | 44 |
| Min - Max Dmg | 161 - 213 |
| Min - Max HPs | 4278 |
| Min - Max Mana | 2966 |
| Min - Max Armor | 2082 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Demon Skin:** Protects the caster, increasing armor by 120 and restores 5 Health per 5 sec. for 30 min.

**Slave Drain:** Drains 750 health from the caster's pet, healing the caster for up to 150% of that amount.

**Summon Kurzen**

**Mindslave:** Summons a Kurzen Mindslave to accompany the caster until dismissed.





# MO'GROSH OGRES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Mo'grosh Brute | 19 - 20 | 42 - 59 | 449 - 484 | | 817 - 852 |
| Mo'grosh Enforcer | 18 - 19 | 24 - 34 | 377 - 404 | 408 - 456 | 652 - 683 |
| **Thunder Clap:** Blasts nearby enemies increasing the time between their attacks by 10% for 14 sec and doing 23 damage to them. This ability causes additional threat and will affect up to 4 targets; **Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 10 for 30 sec.; **Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Canceled. | | | | | |
| Mo'grosh Mystic | 19 - 20 | 26 - 36 | 404 - 433 | 456 - 490 | 683 - 712 |
| **Healing Wave:** Heals a friendly target for 136 - 163; **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Mo'grosh Ogre | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |
| **Knockdown:** Knocks an enemy down, stunning it for 2 sec | | | | | |
| Mo'grosh Shaman | 18 - 19 | 24 - 34 | 377 - 404 | 408 - 456 | 652 - 683 |
| **Quick Bloodlust:** Increases an ally's attack speed by 30% for 5 sec.; **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |



## MOJO THE TWISTED

| | |
|---|---|
| Min - Max Lvl | 48 |
| Min - Max Dmg | 57 - 80 |
| Min - Max HPs | 1804 |
| Min - Max Mana | 4140 |
| Min - Max Armor | 1462 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.



## MOLT THORN

| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 147 - 195 |
| Min - Max HPs | 2476 |
| Min - Max Mana | |
| Min - Max Armor | 2246 |

**Thorn Volley:** Deals 75 damage to nearby enemies, knocking them down for 2 sec.

## MOKK THE SAVAGE

| | |
|---|---|
| Min - Max Lvl | 44 |
| Min - Max Dmg | 72 - 96 |
| Min - Max HPs | 2138 |
| Min - Max Mana | |
| Min - Max Armor | 2557 |

**Enrage**





## MONGRESS

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 85 - 112 |
| Min - Max HPs | 3322 |
| Min - Max Mana | |
| Min - Max Armor | 1971 |

**Enrage**



## MOK'RASH

| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 492 - 653 |
| Min - Max HPs | 7676 |
| Min - Max Mana | |
| Min - Max Armor | 2780 |

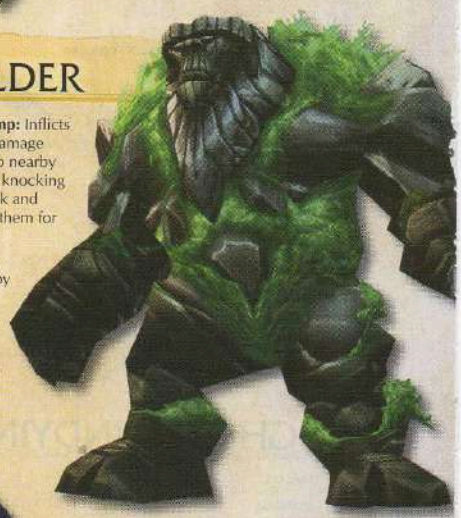
## MONNOS THE ELDER

| | |
|---|---|
| Min - Max Lvl | 53 - 54 |
| Min - Max Dmg | 360 - 489 |
| Min - Max HPs | 7359 - 7599 |
| Min - Max Mana | |
| Min - Max Armor | 3163 - 3216 |

**War Stomp:** Inflicts normal damage plus 27 to nearby enemies, knocking them back and stunning them for 5 sec.

**Trample:** Inflicts normal damage plus 53 - 54 to nearby enemies.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.





## MOLOK THE CRUSHER

| | |
|---|---|
| Min - Max Lvl | 39 |
| Min - Max Dmg | 242 - 321 |
| Min - Max HPs | 1678 |
| Min - Max Mana | |
| Min - Max Armor | 1834 |

**Backhand:** Backhands an enemy, stunning it for 2 sec.



## MOORA

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 82 - 109 |
| Min - Max HPs | 2466 |
| Min - Max Mana | 1923 |
| Min - Max Armor | 2522 |

# MOR GRAYHOOF

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 813 - 1076 |
| Min - Max HPs | 46398 |
| Min - Max Mana | 36510 |
| Min - Max Armor | 3075 |

**Healing Touch:** Calls upon Nature magic to heal an ally for 7400 to 8600 damage.

**Moonfire:** Burns the enemy for Arcane damage and inflicts additional damage over 12 sec.

**Hurricane:** Creates a violent storm in the target area causing 500 Nature damage to enemies every 1 sec, and increasing the time between the attacks of enemies by 67%. Lasts 10 sec. Druid must channel to maintain the spell.

**Rejuvenation:** Heals an ally every 3 sec. for 12 sec.

**Demoralizing Roar:** Reduces the melee attack power of nearby enemies by 300 for 30 sec.

**Maul:** Adds 100 damage to the next attack.

**Rake:** Rake the target for 200 to 300 damage and an additional 499 damage over 15 sec.

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing Nature damage to each.

**Shock:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage.

**Reflection:** Gives the caster 100% chance to reflect harmful spells for 5 sec.

**Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.

**Sleep:** Puts an enemy to sleep for up to 10 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.

**Ferocious Bite**

**Bear Form**

**Cat Form**

**Faerie Dragon Form**



# MOR'LADIM

| | |
|---|---|
| Min - Max Lvl | 30 |
| Min - Max Dmg | 85 - 113 |
| Min - Max HPs | 2865 |
| Min - Max Mana | |
| Min - Max Armor | 1200 |

**Enraging Memories:** Drives the caster into a maddened frenzy for 8 sec. Increases the caster's attack speed by 100%, but slows its movement by 25% and reduces the Physical damage it deals by 10.





# MORBENT FEL

| | |
|---|---|
| Min - Max Lvl | 32 |
| Min - Max Dmg | 77 - 102 |
| Min - Max HPs | 3609 |
| Min - Max Mana | 3543 |
| Min - Max Armor | 694 |

**Touch of Death:** Drains 65 to 75 health from an enemy, healing the caster for up to half that amount.

**Presence of Death:** Utterly terrifies all enemies in a selected area, rendering them unable to move or attack for 10 sec.

**Unholy Shield:** Increases the caster's armor and resistance to spells for 10 min.

M

# MORCRUSH

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 1846 - 2602 |
| Min - Max HPs | 98130 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |

**War Stomp:** Inflicts normal damage to nearby enemies, knocking them back.



# MORCRUSH SHARDLING

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 173 - 244 |
| Min - Max HPs | 6542 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |

**Thunderclap:** Inflicts 72 to 74 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 64%, for 10 sec.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 201 for 2 min.





## MORDRESH FIRE EYE

| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 88 - 117 |
| Min - Max HPs | 7760 |
| Min - Max Mana | 8583 |
| Min - Max Armor | 858 |

**Fireball:** Inflicts Fire damage to an enemy.

**Fire Nova:** Inflicts Fire damage to nearby enemies.

## MORGROGRON

| | |
|---|---|
| Min - Max Lvl | 68 - 69 |
| Min - Max Dmg | 706 - 1043 |
| Min - Max HPs | 20932 - 21636 |
| Min - Max Mana | 2991 - 3080 |
| Min - Max Armor | 4995 - 5235 |



**War Stomp:** Inflicts normal damage plus 34 - 35 to nearby enemies, knocking them back.

**Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 168 Fire damage every 3 sec. for 9 sec.

**Mortal Cleave:** Inflicts 150% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.



## MORGAINE THE SLY

| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 13 - 17 |
| Min - Max HPs | 198 |
| Min - Max Mana | |
| Min - Max Armor | 512 |

**Gouge:** Causes 10 damage, incapacitating the opponent for 4 sec, and turns off your attack. Target must be facing you. Any damage caused will revive the target. Awards 1 combo point.

**Backstab:** Backstab the target, causing 150% weapon damage plus 15 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point.



## MOROES

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 4780 - 6758 |
| Min - Max HPs | 386988 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Gouge:** Inflicts 950 to 1050 damage to an enemy and stuns it for up to 6 sec. You will automatically stop attacking. Target must be facing you. Any damage received by the stunned target will revive it.

**Blind:** Blinds the target, causing it to wander confused for up to 10 sec. Any damage caused will remove the effect.

**Vanish:** Puts the caster in stealth mode for 12 sec.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Enrage**



## MORGAN THE COLLECTOR

| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 13 - 17 |
| Min - Max HPs | 198 |
| Min - Max Mana | |
| Min - Max Armor | 512 |

**Backstab:** Inflicts normal damage plus 20 to an enemy, but only if attacking from behind.

**Gouge:** Causes 10 damage, incapacitating the opponent for 4 sec, and turns off your attack. Target must be facing you. Any damage caused will revive the target. Awards 1 combo point.



## MORGANTH

| | |
|---|---|
| Min - Max Lvl | 26 |
| Min - Max Dmg | 26 - 37 |
| Min - Max HPs | 598 |
| Min - Max Mana | 1707 |
| Min - Max Armor | 577 |

**Fireball:** Inflicts Fire damage to an enemy.

**Demon Armor:** Protects the caster, increasing armor by 264, Shadow resistance by 4, and health regeneration for 30 min.

**Summon Succubus:** Summons 1 Succubus to accompany the caster until dismissed.



## MOROGRIM TIDEWALKER

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 12745 - 18021 |
| Min - Max HPs | 5691000 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Tidal Wave:** Increases the time between attacks by 400%.

**Earthquake:** Inflicts damage to nearby enemies.

**Watery Grave**

# MORPHAZ

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 296 - 393 |
| Min - Max HPs | 11075 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |

**Wing Flap:** Strikes enemies in a cone in front of the caster, knocking them back.

**Acid Breath:** Inflicts 255 Nature damage and an additional 16 damage every 5 sec. to enemies in a cone in front of the caster. Lasts 45 sec.







# MORTA'GYA THE KEEPER

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 78 - 108 |
| Min - Max HPs | 2326 |
| Min - Max Mana | 4393 |
| Min - Max Armor | 1518 |

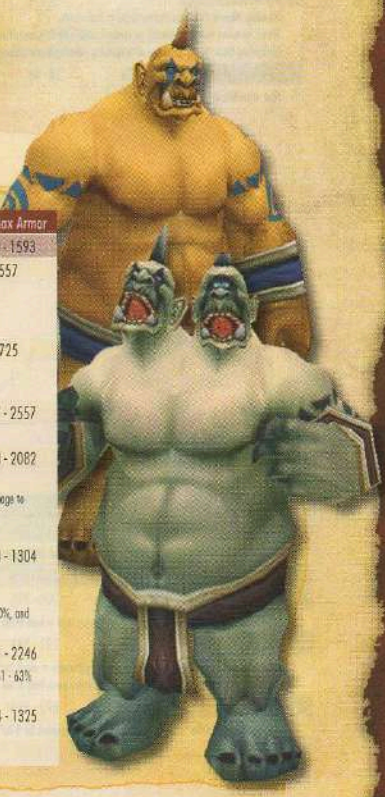
**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Renew:** Heals an ally every 3 sec. for 15 sec.

# MOSH'OGG OGRES

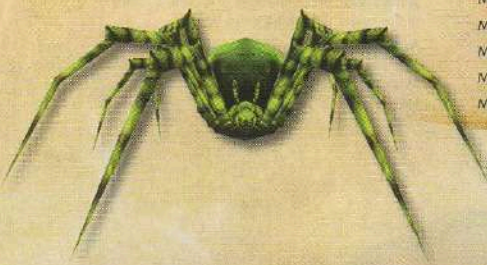
| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Mosh'Ogg Brute | 36 - 37 | 70 - 95 | 1469 - 1536 | | 1480 - 1593 |
| Mosh'Ogg Butcher | 44 | 54 - 72 | 2049 | | 2557 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Thrash**: Adds a chance to do two additional attacks | | | | | |
| Mosh'Ogg Lord | 45 | 102 - 135 | 2125 | | 2725 |
| **Battle Shout**: Increases the melee attack power of nearby party members by 180 for 2 min.<br>**Intimidation**: Intimidates an enemy, causing it to flee in terror for 3 sec. Only 1 target can be feared at a time. | | | | | |
| Mosh'Ogg Mystic | 43 - 44 | 93 - 134 | 1973 - 2049 | | 2397 - 2557 |
| **Knockdown**: Knocks an enemy down, stunning it for 2 sec | | | | | |
| Mosh'Ogg Shaman | 43 - 44 | 62 - 89 | 1579 - 1640 | 1432 - 1483 | 1958 - 2082 |
| **Bloodlust**: Increases an ally's attack speed by 30% for 30 sec.<br>**Chain Lightning**: Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell effects up to 3 targets, inflicting greater Nature damage to each successive target.<br>**Healing Ward**: Summons a ward that lasts 30 sec. and periodically heals allies in an area around it. | | | | | |
| Mosh'Ogg Spellcrafter | 43 - 44 | 57 - 82 | 1381 - 1434 | 3575 - 3680 | 1234 - 1304 |
| **Flamestrike**: Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.<br>**Fireball**: Inflicts Fire damage to an enemy.<br>**Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 516 - 528, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |
| Mosh'Ogg Warmonger | 41 - 42 | 59 - 83 | 1823 - 1899 | | 2101 - 2246 |
| **Thunderclap**: Inflicts 113 to 123 Nature damage to nearby enemies, increasing the time between their attacks by 43% and slowing their movement by 61 - 63% for 10 sec. | | | | | |
| Mosh'Ogg Witch Doctor | 36 - 37 | 46 - 63 | 1208 - 1257 | 1097 - 1142 | 1234 - 1325 |
| **Ward of Laze**: Summons a Ward of Laze that lasts 1 min. and curses nearby enemies every 3 sec., temporarily reducing their attack speed.<br>**Curse of Weakness**: Reduces the Physical damage dealt by an enemy by 1 for 2 min. Only one curse per warlock can be active on any one target. | | | | | |





## MOSSFLAYER TROLLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Mossflayer Berserker | 55 | 94 - 125 | 3398 | | 3271 |
| **Knock Away**: Inflicts normal damage plus 30 to an enemy and knocks it back.<br>**Enrage** | | | | | |
| Mossflayer Cannibal | 57 - 59 | 91 - 125 | 3006 - 3198 | 2241 - 2369 | 2744 - 2832 |
| **Hex**: Transforms an enemy into a frog, rendering it unable to attack or cast spells for 5 sec.<br>**Drain Life**: Drains 390 - 395 health from an enemy over 5 sec., transferring it to the caster. | | | | | |
| Mossflayer Scout | 57 - 58 | 98 - 132 | 3758 - 3876 | | 3388 - 3435 |
| **Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |
| Mossflayer Shadowhunter | 58 - 59 | 100 - 135 | 3876 - 3997 | | 3435 - 3489 |
| **Shoot**: Shoots an enemy, inflicting Physical damage.<br>**Shadow Shot**: Shoots an enemy, inflicting Shadow damage. | | | | | |
| Mossflayer Zombie | 53 - 54 | 90 - 122 | 3189 - 3293 | | 3163 - 3216 |



## MOTHER FANG

| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 13 - 17 |
| Min - Max HPs | 198 |
| Min - Max Mana | |
| Min - Max Armor | 512 |

**Web:** Casts a web over an enemy, immobilizing it for 5 sec.



## MOTHER SHAHRAZ

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 22165 - 31306 |
| Min - Max HPs | 4552500 |
| Min - Max Mana | 338700 |
| Min - Max Armor | 6193 |

**Silencing Shriek:** A shout of command that silences all nearby enemies for 10 sec.

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.



## MOSSHIDE GNOLLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Mosshide Alpha | 27 | 35 - 46 | 840 | | 1097 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Battle Shout**: Increases the melee attack power of nearby party members by 108 for 2 min. | | | | | |
| Mosshide Brute | 24 - 25 | 58 - 80 | 664 - 713 | | 992 - 1026 |
| Mosshide Farrunner | 22 - 23 | 32 - 44 | 573 - 617 | | 922 - 957 |
| Mosshide Gnoll | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| Mosshide Meatweaver | 22 - 23 | 23 - 33 | 472 - 504 | 1357 - 1443 | 763 - 795 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 264 - 276, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |
| Mosshide Mangler | 21 - 22 | 31 - 42 | 531 - 573 | | 888 - 922 |
| **Spirit Decay**: Reduces an enemy's Spirit by 6 for 20 Min. | | | | | |
| Mosshide Mystic | 25 - 26 | 33 - 46 | 640 - 684 | 655 - 693 | 858 - 887 |
| **Healing Wave**: Calls upon Nature magic to heal an ally.<br>**Slow**: Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec.<br>**Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Mosshide Trapper | 23 - 24 | 33 - 46 | 617 - 664 | | 957 - 992 |
| **Net**: Immobilizes an enemy for 6 sec. | | | | | |



## MOTHER SMOLDERWEB

| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 435 - 577 |
| Min - Max HPs | 23688 |
| Min - Max Mana | |
| Min - Max Armor | 3489 |

**Crystallize:** Stuns enemies in a cone in front of the caster, rendering them unable to move or attack for 6 sec.

**Mother's Milk:** Poisons nearby enemies. Until the poison is entirely removed from the bloodstream by a knowledgeable medical professional, it will periodically immobilize a poisoned individual and any nearby allies.



## MOTHS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blue Feather | 9 - 11 | 12 - 20 | 176 - 222 | | 406 - 538 |
| **Rake**: Rake the target for 16 to 24 damage and an additional 36 damage over 9 sec. | | | | | |
| Grand Silkwing | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| Mature Silkwing | 65 - 66 | 200 - 295 | 6505 - 6728 | | 5291 - 5591 |
| **Wing buffet**: Inflicts 8 to 12 damage to enemies in a cone in front of the caster, knocking them back. | | | | | |
| Shimmerwing Moth | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Shimmerwing Dust**: Pacifies an enemy, rendering it unable to attack for 5 sec.<br>**Wing buffet**: Inflicts 8 to 12 damage to enemies in a cone in front of the caster, knocking them back. | | | | | |
| Terrorwing | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Pacifying Dust**: Pacifies an enemy, rendering it unable to attack for 5 sec. | | | | | |



## MR. SMITE

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 72 - 96 |
| Min - Max HPs | 3872 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

**Smite Stomp**

**Thrash:** Gives the caster 2 extra attacks.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Smite Slam:** Inflicts 50 damage to an enemy, stunning it for 3 sec.

**Nimble Reflexes:** Chance to parry increased by 75%.

## MRAGESH

| | |
|---|---|
| Min - Max Lvl | 64 |
| Min - Max Dmg | 190 - 266 |
| Min - Max HPs | 5715 |
| Min - Max Mana | |
| Min - Max Armor | 4991 |

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Chilled Blood:** Movement speed reduced by 20%.



## MUGDORG

| | |
|---|---|
| Min - Max Lvl | 66 |
| Min - Max Dmg | 233 - 328 |
| Min - Max HPs | 7338 |
| Min - Max Mana | 2846 |
| Min - Max Armor | 4515 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target.

**Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 132 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.

**Healing Wave:** Calls upon Nature magic to heal an ally.

## MUAD

| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 12 - 16 |
| Min - Max HPs | 186 |
| Min - Max Mana | 286 |
| Min - Max Armor | 426 |

**Shock:** Instantly throws a bolt of lightning at the target for 26 to 28 damage.

**Healing Wave:** Heals a friendly target for 68 to 82.





## MUGGLEFIN

| | |
|---|---|
| Min - Max Lvl | 23 |
| Min - Max Dmg | 33 - 43 |
| Min - Max HPs | 907 |
| Min - Max Mana | |
| Min - Max Armor | 957 |

**Volatile Infection:** Infects an enemy for 2 min., causing it to inflict 69 Nature damage to its nearby allies every 15 sec.



## MUCKRAKE

| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 56 - 74 |
| Min - Max HPs | 1524 |
| Min - Max Mana | |
| Min - Max Armor | 1964 |

**Pummel:** Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec.

**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 10 sec.

## MUG'THOL

| | |
|---|---|
| Min - Max Lvl | 43 |
| Min - Max Dmg | 66 - 88 |
| Min - Max HPs | 1716 |
| Min - Max Mana | |
| Min - Max Armor | 2397 |

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 86 for 30 sec.

**Strike:** Strikes at an enemy, inflicting weapon damage plus 68.



## MUDSNOUT GNOLLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Mudsnout Gnoll | 26 - 27 | 27 - 39 | 788 - 840 | | 1061 - 1097 |
| **Sling Mud:** Tosses mud into an enemy's eyes, reducing its chance to hit by 50% for 15 sec. | | | | | |
| Mudsnout Shaman | 27 - 28 | 33 - 45 | 665 - 702 | 1812 - 1977 | 596 - 616 |
| **Healing Wave:** Heals a friendly target for 384 to 450.<br>**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |





## MURDALOC

| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 62 - 83 |
| Min - Max HPs | 1981 |
| Min - Max Mana | |
| Min - Max Armor | 2246 |



## MURKDEEP

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 32 - 42 |
| Min - Max HPs | 516 |
| Min - Max Mana | |
| Min - Max Armor | 817 |

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 144 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Net:** Immobilizes an enemy for 6 sec.

## MURGURGULA

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 19 - 24 |
| Min - Max HPs | 222 |
| Min - Max Mana | |
| Min - Max Armor | 538 |

**Thrash:** Adds a chance to do two additional attacks.



## MURKGILL MURLOC

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Murkgill Forager | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| **Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec.<br>**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Murkgill Hunter | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1302 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Murkgill Lord | 37 | 36 - 51 | 1116 | 2861 | 858 |
| **Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 444, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.<br>**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Murkgill Oracle | 36 - 37 | 46 - 63 | 1208 - 1257 | 1097 - 1142 | 1234 - 1325 |
| **Healing Wave:** Calls upon Nature magic to heal an ally.<br>**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Murkgill Warrior | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |



## MURLOC

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Angry Murloc | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |
| Murloc | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| Murloc Coastrunner | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| **Poisonous Stab:** Inflicts 6 - 7 Nature damage to an enemy every 3 sec., increasing the time between its attacks by 25% and its movement by 15 - 16% for 15 sec. | | | | | |
| Murloc Fleshtearer | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |
| Murloc Forager | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Drink Minor Potion:** Uses a Holy elixir to heal the caster for 47 to 55. | | | | | |
| Murloc Hunter | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage.<br>**Summon Crawler:** Summons 1 Crawler to accompany the caster until dismissed. | | | | | |
| Murloc Lurker | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Backstab:** Inflicts normal damage plus 18 - 20 to an enemy, but only if attacking from behind. | | | | | |
| Murloc Minor Oracle | 13 - 14 | 17 - 25 | 253 - 276 | 264 - 295 | 507 - 537 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Healing Wave:** Heals a friendly target for 69 - 83. | | | | | |
| Murloc Minor Tidecaller | 17 - 18 | 23 - 32 | 350 - 377 | 390 - 408 | 625 - 652 |
| **Healing Wave:** Heals a friendly target for 136 to 164.<br>**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| Murloc Netter | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |
| **Net:** Immobilizes an enemy for 5 sec.<br>**Sunder Armor:** Hacks at an enemy's armor, reducing it by 104 - 112 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Murloc Nightcrawler | 21 - 22 | 31 - 42 | 531 - 573 | | 888 - 922 |
| **Backstab:** Backstab the target, causing 150% weapon damage plus 30 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point.<br>**Slowing Poison:** Time between attacks is increased. Movement speed is reduced. | | | | | |
| Murloc Oracle | 17 - 18 | 23 - 32 | 350 - 377 | 390 - 408 | 625 - 652 |
| **Holy Smite:** Smites an enemy, inflicting Holy damage.<br>**Renew:** Heals the target for 99 over 15 sec.<br>**Quick Frost Ward:** Renders an ally immune to Frost spells for 10 sec. | | | | | |
| Murloc Raider | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |
| Murloc Scout | 19 - 20 | 28 - 39 | 449 - 484 | | 817 - 852 |
| Murloc Shorestriker | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Rushing Charge:** Increases the caster's movement speed by 75 - 76% for 3 sec. and causes it to inflict an additional 55 - 58 damage on its first attack. | | | | | |
| Murloc Streamrunner | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| Murloc Tidecaller | 19 - 20 | 26 - 36 | 404 - 433 | 456 - 490 | 683 - 712 |
| **Frost Nova:** Blasts enemies near the caster for 23 to 26 Frost damage and freezes them in place for up to 8 sec. Damage caused may interrupt the effect.<br>**Healing Wave:** Heals a friendly target for 270 to 320.<br>**Blizzard:** Ice shards pelt the target area doing 200 Frost damage over 8 sec. | | | | | |
| Murloc Tidehunter | 18 - 19 | 24 - 34 | 377 - 404 | 408 - 456 | 652 - 683 |
| **Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Murloc Warrior | 15 - 16 | 45 - 63 | 328 - 356 | | 677 - 713 |



# MURMUR

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 3257 - 4606 |
| Min - Max HPs | 424350 |
| Min - Max Mana | |
| Min - Max Armor | - 7387 |

**Resonance:** A pulse of channeled sonic energy that deals 2000 Nature damage and increases Nature damage taken by 2000 for 45 sec.

**Sonic Boom:** Nature damage inflicted every 3 sec. Movement speed reduced by 90%.

**Murmur's Touch:** Draws energy from the air.

**Magnetic Pull**





# MURTA GRIMGUT

| | |
|---|---|
| Min - Max Lvl | 44 |
| Min - Max Dmg | 81 - 107 |
| Min - Max HPs | 4991 |
| Min - Max Mana | 1483 |
| Min - Max Armor | 2082 |

**Heal:** Calls upon Holy magic to heal an ally.

**Renew:** Heals an ally every 3 sec. for 15 sec.

**Holy Smite:** Smites an enemy, inflicting Holy damage.

**Power Word: Shield:** Wraps an ally in a shield that lasts up to 30 sec., absorbing a maximum of 301 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks.

# MUTANUS THE DEVOURER

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 70 - 94 |
| Min - Max HPs | 3872 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

**Naralex's Nightmare:** Puts the enemy target to sleep for up to 15 sec. Any hostile action will awaken the target. Only one target can be slept at a time.

**Terrify:** Terrifies an enemy, causing it to flee in fear for 4 sec. Only 1 target can be terrified at a time.

**Thundercrack:** Inflicts 94 to 106 Nature damage to nearby enemies, stunning them for 2.5 sec.



M

# MUSHGOG

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 520 - 689 |
| Min - Max HPs | 61040 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Thorn Volley:** Deals 150 damage to nearby enemies, knocking them down for 2 sec.

**Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 10 sec.

**Spore Cloud:** Deals 2125 -5185 damage over 5 sec.





# MYCONITE

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 200 - 281 |
| Min - Max HPs | 5914 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |



# MYZRAEL

| | |
|---|---|
| Min - Max Lvl | 44 |
| Min - Max Dmg | 134 - 178 |
| Min - Max HPs | 7130 |
| Min - Max Mana | 4449 |
| Min - Max Armor | 2082 |

**Myzrael Earthquake:** Inflicts normal damage plus 93 to 107 to nearby enemies.

**Summon Prismatic Exile:** Summons 1 Prismatic Exile to aid the caster in battle for 1 min.

## NABERIUS



| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 823 - 976 |
| Min - Max HPs | 21636 |
| Min - Max Mana | 9240 |
| Min - Max Armor | 5235 |

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Chill Nova:** Blasts nearby enemies for Frost damage, knocking them back and reducing their movement speed for up to 10 sec.

**Lesser Shadow Fissure:** Summon a Void Zone that deals shadow damage to creatures that stand within it

**Chains of Naberius:** Charms player for 10 sec.

## NAIAS



| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 48 - 63 |
| Min - Max HPs | 1421 |
| Min - Max Mana | 1142 |
| Min - Max Armor | 1325 |

## NAK



| | |
|---|---|
| Min - Max Lvl | 23 |
| Min - Max Dmg | 31 - 41 |
| Min - Max HPs | 544 |
| Min - Max Mana | 581 |
| Min - Max Armor | 800 |

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Stoneskin Totem:** Summons a Stoneskin Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing melee damage taken by 7. Lasts 2 min.

**Lesser Healing Wave:** Heals a friendly target for 167 to 191.

## NAGAZ



| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 56 - 74 |
| Min - Max HPs | 1753 |
| Min - Max Mana | |
| Min - Max Armor | 1964 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

## NAL'TASZAR



| | |
|---|---|
| Min - Max Lvl | 30 |
| Min - Max Dmg | 94 - 109 |
| Min - Max HPs | 2433 |
| Min - Max Mana | 852 |
| Min - Max Armor | 1004 |

**Chain Burn:** Hits an enemy with an anti-mana bolt that arcs to another nearby enemy. For each point of mana consumed by the bolt, the target takes 50 damage. The spell affects up to 3 targets.

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 5 targets, inflicting greater Nature damage to each successive target.

## NAGULON



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 106 - 141 |
| Min - Max HPs | 2442 |
| Min - Max Mana | 1874 |
| Min - Max Armor | 4420 |

## THE NAMELESS PROPHET



| | |
|---|---|
| Min - Max Lvl | 41 |
| Min - Max Dmg | 109 - 145 |
| Min - Max HPs | 3804 |
| Min - Max Mana | 1332 |
| Min - Max Armor | 1727 |

**Curse of Blood:** Increases the Physical damage taken by nearby enemies by 62 for 10 min.

**Festering Rash:** Reduces all of an enemy's attributes by 5 for 30 min.

**Earth Shock:** Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec.



## NANCY VISHAS

| | |
|---|---|
| Min - Max Lvl | 33 |
| Min - Max Dmg | 84 - 97 |
| Min - Max HPs | 3330 |
| Min - Max Mana | |
| Min - Max Armor | 1304 |

## NARAXIS

| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 38 - 51 |
| Min - Max HPs | 840 |
| Min - Max Mana | |
| Min - Max Armor | 1097 |

**Deadly Poison:** Inflicts 46 Nature damage to an enemy every 10 sec. for 2 min.

**Naraxis Web:** Immobilizes an enemy for 30 sec.





## NAPHTHAL'AR

| | |
|---|---|
| Min - Max Lvl | 64 |
| Min - Max Dmg | 219 - 306 |
| Min - Max HPs | 8572 |
| Min - Max Mana | |
| Min - Max Armor | 4991 |
| Arcane Resistance: 150 | |

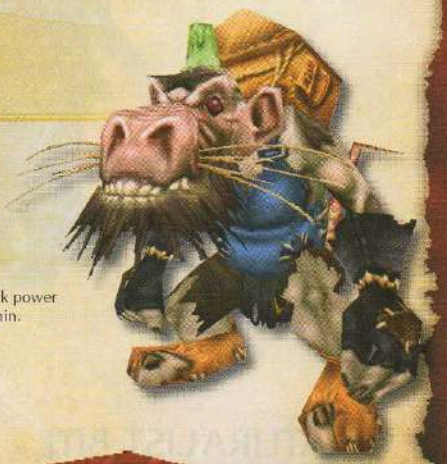
**Dazzling Dust:** Pacifies an enemy, rendering it unable to attack for 5 sec.

**Wing buffet:** Inflicts 8 to 12 damage to enemies in a cone in front of the caster, knocking them back.

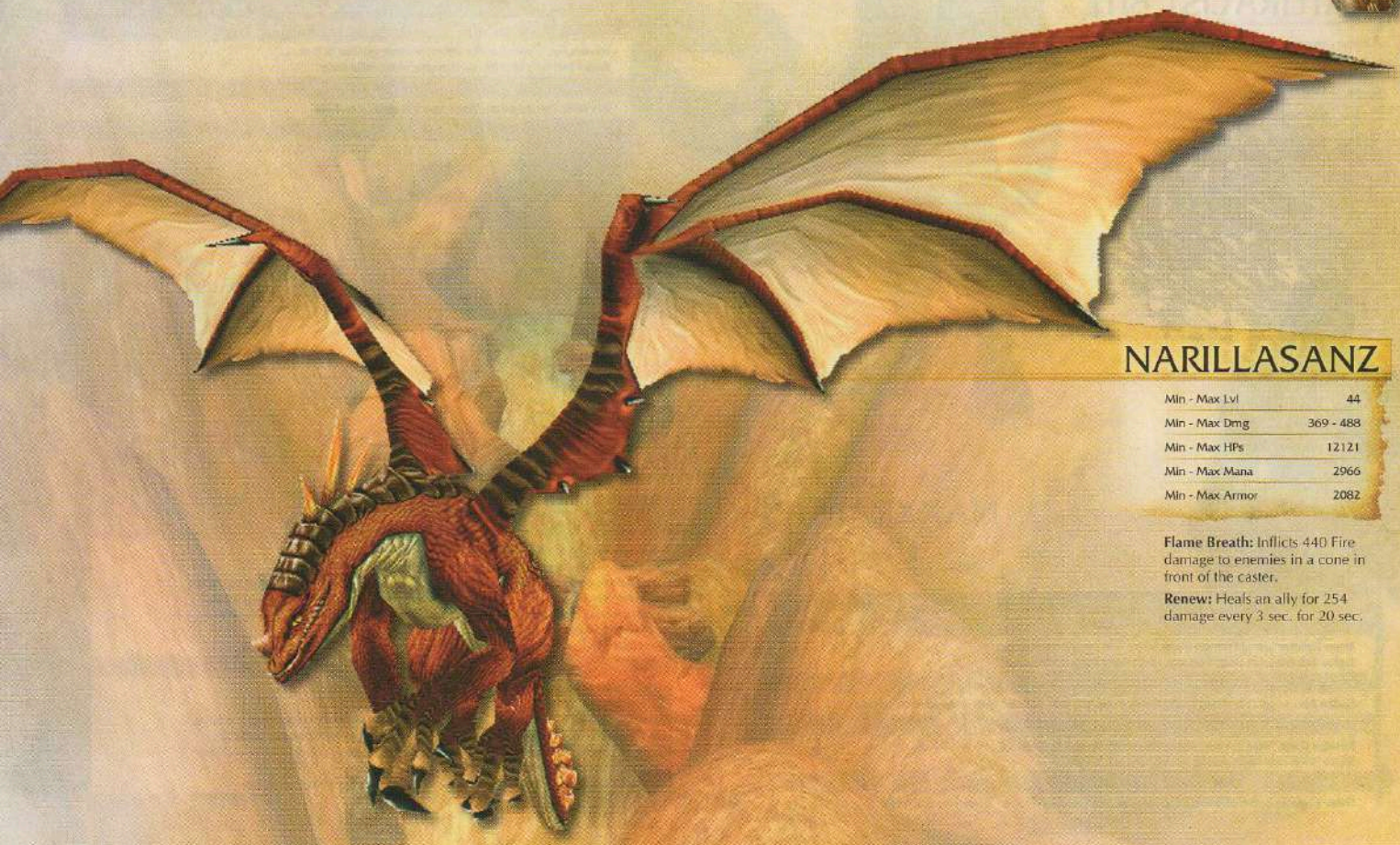
## NARG THE TASKMASTER

| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 13 - 17 |
| Min - Max HPs | 257 |
| Min - Max Mana | |
| Min - Max Armor | 512 |

**Battle Shout:** Increases the melee attack power of nearby party members by 40 for 2 min.







## NARILLASANZ

| | |
|---|---|
| Min - Max Lvl | 44 |
| Min - Max Dmg | 369 - 488 |
| Min - Max HPs | 12121 |
| Min - Max Mana | 2966 |
| Min - Max Armor | 2082 |

**Flame Breath:** Inflicts 440 Fire damage to enemies in a cone in front of the caster.

**Renew:** Heals an ally for 254 damage every 3 sec. for 20 sec.

## NATHREZIM COUNCILOR

| | |
|---|---|
| Min - Max Lvl | 68 - 69 |
| Min - Max Dmg | 231 - 341 |
| Min - Max HPs | 6542 - 6761 |
| Min - Max Mana | |
| Min - Max Armor | 6192 - 6492 |



## NAZAN

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 905 - 1259 |
| Min - Max HPs | 33381 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

Fire Resistance: 210, Nature Resistance: 210, Frost Resistance: 210, Shadow Resistance: 210, Arcane Resistance: 210

**Fireball:** Inflicts Fire damage to an enemy.



## NAZZIVUS SATYR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Nazzivus Felsworn | 12 - 14 | 15 - 23 | 219 - 263 | 537 - 710 | 305 - 344 |
| **Immolate**: Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Nazzivus Rogue | 13 - 14 | 18 - 27 | 273 - 300 | | 608 - 642 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Nazzivus Satyr | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| Nazzivus Succubus | 13 | 17 - 23 | 253 | 264 | 507 |



## NATURALIST BITE

| | |
|---|---|
| Min - Max Lvl | 64 |
| Min - Max Dmg | 177 - 247 |
| Min - Max HPs | 4572 |
| Min - Max Mana | 2705 |
| Min - Max Armor | 4036 |





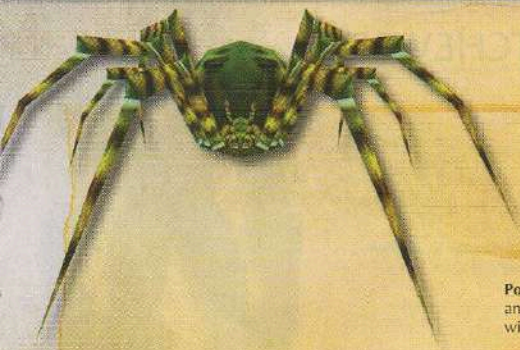
## NAXXRAMAS CULTISTS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Naxxramas Acolyte | 61 | 1277 - 1686 | 26412 | 58750 | 2073 |
| **Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.<br>**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies. | | | | | |
| Naxxramas Cultist | 61 | 1277 - 1686 | 26412 | 58750 | 2073 |
| **Shadow Burst:** Let forth a burst of energy knocking all nearby enemies back, dealing 240 to 360 Shadow damage and removing all threat. | | | | | |
| Naxxramas Follower | 61 | 4562 - 6022 | 99045 | 58750 | 2073 |
| **Berserker Charge:** Charges at an enemy, knocking it back and inflicting normal damage plus 300.<br>**Silence:** Silences nearby enemies, preventing them from casting spells for 8 sec. | | | | | |
| Naxxramas Worshipper | 61 | 3194 - 4215 | 88040 | 58750 | 2073 |
| **Widow's Embrace:** Sacrifices self, prevents and removes enrage. Silences nature spells for 30 sec. Reduces casting speed by 25%. | | | | | |



## NECRO KNIGHT

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Necro Knight | 61 - 62 | 1916 - 2529 | 39618 | 105750 | 2073 |
| **Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.<br>**Blink:** Teleports the caster to an enemy target. Also frees the caster from any bonds.<br>**Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.<br>**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 8 sec.<br>**Blizzard:** Calls down a blizzard that lasts 6 sec., inflicting 1125 to 1375 Frost damage every 2 sec. to all enemies in a selected area.<br>**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.<br>**Cone of Cold:** Inflicts Frost damage to enemies in a cone in front of the caster, reducing their movement speed for 8 sec. | | | | | |
| Necro Knight Guardian | 62 | 2045 - 2704 | 56650 | 108270 | 2223 |
| **Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.<br>**Blink:** Teleports the caster to an enemy target. Also frees the caster from any bonds.<br>**Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.<br>**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 8 sec.<br>**Blizzard:** Calls down a blizzard that lasts 6 sec., inflicting 1125 to 1375 Frost damage every 2 sec. to all enemies in a selected area.<br>**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.<br>**Cone of Cold:** Inflicts Frost damage to enemies in a cone in front of the caster, reducing their movement speed for 8 sec. | | | | | |



## NECRO STALKER

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 2751 - 3648 |
| Min - Max HPs | 81744 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Poison Charge:** Charges an enemy and causes poison damage to all within 10 yards of the target.



## NECROPOLIS ACOLYTE

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 2510 - 3326 |
| Min - Max HPs | 64750 |
| Min - Max Mana | 25680 |
| Min - Max Armor | 3555 |

**Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

## NECROFIEND

| | |
|---|---|
| Min - Max Lvl | 58 - 60 |
| Min - Max Dmg | 100 - 138 |
| Min - Max HPs | 8613 - 9156 |
| Min - Max Mana | |
| Min - Max Armor | 3435 - 3791 |

**Web Explosion:** Immobilizes nearby enemies for 10 sec.



## NECROSIS

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 630 - 734 |
| Min - Max HPs | 25150 |
| Min - Max Mana | 12430 |
| Min - Max Armor | 3316 |
| Shadow Resistance: 162 | |

**Shrink**

**Encasing Webs:** Immobilizes an enemy and increases the time between its attacks by 100% for 6 sec.



N



## NEFARIAN

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 3844 - 5096 |
| Min - Max HPs | 2165150 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Shadow Flame:** Inflicts 3938 to 5062 Shadow damage to enemies in a cone in front of the caster.

**Cleave:** Inflicts normal damage plus 315 to an enemy and its nearest allies, affecting up to 10 targets.

**Bellowing Roar**

**Veil of Shadow:** Reduces healing effects for an enemy by 75% for 6 sec.

**Tail Lash**



## NEFARU

| | |
|---|---|
| Min - Max Lvl | 34 |
| Min - Max Dmg | 47 - 63 |
| Min - Max HPs | 1279 |
| Min - Max Mana | |
| Min - Max Armor | 1340 |

**Terrifying Howl:** Causes nearby enemies to flee in fear for 3 sec.

**Tendon Rip:** Reduces an enemy's movement speed by 58% for 8 sec.

## NEKRUM GUTCHEWER

| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 246 - 326 |
| Min - Max HPs | 5544 |
| Min - Max Mana | |
| Min - Max Armor | 2725 |

**Fevered Plague:** Inflicts 394 Nature damage to an enemy, then an additional 18 damage every 5 sec. for 3 min.





## NEMAS THE ARBITER

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 194 - 256 |
| Min - Max HPs | 7326 |
| Min - Max Mana | 7302 |
| Min - Max Armor | 3075 |

**Avenger's Shield:** Hurls a holy shield at the enemy, dealing 765 to 935 Holy damage, Dazing them and then jumping to additional nearby enemies. Affects 3 total targets.

**Repentance:** Puts all nearby enemy targets in a state of meditation, incapacitating them for 8 sec. Breaks on damage.

## NEGATRON

| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 1341 - 1893 |
| Min - Max HPs | 135220 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |

**Enrage**

**Demolish:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 75% for 5 sec.

**Earthquake**

**Charge:** Charges an enemy, inflicting normal damage plus 100 and stuns the opponent for 2 sec.



## NERUB'ENKAN

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 779 - 1034 |
| Min - Max HPs | 30520 |
| Min - Max Mana | |
| Min - Max Armor | 4719 |

**Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec.

**Encasing Webs:** Immobilizes an enemy and increases the time between its attacks by 100% for 6 sec.





## NEGOLASH

| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 281 - 372 |
| Min - Max HPs | 6604 |
| Min - Max Mana | |
| Min - Max Armor | 2246 |

**Knockdown:** Knocks an enemy down, stunning it for 2 sec.

## NERUB

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Nerubian Overseer | 60 | 405 - 538 | 18312 | | 3791 |
| **Enveloping Web:** Immobilizes an enemy, increases the time between its attacks by 100%, and prevents it from casting spells for 8 sec. | | | | | |
| Nerubian Webspinner | 57 - 59 | 114 - 157 | 3340 - 3554 | 3361 - 3553 | 2744 - 2832 |
| Shadow Resistance: 162 | | | | | |
| **Web:** Casts a web over an enemy, immobilizing it for 5 sec. **Poison Bolt:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. | | | | | |
| Nerubis Centurion | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 30 - 32. | | | | | |
| Nerubis Guard | 9 - 10 | 11 - 16 | 166 - 186 | 178 - 191 | 342 - 426 |
| **Strike:** Strikes at an enemy, inflicting normal damage plus 17 - 18. **Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec. **Wither Strike:** Increases the time between an enemy's attacks by 33% for 4 sec. | | | | | |

# NETHAREL

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 585-827 |
| Min - Max HPs | 55890 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Evasion:** Increases the rogue's chance to dodge by 50% for 10 sec.

**Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes 0.5 damage.

**Debilitating Strike:** Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any physical attacks for 5 sec.



# NETHAREL (METAMORPHOSIS)

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 5189 - 6407 |
| Min - Max HPs | 303750 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

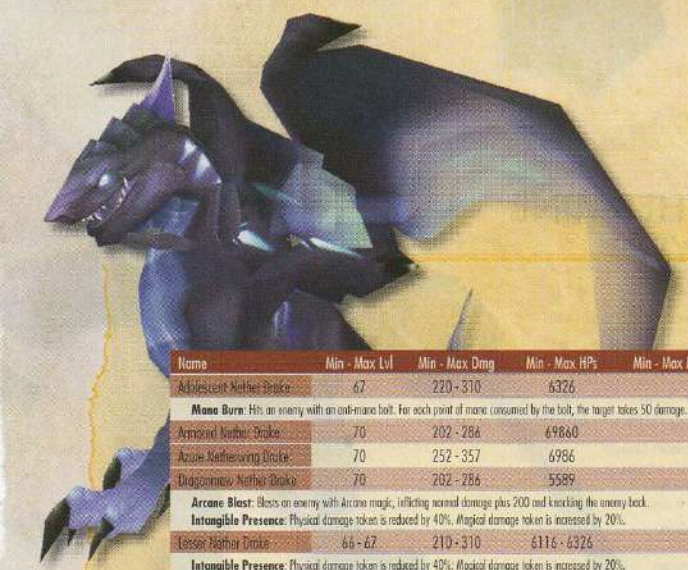
**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting 2250 to 2750 Shadow damage.

**Unholy Aura:** Causes the caster to automatically inflict 150 Shadow damage every 2 sec. to nearby enemies. The aura lasts until cancelled.

**Thrash:** Adds a chance to do two additional attacks.

**Antimagic Pulse:** Dispels magic on nearby enemies, removing 3 beneficial spell effects.





# NETHER DRAKES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Adolescent Nether Drake | 67 | 220 - 310 | 6326 | | 5892 |
| **Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes 50 damage. | | | | | |
| Armored Nether Drake | 70 | 202 - 286 | 69860 | | 6792 |
| Azure Netherwing Drake | 70 | 252 - 357 | 6986 | | 6792 |
| Dragonmaw Nether Drake | 70 | 202 - 286 | 5589 | | 6792 |
| **Arcane Blast:** Blasts an enemy with Arcane magic, inflicting normal damage plus 200 and knocking the enemy back. **Intangible Presence:** Physical damage taken is reduced by 40%. Magical damage taken is increased by 20%. | | | | | |
| Lesser Nether Drake | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| **Intangible Presence:** Physical damage taken is reduced by 40%. Magical damage taken is increased by 20%. | | | | | |
| Mature Nether Drake | 67 | 220 - 310 | 6326 | | 5892 |
| **Intangible Presence:** Physical damage taken is reduced by 40%. Magical damage taken is increased by 20%. **Arcane Blast:** Blasts the target with energy, dealing 663 to 767 Arcane damage. Each time you cast Arcane Blast, the casting time is reduced. Effect stacks up to 5 times and lasts 8 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Mature Netherwing Drake | 69 | 797 - 1126 | 27044 | | 6492 |
| **Intangible Presence:** Physical damage taken is reduced by 40%. Magical damage taken is increased by 20%. **Netherbreath:** Inflicts Arcane damage to enemies in a cone in front of the caster. | | | | | |
| Nether Drake | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Intangible Presence:** Physical damage taken is reduced by 40%. Magical damage taken is increased by 20%. | | | | | |
| Netherwing Drake | 69 | 242 - 341 | 6761 | | 6492 |
| Netherwing Dragon | 70 | 252 - 357 | 6986 | | 6792 |
| **Intangible Presence:** Physical damage taken is reduced by 40%. Magical damage taken is increased by 20%. **Netherbreath:** Inflicts Fire damage to enemies in a cone in front of the caster. | | | | | |
| Onyx Netherwing Drake | 70 | 252 - 357 | 6986 | | 6792 |
| Proto-Nether Drake | 67 | 204 - 287 | 5060 | 2933 | 4755 |
| **Blink:** Teleports the caster 20 yd. forward unless something is in the way. Also frees the caster from any bonds. **Arcane Blast:** Blasts the target with energy, dealing 663 to 767 Arcane damage. Each time you cast Arcane Blast, the casting time is reduced. Effect stacks up to 5 times and lasts 8 sec. | | | | | |
| Veridian Netherwing Drake | 70 | 252 - 357 | 6986 | | 6792 |
| Violet Netherwing Drake | 70 | 252 - 357 | 6986 | | 6792 |

# NETHER RAYS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Nether Ray | 70 - 71 | 234 - 337 | 5589 - 5744 | 3155 - 3231 | 5474 - 5714 |
| **Drain Mana:** Drains up to 875 to 890 mana from an enemy over 5 sec. and transfers it to the caster.<br>**Tail Swipe:** Inflicts normal damage plus 100 to an enemy, knocking it back. | | | | | |
| Bloodthirsty Marshfang | 61 - 62 | 152 - 222 | 4126 - 4274 | 1243 - 1284 | 3316 - 3555 |
| **Drain Mana:** Drains up to 770 to 785 mana from an enemy over 5 sec. and transfers it to the caster.<br>**Nether Leech:** Causes the enemy target to run in horror until cancelled and causes 80 Shadow damage. The caster gains 100% of the damage caused in health. | | | | | |
| Coilfang Ray | 64 | 687 - 960 | 16574 | | 4991 |
| **Psychic Horror:** Strikes fear in an enemy, causing it to flee in terror for 3 sec. | | | | | |
| Fen Ray | 64 | 687 - 960 | 16574 | | 4991 |
| **Psychic Horror:** Strikes fear in an enemy, causing it to flee in terror for 3 sec. | | | | | |
| Marshfang Ripper | 60 - 61 | 144 - 210 | 3984 - 4126 | 1217 - 1243 | 3075 - 3316 |
| **Drain Mana:** Drains up to 755 to 770 mana from an enemy over 5 sec. and transfers it to the caster.<br>**Tendon Rip:** Reduces an enemy's movement speed by 70% for 8 sec.<br>**Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies. | | | | | |
| Marshfang Slicer | 62 - 63 | 160 - 234 | 4274 - 4422 | 1284 - 1310 | 3555 - 3795 |
| **Drain Mana:** Drains up to 790 to 795 mana from an enemy over 5 sec. and transfers it to the caster.<br>**Tail Swipe:** Inflicts normal damage plus 100 to an enemy, knocking it back.<br>**Nether Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage. | | | | | |
| Skyguard Nether Ray | 69 - 70 | 122 - 165 | 3941 - 4050 | | 6492 - 6792 |
| Nether Ray | 67 - 68 | 204 - 301 | 5060 - 5233 | 1466 - 1495 | 4755 - 4995 |
| **Drain Mana:** Drains up to 850 to 855 mana from an enemy over 5 sec. and transfers it to the caster.<br>**Tail Swipe:** Inflicts normal damage plus 100 to an enemy, knocking it back.<br>**Tail Sting:** Strikes the enemy with a powerful poison, damaging them and slowing them. This effect decreases over time.<br>**Nether Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage. | | | | | |
| Nether Scryer | 72 | 4850 - 6852 | 236120 | 49635 | 5954 |
| **Domination:** Takes control of a humanoid enemy up to level 109 for 8 sec.<br>**Arcane Blast:** Blasts an enemy with Arcane magic, inflicting normal damage plus 3500 to 4500 and knocking the enemy back. | | | | | |
| Nether Skimmer | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Netherstorm | 69 - 70 | 224 - 331 | 5409 - 5589 | 1540 - 1577 | 5235 - 5474 |
| **Drain Mana:** Drains up to 865 to 880 mana from an enemy over 5 sec. and transfers it to the caster.<br>**Tail Sting:** Strikes the enemy with a powerful poison, damaging them and slowing them. This effect decreases over time.<br>**Nether Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage. | | | | | |
| Netherwing Ray | 69 - 70 | 224 - 331 | 5409 - 5589 | 1540 - 1577 | 5235 - 5474 |
| **Drain Mana:** Drains up to 865 to 880 mana from an enemy over 5 sec. and transfers it to the caster.<br>**Tail Sting:** Strikes the enemy with a powerful poison, damaging them and slowing them. This effect decreases over time.<br>**Nether Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage. | | | | | |



# NETHER SCRYER

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 4850 - 6852 |
| Min - Max HPs | 236120 |
| Min - Max Mana | 49635 |
| Min - Max Armor | 5955 |

**Domination:** Takes control of a humanoid enemy up to level 10 for 8 sec.

**Arcane Blast:** Blasts an enemy with Arcane magic, inflicting normal damage plus 3500 to 4500 and knocking the enemy back.



# NETHERMINE BURSTER

| | |
|---|---|
| Min - Max Lvl | 70 - 71 |
| Min - Max Dmg | 252 - 363 |
| Min - Max HPs | 6986 - 7181 |
| Min - Max Mana | |
| Min - Max Armor | 6792 - 7089 |

**Poison:** Hurls poison at an enemy, inflicting Nature damage.



# NETHERMANCER SEPETHREA

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1576 - 2227 |
| Min - Max HPs | 97400 |
| Min - Max Mana | 33090 |
| Min - Max Armor | 5954 |

**Dragon's Breath:** Targets in a cone in front of the caster take 684 to 794 Fire damage and are disoriented for 3 sec. Any direct damaging attack will revive targets.

**Arcane Blast:** Blasts an enemy with Arcane magic, inflicting normal damage plus 875 to 1125 and knocking the enemy back.

# NETHERMINE FLAYER

| | |
|---|---|
| Min - Max Lvl | 70 - 71 |
| Min - Max Dmg | 252 - 363 |
| Min - Max HPs | 6986 - 7181 |
| Min - Max Mana | |
| Min - Max Armor | 6792 - 7089 |

**Shred Armor:** Shreds an enemy's armor, reducing it by 3000 for 8 sec.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.



# NETHERSPITE

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 7515 - 8186 |
| Min - Max HPs | 1117800 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Void Zone:** Summon a Void Zone that deals shadow damage to enemies that stand within it

**Nether Burn:** Causes the caster to automatically inflict 150 Shadow damage every 5 sec. to nearby enemies. The aura lasts until cancelled.

**Portal Attunement:** This spell is cast by Netherspite to summon 3 portals: Perseverence (Damage taken is reduced.), Serenity (Heals Netherspite every 1 sec.), Dominance (Damage increased).

**Empowerment:** Damage done is increased.

**Netherbreath:** Inflicts Arcane damage to enemies in a cone in front of the caster.





# NETHERVINE SATYR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Nethervine Reaper | 70 | 1177 - 1664 | 20958 | | 6792 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.
**Mind-numbing Poison:** Coats a weapon with poison. Each strike has a 20% chance of poisoning the enemy, increasing their casting time.
**Deadly Poison:** Inflicts 238 to 262 Nature damage to an enemy every 5 sec. for 1 min.
**Kidney Shot:** Finishing move that stuns the target.

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Nethervine Reaper | 70 | 1177 - 1664 | 20958 | | 6792 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.
**Pale Death:** Reduces your Stamina by 35%.

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Nethervine Trickster | 70 | 1177 - 1664 | 20958 | | 6792 |

**Backstab:** Inflicts normal damage plus 523 to 577 to an enemy, but only if attacking from behind.
**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.
**Stealth:** Puts the caster in stealth mode. Lasts until cancelled.

# NEXUS-KING SALHADAAR

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1697 - 2398 |
| Min - Max HPs | 94448 |
| Min - Max Mana | 6618 |
| Min - Max Armor | 5955 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Stasis:** You become encased in a block of ice, protecting you from all Physical attacks and spells for 6 sec.

**Gravity Flux:** Explodes with arcane power, dealing 1980 to 2420 arcane damage.

**Backstab:** Inflicts normal damage plus 129 to an enemy, but only if attacking from behind.

**Sinister Strike:** Inflicts normal damage plus 1 to an enemy.

**Warp:** Teleports the caster behind the target. Also frees the caster from any bonds.



# NEXUS-PRINCE RAZAAN

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 231 - 325 |
| Min - Max HPs | 6542 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Energy Flux:** Periodically deals 43 to 47 Arcane damage to nearby enemies.





## NEXUS-PRINCE SHAFFAR

| | |
|---|---|
| Min - Max Lvl | 66 |
| Min - Max Dmg | 1136 - 1593 |
| Min - Max HPs | 88056 |
| Min - Max Mana | 28460 |
| Min - Max Armor | 4515 |

**Fireball:** Inflicts Fire damage to an enemy.

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 5 sec.

**Blink:** Teleports the caster 20 yd. forward unless something is in the way. Also frees the caster from any bonds.



## NIGHT ELF ANCIENT OF LORE

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 1009 - 1428 |
| Min - Max HPs | 41916 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

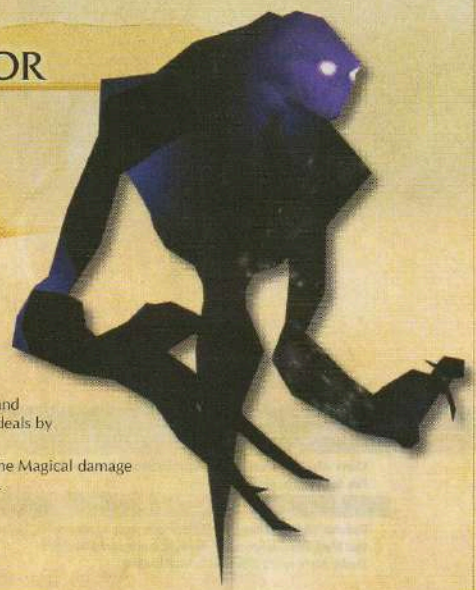
## NEXUS TERROR

| | |
|---|---|
| Min - Max Lvl | 64 |
| Min - Max Dmg | 953 - 1333 |
| Min - Max HPs | 30003 |
| Min - Max Mana | |
| Min - Max Armor | 4991 |

**Psychic Scream:** Lets out a psychic scream, causing up to 5 nearby enemies to flee for 4 sec.

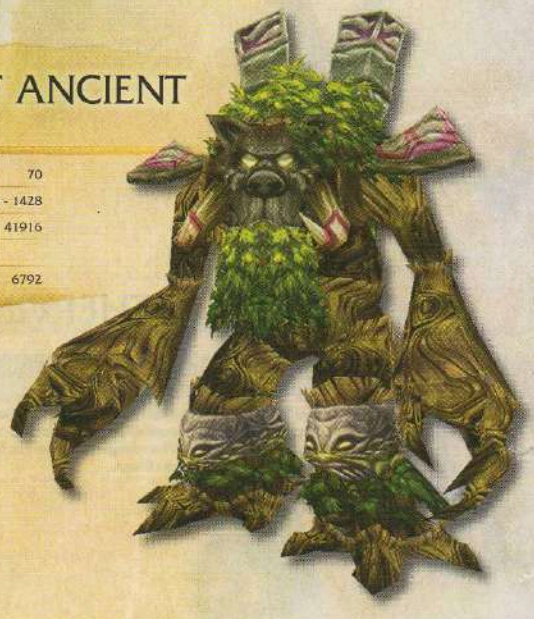
**Shadows Embrace:** Inflicts 2850 to 3150 Shadow damage to an enemy over 6 sec, preventing it from casting spells and reducing the Physical damage it deals by 50%.

**Curse of Impotence:** Decreases the Magical damage dealt by the target by 1 for 1 min.



## NIGHT ELF ANCIENT OF WAR

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 1009 - 1428 |
| Min - Max HPs | 41916 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



## NEZZLIOK THE DIRE

| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 52 - 69 |
| Min - Max HPs | 1410 |
| Min - Max Mana | 1283 |
| Min - Max Armor | 1619 |

**Chain Lightning:** Hurls a lightning bolt at the enemy, dealing 200 to 227 Nature damage and then jumping to additional nearby enemies. Each jump reduces the damage by 30%. Affects 3 total targets.

**Shock:** Instantly throws a bolt of lightning at the target for 268 to 284 damage.



## NIGHT ELF ANCIENT PROTECTOR

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 656 - 928 |
| Min - Max HPs | 13972 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 15 sec.

**War Stomp:** Knocks nearby enemies back.





## NIGHT MISTRESS

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 2859 - 4039 |
| Min - Max HPs | 45952 |
| Min - Max Mana | 16155 |
| Min - Max Armor | 5714 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting 2250 to 2750 Shadow damage.

**Searing Pain:** Inflict searing pain on the enemy target, causing 1800 to 2200 Fire damage.

**Impending Betrayal:** Inflicts 3000 Shadow damage to nearby enemies after 10 sec.



## NIGHTLASH

| | |
|---|---|
| Min - Max Lvl | 14 |
| Min - Max Dmg | 20 - 27 |
| Min - Max HPs | 300 |
| Min - Max Mana | |
| Min - Max Armor | 642 |

**Wail of Nightlash:** Inflicts 75 Shadow damage over 15 sec. to nearby enemies.

## NIGHT WALKER

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 234 - 331 |
| Min - Max HPs | 5589 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Carrion Swarm:** Inflicts Shadow damage.

**Sleep:** Puts an enemy to sleep for up to 3 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.



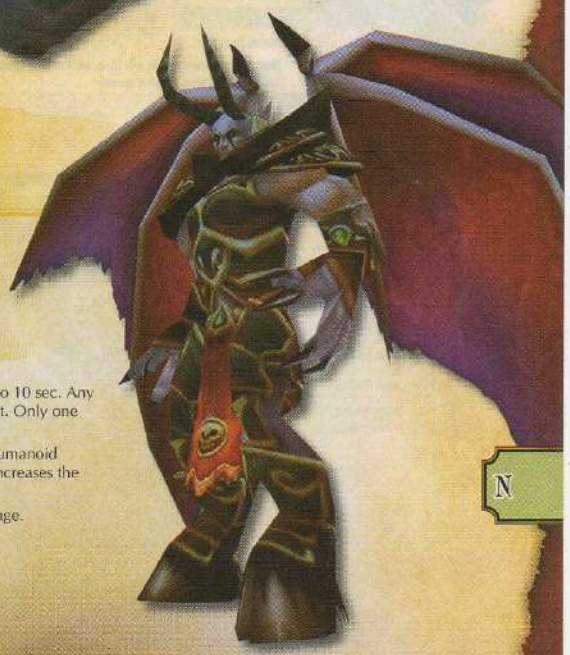
## NIGHTLORD MALPHAS

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 1009 - 1398 |
| Min - Max HPs | 37134 |
| Min - Max Mana | 2486 |
| Min - Max Armor | 3316 |

**Sleep:** Puts an enemy to sleep for up to 10 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.

**Dominate Mind:** Takes control of a humanoid enemy up to level 76 for 5 sec., but increases the time between its attacks by 100%.

**Carrion Swarm:** Inflicts Shadow damage.



N

## NIGHTBANE

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 9028 - 12765 |
| Min - Max HPs | 1327900 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Cleave:** Inflicts normal damage plus 365 to an enemy and its nearest allies, affecting up to 2 targets.

**Tail Sweep:** Inflicts 450 damage on enemies in a cone behind the caster, knocking them back.

**Smoldering Breath:** Inflicts 3700 to 4300 Fire damage to enemies in a cone in front of the caster.

**Bellowing Roar:** Causes enemies to flee in fear.

**Rain of Bones:** Bombards the target and nearby allies with bone fragments, summoning 3 skeletons in the ess.

**Fireball Barrage:** Throws fireballs at any enemies farther than 40 yards away.





## NIGHTMARE DRAGONKIN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Nightmare Illusion | 60 | 4677 - 6205 | 458 | | 3791 |
| Nightmare Phantasm | 62 | 971 - 1288 | 58266 | | 4391 |
| **Aura of Fear**: Fears attackers.<br>**Shadow Bolt Volley**: Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies. | | | | | |
| Nightmare Scalebane | 49 | 256 - 340 | 6414 | | 4385 |
| Nature Resistance: 200 | | | | | |
| **Improved Blocking**: Increases the caster's chance to block by 75% for 6 sec. | | | | | |
| Nightmare Suppressor | 49 | 231 - 306 | 6840 | 1750 | 2389 |
| Nature Resistance: 200 | | | | | |
| Nightmare Wanderer | 48 - 49 | 242 - 329 | 6186 - 6414 | | 2888 - 2944 |
| Nature Resistance: 200 | | | | | |
| **Pierce Armor**: Reduces an enemy's armor by 75% for 20 sec.<br>**Strike**: Strikes at an enemy, inflicting weapon damage plus 75 - 77. | | | | | |
| Nightmare Weaver | 70 - 71 | 757 - 1089 | 20958 - 21543 | | 6792 - 7089 |
| **Debilitating Strike**: Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any physical attacks for 5 sec.<br>**Chaos Nova**: Inflicts Fire damage to nearby enemies. | | | | | |
| Nightmare Whelp | 48 | 121 - 161 | 2578 | | 2888 |
| Nature Resistance: 200 | | | | | |
| Nightmare Wyrmkin | 48 - 49 | 233 - 316 | 4950 - 5130 | 1695 - 1750 | 2344 - 2389 |
| Nature Resistance: 200 | | | | | |
| **Sleep**: Puts an enemy to sleep for up to 20 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.<br>**Acid Spit**: Inflicts Nature damage to an enemy. | | | | | |

## NIGHTSHADE

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 85 - 112 |
| Min - Max HPs | 2769 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |





## NIHIL THE BANISHED

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 261 - 370 |
| Min - Max HPs | 7380 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |



## NIMAR THE SLAYER

| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 51 - 68 |
| Min - Max HPs | 1536 |
| Min - Max Mana | |
| Min - Max Armor | 1593 |

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 86.

**Cleave:** A sweeping attack that does your weapon damage plus 5 to the target and his nearest ally.

**Berserker Stance:** An aggressive stance. Critical hit chance is increased by 3% and all damage taken is increased by 10%.

**Execute:** Attempts to finish off a wounded enemy, inflicting normal damage plus 298. Execute can only be used on enemies that have 20% or less health.

## NISSA AGAMAND

| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 13 - 17 |
| Min - Max HPs | 198 |
| Min - Max Mana | |
| Min - Max Armor | 512 |





## NOBORU THE CUDGEL

| | |
|---|---|
| Min - Max Lvl | 39 |
| Min - Max Dmg | 54 - 72 |
| Min - Max HPs | 1678 |
| Min - Max Mana | |
| Min - Max Armor | 1834 |



# NORTHSPRING HARPY

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Northspring Harpy | 48 - 49 | 75 - 102 | 2062 - 2138 | 1695 - 1750 | 2344 - 2389 |
| **Flow of the Northspring**: Heals an ally for 108 damage every 3 sec. for 15 sec. | | | | | |
| Northspring Rogueleather | 48 - 49 | 75 - 102 | 2062 - 2138 | 1695 - 1750 | 2344 - 2389 |
| **Flow of the Northspring**: Heals an ally for 108 damage every 3 sec. for 15 sec.<br>**Thrash**: Gives the caster 2 extra attacks.<br>**Exploit Weakness**: Inflicts normal damage plus 95 to 99 on an enemy, but only if attacking from behind. | | | | | |
| Northspring Slayer | 49 - 50 | 88 - 120 | 2138 - 2215 | 1750 - 1807 | 2389 - 2432 |
| **Flow of the Northspring**: Heals an ally for 108 damage every 3 sec. for 15 sec.<br>**Execute**: Attempts to finish off a wounded enemy, inflicting normal damage plus 394 - 402. Execute can only be used on enemies that have 20% or less health. | | | | | |
| Northspring Windcaller | 49 - 50 | 77 - 104 | 2138 - 2215 | 1750 - 1807 | 2389 - 2432 |
| **Enveloping Winds**: Surrounds an enemy with a cyclone for up to 10 sec. If the target takes any damage, it will break free of the imprisoning winds.<br>**Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Flow of the Northspring**: Heals an ally for 108 damage every 3 sec. for 15 sec. | | | | | |

# NOXXION



| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 270 - 358 |
| Min - Max HPs | 13433 |
| Min - Max Mana | |
| Min - Max Armor | 2780 |

Nature Resistance: 144, Frost Resistance: 144

**Toxic Volley**: Inflicts Nature damage to an enemy.

**Uppercut**: Inflicts normal damage plus 50 to an enemy, knocking it back.

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Noxxion's Spawn | 44 | 72 - 96 | 713 | | 2557 |
| Nature Resistance: 144, Frost Resistance: 144 | | | | | |
| Noxxious Essence | 44 | 72 - 96 | 2228 | | 2557 |
| Nature Resistance: 144, Frost Resistance: 144<br>**Noxious Catalyst**: Reduces an enemy's Nature resistance by 33 for 2 min.<br>**Corruption**: Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec. | | | | | |
| Noxxious Scion | 44 | 72 - 96 | 1782 | | 2557 |
| Nature Resistance: 144, Frost Resistance: 144<br>**Noxious Catalyst**: Reduces an enemy's Nature resistance by 33 for 2 min.<br>**Corruption**: Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec. | | | | | |



# NOTH THE PLAGUEBRINGER

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 5492 - 7281 |
| Min - Max HPs | 1665500 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Cripple:** Increases the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec.

**Curse of the Plaguebringer:** Curses the target with the Curse of the Plaguebringer. If the target is not dispelled of the curse, the target will become infected along with all nearby allies in a selected area with the Wrath of the Plaguebringer.

# NUMBER TWO



| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 1587 - 2105 |
| Min - Max HPs | 78600 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

N

# NURAMOC

**Lightning Breath:** Breathes lightning at an enemy, inflicting Nature damage.

**Poison Bolt:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec.

**Prismatic Shield:** Reflects damage whenever the caster takes damage.

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 2020 - 2856 |
| Min - Max HPs | 104790 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



## OAKENSCOWL



| | |
|---|---|
| Min - Max Lvl | 9 |
| Min - Max Dmg | 16 - 21 |
| Min - Max HPs | 176 |
| Min - Max Mana | |
| Min - Max Armor | 406 |

## OBSIDIAN ELEMENTALS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Obsidian Destroyer | 61 | 1379 - 1825 | 50300 | 12430 - 12430 | 3316 |
| Purge | | | | | |
| Obsidian Elemental | 51 - 53 | 86 - 119 | 2521 - 2698 | | 4546 - 4711 |
| Fire Resistance: 190, Nature Resistance: 190 | | | | | |
| Obsidian Golem | 37 | 51 - 68 | 1536 | | 1593 |
| Obsidian Sentinel | 40 | 196 - 260 | 7620 | | 1964 |

## OAKPAW



| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 36 - 47 |
| Min - Max HPs | 862 |
| Min - Max Mana | 732 |
| Min - Max Armor | 916 |
| Nature Resistance: 79 | |

**Rejuvenation:** Heals an ally every 3 sec. for 12 sec.

## OBSIDION



| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 77 - 102 |
| Min - Max HPs | 2878 |
| Min - Max Mana | |
| Min - Max Armor | 5503 |

**Ground Smash:** Inflicts Physical damage to nearby enemies, stunning them for 3 sec.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Thrash:** Adds a chance to do two additional attacks

## OBSIDIA

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1568 - 2218 |
| Min - Max HPs | 184500 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Bellowing Roar**

**Tail Sweep:** Inflicts 600 to 1000 damage on enemies in a cone behind the caster, knocking them back.

**Flame Breath:** Inflicts 720 Fire damage to enemies in a cone in front of the caster.

**Hellfire:** Ignites the area surrounding the caster, causing Fire damage to himself and 99 Fire damage to all nearby enemies every sec. Lasts 6 sec.

# OCCULUS

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 254 - 337 |
| Min - Max HPs | 6645 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |

**Sand Breath:** Inflicts Arcane damage to enemies in a cone in front of the caster, reducing their movement and increasing the time between their attacks for 10 sec.

**Swoop:** Inflicts normal damage plus 198 to enemies in a cone in front of the caster, stunning them for 2 sec.

**Arcane Blast:** Blasts an enemy with Arcane magic, inflicting normal damage plus 10 and knocking the enemy back.





# ODO THE BLINDWATCHER

| | |
|---|---|
| Min - Max Lvl | 21 |
| Min - Max Dmg | 66 - 76 |
| Min - Max HPs | 2605 |
| Min - Max Mana | |
| Min - Max Armor | 888 |

**Howling Rage:** Increases Physical damage by 10 - 65.



# OHGAN

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1413 - 1875 |
| Min - Max HPs | 91560 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 1000 per Sunder Armor. Can be applied up to 5 times. Lasts 20 sec.

**Thrash:** Gives the caster 2 extra attacks.



# OGGLEFLINT

| | |
|---|---|
| Min - Max Lvl | 16 |
| Min - Max Dmg | 51 - 68 |
| Min - Max HPs | 1424 |
| Min - Max Mana | |
| Min - Max Armor | 713 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.



# OGOM THE WRETCHED

| | |
|---|---|
| Min - Max Lvl | 49 |
| Min - Max Dmg | 254 - 336 |
| Min - Max HPs | 5130 |
| Min - Max Mana | 3500 |
| Min - Max Armor | 2389 |

**Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 37 for 2 min. Only one curse per warlock can be active on any one target.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.



## OKREK

| | |
|---|---|
| Min - Max Lvl | 64 |
| Min - Max Dmg | 398 - 557 |
| Min - Max HPs | 9144 |
| Min - Max Mana | 13525 |
| Min - Max Armor | 4036 |

**Demon Armor:** Protects the caster, increasing armor by 606, Shadow resistance by 16, and health regeneration for 30 min.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Shadow Nova:** Inflicts Shadow damage to nearby enemies.

**Fireball:** Inflicts Fire damage to an enemy.

**Scorch:** Scorches an enemy for Fire damage.

## OLD ICEBEARD

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 25 - 33 |
| Min - Max HPs | 666 |
| Min - Max Mana | |
| Min - Max Armor | 538 |

**Icy Grasp:** Reduces an enemy's movement speed by 50% for 5 sec.

**Daunting Growl:** Reduces nearby enemies' Strength by 4 and Agility by 4 for 30 sec.





## OK'THOR THE BREAKER

| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 349 - 463 |
| Min - Max HPs | 15176 |
| Min - Max Mana | 15384 |
| Min - Max Armor | 2522 |

**Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage.

**Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.

**Slow:** Increases the time between nearby enemies' attacks by 54% and slows their movement by 60% for 10 sec.

**Polymorph:** Transforms an enemy into a sheep, forcing it to wander around for up to 8 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on beasts, dragons, giants, humanoids, and critters.



## OLD GRIZZLEGUT

| | |
|---|---|
| Min - Max Lvl | 43 |
| Min - Max Dmg | 77 - 102 |
| Min - Max HPs | 2574 |
| Min - Max Mana | |
| Min - Max Armor | 2397 |



## OLD MURK-EYE

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 35 - 47 |
| Min - Max HPs | 581 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

**Volatile Infection:** Infects an enemy for 2 min., causing it to inflict 60 Nature damage to its nearby allies every 15 sec.



## OL' SOOTY

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 29 - 39 |
| Min - Max HPs | 484 |
| Min - Max Mana | |
| Min - Max Armor | 852 |



## OLD ROTTEN GILL

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 9 - 12 |
| Min - Max HPs | 222 |
| Min - Max Mana | |
| Min - Max Armor | 538 |

**Infected Wound:** Increases the Physical damage taken by an enemy by 2 for 30 sec.



## OLD CLIFF JUMPER

| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 62 - 83 |
| Min - Max HPs | 1981 |
| Min - Max Mana | |
| Min - Max Armor | 2246 |

**Blood Howl:** Increases the Physical damage taken by nearby enemies by 14 for 15 sec.

**Tendon Rip:** Reduces an enemy's movement speed by 25% for 8 sec.

## OLD SERRA'KIS

| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 59 - 78 |
| Min - Max HPs | 3255 |
| Min - Max Mana | |
| Min - Max Armor | 992 |



## OLM THE SUMMONER

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 4101 - 5792 |
| Min - Max HPs | 303500 |
| Min - Max Mana | 101610 |
| Min - Max Armor | 6193 |



**Dark Decay**

**Death Coil:** Causes the enemy target to run in horror for 3 sec and causes 1750 to 2250 Shadow damage. The caster gains 100% of the damage caused in health.

## OMOR THE UNSCARRED

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Treacherous Aura:** Causes the target to automatically inflict 360 - 440 Shadow damage every 1 sec. to nearby friends. Lasts 15 sec.

**Summon Fiendish Hound**

**Demonic Shield:** Physical and magical damage taken is reduced by 75%.

**Bane of Treachery:** Causes the target to inflict 2700 - 3300 Shadow damage every 1 sec. to friends. Lasts 15 sec.

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 1111 - 1543 / 1939 - 2741 |
| Min - Max HPs | 59836 / 82642 |
| Min - Max Mana | 12840 / 16545 |
| Min - Max Armor | 3555 |

Shadow Resistance: 93





## OLD VICEJAW

| | |
|---|---|
| Min - Max Lvl | 14 |
| Min - Max Dmg | 20 - 27 |
| Min - Max HPs | 375 |
| Min - Max Mana | |
| Min - Max Armor | 642 |

**Strike:** Strikes at an enemy, inflicting increased melee damage.



## OLD WHITEBARK

| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 16 - 22 |
| Min - Max HPs | 257 |
| Min - Max Mana | |
| Min - Max Armor | 389 |

**Withered Touch:** Diseases an enemy, inflicting 17 - 18 Shadow damage every 10 sec. and draining 17 - 18 mana every 10 sec., transferring it to the caster. Lasts 3 min.

## ONGEKU

| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 51 - 68 |
| Min - Max HPs | 1536 |
| Min - Max Mana | 16545 |
| Min - Max Armor | 1593 |





## ONU

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 94 - 125 |
| Min - Max HPs | 3398 |
| Min - Max Mana | |
| Min - Max Armor | 3271 |

## ONYXIA

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1648 - 2184 |
| Min - Max HPs | 1099230 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |



**Tail Sweep:** Inflicts 600 to 1000 damage on enemies in a cone behind the caster, knocking them back.

**Wing buffet:** Inflicts 563 to 937 damage to enemies in a cone in front of the caster, knocking them back.

**Cleave:** Inflicts normal damage plus 315 to an enemy and its nearest allies, affecting up to 10 targets.

**Flame Breath:** Inflicts 3063 to 3937 Fire damage to enemies in a cone in front of the caster.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Fireball:** Inflicts 1700 to 2300 Fire damage to all enemies in a selected area.



## ONYXIA'S BROOD

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Onyxia's Elite Guard | 58 - 59 | 698 - 945 | 28710 - 29610 | | 3435 - 3489 |
| Fire Resistance: 150 | | | | | |
| **Shield Slam**: Inflicts 136 - 138 damage to an enemy, stunning it for 2 sec.; **Sunder Armor**: Attacks an enemy's armor, reducing it by 1392 - 1416 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.; **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. **Enrage**: Increases the caster's attack speed by 60% and the Physical damage it deals by 114 - 116 for 2 min. | | | | | |
| Onyxian Warrior | 60 - 63 | 1039 - 1456 | 76300 - 83275 | | 3791 - 4691 |
| Fire Resistance: 250 | | | | | |
| **Fire Nova**: Inflicts Fire damage to nearby enemies; **Pierce Armor**: Reduces an enemy's armor by 75% for 20 sec.; **Flame Lash**: Burns an enemy for 112 to 125 damage and reduces its Fire resistance by 68 - 71 for 45 sec.; **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |
| Onyxian Whelp | 56 - 57 | 355 - 480 | 2699 - 2784 | | 3327 - 3380 |
| Fire Resistance: 171 | | | | | |

# OOZES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Acidic Swamp Ooze | 39 - 41 | 54 - 78 | 1751 - 1902 | | 2726 - 3125 |
| **Rancid Blood**: Adds a chance to deal damage in an area around the caster when successfully hit.<br>**Bubbling Ooze**: Deals Nature damage to your target every 2 seconds. | | | | | |
| Black Ooze | 23 - 24 | 33 - 46 | 617 - 664 | | 1419 - 1471 |
| **Rancid Blood**: Adds a chance to deal damage in an area around the caster when successfully hit. | | | | | |
| Black Slime | 20 - 21 | 29 - 40 | 494 - 531 | | 1263 - 1317 |
| **Dark Sludge**: Increases the time between the attacks of nearby enemies by 33% for 5 min. | | | | | |
| Blistering Oozeling | 61 - 62 | 16 - 24 | 258 - 267 | | 4091 - 4391 |
| Blistering Rot | 61 - 62 | 112 - 168 | 4384 - 4540 | | 4091 - 4391 |
| **Blistering Rot**: Deals Nature damage to your target every 2 seconds.<br>**Summon Blistering Oozeling**: Summons an Oozeling ally. | | | | | |
| Corrosive Lurker | 26 - 27 | 63 - 87 | 2250 - 2400 | | 1061 - 1097 |
| **Corrosive Ooze**: Reduces Physical damage by 10. Stacks up to 5 times. | | | | | |
| Corrosive Sap Beast | 24 - 25 | 37 - 45 | 664 - 713 | | 992 - 1026 |
| **Corrosive Poison**: Reduces an enemy's armor by 76 - 79 and inflicts 10 - 11 Nature damage every 5 sec. for 30 sec. | | | | | |
| Corrosive Swamp Ooze | 38 - 40 | 53 - 74 | 1604 - 1753 | | 2539 - 2921 |
| Creeping Ooze | 69 | 1127 - 1591 | 19607 | | 6492 |
| Creeping Oozeling | 69 | 121 - 171 | 3380 | | 6492 |
| Creeping Sludge | 43 - 44 | 260 - 373 | 5148 - 5346 | | 2397 - 2557 |
| Crimson Ooze | 24 - 25 | 34 - 48 | 664 - 713 | | 1471 - 1522 |
| **Rancid Blood**: Adds a chance to deal damage in an area around the caster when successfully hit. | | | | | |
| Delivering Ectoplasm | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Clone** | | | | | |
| Devouring Ooze | 55 - 56 | 94 - 127 | 3529 - 3644 | | 3271 - 3327 |
| **Summon Oozeling**: Summons 1 Oozeling to aid the caster in battle for 4 min. | | | | | |
| Embalming Slime | 60 | 3248 - 4309 | 12208 | | 3791 |
| **Embalming Cloud** | | | | | |
| Emerald Ooze | 46 - 47 | 61 - 83 | 1535 - 1592 | 1587 - 1640 | 2255 - 2300 |
| Nature Resistance: 115 | | | | | |
| **Acid Spit**: Inflicts Nature damage to an enemy.<br>**Corrosive Acid**: Reduces the armor of nearby enemies by 736 - 752 for 5 min. | | | | | |
| Evolving Ectoplasm | 17 - 18 | 43 - 59 | 1158 - 1251 | | 748 - 782 |
| **Evolving Ectoplasm (Blue)**: Immunity: Frost<br>**Evolving Ectoplasm (Black)**: Immunity: Shadow<br>**Evolving Ectoplasm (Green)**: Immunity: Nature<br>**Evolving Ectoplasm (Red)**; **Immunity**: Fire | | | | | |
| Fallout Slime | 60 | 2993 - 3971 | 48832 | | 3791 |
| **Disease Cloud** | | | | | |
| Forest Creeper | 50 - 51 | 85 - 114 | 2880 - 2980 | | 2999 - 3052 |
| Nature Resistance: 100 | | | | | |
| **Dissolve Armor**: Reduces an enemy's armor by 30% for 20 sec. | | | | | |
| Forest Ooze | 52 - 53 | 88 - 119 | 3082 - 3189 | | 3108 - 3163 |
| Nature Resistance: 100 | | | | | |
| **Diseased Slime**: Increases the time between an enemy's attacks by 54% and its movement by 25% for 2 min. | | | | | |
| Foul Purge | 60 | 44 - 58 | 916 | | 3791 |
| Fungal Ooze | 45 - 46 | 76 - 102 | 2310 - 2399 | | 2725 - 2780 |
| Glutinous Ooze | 52 - 54 | 88 - 122 | 3082 - 3293 | | 3108 - 3216 |
| **Acid Slime** | | | | | |
| Green Sludge | 46 - 47 | 77 - 105 | 2399 - 2488 | | 3460 - 3529 |
| Nature Resistance: 115 | | | | | |
| Irradiated Slime | 26 | 63 - 83 | 2250 | | 1061 |
| **Radiation Cloud** | | | | | |

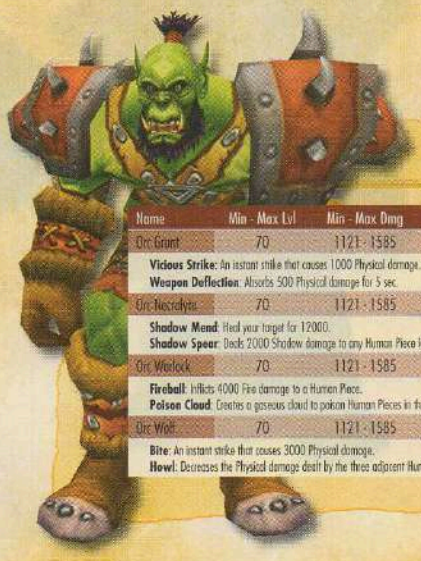


| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Jade Ooze | 47 - 48 | 79 - 107 | 2488 - 2578 | | 2835 - 2888 |
| Nature Resistance: 240 | | | | | |
| Jade Sludge | 47 - 48 | 67 - 91 | 1990 - 2062 | | 3529 - 3595 |
| Nature Resistance: 240 | | | | | |
| **Sludge Toxin**: Inflicts 25 - 26 Nature damage to an enemy every 5 sec., increasing the time between its attacks by 25% and slowing its movement by 30% for 45 sec. | | | | | |
| Large Vile Slime | 56 - 57 | 89 - 121 | 2915 - 3006 | 4326 - 4482 | 2699 - 2744 |
| **Crimson Fury**: Gives the caster 3 extra attacks and causes it to inflict additional Fire damage on each successful hit. Lasts 4 sec.<br>**Arcane Bolt**: Hurls a magical bolt at an enemy, inflicting Arcane damage.<br>**Arcane Explosion**: Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies. | | | | | |
| Living Decay | 55 - 56 | 94 - 127 | 3529 - 3644 | | 3271 - 3327 |
| **Withered Touch**: Adds a chance to cast Withered Touch on enemy when hit by a melee attack. | | | | | |
| Living Poison | 61 | 1190 - 1578 | 28296 | | 40911 |
| **Explode**: Sacrifices the caster's life in order to inflict 28125 to 31875 nature damage to nearby enemies. | | | | | |
| Monstrous Ooze | 25 - 26 | 36 - 49 | 734 - 788 | | 1522 - 1574 |
| **Rancid Blood**: Adds a chance to deal damage in an area around the caster when successfully hit. | | | | | |
| Purulent Ooze | 48 - 50 | 80 - 112 | 2578 - 2769 | | 2888 - 2999 |
| **Purulent Fever** | | | | | |
| Nightmare Ectoplasm | 20 | 29 - 39 | 494 | | 852 |
| Noxious Slime | 43 - 44 | 153 - 220 | 4290 - 4455 | | 2397 - 2557 |
| **Noxious Cloud** | | | | | |
| Oozeling | 40 | 53 - 70 | 762 | | 1964 |
| Plague Slime | 61 | 5714 - 7576 | 141480 | | 4091 |
| **Plague Slime (Black)**: Immunity: Shadow<br>**Plague Slime (Blue)**: Immunity: Frost<br>**Plague Slime (Red)**: Immunity: Fire<br>**Plague Slime (Green)**: Immunity: Nature | | | | | |
| Plagued Slime | 55 | 47 - 62 | 1307 | | 3271 |
| **Slime Dysentery**: Reduces the Stamina of an enemy by 15% for 30 min. | | | | | |
| Primal Ooze | 50 - 52 | 85 - 117 | 2880 - 3082 | | 2999 - 3108 |
| **Clone** | | | | | |
| Rotting Slime | 20 - 22 | 29 - 42 | 494 - 573 | | 852 - 922 |
| **Diseased Slime**: Increases the time between an enemy's attacks by 54% and its movement by 25% for 2 min. | | | | | |
| Rotting Sludge | 54 - 55 | 92 - 125 | 3293 - 3398 | | 3216 - 3271 |
| **Black Sludge**: Increases the time between the attacks of nearby enemies by 50% and slows their movement speed by 30% for 30 sec. | | | | | |
| Saturated Ooze | 47 - 48 | 222 - 300 | 5970 - 6186 | | 2835 - 2888 |
| **Summon Oozeling**: Summons 1 Oozeling to aid the caster in battle for 4 min. | | | | | |
| Sewage Slime | 60 | 2619 - 3475 | 152600 | | 3791 |
| **Disease Cloud**<br>**Grow** | | | | | |
| Swamp Ooze | 37 | 51 - 68 | 1536 | | 2366 |
| Tainted Ooze | 51 - 52 | 86 - 117 | 2980 - 3082 | | 3052 - 3108 |
| **Dark Sludge**: Increases the time between the attacks of nearby enemies by 33% for 5 min. | | | | | |
| Vile Ooze | 53 - 53 | 90 - 119 | 3189 - 3189 | | 3163 - 3163 |
| **Poison Shock**: Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. | | | | | |
| Vile Slime | 54 - 55 | 92 - 125 | 3293 - 3398 | | 3216 - 3271 |
| **Crimson Fury**: Gives the caster 3 extra attacks and causes it to inflict additional Fire damage on each successful hit. Lasts 4 sec. | | | | | |

# OOZEWORM

| | |
|---|---|
| Min - Max Lvl | 38 |
| Min - Max Dmg | 53 - 70 |
| Min - Max HPs | 1674 |
| Min - Max Mana | |
| Min - Max Armor | 2539 |



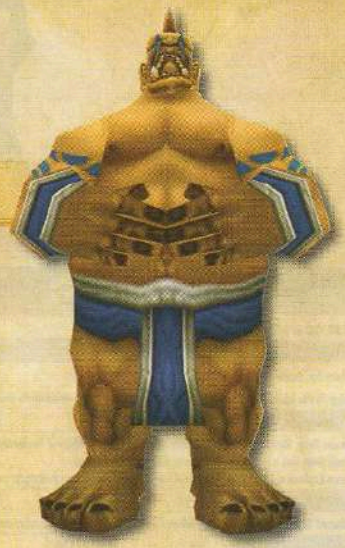


# ORCS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Orc Grunt | 70 | 1121 - 1585 | 50000 | | 6792 |
| **Vicious Strike**: An instant strike that causes 1000 Physical damage.<br>**Weapon Deflection**: Absorbs 500 Physical damage for 5 sec. | | | | | |
| Orc Necrolyte | 70 | 1121 - 1585 | 60002 | | 6792 |
| **Shadow Mend**: Heal your target for 12000.<br>**Shadow Spear**: Deals 2000 Shadow damage to any Human Piece located in the three spaces directly in front of the Necrolyte. | | | | | |
| Orc Warlock | 70 | 1121 - 1585 | 80000 | | 6792 |
| **Fireball**: Inflicts 4000 Fire damage to a Human Piece.<br>**Poison Cloud**: Creates a gaseous cloud to poison Human Pieces in the area of effect for 6000 Nature damage over 10 sec. | | | | | |
| Orc Wolf | 70 | 1121 - 1585 | 65000 | | 6792 |
| **Bite**: An instant strike that causes 3000 Physical damage.<br>**Howl**: Decreases the Physical damage dealt by the three adjacent Human Pieces in front of the Wolf by 50% for 20 sec. | | | | | |

## OR'KALAR

| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 56 - 74 |
| Min - Max HPs | 1524 |
| Min - Max Mana | |
| Min - Max Armor | 1964 |





## ORONU THE ELDER

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 258 - 364 |
| Min - Max HPs | 7266 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 140 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.

**Healing Wave:** Calls upon Nature magic to heal an ally.

**Grounding Totem:** Summons a Grounding Totem with 5 health at the feet of the caster that will redirect one harmful spell cast on a nearby party member to itself every 10 seconds. Will not redirect area of effect spells. Lasts 45 sec.



## OR'KAOS THE INSANE

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 2091 - 2957 |
| Min - Max HPs | 110700 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

## ORTOR OF MURKBLOOD

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 204 - 287 |
| Min - Max HPs | 5060 |
| Min - Max Mana | 2933 |
| Min - Max Armor | 4755 |



**Tainted Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 5 targets, inflicting greater Nature damage to each successive target.

**Corrupted Healing Stream Totem:** Summons a Healing Stream Totem with 5 health at the feet of the caster for 1 min that heals group members within 20 yards for 14 every 2 seconds.

**Tainted Earthgrab Totem:** Summons an Earthgrab Totem that lasts 30 sec. and periodically immobilizes nearby enemies.

**Corrupted Air Totem:** Summons a Air Totem with 5 health at the feet of the caster for 1 min that increases Shadow damage by 83.

## ORO EYEGOUGE

| | |
|---|---|
| Min - Max Lvl | 44 |
| Min - Max Dmg | 61 - 85 |
| Min - Max HPs | 4364 |
| Min - Max Mana | 3680 |
| Min - Max Armor | 1304 |



**Curse of Weakness:** Reduces the Physical damage dealt by nearby enemies by 33 for 2 min. Only one curse per warlock can be active on any one target.

**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec.

**Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 127 - 128 Fire damage every 3 sec. for 9 sec.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.



## OSSIRIAN THE UNSCARRED

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2372 - 3145 |
| Min - Max HPs | 499650 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

Fire Resistance: 1000, Nature Resistance: 1000, Frost Resistance: 1000, Shadow Resistance: 1000, Arcane Resistance: 01000

**War Stomp:** Knocks nearby enemies back.

**Enveloping Winds:** Surrounds an enemy with a cyclone for up to 10 sec. If the target takes any damage, it will break free of the imprisoning winds.

**Curse of Tongues:** Forces nearby enemies to speak in Demonic, reducing their casting speed by 75% for 15 sec. Only one curse per warlock can be active on any one target.

## OTTO

| | |
|---|---|
| Min - Max Lvl | 38 |
| Min - Max Dmg | 71 - 94 |
| Min - Max HPs | 1046 |
| Min - Max Mana | |
| Min - Max Armor | 1709 |

**Backhand:** Backhands an enemy, stunning it for 2 sec.

**Pummel:** Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec.



## OVERLORD RAMTUSK

| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 65 - 87 |
| Min - Max HPs | 5600 |
| Min - Max Mana | |
| Min - Max Armor | 1097 |

**Thunderclap:** Inflicts 42 to 46 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 43% for 10 sec.

**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled.

**Battle Shout:** Increases the melee attack power of nearby party members by 108 for 2 min.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.





## OURO

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 5190 - 6880 |
| Min - Max HPs | 1998600 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Sand Blast**

**Sweep**

**Boulder:** Hurls a boulder at an enemy, inflicting Physical damage.

**Berserk**

## OVERLORD ROR

| | |
|---|---|
| Min - Max Lvl | 51 |
| Min - Max Dmg | 86 - 114 |
| Min - Max HPs | 2980 |
| Min - Max Mana | |
| Min - Max Armor | 3052 |

**Terrifying Roar:** Causes nearby enemies to flee in fear for 5 sec.

**Maul:** Adds 80 damage to the next attack.



O

## OVERLORD GOREFIST

| | |
|---|---|
| Min - Max Lvl | 64 |
| Min - Max Dmg | 213 - 297 |
| Min - Max HPs | 5944 |
| Min - Max Mana | 2705 |
| Min - Max Armor | 4036 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Toughen:** Reduces damage taken by all schools by 5%.



## OVERLORD WYRMTHALAK

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 727 - 965 |
| Min - Max HPs | 33572 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Sweeping Slam:** Inflicts normal damage plus 50 to enemies in a cone in front of the caster, knocking them back.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 240 for 30 sec.



# OVERMASTER GRINDGARR

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**War Stomp:** Inflicts normal damage to nearby enemies, knocking them back.

**Fel Flames:** Inflicts Fire damage to enemies in a cone in front of the caster. Then inflicts further Fire damage over 3 sec.



# OVERSEER ATHANEL

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 231 - 325 |
| Min - Max HPs | 6542 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Kick:** Kicks an enemy for 50 damage, interrupting the spell being cast for 6 sec.

**Charge:** Charges an enemy, inflicting normal damage plus 75 and stuns the opponent for 2 sec.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.



# OVERSEER AZARAD

**Flame Wave:**
Summons a line of fire that hits enemies in the way.

**Dual Wield:**
Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Furious Rage**

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 234 - 331 |
| Min - Max HPs | 5589 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 4974 |



# OVERMASTER PYRON

| | |
|---|---|
| Min - Max Lvl | 51 |
| Min - Max Dmg | 257 - 340 |
| Min - Max HPs | 11004 |
| Min - Max Mana | 3728 |
| Min - Max Armor | 2477 |

**Fire Nova:** Inflicts Fire damage to nearby enemies.

**Fire Blast:** Inflicts Fire damage to an enemy.



## OVERSEER GLIBBY

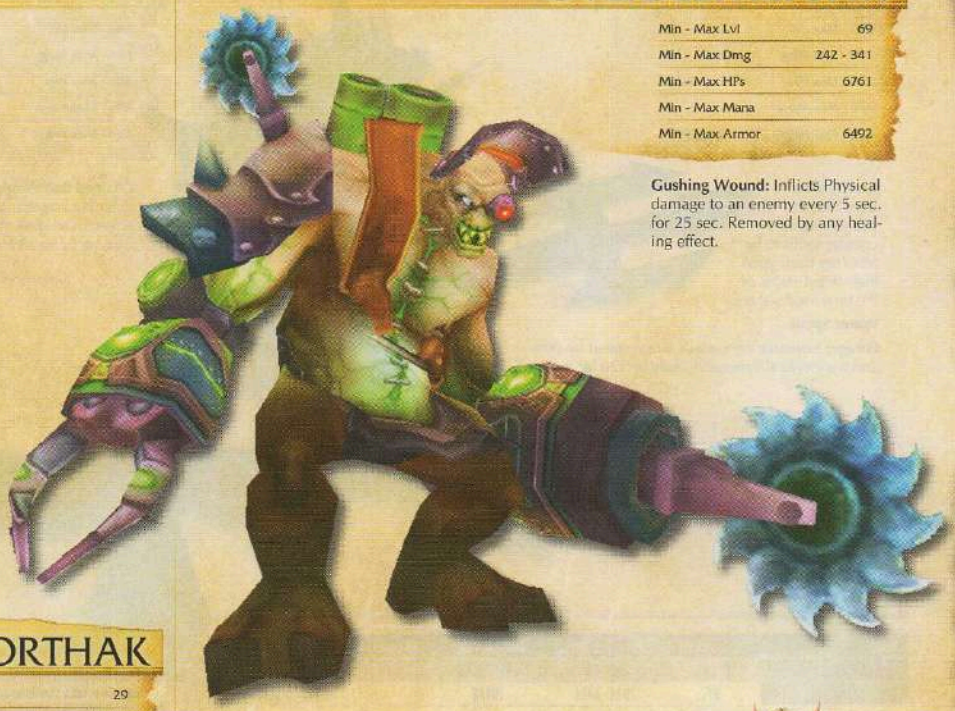
| | |
|---|---|
| Min - Max Lvl | 16 |
| Min - Max Dmg | 23 - 31 |
| Min - Max HPs | 356 |
| Min - Max Mana | |
| Min - Max Armor | 713 |



## OVERSEER RIPSAW

| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 242 - 341 |
| Min - Max HPs | 6761 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |

**Gushing Wound:** Inflicts Physical damage to an enemy every 5 sec. for 25 sec. Removed by any healing effect.



## OVERSEER GORTHAK

| | |
|---|---|
| Min - Max Lvl | 29 |
| Min - Max Dmg | 41 - 54 |
| Min - Max HPs | 950 |
| Min - Max Mana | |
| Min - Max Armor | 1165 |

**Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.



## OVERSEER SEYLANNA

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 214 - 301 |
| Min - Max HPs | 5233 |
| Min - Max Mana | 2991 |
| Min - Max Armor | 4995 |

**Welding Beam:** Inflicts Nature damage to an enemy for 5 sec.

**Crystal Charge:** Inflicts 56 to 74 Fire damage to all enemies in a selected area.



## OVERSEER MALTORIUS

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 79 - 104 |
| Min - Max HPs | 2658 |
| Min - Max Mana | 1807 |
| Min - Max Armor | 2432 |

**Polymorph:** Transforms an enemy into a sheep, forcing it to wander around for up to 8 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on beasts, dragons, giants, humanoids, and critters.

**Power Word: Shield:** Wraps an ally in a shield that lasts up to 30 sec., absorbing a maximum of 342 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.





## OVERSEER THEREDIS

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 231 - 325 |
| Min - Max HPs | 6542 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |

**Spellbreaker:** Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any spellcasting by 75% for 6 sec.

**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.

## OVERSEER TIDEWRATH

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 890 - 1247 |
| Min - Max HPs | 70968 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |

**Spell Reflection:** Encases you in magic, causing spells to be reflected back upon their target 100% of the time for 8 sec sec.

**Water Spout**

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 128 for 2 min.



## OWATANKA

| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 34 - 46 |
| Min - Max HPs | 664 |
| Min - Max Mana | |
| Min - Max Armor | 992 |

**Chained Bolt:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing 32 to 37 Nature damage to each.





## OWLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Angered Acidcap Protector | 65 - 66 | 100 - 147 | 2957 - 3058 | | 5291 - 5591 |
| Avian Darkhawk | 67 | 1014 - 1426 | 18978 | | 5892 |
| **Sonic Charge:** Charges an enemy, knocking it back and inflicting normal damage plus 150.<br>**Carnivorous Bite:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Avian Flyer | 67 | 1027 - 1445 | 6326 | | 5892 |
| **Sonic Charge:** Charges an enemy, knocking it back and inflicting normal damage plus 150.<br>**Carnivorous Bite:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Avian Ripper | 67 | 330 - 465 | 4111 | | 5892 |
| **Flesh Rip:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Avian Warhawk | 68 | 1061 - 1496 | 19626 | | 6192 |
| **Sonic Charge:** Charges an enemy, knocking it back and inflicting normal damage plus 150.<br>**Carnivorous Bite:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.<br>**Swoop:** Inflicts normal damage plus 262 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Female Kolkl Hatchling | 62 | 172 - 240 | 6943 | | 4391 |
| **Swoop:** Inflicts normal damage plus 80 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Greater Windrac | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| **Thrash:** Adds a chance to do two additional attacks | | | | | |
| Gutripper | 67 - 67 | 582 - 819 | 25304 - 25304 | | 5892 - 5892 |
| **Thrash:** Adds a chance to do two additional attacks<br>**Gut Rip:** Reduces an enemy's Stamina by 1 for 2 min. | | | | | |
| Ironbeak Hunter | 50 - 51 | 85 - 114 | 2880 - 2980 | | 2999 - 3052 |
| **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Ironbeak Owl | 48 - 49 | 81 - 110 | 2578 - 2672 | | 2888 - 2944 |
| **Swoop:** Inflicts normal damage plus 63 - 64 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Ironbeak Screecher | 52 - 53 | 88 - 119 | 3082 - 3189 | | 3108 - 3163 |
| **Deafening Screech:** Silences nearby enemies, preventing them from casting spells for 8 sec. | | | | | |
| Kolkl Alchimph | 63 - 63 | 181 - 253 | 5527 - 5527 | | 4691 - 4691 |
| **Wing buffet:** Inflicts 8 to 12 damage to enemies in a cone in front of the caster, knocking them back. | | | | | |
| Kolkl Swooper | 60 - 61 | 143 - 221 | 4979 - 5158 | | 3791 - 4091 |
| **Swoop:** Inflicts normal damage plus 78 - 79 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Kolkl Totem | 65 - 66 | 60 - 88 | 1774 - 1835 | | 5291 - 5591 |
| **Swoop:** Inflicts normal damage plus 84 - 85 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Lesilla'an Kolkl | 65 - 66 | 100 - 147 | 1774 - 1835 | | 5291 - 5591 |
| **Vengeance:** | | | | | |
| Male Kolkl Hatchling | 61 | 159 - 221 | 6705 | | 4091 |
| **Swoop:** Inflicts normal damage plus 79 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Monstrous Kolkl | 70 | 252 - 357 | 6986 | | 6792 |
| **Swoop:** Inflicts normal damage plus 90 to enemies in a cone in front of the caster, stunning them for 2 sec.<br>**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.<br>**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |
| Ravenous Windrac | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |
| **Eagle Claw:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Shadowwing Owl | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| **Eagle Claw:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Skeletyl Owl | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Terrifying Screech:** Causes nearby enemies to deal reduced damage for 7 sec.<br>**Festering Wound:** Reduces an enemy's stamina by 5 and intellect by 5. Lasts 30 min. | | | | | |
| Skeletic Kolkl | 70 | 114 - 161 | 3144 | | 6792 |
| **Swoop:** Inflicts normal damage plus 90 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Stricid Hunter | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| Stricid Owl | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |
| Stricid Screecher | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| Windrac | 64 - 65 | 191 - 281 | 5715 - 5914 | | 4991 - 5291 |
| **Eagle Claw:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Windrac Hunter | 64 - 65 | 286 - 421 | 8572 - 8871 | | 4991 - 5291 |
| **Eagle Claw:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Windrac Huntress | 66 | 378 - 531 | 11009 | | 5591 |
| **Eagle Claw:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Windrac Matriarch | 6 | 886 - 1244 | 35473 | | 5591 |
| **Eagle Claw:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.<br>**Wing buffet:** Inflicts 8 to 12 damage to enemies in a cone in front of the caster, knocking them back. | | | | | |
| Winterspring Owl | 54 - 56 | 92 - 127 | 2533 - 2699 | | 3216 - 3327 |
| Winterspring Screecher | 57 - 59 | 98 - 135 | 3758 - 3997 | | 3380 - 3489 |
| **Deafening Screech:** Silences nearby enemies, preventing them from casting spells for 8 sec. | | | | | |



## OWLBEASTS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Aberrant Owlbeast | 8 - 10 | 10 - 16 | 148 - 186 | 165 - 191 | 268 - 426 |
| **Moonfire:** Burns the enemy for Arcane damage. | | | | | |
| Berserk Owlbeast | 58 - 59 | 100 - 135 | 3876 - 3997 | | 3435 - 3489 |
| **Enrage** | | | | | |
| Crazed Owlbeast | 56 - 57 | 96 - 130 | 3644 - 3758 | | 3327 - 3380 |
| **Thrash:** Adds a chance to do two additional attacks | | | | | |
| Deranged Owlbeast | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| Marauding Owlbeast | 46 - 46 | 77 - 102 | 2399 - 2399 | | 2780 - 2780 |
| **Enrage** | | | | | |
| Moondrenched Owlbeast | 57 - 58 | 91 - 123 | 3006 - 3101 | 2241 - 2289 | 2744 - 2788 |
| **Moonfire:** Burns the enemy for Arcane damage and inflicts additional damage over 12 sec.<br>**Rejuvenation:** Heals an ally every 3 sec. for 12 sec. | | | | | |
| Mutated Owlkin | 3 - 4 | 3 - 5 | 71 - 86 | | 41 - 76 |
| Primitive Owlbeast | 44 - 45 | 72 - 100 | 2138 - 2218 | | 2557 - 2725 |
| **Shred:** Reduces an enemy's armor by 880 for 12 sec. | | | | | |
| Ragged Owlbeast | 53 - 55 | 90 - 125 | 3189 - 3398 | 3163 - 3271 | |
| **Festering Rash:** Reduces all of an enemy's attributes by 22 for 30 min. | | | | | |
| Raging Owlbeast | 54 - 56 | 92 - 127 | 3420 - 3644 | | 3216 - 3327 |
| **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.<br>**Enrage** | | | | | |
| Roaring Owlbeast | 9 - 10 | 9 - 13 | 176 - 198 | | 406 - 512 |
| **Enrage** | | | | | |
| Vicious Owlbeast | 42 - 43 | 62 - 88 | 1981 - 2059 | | 2246 - 2397 |
| **Fatal Bite:** Drains 338 health from an enemy, healing the caster for up to twice that amount. | | | | | |



## PAINMISTRESS GABRISSA

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 328 - 463 |
| Min - Max HPs | 5589 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Subservience:** Stuns an enemy for 5 sec.

**Curse of Pain:** Deals shadow damage over 1 min. The effect is removed if the target falls below 50% of their maximum life.

## PATCHWERK

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 8319 - 8923 |
| Min - Max HPs | 3997200 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.

**Enrage:** Increases the caster's attack speed by 40% and the Physical damage it deals by 25 for 5 min.

**Slime Bolt:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 3 sec. for 6 sec.



## PANDEMONIUS

| | |
|---|---|
| Min - Max Lvl | 66 |
| Min - Max Dmg | 735 - 1031 |
| Min - Max HPs | 73392 |
| Min - Max Mana | |
| Min - Max Armor | 5591 |

**Dark Shell**





## PATHALEON THE CALCULATOR

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 848 - 1198 |
| Min - Max HPs | 100351 |
| Min - Max Mana | 33090 |
| Min - Max Armor | 5954 |

**Domination:** Takes control of a humanoid enemy up to level 80 for 10 sec.

**Disgruntled Anger:** Increases the target's attack speed by 60% and the Physical damage it deals by 213 for 5 min.

**Mana Tap:** Drains 1455 mana from your target and charges you with Arcane energy for 10 min. This effect stacks up to 3 times.

**Arcane Torrent:** Silence all enemies within 25 yards for 4 sec. In addition, you gain Mana for each Mana Tap charge currently affecting you.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 213 - 213 for 10 min.



## PANZOR THE INVINCIBLE

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 575 - 763 |
| Min - Max HPs | 13495 |
| Min - Max Mana | |
| Min - Max Armor | 4955 |

Fire Resistance: 153, Nature Resistance: 153, Frost Resistance: 153, Shadow Resistance: 153, Arcane Resistance: 153

## PEACEKEEPER SECURITY SUIT

| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 65 - 87 |
| Min - Max HPs | 2400 |
| Min - Max Mana | |
| Min - Max Armor | 1097 |

**Pacify:** Pacifies an enemy, rendering it unable to attack for 10 sec.

**Net:** Immobilizes an enemy for 6 sec.



P



## PARASITIC SHADOWFIEND

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 398 - 516 |
| Min - Max HPs | 3493 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



## PENTATHARON

| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 224 - 316 |
| Min - Max HPs | 7032 |
| Min - Max Mana | 3080 |
| Min - Max Armor | 5235 |

**Carrion Swarm**

**Sleep:** Puts an enemy to sleep for up to 10 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.

## PHALANX



| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 658 - 873 |
| Min - Max HPs | 18298 |
| Min - Max Mana | |
| Min - Max Armor | 3271 |

**Mighty Blow:** Inflicts normal damage plus 95 to an enemy, knocking it back.

**Thunderclap:** Inflicts 176 to 184 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 57% for 10 sec.

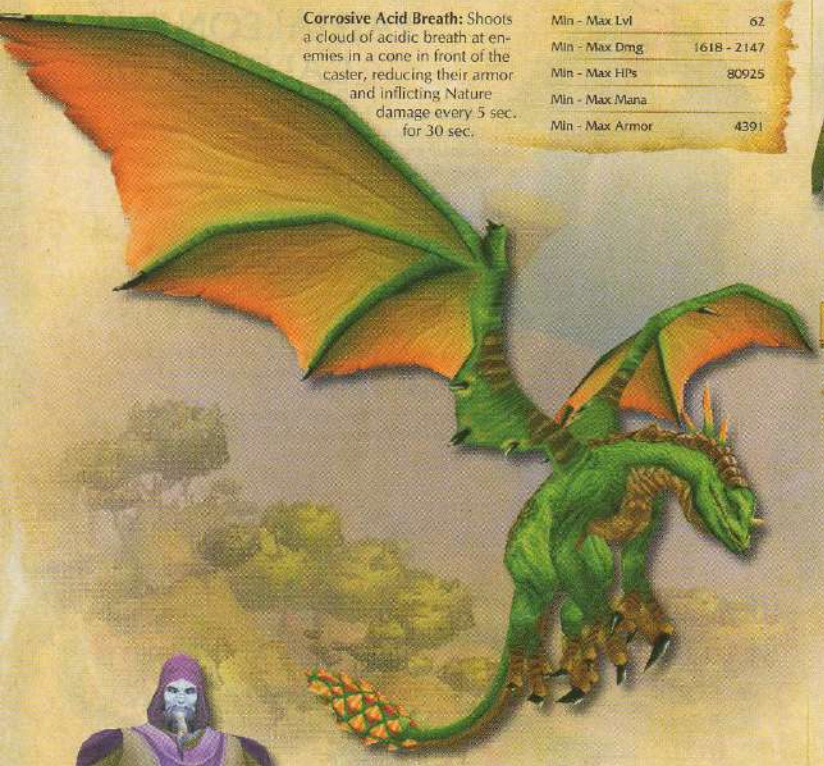
**Fireball Volley:** Inflicts Fire damage to nearby enemies.

## PHOENIX



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 2525 - 3570 |
| Min - Max HPs | 174650 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

## PHANTIM



**Corrosive Acid Breath:** Shoots a cloud of acidic breath at enemies in a cone in front of the caster, reducing their armor and inflicting Nature damage every 5 sec. for 30 sec.

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 1618 - 2147 |
| Min - Max HPs | 80925 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

## PIMGIB



**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.

**Fireball:** Inflicts Fire damage to an enemy.

**Flame buffet:** Inflicts 55 to 57 Fire damage to an enemy and increases the Fire damage it takes by 56 for 20 sec.

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 357 - 473 |
| Min - Max HPs | 6477 |
| Min - Max Mana | 6489 |
| Min - Max Armor | 2699 |

## PIT COMMANDER



| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 4037 - 5704 |
| Min - Max HPs | 236120 |
| Min - Max Mana | 330900 |
| Min - Max Armor | 5954 |

**Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 835 - 836 Fire damage every 3 sec. for 9 sec.

**Cleave:** Inflicts weapon damage plus 360 to an enemy and its nearest allies, affecting up to 10 targets.

## PHASED



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Phase Hatchling | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Phase Hunter | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Phase Slip**: Frees the caster from any bonds.<br>**Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes 50 damage. | | | | | |
| Phase Hunter | 72 | 2353 - 3327 | 81180 | | 7387 |
| **Warp**: Teleports the caster behind the target.<br>**Back Attack**: Inflicts normal damage plus 1850 to 2150 on an enemy, but only if attacking from behind.<br>**Phase Burst**: Increases movement speed by 75% and attack speed by 75% for 8 sec. | | | | | |
| Phasing Cleric | 65 - 66 | 335 - 492 | 4731 - 4892 | 8370 - 8538 | 4275 - 4515 |
| **Major Heal**: Calls upon Holy magic to heal an ally.<br>**Renew**: Heals an ally every 3 sec. for 15 sec. | | | | | |
| Phasing Soldier | 65 - 66 | 361 - 531 | 5914 - 6116 | | 5291 - 5591 |
| **Protection Aura**: Gives 2000 additional armor and 75 additional magic resistance to friendly creatures within 20 yards.<br>**Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec. | | | | | |
| Phasing Sorcerer | 65 - 66 | 335 - 492 | 4731 - 4892 | 8370 - 8538 | 4275 - 4515 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Blast Wave**: Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec. | | | | | |
| Phasing Stalker | 65 - 66 | 335 - 492 | 4731 - 4892 | 8370 - 8538 | 4275 - 4515 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Serpent Sting**: Stings the target, causing 60 Nature damage over 15 sec. Only one Sting per Hunter can be active on any one target. | | | | | |

## PLAGUE BEAST

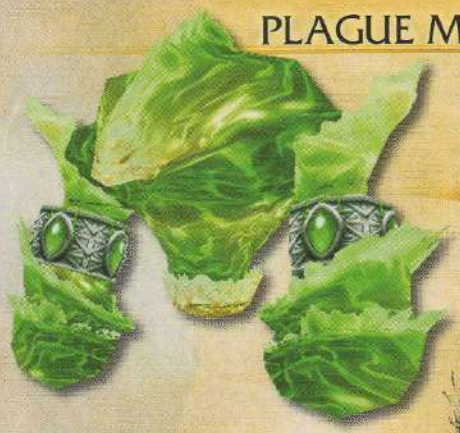


| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 2328 - 3087 |
| Min - Max HPs | 56592 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Trample:** Inflicts normal damage plus 61 to nearby enemies.

**Mutated Spores**

# PLAGUE MONSTROSITY



| | |
|---|---|
| Min - Max Lvl | 57 - 58 |
| Min - Max Dmg | 98 - 132 |
| Min - Max HPs | 3758 - 3876 |
| Min - Max Mana | |
| Min - Max Armor | 3380 - 3435 |

**Mighty Blow:** Inflicts normal damage plus 101 to an enemy, knocking it back.

# PLAGUEMAW THE ROTTING

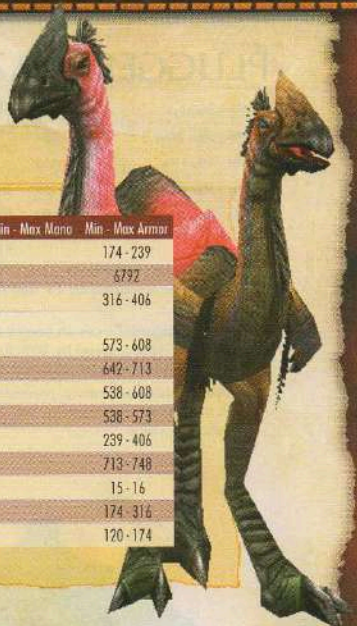


| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 103 - 136 |
| Min - Max HPs | 10688 |
| Min - Max Mana | |
| Min - Max Armor | 1593 |

**Putrid Stench:** Reduces nearby enemies' Strength by 50 and Agility by 50 for 10 sec., as well as preventing them from casting spells.

**Withered Touch:** Adds a chance to cast Withered Touch on enemy when hit by a melee attack.

# PLAINSTRIDERS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Adult Plainstrider | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| Afrozi Forest Strider | 70 | 164 - 232 | 6986 | | 6792 |
| Elder Plainstrider | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| **Dust Cloud** | | | | | |
| Floating Plainstrider | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| Foreststrider | 14 - 16 | 20 - 31 | 300 - 356 | | 642 - 713 |
| Foreststrider Fledgling | 11 - 13 | 15 - 24 | 222 - 273 | | 538 - 608 |
| Greater Plainstrider | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |
| Greater Timberstrider | 7 - 9 | 8 - 15 | 137 - 176 | | 239 - 406 |
| Grizzly Plainstrider | 16 - 17 | 15 - 22 | 356 - 386 | | 713 - 748 |
| Plainstrider | 1 - 2 | 1 - 2 | 42 - 55 | | 15 - 16 |
| Timberstrider | 6 - 8 | 7 - 14 | 120 - 156 | | 174 - 316 |
| Timberstrider Fledgling | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |

# PLANT ELEMENTALS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Barbed Lasher | 45 | 189 - 251 | 8316 | | 2725 |
| **Thrash:** Adds a chance to do two additional attacks<br>**Thorn Volley:** Deals 150 damage to nearby enemies, knocking them down for 2 sec. | | | | | |
| Bloodpetal Hoyer | 51 - 52 | 112 - 152 | 2980 - 3082 | | 3052 - 3108 |
| **Flaying Vine:** Inflicts normal damage plus 59 - 60 to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |
| Bloodpetal Lasher | 48 - 49 | 104 - 142 | 2681 - 2779 | | 2888 - 2944 |
| **Lash:** Stuns an enemy for 2 sec. and has a chance to disarm. | | | | | |
| Bloodthorn Pest | 40 - 40 | 3 - 4 | 533 - 533 | | 1964 - 1964 |
| Bloodpetal Thresher | 49 - 50 | 107 - 146 | 2779 - 2880 | | 2944 - 2999 |
| **Thrash:** Adds a chance to do two additional attacks | | | | | |
| Bloodpetal Trapper | 52 - 53 | 115 - 155 | 3082 - 3189 | | 3108 - 3163 |
| **Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 15 sec. | | | | | |
| Cavern Lurker | 44 - 45 | 261 - 364 | 5346 - 5544 | | 2557 - 2725 |
| **Knockdown:** Inflicts 96 to 114 damage to an enemy, stunning it for 2 sec. | | | | | |
| Cavern Shambler | 45 - 45 | 264 - 350 | 4434 - 4434 | 2301 - 2301 | 2211 - 2211 |
| **Wild Regeneration:** Heals the caster for 103 to 127 damage every 2 sec. for 20 sec.<br>**Knockdown:** Inflicts 126 to 146 damage to an enemy and its nearest allies, stunning them for 2 sec. Affects up to 3 targets. | | | | | |
| Constrictor Vine | 44 - 45 | 187 - 261 | 5346 - 5544 | | 2557 - 2725 |
| **Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 15 sec.<br>**Thrash:** Adds a chance to do two additional attacks | | | | | |
| Despoir Stomper | 42 - 43 | 156 - 221 | 4953 - 5148 | | 2246 - 2397 |
| **War Stomp:** Inflicts normal damage plus 21 - 22 to nearby enemies, knocking them back and stunning them for 5 sec.<br>**Strike:** Strikes at an enemy, inflicting increased melee damage. | | | | | |
| Despoir Tangler | 43 | 173 - 230 | 5148 | | 2397 |
| **Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 15 sec.<br>**Thorns:** Thorns sprout from the friendly target causing 28 Nature damage to attackers when hit. Lasts 10 min. | | | | | |
| Fanshion Lasher | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Flanking Growth:** Summons a pair of rootlings that attack your enemy.<br>**Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 10 sec.<br>**Enrage:** Increases the Physical damage dealt by the caster by 21 for 15 sec. | | | | | |
| Fel Lash | 56 - 56 | 536 - 709 | 12954 - 12954 | 4326 - 4326 | 2699 - 2699 |
| **Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.<br>**Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage. | | | | | |
| Fenyer | 68 - 69 | 323 - 478 | 3271 - 3380 | | 6192 - 6492 |
| **Shift Form:** Grants the ability to reactively shift immunities when hit by magic. | | | | | |
| Fenyer Protector | 70 | 757 - 1071 | 4192 | | 6792 |
| **Shoot Thorns:** Flings thorns at an enemy, inflicting Nature damage. | | | | | |
| Fenyer Wielding | 70 | 353 - 500 | 4890 | | 6792 |
| **Lash:** Strikes at an enemy, inflicting increased melee damage. | | | | | |
| Greater Fenyer | 69 | 459 - 648 | 8451 | | 6492 |
| **Lash:** Strikes at an enemy, inflicting increased melee damage. | | | | | |
| Greater Sapling | 70 | 353 - 500 | 10479 | | 6792 |
| Infected Root Walker | 64 - 65 | 191 - 281 | 5715 - 5914 | | 4991 - 5291 |
| **Regrowth:** Heals an ally for a fixed amount, then heals additional damage every 3 sec. for 21 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Lake Creeper | 17 - 18 | 25 - 35 | 386 - 417 | | 748 - 782 |
| **Moss Covered Feet:** Makes an enemy likely to fall down when hit. Lasts 3 min. | | | | | |
| Lake Stalker | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| **Moss Covered Hands:** Makes an enemy likely to drop its weapon. Lasts 3 min. | | | | | |
| Mutated Constrictor | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |
| Mutated Fanshion Lasher | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Flanking Growth:** Summons a pair of rootlings that attack your enemy.<br>**Enrage:** Increases the Physical damage dealt by the caster by 21 for 15 sec. | | | | | |
| Mutated Root Lasher | 3 | 3 - 4 | 71 | | 41 |
| Mutated Tangler | 17 - 18 | 25 - 35 | 386 - 417 | | 748 - 782 |
| **Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 2 sec. | | | | | |
| Phase Lasher | 54 - 55 | 553 - 748 | 15198 - 15684 | | 3216 - 3271 |
| Shadow Resistance: 275<br>**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.<br>**Fireball Volley:** Inflicts Fire damage to nearby enemies.<br>**Thorn Volley:** Deals 150 damage to nearby enemies, knocking them down for 2 sec.<br>**Slow:** Increases the time between nearby enemies' attacks by 54% and slows their movement by 60% for 10 sec.<br>**Ice Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 2 sec. | | | | | |
| Root Lasher | 1 - 2 | 1 - 2 | 42 - 55 | | 15 - 16 |
| Root Thresher | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| **Thrash:** Adds a chance to do two additional attacks | | | | | |
| Root Trapper | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |
| **Lash:** Damages an enemy for 4 sec and has a chance to disarm. | | | | | |
| Shadethicket Bark Ripper | 26 - 27 | 37 - 51 | 788 - 840 | | 1061 - 1097 |
| **Tendon Rip:** Reduces an enemy's movement speed by 25% for 8 sec. | | | | | |
| Shadethicket Moss Eater | 21 - 23 | 31 - 44 | 531 - 617 | | 888 - 957 |
| Shadethicket Oracle | 30 | 42 - 56 | 1003 | | 1200 |
| Shadethicket Ravicallia | 22 - 23 | 30 - 41 | 503 - 544 | 545 - 581 | 770 - 800 |
| **Lightning Cloud:** Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 39 to 45 Nature damage and inflicting 53 to 61 additional damage every 5 sec.<br>**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Shadethicket Stone Mover | 25 - 26 | 36 - 49 | 734 - 788 | | 1026 - 1061 |
| **Strength of Stone:** Increases the Physical damage of the caster by 15, but reduces movement speed by 65%. Lasts 8 sec. | | | | | |
| Shadethicket Wood Shaper | 23 - 24 | 30 - 43 | 544 - 582 | 581 - 618 | 800 - 829 |
| **Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 10 sec. | | | | | |
| Thistle Lasher | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |
| **Lash:** Damages an enemy for 4 sec and has a chance to disarm. | | | | | |
| Thorn Fenyer | 70 | 353 - 500 | 4890 | | 6792 |
| **Mind Flay:** Inflicts Shadow damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| Thorn Lasher | 70 | 353 - 500 | 4890 | | 6792 |
| Whip Lasher | 54 | 69 - 92 | 1900 | | 3216 |
| **Lash of Pain:** Lashes an enemy, inflicting Shadow damage. The caster must be behind the target. | | | | | |

P

## PLUGGER SPAZZRING



| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 331 - 381 |
| Min - Max HPs | 10455 |
| Min - Max Mana | 16936 |
| Min - Max Armor | 3179 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec.

**Demon Armor:** Protects the caster, increasing armor by 525, Shadow resistance by 13, and health regeneration for 30 min.

**Curse of Tongues:** Forces an enemy to speak in Demonic, reducing its casting speed by 50% for 15 sec. Only one curse per warlock can be active on any one target.

**Banish:** Banishes an enemy, preventing all action but making it invulnerable for up to 15 sec. Only one target can be banished at a time.

## POSTMASTER MALOWN



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 878 - 1163 |
| Min - Max HPs | 15873 |
| Min - Max Mana | 2434 |
| Min - Max Armor | 3075 |

Fire Resistance: 180, Nature Resistance: 180, Frost Resistance: 180, Shadow Resistance: 180, Arcane Resistance: 180

**Fear:** Strikes fear in an enemy, causing it to flee in terror for 4 sec. Only 1 target can be feared at a time.

**Curse of Weakness:** Reduces the Physical damage dealt by nearby enemies by 45 for 2 min. Only one curse per warlock can be active on any one target.

**Backhand:** Backhands an enemy, stunning it for 2 sec.

**Curse of Tongues:** Forces an enemy to speak in Demonic, reducing its casting speed by 50% for 15 sec. Only one curse per warlock can be active on any one target.

**Thrash:** Adds a chance to do two additional attacks



## POISON ELEMENTAL

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Corrupt Force of Nature | 42 | 62 - 83 | 1651 | | 2246 |
| Deep Lurker | 47 - 48 | 229 - 310 | 5970 - 6186 | | 2835 - 2888 |
| **Trample:** Inflicts normal damage plus 48 to nearby enemies. | | | | | |
| Blighted Horror | 56 - 57 | 95 - 130 | 3644 - 3758 | | 3327 - 3380 |
| **Fear:** Strikes fear in an enemy, causing it to flee in terror for 4 sec. Only 1 target can be feared at a time. | | | | | |
| Blighted Surge | 54 - 55 | 92 - 125 | 3293 - 3398 | | 3216 - 3271 |
| **Toxic Bolt:** Inflicts Nature damage to an enemy. | | | | | |



## PRECIOUS THE DEVOURER

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 208 - 276 |
| Min - Max HPs | 9156 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



## PRIESTESS OF DELIGHT

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 9410 - 13308 |
| Min - Max HPs | 664200 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Curse of Vitality:** Deals shadow damage over 20 sec. The effect is removed if the target falls below 50% of their maximum life.

## PORFUS THE GEM GORGER

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Glaive:** Throws a glaive at an enemy, inflicting Physical damage.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 257 - 363 |
| Min - Max HPs | 7181 |
| Min - Max Mana | |
| Min - Max Armor | 7089 |





## PRIESTESS OF DEMENTIA

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 6305 - 8907 |
| Min - Max HPs | 531270 |
| Min - Max Mana | 3309 |
| Min - Max Armor | 5954 |

**Confusion:** Causes all nearby targets to wander confused for up to 4 sec. Any damage caused will remove the effect.



## PRIESTESS OF ELUNE

**Shoot:** Shoots at an enemy, inflicting Physical damage.

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 104 - 138 |
| Min - Max HPs | 4120 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

## PRINCE NAZJAK

| | |
|---|---|
| Min - Max Lvl | 41 |
| Min - Max Dmg | 59 - 78 |
| Min - Max HPs | 1902 |
| Min - Max Mana | |
| Min - Max Armor | 2101 |





## PRINCE GALEN TROLLBANE

| | |
|---|---|
| Min - Max Lvl | 44 |
| Min - Max Dmg | 67 - 89 |
| Min - Max HPs | 1640 |
| Min - Max Mana | 1483 |
| Min - Max Armor | 2082 |

**Sunder Armor:** Hacks at an enemy's armor, reducing it per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 10 for 30 sec.



## PRINCE RAZE

| | |
|---|---|
| Min - Max Lvl | 32 |
| Min - Max Dmg | 42 - 55 |
| Min - Max HPs | 1332 |
| Min - Max Mana | 1169 |
| Min - Max Armor | 1063 |

**Fire Nova:** Inflicts Fire damage to nearby enemies.

**Fireball:** Inflicts Fire damage to an enemy.

**Charged Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage.



## PRINCE KELLEN

| | |
|---|---|
| Min - Max Lvl | 33 |
| Min - Max Dmg | 46 - 61 |
| Min - Max HPs | 1221 |
| Min - Max Mana | |
| Min - Max Armor | 1304 |

P

## PRINCE SKALDRENOX

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1098 - 1456 |
| Min - Max HPs | 39972 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.

**Mark of Flames:** Increases the Fire damage taken by an enemy by 500 for 2 min.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.





## PRINCE MALCHEZAAR

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 6638 - 9386 |
| Min - Max HPs | 1138200 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

**Enfeeble**

**Shadow Nova:** Dark magic is unleashed, causing 3000 Shadow damage and knocking back all enemies within 30 yds.

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 1000 per Sunder Armor. Can be applied up to 5 times. Lasts 20 sec.

**Thrash:** Gives the caster 2 extra attacks.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Amplify Damage:** Increases all forms of damage taken by an enemy by 100% for 10 sec.



## PRINCE XAVALIS

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 87 - 116 |
| Min - Max HPs | 2718 |
| Min - Max Mana | 2117 |
| Min - Max Armor | 2654 |

**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec.

**Jadefire:** Surrounds the caster with searing magic for 8 sec. The flames increase armor by 50% and inflict 50 damage to melee attackers.

## PRINCESS MOIRA BRONZEBEARD

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 394 - 522 |
| Min - Max HPs | 13592 |
| Min - Max Mana | 6351 |
| Min - Max Armor | 2654 |



**Heal:** Calls upon Holy magic to heal an ally.

**Renew:** Heals an ally for 318 - 319 damage every 3 sec. for 20 sec.

**Mind Blast:** Inflicts Shadow damage to an enemy, but causes a high amount of threat.

## PRINCESS THERADRAS



| | |
|---|---|
| Min - Max Lvl | 48 |
| Min - Max Dmg | 403 - 535 |
| Min - Max HPs | 20620 |
| Min - Max Mana | |
| Min - Max Armor | 5716 |

**Thrash:** Gives the caster 2 extra attacks.

**Repulsive Gaze:** Roars at an enemy, paralyzing it with terror for 8 sec. and causing all other nearby enemies to flee in fear.

**Boulder:** Hurls a boulder at an enemy.

**Dust Field:** Shake the ground nearby, damaging nearby enemies and knocking them back.

## PRINCESS



| | |
|---|---|
| Min - Max Lvl | 9 |
| Min - Max Dmg | 12 - 16 |
| Min - Max HPs | 176 |
| Min - Max Mana | |
| Min - Max Armor | 406 |

**Rushing Charge:** Increases the caster's movement speed by 68% for 3 sec. and causes it to inflict an additional 34 damage on its first attack.



## PRIVATE MERLE

| | |
|---|---|
| Min - Max Lvl | 31 |
| Min - Max Dmg | 44 - 58 |
| Min - Max HPs | 1107 |
| Min - Max Mana | |
| Min - Max Armor | 1234 |

## PRINCESS HUHURAN

**Acid Spit:** Inflicts Nature damage to an enemy every 2 sec. for 30 sec.

**Frenzy**

**Noxious Poison**

**Wyvern Sting:** A stinging shot that puts the target to sleep for 12 sec. Any damage will cancel the effect.

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2746 - 3640 |
| Min - Max HPs | 999300 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |





## PRINCESS YAUJ

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2197 - 2912 |
| Min - Max HPs | 299790 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Great Heal:** Calls upon Holy magic to heal an ally.

**Dispel:** Dispels magic on an ally, removing 5 harmful spells.

**Ravage:** Inflicts normal damage plus 31 to an enemy, stunning it for 2 sec.

**Fear:** Strikes fear in an enemy, causing it to flee in terror for up to 8 sec. Only 1 target can be feared at a time.

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.

## PROMENADE SENTINEL

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 8364 - 11829 |
| Min - Max HPs | 664200 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |





## PROTECTORATE

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Protectorate Avenger | 69 - 70 | 224 - 331 | 10818 - 11178 | 3080 - 3155 | 5235 - 5474 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Glaive:** Throws a glaive at an enemy, inflicting Physical damage. | | | | | |
| Protectorate Defender | 69 - 70 | 242 - 357 | 13522 - 13972 | | 6492 - 6792 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Glaive:** Throws a glaive at an enemy, inflicting Physical damage.<br>**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |
| Protectorate Demolitionist | 70 | 252 - 357 | 4192 | | 6792 |
| **Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.<br>**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.<br>**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |
| Protectorate Taskmaster | 69 - 70 | 242 - 357 | 6761 - 6986 | | 6492 - 6792 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Glaive:** Throws a glaive at an enemy, inflicting Physical damage.<br>**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |
| Protectorate Regenerator | 69 - 70 | 224 - 331 | 10818 - 11178 | 3080 - 3155 | 5235 - 5474 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Glaive:** Throws a glaive at an enemy, inflicting Physical damage.<br>**Holy Bolt:** Inflicts Holy damage to an enemy. | | | | | |
| Protectorate Vanguard | 70 | 252 - 357 | 6986 | | 6792 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Glaive:** Throws a glaive at an enemy, inflicting Physical damage.<br>**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |



## THE PROPHET SKERAM

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2045 - 2707 |
| Min - Max HPs | 466375 |
| Min - Max Mana | 393000 |
| Min - Max Armor | 3795 |

**Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.

**Earth Shock:** Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec.

## PROWLER

| | |
|---|---|
| Min - Max Lvl | 9 - 10 |
| Min - Max Dmg | 9 - 13 |
| Min - Max HPs | 176 - 198 |
| Min - Max Mana | |
| Min - Max Armor | 406 - 512 |





## PUMPKIN FIEND

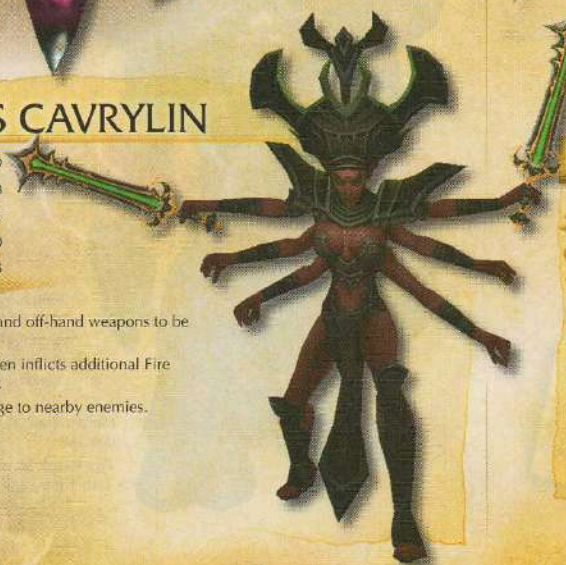
| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 631 - 893 |
| Min - Max HPs | 4541 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Squash Soul:** Reduces an enemy's Spirit by 18 for 20 min.

**Thrash:** Adds a chance to do two additional attacks

## PROPHETESS CAVRYLIN

| | |
|---|---|
| Min - Max Lvl | 68 - 69 |
| Min - Max Dmg | 235 - 348 |
| Min - Max HPs | 6280 - 6491 |
| Min - Max Mana | 2991 - 3080 |
| Min - Max Armor | 4995 - 5235 |



**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Melt Flesh:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec.

**Chaos Nova:** Inflicts Fire damage to nearby enemies.

## PUPPET OF HELCULAR

| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 62 - 83 |
| Min - Max HPs | 165 |
| Min - Max Mana | |
| Min - Max Armor | 2246 |



## PURE SPAWN OF HYDROSS

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 3081 - 4357 |
| Min - Max HPs | 43086 |
| Min - Max Mana | |
| Min - Max Armor | 7089 |





## PUTRIDUS SATYR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Putridus Satyr | 42 - 43 | 117 - 166 | 4953 - 5148 | | 2246 - 2397 |
| **Sinister Strike**: Inflicts normal damage plus 833 to 967 to an enemy.<br>**Gouge**: Inflicts 20 damage to an enemy and incapacitates it for up to 4 sec. You will automatically stop attacking. Target must be facing you. Any damage received by the stunned target will revive it. | | | | | |
| Putridus Shadowstalker | 42 - 43 | 162 - 230 | 4953 - 5148 | | 2246 - 2397 |
| **Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.<br>**Evasion**: Increases the rogue's chance to dodge by 50% for 15 sec. | | | | | |
| Putridus Trickster | 43 | 130 - 172 | 5148 | | 2397 |
| **Backstab**: Inflicts normal damage plus 156 to an enemy, but only if attacking from behind.<br>**Thrash**: Gives the caster 2 extra attacks. | | | | | |

## PUSILLIN

| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 365 - 483 |
| Min - Max HPs | 13362 |
| Min - Max Mana | 13446 |
| Min - Max Armor | 2744 |

**Fireball:** Inflicts Fire damage to an enemy.

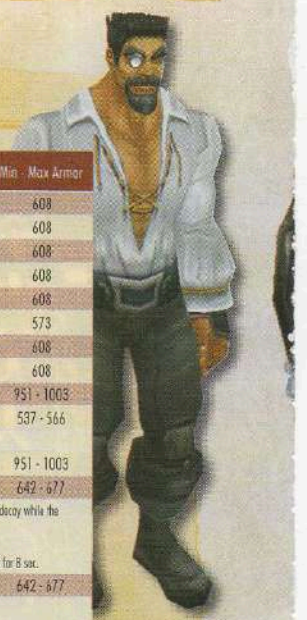
**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.

**Fire Blast:** Inflicts Fire damage to an enemy.



## PYREWOOD

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Councilman Brunswick | 13 | 31 - 41 | 819 | | 608 |
| Councilman Cooper | 13 | 31 - 41 | 819 | | 608 |
| Councilman Martin | 13 | 31 - 41 | 819 | | 608 |
| Councilman Hendricks | 13 | 31 - 41 | 819 | | 608 |
| Councilman Rigsmith | 13 | 31 - 41 | 819 | | 608 |
| Councilman Smithers | 12 | 29 - 38 | 741 | | 573 |
| Councilman Thatcher | 13 | 31 - 41 | 819 | | 608 |
| Councilman Wilhelm | 13 | 31 - 41 | 819 | | 608 |
| Pyrewood Armorer | 14 - 15 | 35 - 50 | 900 - 984 | | 951 - 1003 |
| Pyrewood Elder | 14 - 15 | 32 - 46 | 828 - 903 | 295 - 326 | 537 - 566 |
| **Lesser Heal**: Heal your target for 141 to 165. | | | | | |
| Pyrewood Leatherworker | 14 - 15 | 35 - 50 | 900 - 984 | | 951 - 1003 |
| Pyrewood Sentry | 14 - 15 | 50 | 900 - 984 | | 642 - 677 |
| **Defensive Stance**: Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.<br>**Shield Block**: Increases the caster's chance to block by 75% for 5 sec., but will only block 1 attack.<br>**Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec. | | | | | |
| Pyrewood Tailor | 14 - 15 | 35 - 50 | 900 - 984 | | 642 - 677 |
| **Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.<br>**Backstab**: Inflicts normal damage plus 55 - 58 to an enemy, but only if attacking from behind. | | | | | |
| Pyrewood Watcher | 13 - 14 | 31 - 46 | 819 - 900 | | 608 - 642 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| Pyrewood Emberseer | 60 | 624 - 827 | 24416 | | 3791 |
| **Fire Nova**: Inflicts Fire damage to nearby enemies.<br>**Flame Buffet**: Inflicts 89 to 93 Fire damage to an enemy and increases the Fire damage it takes by 91 - 91 for 45 sec. | | | | | |



## PUTRIDIUS

**Putrid Stench:** Reduces nearby enemies' Strength by 50 and Agility by 50 for 10 sec., as well as preventing them from casting spells.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back.

**Altered Cauldron Toxin:** Damage dealt is decreased by 20%.

| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 100 - 132 |
| Min - Max HPs | 3589 |
| Min - Max Mana | |
| Min - Max Armor | 3435 |





## PYROMANCER LOREGRAIN

| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 266 - 352 |
| Min - Max HPs | 8300 |
| Min - Max Mana | 23250 |
| Min - Max Armor | 1574 |

Fire Resistance: 52

**Scorching Totem**: Summons a Scorching Totem at the caster's feet. Totem lasts 35 sec. and attacks a nearby enemy every 2 sec.

**Flame Shock**: Instantly burns an enemy, then inflicts additional Fire damage every 3 sec. for 12 sec.

**Molten Blast**: Burns an enemy, inflicting Fire damage.

**Fire Ward**: Surrounds the caster with a shield that lasts 1 min. and can absorb a fixed amount of

# QIAGA THE KEEPER



| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 77 - 108 |
| Min - Max HPs | 2326 |
| Min - Max Mana | 4393 |
| Min - Max Armor | 1518 |

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Renew:** Heals an ally every 3 sec. for 15 sec.

# QUAGMIRRAN



| | |
|---|---|
| Min - Max Lvl | 64 / 72 |
| Min - Max Dmg | 2289 - 3200 / 6273 - 8871 |
| Min - Max HPs | 102870 / 179334 |
| Min - Max Mana | |
| Min - Max Armor | 4991 / 7387 |

**Poison Bolt Volley:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 2 sec. for 6 sec.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Uppercut:** Inflicts normal damage plus 200 to an enemy, knocking it back.

**Acid Spray:** Rains acidic fluid onto enemies, causing Nature damage of 308 - 342 for 8 sec in a 35 yard radius.

**Acid Spray:** Rains acidic fluid onto enemies, causing Nature damage of 1425 – 1575 for 8 sec in a 35 yard radius.



# QIRAJI HIVE

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Qiraji Brainwasher | 61 | 1270 - 1684 | 78600 | | 4091 |
| **Mind Flay:** Inflicts Shadow damage to an enemy and reduces its movement speed for 8 sec. **Cause Insanity:** Drives an enemy target temporarily insane, speeding its attacks by 50% and its movement by 80%, as well as causing it to attack its own allies for 10 sec. **Mana Burn:** Hits nearby enemies with anti-mana bolts. For each point of mana consumed from a target, that target takes 100 damage. | | | | | |
| Qiraji Champion | 63 | 2746 - 3640 | 266480 | | 4691 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. **Knock Away:** Inflicts normal damage plus 30 to nearby enemies and knocks them back. **Intimidating Shout:** Shouts at an enemy, paralyzing it with terror for 8 sec. and causing all other nearby enemies to flee in fear. | | | | | |
| Qiraji Gladiator | 61 | 2540 - 3367 | 50304 | | 4091 |
| **Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back. **Trample:** Inflicts normal damage plus 61 to nearby enemies. | | | | | |
| Qiraji Lasher | 61 | 1524 - 2020 | 94320 | | 4091 |
| **Knockback** **Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 8 sec. and inflicts normal damage plus 110. | | | | | |
| Qiraji Mindslayer | 61 | 2116 - 2806 | 125760 | | 4091 |
| **Mind Flay:** Inflicts Shadow damage to an enemy and reduces its movement speed for 8 sec. **Cause Insanity:** Drives an enemy target temporarily insane, speeding its attacks by 50% and its movement by 80%, as well as causing it to attack its own allies for 10 sec. **Mind Blast:** Inflicts Shadow damage to an enemy, but causes a high amount of threat. **Mana Burn:** Hits nearby enemies with anti-mana bolts. For each point of mana consumed from a target, that target takes 50 damage. | | | | | |
| Qiraji Scarab | 60 | 104 - 138 | 3052 | | 3791 |
| **Acid Spit:** Inflicts Nature damage to an enemy every 2 sec. for 30 sec. **Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Qiraji Scorpion | 60 | 104 - 138 | 30522 | | 3791 |
| **Acid Spit:** Inflicts Nature damage to an enemy every 2 sec. for 30 sec. **Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Qiraji Slayer | 61 | 1971 - 2607 | 100600 | 2486 | 3316 |
| **Frenzy** **Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 660. **Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back. **Battle Shout:** Increases the melee attack power of nearby party members by 200 for 30 sec. **Silence** | | | | | |
| Qiraji Swordguard | 61 | 1587 - 2105 | 25152 | | 4091 |
| **Sundering Cleave:** Inflicts normal damage plus 183 to an enemy and its nearest allies, affecting up to 3 targets. Hits also reduce armor by 1464. | | | | | |
| Qiraji Warrior | 61 | 635 - 842 | 31440 | | 4091 |
| **Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back. **Thunderclap:** Inflicts 194 to 202 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec. **Enrage** | | | | | |



# QUARELESTRA

| | |
|---|---|
| Min - Max Lvl | 14 |
| Min - Max Dmg | 19 - 25 |
| Min - Max HPs | 276 |
| Min - Max Mana | 295 |
| Min - Max Armor | 537 |

# QUARTERMASTER ZIGRIS



| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 509 - 675 |
| Min - Max HPs | 23688 |
| Min - Max Mana | |
| Min - Max Armor | 3489 |

**Hooked Net:** Immobilizes nearby enemies for 6 sec. and inflicts Physical damage.

**Drink Healing Potion:** Uses a Holy elixir to heal the caster.

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Stun Bomb:** Hurls a stun bomb, inflicting normal damage plus 88 to all enemies in a selected area and stunning them for 5 sec.



# QUILBEAST

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 143 - 196 |
| Min - Max HPs | 4979 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



# QUILGUARD CHAMPION

| | |
|---|---|
| Min - Max Lvl | 26 |
| Min - Max Dmg | 62 - 83 |
| Min - Max HPs | 2250 |
| Min - Max Mana | |
| Min - Max Armor | 1061 |

**Devotion Aura:** Gives 520 additional armor to nearby party members for 4 min. Players may only have one aura on them per paladin at any one time.

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 300 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.



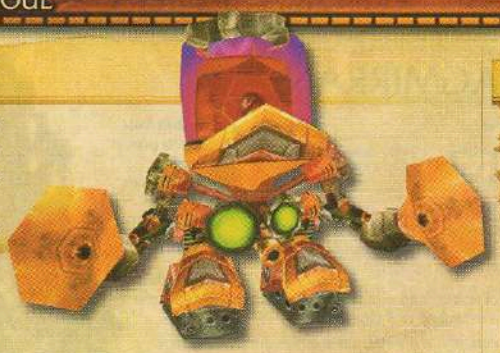
# QIROT

| | |
|---|---|
| Min - Max Lvl | 47 |
| Min - Max Dmg | 79 - 105 |
| Min - Max HPs | 2488 |
| Min - Max Mana | |
| Min - Max Armor | 2835 |

**Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec.

## R-3DO

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 220 - 310 |
| Min - Max HPs | 6326 |
| Min - Max Mana | |
| Min - Max Armor | 5892 |



## RAGECLAW

| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 12 - 16 |
| Min - Max HPs | 186 |
| Min - Max Mana | 191 |
| Min - Max Armor | 426 |

**Maul:** Adds 18 - 19 damage to the next attack.

**Bear Form:** Shapeshifts into a bear for 5 min., increasing armor and hit points, as well as allowing the use of various bear abilities.





## RAGE TALON DRAGONKIN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Rage Talon Captain | 62 | 647 - 859 | 19422 | | 4391 |
| Fire Resistance: 150 | | | | | |
| **Arcing Smash:** Lashes out in a vicious arc, inflicting normal damage plus 310 to enemies in a cone in front of the caster. **Mortal Strike:** Inflicts 300% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec. **Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back. | | | | | |
| Rage Talon Dragon Guard | 60 - 61 | 6234 - 842 | 18312 - 18864 | | 5648 - 6095 |
| Fire Resistance: 150 | | | | | |
| **Shield Slam:** Inflicts 140 - 142 damage to an enemy, stunning it for 2 sec. **Sunder Armor:** Hacks at an enemy's armor, reducing it by 1440 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |
| Rage Talon Dragonspawn | 58 - 59 | 499 - 675 | 14355 - 14805 | | 3435 - 3489 |
| Fire Resistance: 150 | | | | | |
| **Fixate:** Causes an enemy to fixate upon the caster and increases the caster's attack speed by 50% for 10 sec. While the target is fixated upon the caster, the target is very reluctant to attack anything else. **Thrash:** Gives the caster 2 extra attacks. **Strike:** Strikes at an enemy, inflicting increased melee damage. **Sunder Armor:** Hacks at an enemy's armor, reducing it by 684 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. **Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 114 - 116 for 2 min. | | | | | |
| Rage Talon Fire Tongue | 60 - 61 | 624 - 842 | 18312 - 18864 | | 3791 - 4091 |
| Fire Resistance: 150 | | | | | |
| **Fire Blast:** Inflicts Fire damage to an enemy. **Flame buffet:** Inflicts Fire damage to an enemy and increases the Fire damage it takes for 20 sec. **Fire Nova:** Inflicts Fire damage to nearby enemies. | | | | | |
| Rage Talon Flamescale | 58 - 59 | 362 - 489 | 6891 - 7107 | 2289 - 2369 | 2788 - 2832 |
| Fire Resistance: 150 | | | | | |
| **Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec. **Fireball Volley:** Inflicts Fire damage to nearby enemies. **Fire Nova:** Inflicts Fire damage to nearby enemies. | | | | | |
| Rage Talon Whelp | 56 - 57 | 96 - 130 | 2699 - 2784 | | 3327 - 3380 |
| Fire Resistance: 75 | | | | | |
| **Fireball:** Inflicts Fire damage to an enemy. | | | | | |



## RAGEPAW

| | |
|---|---|
| Min - Max Lvl | 51 |
| Min - Max Dmg | 86 - 114 |
| Min - Max HPs | 2865 |
| Min - Max Mana | |
| Min - Max Armor | 3052 |



## RAGGLESNOUT

| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 72 - 101 |
| Min - Max HPs | 7760 |
| Min - Max Mana | 2861 |
| Min - Max Armor | 858 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

**Heal:** Calls upon Holy magic to heal an ally.

**Dominate Mind:** Takes control of a humanoid enemy up to level 52 for 10 sec., but increases the time between its attacks by 100%.



## RAGE WINTERCHILL

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 11082 - 15653 |
| Min - Max HPs | 4249000 |
| Min - Max Mana | 1016100 |
| Min - Max Armor | 6193 |
| Frost Resistance: 186 | |

**Icebolt:** Fires a bolt of ice at the target, stunning them and causing 4250 to 5750 Frost damage immediately and 10,000 Frost damage every second over 4 sec.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 10 sec.

**Frost Armor:** Encases the caster in a layer of frost that lasts 10 sec. The thick ice increases armor by 3000, slows melee attackers' movement to 50%, and increases the time between their attacks by 25%.

**Death & Decay:** Invokes the malignant power of death and decay, inflicting Shadow damage to all enemies in a selected area for 15 sec.

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.



## RAGING SOUL

| | |
|---|---|
| Min - Max Lvl | 65 - 66 |
| Min - Max Dmg | 93 - 137 |
| Min - Max HPs | 2602 - 2691 |
| Min - Max Mana | 2790 - 2846 |
| Min - Max Armor | 4275 - 4515 |

**Greater Invisibility:** Turns the caster invisible until the effect is cancelled.

# RAGNAROS

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1999 - 2650 |
| Min - Max HPs | 1099230 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |



**Wrath of Ragnaros**: Inflicts 1000 Fire damage to nearby enemies, knocking them back.

**Ranged Knock back**: Ragnaros can effect a player that is at a distance with a ranged knock back. This will knock them back as well as knocking down and damaging other players around the player.

**Lava Splash**: At various times a lava splash will be triggered causing 800 damage.

**Elemental Fire**: This does several thousand damage over a period of time. (hopefully we have numbers from the DC.

**Magma Blast**: Inflicts 6000 Fire damage to an enemy.

**Melt Weapon:** Every time you hit Ragnaros your weapon is damaged.

**Summon Sons of Flame** : After 3 minutes of combat Ragnaros will summon 8 Sons of Flame.

# RAMSTEIN THE GORGER

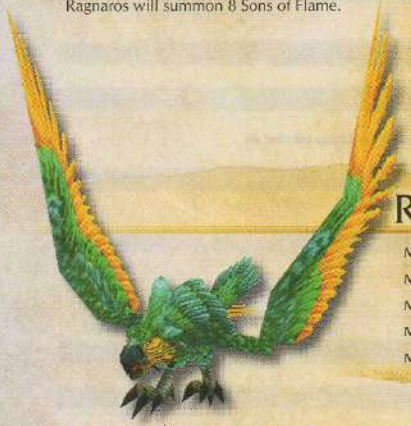
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|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 1190 - 1578 |
| Min - Max HPs | 28296 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Knockout:** Inflicts normal damage plus 300 to an enemy, knocking it back and stunning it for 6 sec.

**Trample:** Inflicts normal damage plus 61 to nearby enemies.

**Flurry:** Increases your attack speed by 30% for your next 3 swings after dealing a critical strike.





# RAGNAROSE

| | |
|---|---|
| Min - Max Lvl | 5 |
| Min - Max Dmg | 5 - 7 |
| Min - Max HPs | 102 |
| Min - Max Mana | |
| Min - Max Armor | 120 |

# RAN BLOODTOOTH

| | |
|---|---|
| Min - Max Lvl | 30 |
| Min - Max Dmg | 42 - 56 |
| Min - Max HPs | 1003 |
| Min - Max Mana | |
| Min - Max Armor | 1200 |

**Multi-Shot:** Fires a volley of missiles at an enemy and its nearby allies, striking up to 3 targets for normal damage plus 75.

**Shoot:** Shoots at an enemy, inflicting Physical damage.





# RAKAIAH

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 89 - 118 |
| Min - Max HPs | 3238 |
| Min - Max Mana | 3244 |
| Min - Max Armor | 2699 |

**Lash of Pain:** Lashes an enemy, inflicting Shadow damage.

**Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 28 for 2 min. Only one curse per warlock can be active on any one target.



# RANGER LORD HAWKSPEAR

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 130 - 172 |
| Min - Max HPs | 4120 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Strike:** Strikes at an enemy, inflicting weapon damage plus 140 - 141.

**Kick:** Kicks an enemy for 42 damage, interrupting the spell being cast for 6 sec.

# RAK'SHIRI

| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 73 - 97 |
| Min - Max HPs | 3758 |
| Min - Max Mana | |
| Min - Max Armor | 3380 |



**Terrify:** Terrifies an enemy, causing it to flee in fear for 4 sec. Only 1 target can be terrified at a time.

**Enrage:** Increases the caster's attack speed by 30% and the Physical damage it deals by 17 for 2 min.

R



# RAPTORS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bladespine Raptor | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |
| **Gushing Wound**: Inflicts Physical damage to an enemy every 5 sec. for 25 sec. Removed by any healing effect. | | | | | |
| Bloodfen Lashtail | 38 - 39 | 53 - 72 | 1674 - 1751 | | 1709 - 1834 |
| **Lash**: Stuns an enemy for 2 sec. and has a chance to disarm. | | | | | |
| Bloodfen Raptor | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| Bloodfen Razormaw | 38 - 39 | 53 - 72 | 1604 - 1678 | | 1709 - 1834 |
| **Infected Wound**: Increases the Physical damage taken by an enemy by 9 for 30 sec. | | | | | |
| Bloodfen Screecher | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| Bloodfen Scythemaw | 37 - 38 | 51 - 70 | 1536 - 1604 | | 1593 - 1709 |
| **Rend Flesh**: Inflicts 49 - 50 damage to an enemy every 3 sec. for 12 sec. | | | | | |
| Bloodtalon Scythemaw | 8 - 10 | 10 - 17 | 156 - 198 | | 316 - 512 |
| **Rushing Charge**: Increases the caster's movement speed by 69% for 3 sec. and causes it to inflict an additional 37 damage on its first attack. | | | | | |
| Bloodtalon Thallaser | 6 - 8 | 7 - 14 | 120 - 156 | | 174 - 316 |
| **Rushing Charge**: Increases the caster's movement speed by 67% for 3 sec. and causes it to inflict an additional 31 damage on its first attack. | | | | | |
| Corrupted Bloodfeather Scythemaw | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Rushing Charge**: Increases the caster's movement speed by 69 - 70% for 3 sec. and causes it to inflict an additional 37 - 40 damage on its first attack. | | | | | |
| Daggermaw Blackhide | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |
| **Gushing Wound**: Inflicts Physical damage to an enemy every 5 sec. for 25 sec. Removed by any healing effect. | | | | | |
| Daggermaw Devourer | 66 | 210 - 295 | 6116 | | 5591 |
| **Infected Bite**: Inflicts 15 Nature damage to an enemy every 10 sec. and increases the Physical damage it takes by 5 for 3 min.<br>**Enrage**: Increases the Physical damage dealt by the caster by 66 and speeds its attacks by 30% for 5 sec. | | | | | |
| Daggermaw Lashtail | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5593 - 5892 |
| **Charge**: Charges an enemy, inflicting normal damage plus 100 and stuns the opponent for 2 sec.<br>**Infected Bite**: Inflicts 15 Nature damage to an enemy every 10 sec. and increases the Physical damage it takes by 5 for 3 min. | | | | | |
| Daggermaw Raptor | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |
| Elder Razormaw | 29 | 49 - 65 | 950 | | 1165 |
| **Tendon Rip**: Reduces an enemy's movement speed by 53% for 8 sec. | | | | | |
| Feltwarm Daggermaw | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Charge**: Charges an enemy, inflicting normal damage plus 100 and stuns the opponent for 2 sec.<br>**Infected Bite**: Inflicts 15 Nature damage to an enemy every 10 sec. and increases the Physical damage it takes by 5 for 3 min. | | | | | |
| Highland Fleshstalker | 36 - 37 | 60 - 82 | 1469 - 1536 | | 1480 - 1593 |
| **Consume Flesh**: Drains 58 - 60 health from an enemy, healing the caster for up to 150% of that amount. | | | | | |
| Highland Lashtail | 24 - 25 | 41 - 57 | 664 - 713 | | 992 - 1026 |
| **Lash**: Stuns an enemy for 2 sec. and has a chance to disarm. | | | | | |
| Highland Raptor | 23 - 24 | 40 - 55 | 617 - 664 | | 957 - 992 |
| Highland Razormaw | 27 - 28 | 38 - 52 | 840 - 896 | | 1097 - 1130 |
| **Infected Wound**: Increases the Physical damage taken by an enemy by 6 for 30 sec. | | | | | |
| Highland Scythemaw | 25 - 26 | 43 - 59 | 734 - 788 | | 1026 - 1061 |
| **Rend Flesh**: Inflicts 32 - 33 damage to an enemy every 3 sec. for 12 sec. | | | | | |
| Highland Strider | 30 - 31 | 51 - 69 | 1050 - 1107 | | 1200 - 1234 |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Highland Thrasher | 33 - 34 | 55 - 75 | 1221 - 1279 | | 1304 - 1340 |
| **Thrash**: Gives the caster 2 extra attacks. | | | | | |
| Jungle Stalker | 40 - 41 | 67 - 93 | 1829 - 1902 | | 1964 - 2101 |
| Lashtail Raptor | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| **Lash**: Stuns an enemy for 2 sec. and has a chance to disarm. | | | | | |
| Mottled Raptor | 22 - 23 | 38 - 53 | 573 - 617 | | 922 - 957 |
| Mottled Razormaw | 26 - 27 | 44 - 61 | 788 - 840 | | 1061 - 1097 |
| **Infected Wound**: Increases the Physical damage taken by an enemy by 5 for 30 sec. | | | | | |
| Mottled Screecher | 24 - 25 | 34 - 48 | 664 - 713 | | 992 - 1026 |
| Mottled Scythemaw | 25 - 26 | 43 - 59 | 734 - 788 | | 1026 - 1061 |
| **Rend Flesh**: Inflicts 32 - 33 damage to an enemy every 3 sec. for 12 sec. | | | | | |
| Ravasaur | 48 - 49 | 79 - 107 | 2681 - 2779 | | 2888 - 2944 |
| **Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Ravasaur Hunter | 49 - 50 | 80 - 109 | 2779 - 2880 | | 2944 - 2999 |
| **Tendon Rip**: Reduces an enemy's movement speed by 70% for 8 sec.<br>**Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Ravasaur Mannoth | 50 - 50 | 127 - 168 | 2880 - 2880 | | 2999 - 2999 |
| **Thrash**: Adds a chance to do two additional attacks<br>**Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Ravasaur Runner | 49 - 50 | 80 - 109 | 2779 - 2880 | | 2944 - 2999 |
| **Thrash**: Adds a chance to do two additional attacks | | | | | |
| Razzashi Raptor | 60 | 831 - 1103 | 15260 | | 3791 |
| **Thrash**: Gives the caster 2 extra attacks.<br>**Infected Bite**: Inflicts Nature damage to an enemy every 10 sec. and increases the Physical damage it takes for 3 min.<br>**Enrage** | | | | | |
| Scythetooth Raptor | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Rush**: Rushes an enemy, reducing movement speed by 70 and interrupting spells for 5 sec.<br>**Enrage** | | | | | |
| Stonglethorn Raptor | 33 - 34 | 57 - 78 | 1221 - 1279 | | 1304 - 1340 |
| Sunscale Lashtail | 11 - 13 | 15 - 24 | 178 - 218 | | 538 - 608 |
| **Lash**: Stuns an enemy for 2 sec. and has a chance to disarm.<br>**Spirit Decay**: Reduces an enemy's Spirit by 1 for 20 min. | | | | | |
| Sunscale Screecher | 13 - 15 | 18 - 29 | 273 - 328 | | 608 - 677 |
| Sunscale Scythemaw | 16 - 18 | 23 - 35 | 356 - 417 | | 713 - 782 |
| **Thrash**: Gives the caster 2 extra attacks. | | | | | |
| Venomhide Ravasaur | 50 - 51 | 82 - 112 | 2880 - 2980 | | 2999 - 3052 |
| **Venomhide Poison** | | | | | |
| Young Jungle Stalker | 36 - 37 | 60 - 82 | 1469 - 1536 | | 1480 - 1593 |
| Young Lashtail Raptor | 33 - 34 | 57 - 78 | 1221 - 1279 | | 1304 - 1340 |
| Young Stonglethorn Raptor | 30 - 31 | 53 - 72 | 1051 - 1107 | | 1200 - 1234 |



## RAS FROSTWHISPER

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 402 - 532 |
| Min - Max HPs | 33670 |
| Min - Max Mana | 15408 |
| Min - Max Armor | 4299 |

Frost Resistance: 186

**Chill Nova:** Blasts nearby enemies for Frost damage, knocking them back and reducing their movement speed for up to 10 sec.

**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 744, slows melee attackers' movement by 40%, and increases the time between their attacks by 100%.

**Fear:** Strikes fear in an enemy, causing it to flee in terror for up to 8 sec. Only 1 target can be feared at a time.

**Freeze:** Stuns an enemy and inflicts Frost damage every 3 sec. for 15 sec.

**Frostbolt Volley:** Inflicts Frost damage to nearby enemies, reducing their movement speed by 50% for 8 sec.

**Knock Away:** Inflicts normal damage plus 30 to nearby enemies and knocks them back.

## RATHORIAN

| | |
|---|---|
| Min - Max Lvl | 15 |
| Min - Max Dmg | 22 - 29 |
| Min - Max HPs | 328 |
| Min - Max Mana | |
| Min - Max Armor | 677 |





## RATTLEGORE

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 690 - 913 |
| Min - Max HPs | 30180 |
| Min - Max Mana | 7458 |
| Min - Max Armor | 3316 |

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Strike:** Strikes at an enemy, inflicting increased melee damage.

**War Stomp:** Inflicts normal damage plus 66 to nearby enemies, stunning them for 5 sec.



## RAVAGE

| | |
|---|---|
| Min - Max Lvl | 51 |
| Min - Max Dmg | 56 - 74 |
| Min - Max HPs | 2980 |
| Min - Max Mana | |
| Min - Max Armor | 3052 |

**Infected Bite:** Inflicts 15 Nature damage to an enemy every 10 sec. and increases the Physical damage it takes by 5 for 3 min.

**Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec.



## RAVAGERS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bladespire Ravager | 67 | 992 - 1395 | 18978 | | 5892 |
| **Infected Bite**: Inflicts Nature damage to an enemy every 10 sec. and increases the Physical damage it takes for 3 min. | | | | | |
| **Charge**: Charges an enemy, inflicting normal damage plus 75 and stuns the opponent for 2 sec. | | | | | |
| Bloodfang Ravager | 13 - 14 | 18 - 27 | 273 - 300 | | 608 - 642 |
| **Ravage**: Inflicts normal damage plus 6 - 7 to an enemy, stunning it for 2 sec. | | | | | |
| Death Ravager | 10 | 11 - 14 | 495 | | 512 |
| Fire Resistance: 50, Nature Resistance: 50, Frost Resistance: 50, Shadow Resistance: 50, Arcane Resistance: 50 | | | | | |
| **Enraging Bite**: Deals 6 to 8 Physical damage to the target and gives them 70 to 110 Rage. **Intimidating Shout**: Shouts at an enemy, paralyzing it with terror for 8 sec. and causing all other nearby enemies to flee in fear. **Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. **Enrage**: Increases the Physical damage dealt by the caster by 3 for 15 sec. | | | | | |
| Enraged Ravager | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Ravage**: Inflicts normal damage plus 8 to an enemy, stunning it for 2 sec. **Enrage**: Increases the caster's attack speed by 30% and the Physical damage it deals by 5 for 2 min. | | | | | |
| Glaivescythe Ravager | 63 | 145 - 202 | 3869 | | 4691 |
| **Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. **Thorns**: Thorns sprout from the friendly target causing 39 Nature damage to attackers when hit. Lasts Until Cancelled. | | | | | |
| Netherspine Ravager | 70 | 328 - 464 | 5240 | | 6792 |
| **Flay**: Adds a chance to do two additional attacks **Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. **Rock Shell**: Wraps the caster in stone, absorbing up to 479 damage. If the shield is broken, the caster enrages, increasing his damage by 138% and attack speed by 60. | | | | | |
| Quillfang Ravager | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Ravage**: Inflicts normal damage plus 31 to an enemy, stunning it for 2 sec. **Corrosive Mist**: Inflicts 25 Nature damage to nearby enemies every 2 sec. for 20 sec. | | | | | |
| Quillfang Skirterer | 61 - 62 | 159 - 240 | 5158 - 5341 | | 4091 - 4391 |
| **Ravage**: Inflicts normal damage plus 30 - 31 to an enemy, stunning it for 2 sec. **Corrosive Mist**: Inflicts 25 Nature damage to nearby enemies every 2 sec. for 20 sec. | | | | | |
| Ravager Ambusher | 8 - 9 | 5 - 8 | 156 - 176 | | 316 - 406 |
| Ravager Specimen | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Razorfang Hatchling | 59 - 60 | 122 - 196 | 4142 - 4979 | | 3489 - 3791 |
| **Ravage**: Inflicts normal damage plus 29 - 30 to an enemy, stunning it for 2 sec. | | | | | |
| Razorfang Ravager | 61 | 159 - 221 | 5158 | | 4091 |
| **Ravage**: Inflicts normal damage plus 30 to an enemy, stunning it for 2 sec. | | | | | |
| Rip Blade Ravager | 63 | 181 - 253 | 5527 | | 4691 |
| **Ravage**: Inflicts normal damage plus 31 to an enemy, stunning it for 2 sec. **Thorns**: Thorns sprout from the friendly target causing 39 Nature damage to attackers when hit. Lasts Until Cancelled. | | | | | |
| Thornfang Ravager | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Ravage**: Inflicts normal damage plus 31 to an enemy, stunning it for 2 sec. **Thorns**: Thorns sprout from the friendly target causing 38 - 39 Nature damage to attackers when hit. Lasts Until Cancelled. | | | | | |
| Thornfang Venomspitter | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Ravage**: Inflicts normal damage plus 31 to an enemy, stunning it for 2 sec. **Venom Spit**: Spits poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. **Thorns**: Thorns sprout from the friendly target causing 38 - 39 Nature damage to attackers when hit. Lasts Until Cancelled. | | | | | |



## RAVEN

| | |
|---|---|
| Min - Max Lvl | 44 |
| Min - Max Dmg | 138 - 184 |
| Min - Max HPs | 6237 |
| Min - Max Mana | |
| Min - Max Armor | 55 |

**Backstab:** Inflicts normal damage plus 80 to an enemy, but only if attacking from behind.

**Gouge:** Inflicts 20 damage to an enemy and incapacitates it for up to 4 sec. Raven will automatically stop attacking. Target must be facing Raven. Any damage received by the stunned target will revive it.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

## THE RAVENIAN

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 727 - 965 |
| Min - Max HPs | 36624 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Sundering Cleave:** Hacks at the armor of an enemy and its nearby allies, affecting up to 3 targets. A target's armor is reduced by 24 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Trample:** Inflicts Physical damage to nearby enemies.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

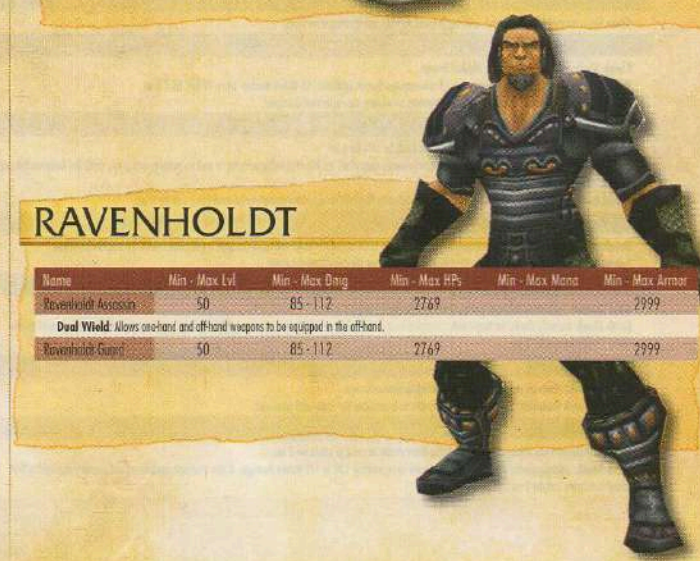
**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.





## RAVENCLAW

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Ravencrow Champion | 14 - 15 | 36 - 51 | 300 - 328 | | 642 - 677 |
| Ravencrow Dredger | 19 - 20 | 28 - 39 | 449 - 484 | | 817 - 852 |
| **Blessing of Thule**: Increases the caster's attack speed by 50% for 8 sec. However, the caster becomes fatigued from the extra effort. | | | | | |
| Ravencrow Guardian | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| **Improved Blocking**: Increases the caster's chance to block by 60 - 61% for 6 sec. | | | | | |
| Ravencrow Raider | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| **Cursed Blade**: Increases the time between an enemy's attacks by 43% for 20 sec. | | | | | |
| Ravencrow Regent | 22 | 30 - 39 | 508 | 545 | 770 |
| **Shadow Word**: Pain: A word of darkness that causes 132 Shadow damage over 18 sec. **Dominate Mind**: Takes control of a humanoid enemy up to level 37 for 10 sec., but increases the time between its attacks by 100%. | | | | | |
| Ravencrow Servant | 13 - 14 | 17 - 25 | 253 - 276 | 264 - 295 | 507 - 537 |
| **Curse of Agony**: Curses the target with agony, causing 84 Shadow damage over 24 sec. This damage is dealt slowly at first, and builds up as the Curse reaches its full duration. Only one Curse per Ravencrow Servant can be active on any one target. **Soul Siphon**: Drains 100 health over 10 sec. from an enemy and its nearest ally, healing the caster for up to twice the amount of health stolen. | | | | | |
| Ravencrow Slave | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |
| **Shared Bondage**: Immobilizes an enemy, as well as the caster, for 4 sec. | | | | | |



## RAVENHOLDT

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Ravenholdt Assassin | 50 | 85 - 112 | 2769 | | 2999 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Ravenholdt Guard | 50 | 85 - 112 | 2769 | | 2999 |



## RAZAL'BLADE

| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 88 - 117 |
| Min - Max HPs | 3082 |
| Min - Max Mana | |
| Min - Max Armor | 3108 |

## RAZELIKH THE DEFILER

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 443 - 511 |
| Min - Max HPs | 30520 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

Fire Resistance: 50, Shadow Resistance: 50

**Strong Cleave:** Inflicts normal damage plus 55 to an enemy and its nearest allies, affecting up to 5 targets and increasing the time between their attacks by 33% for 10 sec.

**Decimate:** Reduces a target's chance to block by 70% for 30 sec.

**Mana Burn:** Hits nearby enemies with anti-mana bolts. For each point of mana consumed from a target, that target takes 0.5 damage.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 118 for 2 min.

## RAZORCLAW THE BUTCHER

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 115 - 153 |
| Min - Max HPs | 1936 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

**Razorclaw Drain**





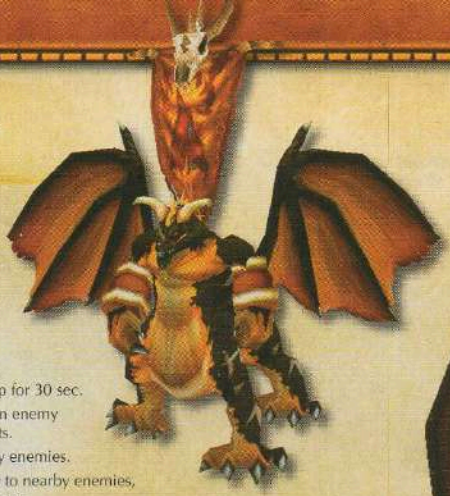


## RAZORFEN QUILBOAR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Razorfen Battleguard | 33 - 34 | 46 - 63 | 1221 - 1279 | | 1934 - 1988 |
| **Slam:** Slams an enemy to the ground, inflicting Physical damage and stunning it for 2 sec. | | | | | |
| Razorfen Beastmaster | 26 | 63 - 83 | 2250 | | 1061 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage.<br>**Poisoned Shot:** Inflicts normal damage plus 30 to an enemy, then an additional 45 Nature damage every 10 sec. for 75 sec.<br>**Summon Tamed Hyena:** Summons 1 Tamed Hyena to accompany the caster until dismissed. | | | | | |
| Razorfen Defender | 25 - 26 | 61 - 83 | 2097 - 2250 | | 1026 - 1061 |
| **Improved Blocking:** Increases the caster's chance to block by 63% for 6 sec.<br>**Defensive Stance:** Assumes a defensive stance that generates rage when the Razorfen Defender is hit, as well as reducing rage decay while the Razorfen Defender is out of combat. Lasts 3 min.<br>**Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec. | | | | | |
| Razorfen Dustweaver | 25 - 26 | 57 - 77 | 1830 - 1953 | 655 - 693 | 858 - 887 |
| **Enveloping Winds:** Surrounds an enemy with a cyclone for up to 10 sec. If the target takes any damage, it will break free of the imprisoning winds.<br>**Summon Wind Howler:** Summons 1 Wind Howler to accompany the caster until dismissed. | | | | | |
| Razorfen Earthseeker | 26 | 58 - 77 | 1953 | 693 | 887 |
| **Mind Tremor:** Reduces an enemy's casting speed by 20% for 10 min.<br>**Earth Shock:** Instantly shocks the target with concussive force, causing 121 to 129 Nature damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 2 sec. | | | | | |
| Razorfen Geomancer | 25 | 57 - 75 | 1830 | 982 | 858 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Summon Earth Rumbler:** Summons 1 Stone Rumbler to accompany the caster until dismissed. | | | | | |
| Razorfen Groundshaker | 25 - 26 | 57 - 77 | 1830 - 1953 | 655 - 693 | 858 - 887 |
| **Ground Tremor:** Stuns nearby enemies, rendering them unable to move or attack for 2 sec.<br>**Earth Shock:** Instantly shocks the target with concussive force, causing 120 to 129 Nature damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 2 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Razorfen Handler | 25 | 61 - 81 | 2097 | | 1026 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage.<br>**Summon Tamed Battleboar:** Summons 1 Tamed Battleboar to accompany the caster until dismissed. | | | | | |
| Razorfen Quilguard | 25 | 61 - 81 | 2097 | | 1026 |
| **Devotion Aura:** Gives 500 additional armor to nearby party members for 4 min. Creatures may only have one aura on them per Razorfen Quilguard at any one time.<br>**Thunderclap:** Inflicts 40 to 44 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec.<br>**Battle Stance:** Assumes a balanced combat stance that generates rage when the Razorfen Quilguard is hit, as well as when the Razorfen Quilguard strikes an opponent. Lasts Until Cancelled. | | | | | |
| Razorfen Survivor | 23 - 24 | 33 - 46 | 617 - 664 | | 957 - 992 |
| Razorfen Spearhide | 25 - 26 | 61 - 83 | 1048 - 1125 | | 1026 - 1061 |
| **Thorns Aura:** Causes 24 Nature damage to any creature that strikes a nearby party member. Creatures may only have one aura on them per Razorfen Spearhide at any one time. The aura lasts 1 min.<br>**Whirling Barrage:** Inflicts normal damage plus 50 to nearby enemies. | | | | | |
| Razorfen Stalker | 25 - 26 | 61 - 83 | 2097 - 2250 | | 1026 - 1061 |
| **Backstab:** Inflicts normal damage plus 46 - 48 to an enemy, but only if attacking from behind. | | | | | |
| Razorfen Thornweaver | 33 - 34 | 43 - 58 | 1021 - 1064 | 1926 - 2014 | 1091 - 1121 |
| **Healing Touch:** Calls upon Nature magic to heal an ally.<br>**Thorns Aura:** Causes 16 - 17 Nature damage to any creature that strikes a nearby party member. Creatures may only have one aura on them per Razorfen Thornweaver at any one time. The aura lasts 1 min. | | | | | |
| Razorfen Totemic | 25 - 26 | 57 - 77 | 1830 - 1953 | 655 - 693 | 858 - 887 |
| **Earthgrab Totem:** Summons an Earthgrab Totem that lasts 30 sec. and periodically immobilizes nearby enemies.<br>**Healing Ward:** Summons a ward that lasts 30 sec. and periodically heals allies in an area around it. | | | | | |
| Razorfen Warden | 25 | 61 - 81 | 2097 | | 1026 |
| **Net:** Immobilizes an enemy for 6 sec. | | | | | |
| Razorfen Warrior | 24 - 25 | 59 - 81 | 1953 - 2097 | | 992 - 1026 |

# RAZORGORE THE UNTAMED



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2416 - 3203 |
| Min - Max HPs | 449685 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Destroy Egg:** Destroys a nearby egg.

**Calm Dragonkin:** Lulls a young dragon asleep for 30 sec.

**Cleave:** Inflicts normal damage plus 315 to an enemy and its nearest allies, affecting up to 10 targets.

**Fireball Volley:** Inflicts Fire damage to nearby enemies.

**War Stomp:** Inflicts normal damage plus 500 to nearby enemies, knocking them back and stunning them for 5 sec.

**Conflagration:** Sets an enemy aflame, inflicting 3000 Fire damage over 10 sec. and sending it into a state of panic. While the target is affected, the flames periodically scorch its nearby allies for 300 damage as well.



# RAZORMAW

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 41 - 55 |
| Min - Max HPs | 968 |
| Min - Max Mana | |
| Min - Max Armor | 852 |
| Fire Resistance: 125 | |

**Flame Breath:** Inflicts 100 Fire damage to enemies in a cone in front of the caster.

**Swipe**

**Terrifying Roar:** Causes nearby enemies to flee in fear for 5 sec.



# RAZORLASH

| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 232 - 307 |
| Min - Max HPs | 12474 |
| Min - Max Mana | |
| Min - Max Armor | 2780 |

**Thrash:** Adds a chance to do two additional attacks

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Puncture:** Inflicts Physical damage to an enemy every 2 sec. for 10 sec.



# RAZORMANE QUILBOAR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Razormane Battleguard | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Improved Blocking**: Increases the caster's chance to block by 55% for 6 sec. | | | | | |
| Razormane Defender | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| **Demoralizing Shout**: Reduces the melee attack power of nearby enemies by 10 for 30 sec.<br>**Heroic Strike**: A strong attack that increases melee damage by 33 - 35 and causes a high amount of threat.<br>**Battle Stance**: Assumes a balanced combat stance that generates rage when the Razormane Defender is hit, as well as when the Razormane Defender strikes an opponent. Lasts until cancelled. | | | | | |
| Razormane Destroyer | 8 - 9 | 10 - 15 | 148 - 166 | 165 - 178 | 268 - 342 |
| **Rejuvenation**: Heals the target for 32 over 12 sec.<br>**Faerie Fire**: Reduces an enemy's armor by 192 for 1 min. While effected, the target cannot use stealth or invisibility. | | | | | |
| Razormane Geomancer | 12 - 13 | 15 - 21 | 219 - 241 | 537 - 601 | 305 - 325 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 144 - 156, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |
| Razormane Hunter | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Razormane Wolf**: Summons 1 Razormane Wolf to accompany the caster until dismissed. | | | | | |
| Razormane Mystic | 13 - 14 | 17 - 25 | 253 - 276 | 264 - 295 | 507 - 537 |
| **Healing Wave**: Heals a friendly target for 130 to 158.<br>**Lightning Shield**: The caster is surrounded by 3 balls of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 18 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min. Only one Elemental Shield can be active on the Razormane Mystic at any one time. | | | | | |
| Razormane Pathfinder | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Thrash**: Gives the caster 2 extra attacks. | | | | | |
| Razormane Quilboar | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| **Razor Mane**: Causes thorns to sprout from the caster, inflicting 4 Nature damage to melee attackers. The thorns last 45 sec. | | | | | |
| Razormane Scout | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| Razormane Seer | 23 - 24 | 31 - 43 | 544 - 582 | 581 - 618 | 800 - 829 |
| **Healing Ward**: Summons a ward that lasts 30 sec. and periodically heals allies in an area around it.<br>**Searing Totem**: Summons a Searing Totem with 5 health at your feet for 35 sec that repeatedly attacks an enemy within 20 yards for 13 to 17 Fire damage. | | | | | |
| Razormane Stalker | 22 - 23 | 32 - 44 | 506 - 544 | | 922 - 957 |
| **Sinister Strike**: An instant strike that causes 10 damage in addition to your normal weapon damage. Awards 1 combo point. | | | | | |
| Razormane Thornweaver | 10 - 11 | 12 - 18 | 186 - 208 | 191 - 205 | 426 - 450 |
| **Thorns**: Thorns sprout from the friendly target causing 3 Nature damage to attackers when hit. Lasts 10 min.<br>**Faerie Fire**: Reduces an enemy's armor by 240 for 1 min. While effected, the target cannot use stealth or invisibility. | | | | | |
| Razormane Warfrenzy | 24 - 25 | 26 - 36 | 664 - 713 | | 992 - 1026 |
| Razormane Water Seeker | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Creeping Mold**: Inflicts 20 Nature damage to an enemy every 10 sec. for 1 min. | | | | | |



# RAZORSAW

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 172 - 240 |
| Min - Max HPs | 5341 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Saw Blade**



# RAZORTALON

| | |
|---|---|
| Min - Max Lvl | 44 |
| Min - Max Dmg | 72 - 96 |
| Min - Max HPs | 2138 |
| Min - Max Mana | |
| Min - Max Armor | 2557 |

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Tendon Rip:** Reduces an enemy's movement speed by 68% for 8 sec.

**Strike:** Strikes at an enemy, inflicting normal damage plus 69.

R

# THE RAZZA

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 1161 - 1538 |
| Min - Max HPs | 73260 |
| Min - Max Mana | 24340 |
| Min - Max Armor | 3075 |

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 10 targets, inflicting greater Nature damage to each successive target.

**Poison Bolt:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec.



# THE REAK

**Black Sludge:** Increases the time between the attacks of nearby enemies by 50% and slows their movement speed by 30% for 30 sec.

| | |
|---|---|
| Min - Max Lvl | 49 |
| Min - Max Dmg | 83 - 110 |
| Min - Max HPs | 2672 |
| Min - Max Mana | |
| Min - Max Armor | 2944 |
| Nature Resistance: 240 | |





# REDPATH THE CORRUPTED

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 779 - 1034 |
| Min - Max HPs | 33572 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

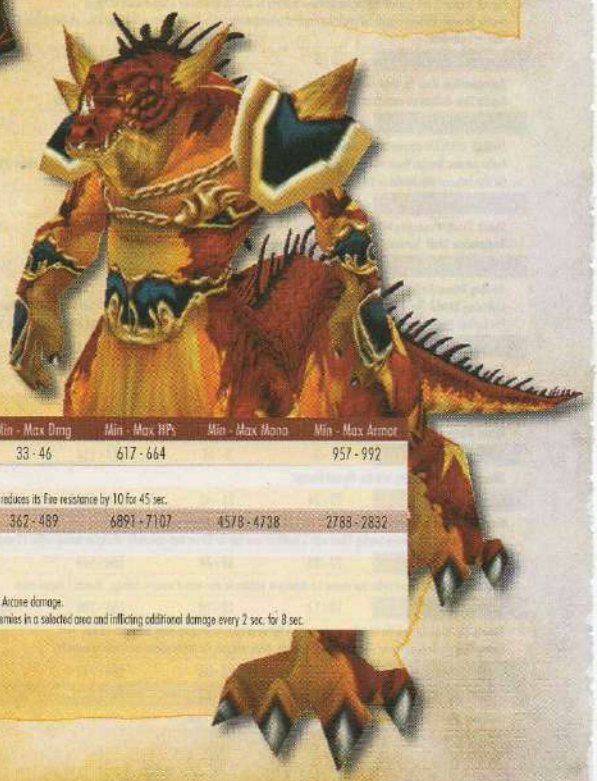
**Shadow Shock:** Instantly lashes nearby enemies with dark magic, inflicting Shadow damage.

**Strike:** Strikes at an enemy, inflicting increased melee damage.

**Fear:** Strikes fear in an enemy, causing it to flee in terror for 4 sec. Only 1 target can be feared at a time.

**Backhand:** Backhands an enemy, stunning it for 2 sec.

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 240 for 30 sec.



# RED DRAGONKIN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Red Dragonspawn | 57 - 58 | 372 - 503 | 8352 - 8613 | | 3380 - 3435 |
| Fire Resistance: 174 | | | | | |
| **Strike:** Strikes at an enemy, inflicting increased melee damage. | | | | | |
| **Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |
| Red Drakonid | 60 | 520 - 689 | 15260 | | 3791 |
| Fire Resistance: 500 | | | | | |
| **Brood Power: Red** | | | | | |
| Red Scalebane | 59 - 60 | 407 - 552 | 8883 - 9156 | | 5196 - 5648 |
| Fire Resistance: 180 | | | | | |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Red Whelp | 23 - 24 | 33 - 46 | 617 - 664 | | 957 - 992 |
| Fire Resistance: 62 | | | | | |
| **Flame Lash:** Burns an enemy for 30 to 35 damage and reduces its Fire resistance by 10 for 45 sec. | | | | | |
| Red Wyrmkin | 58 - 59 | 362 - 489 | 6891 - 7107 | 4578 - 4738 | 2788 - 2832 |
| Fire Resistance: 177 | | | | | |
| **Fireball:** Inflicts Fire damage to an enemy. | | | | | |
| **Fire Blast:** Inflicts Fire damage to an enemy. | | | | | |
| **Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage. | | | | | |
| **Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec. | | | | | |



## REDRIDGE GNOLLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Redridge Alpha | 19 - 20 | 28 - 39 | 458 - 494 | | 817 - 852 |
| **Strike**: Strikes an enemy, inflicting weapon damage plus 32 - 33. | | | | | |
| Redridge Basher | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |
| **Knockdown**: Knocks an enemy down, stunning it for 2 sec.<br>**Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Redridge Brute | 17 - 18 | 42 - 59 | 386 - 417 | | 748 - 782 |
| Redridge Drudger | 20 - 21 | 22 - 30 | 494 - 531 | | 852 - 888 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Redridge Mongrel | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| **Infected Wound**: Increases the Physical damage taken by an enemy by 3 for 30 sec. | | | | | |
| Redridge Mystic | 18 - 19 | 18 - 27 | 354 - 379 | 1020 - 1118 | 422 - 442 |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Healing Wave**: Heals a friendly target for 138 to 165. | | | | | |
| Redridge Poacher | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| Redridge Thrasher | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |
| **Thrash**: Adds a chance to do two additional attacks. | | | | | |

## RENATAKI



| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 1648 - 2184 |
| Min - Max HPs | 333100 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Thrash:** Gives the caster 2 extra attacks.

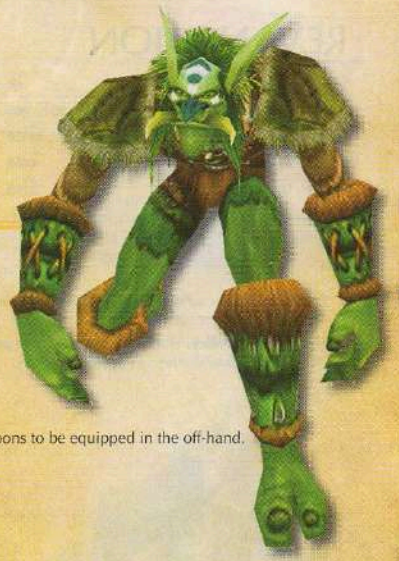
**Thousand Blades**

**Gouge:** Inflicts 20 damage to an enemy and stuns it for up to 4 sec. Renataki will automatically stop attacking. Target must be facing Renataki. Any damage received by the stunned target will revive it.

**Vanish**

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 124 for 2 min.

## RETHEROKK THE BERSERKER



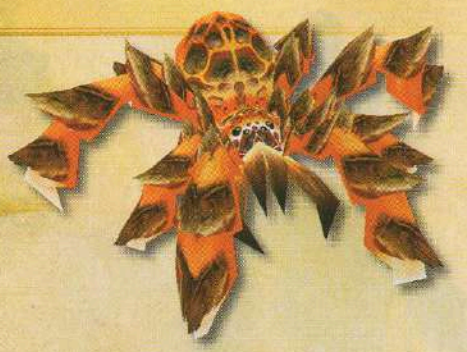
| | |
|---|---|
| Min - Max Lvl | 48 |
| Min - Max Dmg | 61 - 80 |
| Min - Max HPs | 2578 |
| Min - Max Mana | |
| Min - Max Armor | 2888 |

**Thrash:** Gives the caster 2 extra attacks.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Enrage**

## REKK'TILAC



| | |
|---|---|
| Min - Max Lvl | 48 |
| Min - Max Dmg | 81 - 107 |
| Min - Max HPs | 2578 |
| Min - Max Mana | |
| Min - Max Armor | 2888 |
| Fire Resistance: 125 | |

## REMA

| | |
|---|---|
| Min - Max Lvl | 66 |
| Min - Max Dmg | 252 - 354 |
| Min - Max HPs | 8562 |
| Min - Max Mana | |
| Min - Max Armor | 5591 |

**Threatening Growl:** Reduces an enemy's Strength by 22 and Agility by 32 for 30 sec.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Enrage**





## RETH'HEDRON THE SUBDUER

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2955 - 4174 |
| Min - Max HPs | 151750 |
| Min - Max Mana | 13548 |
| Min - Max Armor | 6193 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Cripple:** Increases the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec.

R



## RETHILGORE

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 54 - 62 |
| Min - Max HPs | 1936 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

**Soul Drain:** Immobilizes an enemy for 10 sec. and drains 35 health, transferring it to the caster.



## REZZNIK

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 129 - 170 |
| Min - Max HPs | 6410 |
| Min - Max Mana | 4186 |
| Min - Max Armor | 3075 |

**Explosive Sheep:** Creates 1 Explosive Sheep that charges the nearest enemy and explodes. Explosive Sheep are unstable and will self-destruct after 1 min.

**Goblin Dragon Gun:** Deals 158 to 192 fire damage for 8 sec to all targets in a cone in front of the engineer using the weapon.

**Summon Arcanite Dragonling:** The Arcanite Dragonling comes to life and defends Rezznik for 1 min.

**Dark Iron Bomb:** Inflicts 225 to 675 Fire damage and stuns targets in a 5 yard radius for 4 sec. Any damage will break the effect. Unreliable against targets higher than level 73.

**Recombobulate:** Dispels Polymorph effects on a friendly target. Also restores 563 to 937 health and mana.

**Drink Healing Potion:** Uses a Holy elixir to heal the caster.



## REVANCHION

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 837 - 962 |
| Min - Max HPs | 24420 |
| Min - Max Mana | 4868 |
| Min - Max Armor | 3795 |

Fire Resistance: 171, Nature Resistance: 171, Frost Resistance: 171, Shadow Resistance: 171, Arcane Resistance: 171

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

## RHAHK'ZOR

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 119 - 158 |
| Min - Max HPs | 4490 |
| Min - Max Mana | |
| Min - Max Armor | 817 |

**Rhahk'Zor Slam:** Inflicts 64 to 86 damage to an enemy, stunning it for 3 sec.





## REVELOSH

| | |
|---|---|
| Min - Max Lvl | 39 |
| Min - Max Dmg | 101 - 134 |
| Min - Max HPs | 3540 |
| Min - Max Mana | 2472 |
| Min - Max Armor | 1517 |

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing Nature damage to each.

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.



## RIBBLY SCREWSPIGOT

| | |
|---|---|
| Min - Max Lvl | 53 |
| Min - Max Dmg | 297 - 394 |
| Min - Max HPs | 7359 |
| Min - Max Mana | |
| Min - Max Armor | 3163 |

**Gouge:** Inflicts 20 damage to an enemy and incapacitates it for up to 4 sec. You will automatically stop attacking. Target must be facing you. Any damage received by the stunned target will revive it.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.



## REX ASHIL

| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 362 - 480 |
| Min - Max HPs | 8352 |
| Min - Max Mana | |
| Min - Max Armor | 5034 |

**Pierce Armor:** Reduces an enemy's armor by 75% for 20 sec.



## RIBBLY'S CRONY

| | |
|---|---|
| Min - Max Lvl | 48 - 52 |
| Min - Max Dmg | 258 - 375 |
| Min - Max HPs | 6186 - 7113 |
| Min - Max Mana | |
| Min - Max Armor | 1714 - 1846 |

**Sinister Strike:** Inflicts normal damage plus 103 - 118 to an enemy.

**Eviscerate:** Eviscerates an enemy, inflicting 98 Physical damage.

## RIBCHASER

| | |
|---|---|
| Min - Max Lvl | 17 |
| Min - Max Dmg | 25 - 33 |
| Min - Max HPs | 386 |
| Min - Max Mana | |
| Min - Max Armor | 748 |



## RICOLE NICHIE

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 152 - 210 |
| Min - Max HPs | 4126 |
| Min - Max Mana | 2486 |
| Min - Max Armor | 3316 |



## RIFT KEEPER

| | |
|---|---|
| Min-Max Lvl | 71 / 71 |
| Min - Max Dmg | 929 - 1313 / 335 - 4712 |
| Min-Max HPs | 51696 / 68928 |
| Min-Max Mana | 32310 / 32310 |
| Min-Max Armor | 5715 / 5714 |



**Shadow Bolt Volley**: Hurls missiles of dark magic, inflicting 1800 to 2200 Shadow damage to nearby enemies.

**Shadow Bolt Volley**: Hurls missiles of dark magic, inflicting 2925 to 3575 Shadow damage to nearby enemies.

**Curse of Vulnerability**: Curses the target for 30 sec., increasing magical damage taken by 50%.

**Curse of Vulnerability**: Same as normal version.

**Fear**: Strikes fear in an enemy, causing it to flee in terror for 4 sec. Only 1 target can be feared at a time.

**Fear**: Same as normal version.

**Enrage**: Increases the caster's attack speed by 60% and the Physical damage it deals by 50 for 2 min.

**Pyroblast**: Inflicts Fire damage to an enemy, then additional damage every 3 sec. for 12 sec.

**Pyroblast**: Same as normal version.

**Blast Wave**: Inflicts 2313 to 2687 Fire damage to nearby enemies and reduces their movement speed by 50% for 8 sec.

**Blast Wave**: Inflicts 3238 to 3762 Fire damage to nearby enemies and reduces their movement speed by 50% for 8 sec.

**Polymorph**: Transforms an enemy into a sheep, forcing it to wander around for up to 8 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on beasts, giants, humanoids, and critters.

**Polymorph**: Same as normal version.

**Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Frostbolt**: Same as normal version.

## RIFT LORD

| | |
|---|---|
| Min-Max Lvl | 71 / 71 |
| Min - Max Dmg | 1001 - 1415 / 3594 - 5083 |
| Min-Max HPs | 64629 / 86172 |
| Min-Max Mana | |
| Min-Max Armor | 7090 / 7098 |



**Thunderclap**: Damages all nearby enemies for 1275 to 1725 Nature damage.

**Thunderclap**: Damages all nearby enemies for 2550 to 3450 Nature damage.

**Sunder Armor**: Hacks at an enemy's armor, reducing it by 1704 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Sunder Armor**: Same as normal.

**Enrage**: Increases the caster's attack speed by 60% and the Physical damage it deals by 50 for 2 min.

**Mortal Strike**: Inflicts 300% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**Mortal Strike**: Inflicts 250% weapon damage and leaves the targe wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.

**Hamstring**: Same as normal.

**Knockdown**: Inflicts 137 to 153 damage to an enemy, stunning it for 2 sec.

**Knockdown**: Same as normal.

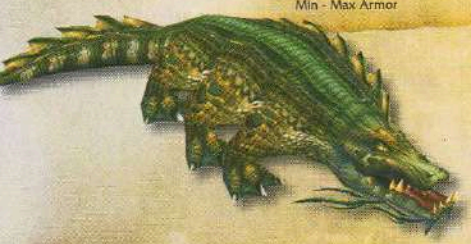
## RICTER

| | |
|---|---|
| Min - Max Lvl | 33 |
| Min - Max Dmg | 45 - 61 |
| Min - Max HPs | 1221 |
| Min - Max Mana | |
| Min - Max Armor | 1304 |



## RIPSCALE

| | |
|---|---|
| Min - Max Lvl | 37 |
| Min - Max Dmg | 51 - 68 |
| Min - Max HPs | 1603 |
| Min - Max Mana | |
| Min - Max Armor | 1593 |



## RIPP

| | |
|---|---|
| Min - Max Lvl | 58 - 59 |
| Min - Max Dmg | 57 - 82 |
| Min - Max HPs | 1994 - 2071 |
| Min - Max Mana | |
| Min - Max Armor | 3435 - 3489 |



## RIPPA

| | |
|---|---|
| Min - Max Lvl | 44 |
| Min - Max Dmg | 48 - 64 |
| Min - Max HPs | 2316 |
| Min - Max Mana | |
| Min - Max Armor | 2557 |



# RIVENDARK

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1568 - 2218 |
| Min - Max HPs | 184500 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Bellowing Roar**

**Tail Sweep:** Inflicts 600 to 1000 damage on enemies in a cone behind the caster, knocking them back.

**Flame Breath:** Inflicts 720 Fire damage to enemies in a cone in front of the caster.

**Corruption:** Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec.



# RISEN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Risen Abomination | 57 - 58 | 245 - 331 | 2088 - 2153 | | 3380 - 3435 |
| **Fixate:** Causes an enemy to fixate upon the caster and increases the caster's attack speed by 50% for 10 sec. While the target is fixated upon the caster, the target is very reluctant to attack anything else. | | | | | |
| Risen Bonewarder | 58 - 59 | 362 - 489 | 6891 - 7107 | 6867 - 7107 | 2788 - 2832 |
| **Drain Life:** Drains 1175 - 1180 health from an enemy over 5 sec., transferring it to the caster. **Bone Armor:** Encases the caster in bone armor, absorbing 1388 to 1612 damage for 1 min. While the armor holds, spellcasting cannot be interrupted by Physical attacks. **Consuming Shadows:** Causes the caster to periodically inflict 200 Shadow damage to all enemies in a selected area, slowing their movement to 30%. Lasts 15 sec. | | | | | |
| Risen Construct | 58 - 61 | 748 - 1052 | 14355 - 15720 | | 3435 - 4091 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. **Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 114 - 120 for 2 min. **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Risen Creeper | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Decayed Strength:** Reduces an enemy's Strength by 2 for 5 min. | | | | | |
| Risen Deathknight | 61 | 2328 - 3087 | 25152 | | 4091 |
| Risen Flayer | 57 - 59 | 20 - 27 | 557 - 592 | | 3380 - 3489 |
| Risen Guard | 57 - 59 | 372 - 513 | 8352 - 8883 | | 5034 - 5196 |
| **Shield Slam:** Inflicts 134 - 138 damage to an enemy, stunning it for 2 sec. **Sunder Armor:** Hacks at an enemy's armor, reducing it by 672 - 696 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Risen Guardian | 59 - 61 | 34 - 47 | 711 - 754 | 2369 - 2486 | 2832 - 3316 |
| **Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage. **Cripple:** Increases the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec. **Shrink:** Reduces an enemy's Strength by 18 and Stamina by 18 for 2 min. **Veil of Shadow:** Reduces healing effects for an enemy by 75% for 15 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Risen Hungerer | 13 - 14 | 18 - 27 | 273 - 300 | | 608 - 642 |
| **Blood Leech:** Drains 15 - 16 health from an enemy, transferring it to the caster. | | | | | |
| Risen Protector | 58 - 60 | 362 - 500 | 6891 - 7326 | 6867 - 7302 | 4141 - 4570 |
| **Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage. **Silence:** Silences an enemy, preventing it from casting spells for 5 sec. **Shadow Word:** Pain: Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec. | | | | | |
| Risen Shadowmage | 58 - 59 | 100 - 135 | 8613 - 8883 | | 3435 - 3489 |
| Risen Sorcerer | 58 - 59 | 31 - 41 | 758 - 782 | 2289 - 2369 | 2788 - 2832 |
| **Curse of the Plague Rat:** Transforms an enemy into a rat, forcing it to wander around and deal 500 Nature damage every 2 sec to nearby allies for up to 14 sec. While wandering, the rat cannot attack or cast spells, but regenerates very quickly. Only one target can be cursed at a time. | | | | | |
| Risen Spiker | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Curse of Blood:** Increases the Physical damage taken by an enemy by 8 - 9 for 2 min. | | | | | |
| Risen Terror | 57 - 58 | 372 - 503 | 3758 - 3875 | | 3380 - 3435 |
| Risen Warrior | 59 - 61 | 733 - 1010 | 14805 - 15720 | | 3489 - 4091 |
| **Strike:** Strikes at an enemy, inflicting increased melee damage. **Knockdown:** Inflicts 119 to 138 damage to an enemy, stunning it for 2 sec. **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. **Thunderclap:** Inflicts 188 to 202 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec. | | | | | |



# RIVERPAW GNOLLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Riverpaw Bandit | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Backstab:** Backstab the target, causing 150% weapon damage plus 15 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point. **Poisonous Stab:** Inflicts 6 - 7 Nature damage to an enemy every 3 sec., increasing the time between its attacks by 25% and its movement by 20% for 15 sec. | | | | | |
| Riverpaw Brute | 15 - 16 | 30 - 42 | 328 - 356 | | 252 - 265 |
| **Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 32 for 30 sec. | | | | | |
| Riverpaw Gnoll | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |
| Riverpaw Herbalist | 14 - 15 | 20 - 29 | 300 - 328 - | | 642 - 677 |
| **Potion Strength II:** Increases the caster's Strength by 5 for 2 min. **Drink Minor Potion:** Uses a Holy elixir to heal the caster for 59 to 67. | | | | | |
| Riverpaw Miner | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |
| **Sunder Armor:** Hacks at an enemy's armor, reducing it by 12 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Riverpaw Morgrel | 13 - 14 | 18 - 27 | 273 - 300 | | 608 - 642 |
| **Spirit Decay:** Reduces an enemy's Spirit by 4 for 20 Min. | | | | | |
| Riverpaw Mystic | 18 - 19 | 24 - 34 | 377 - 404 | 408 - 456 | 652 - 683 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. **Healing Wave:** Heals a friendly target for 268 to 318. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Riverpaw Outrunner | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Riverpaw Overseer | 19 - 20 | 28 - 39 | 449 - 484 | | 817 - 852 |
| **Frenzied Command:** Increases the attack speed of nearby allies by 33% for 10 sec. | | | | | |
| Riverpaw Runt | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| Riverpaw Scavenger | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| Riverpaw Scout | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Riverpaw Shaman | 12 - 13 | 16 - 23 | 230 - 253 | 249 - 264 | 479 - 507 |
| **Rejuvenation:** Heals the target for 32 over 12 sec. **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Riverpaw Taskmaster | 17 - 18 | 25 - 35 | 386 - 417 | | 748 - 782 |
| **Quick Bloodlust:** Increases an ally's attack speed by 30% for 5 sec. | | | | | |

## ROAR

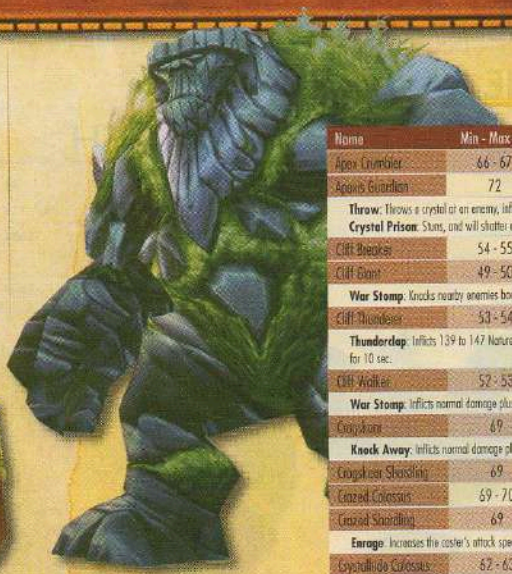
| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 2509 - 3549 |
| Min - Max HPs | 110700 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Mangle:** Rake the target for 1600 to 2400 damage and an additional 2500 damage over 15 sec.

**Shred Armor:** Shreds an enemy's armor, reducing it by 5000 for 8 sec.



## ROCK GIANTS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Apex Crumbler | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| Apex's Guardian | 72 | 2353 - 3327 | 147600 | | 7387 |
| **Throw:** Throws a crystal at an enemy, inflicting Physical damage.<br>**Crystal Prison:** Stuns, and will shatter and damage nearby allies after 4 sec. | | | | | |
| Cliff Breaker | 54 - 55 | 403 - 546 | 7599 - 7842 | | 4790 - 4871 |
| Cliff Giant | 49 - 50 | 167 - 227 | 6414 - 6645 | | 2944 - 2999 |
| **War Stomp:** Knocks nearby enemies back. | | | | | |
| Cliff Thunderer | 53 - 54 | 383 - 519 | 7359 - 7599 | | 4711 - 4790 |
| **Thunderclap:** Inflicts 139 to 147 Nature damage to nearby enemies, increasing the time between their attacks by 43% and slowing their movement by 74% for 10 sec. | | | | | |
| Cliff Walker | 52 - 53 | 364 - 493 | 7113 - 7359 | | 4629 - 4711 |
| **War Stomp:** Inflicts normal damage plus 26 - 27 to nearby enemies, knocking them back and stunning them for 5 sec. | | | | | |
| Crag Kaan | 69 | 805 - 1136 | 27044 | | 6492 |
| **Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back. | | | | | |
| Crag Kaan Shoulding | 69 | 242 - 341 | 6761 | | 6492 |
| Crazed Colossus | 69 - 70 | 1329 - 1964 | 54088 - 55888 | | 6492 - 6792 |
| Crazed Shoulding | 69 | 181 - 256 | 6761 | | 6492 |
| **Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 204 for 2 min. | | | | | |
| Crystallide Colossus | 62 - 63 | 478 - 701 | 13352 - 13818 | | 4391 - 4691 |
| **Crystal Strike:** Strikes at an enemy, inflicting 120 arcane damage.<br>**Trample:** Inflicts Physical damage to nearby enemies. | | | | | |
| Crystallide Shoulding | 62 - 63 | 86 - 126 | 5341 - 5527 | | 4391 - 4691 |

## RO'BARK



| | |
|---|---|
| Min - Max Lvl | 28 |
| Min - Max Dmg | 40 - 52 |
| Min - Max HPs | 896 |
| Min - Max Mana | |
| Min - Max Armor | 1130 |

## ROCKJAW TROGGS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Rockjaw Ambusher | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Backstab:** Inflicts normal damage plus 18 - 20 to an enemy, but only if attacking from behind. | | | | | |
| Rockjaw Backbreaker | 11 - 12 | 19 - 28 | 222 - 247 | | 538 - 573 |
| **Enrage:** Increases the Physical damage dealt by the caster by 4 for 15 sec. | | | | | |
| Rockjaw Bonesnapper | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Knockdown:** Knocks an enemy down, stunning it for 2 sec. | | | | | |
| Rockjaw Raider | 3 - 4 | 3 - 5 | 71 - 86 | | 41 - 76 |
| Rockjaw Skullthumper | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| **Head Crack:** Reduces an enemy's Stamina by 2 for 20 sec. | | | | | |
| Rockjaw Trogg | 1 - 2 | 1 - 2 | 42 - 55 | | 15 - 16 |

## ROBOTRON 3000

| | |
|---|---|
| Min - Max Lvl | 28 |
| Min - Max Dmg | 40 - 52 |
| Min - Max HPs | 853 |
| Min - Max Mana | |
| Min - Max Armor | 1130 |

**Gather Water:** Order the Robotron 3000 to gather a water sample from the Thalanaar Moonwell.



## ROCKLANCE



| | |
|---|---|
| Min - Max Lvl | 17 |
| Min - Max Dmg | 43 - 57 |
| Min - Max HPs | 1158 |
| Min - Max Mana | |
| Min - Max Armor | 748 |

**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 128 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

## ROHH THE SILENT

R

| | |
|---|---|
| Min - Max Lvl | 26 |
| Min - Max Dmg | 36 - 48 |
| Min - Max HPs | 788 |
| Min - Max Mana | |
| Min - Max Armor | 1061 |

**Backstab:** Backstab the target, causing 150% weapon damage plus 48 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point.

**Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.





## ROKAD THE RAVAGER

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 3585 - 5068 |
| Min - Max HPs | 227640 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Ravage:** Inflicts normal damage plus 500 to an enemy, causing it to bleed for 2550 - 3450 damage over 10 sec.



## ROLOCH

| | |
|---|---|
| Min - Max Lvl | 38 |
| Min - Max Dmg | 96 - 127 |
| Min - Max HPs | 1604 |
| Min - Max Mana | |
| Min - Max Armor | 1709 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.



## ROK'ALIM THE POUNDER

| | |
|---|---|
| Min - Max Lvl | 30 |
| Min - Max Dmg | 42 - 56 |
| Min - Max HPs | 1146 |
| Min - Max Mana | |
| Min - Max Armor | 1200 |

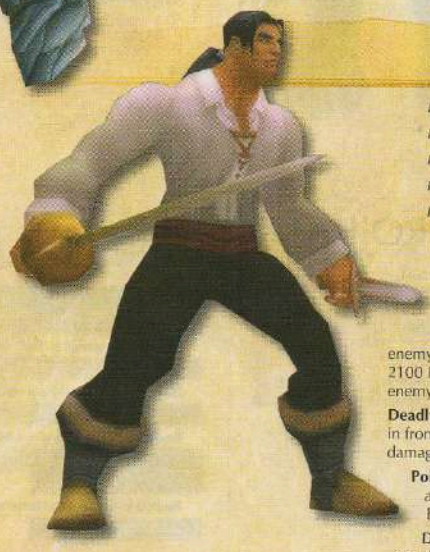


## ROKDAR THE SUNDERED LORD

| | |
|---|---|
| Min - Max Lvl | 66 |
| Min - Max Dmg | 1516 - 2128 |
| Min - Max HPs | 91740 |
| Min - Max Mana | |
| Min - Max Armor | 5591 |

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**War Stomp:** Inflicts normal damage plus 71 to nearby enemies, stunning them for 5 sec.



## ROMULO

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 3983 - 5632 |
| Min - Max HPs | 189700 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Backward Lunge:** Strikes at an enemy behind the caster, inflicting 1900 to 2100 Physical damage and knocking the enemy away.

**Deadly Swathe:** Strikes at nearby enemies in front of the caster, inflicting weapon damage plus 110.

**Poisoned Thrust:** Deals weapon damage +100 and reduces the targets stats by 10% for 1 min.

**Daring:** Increases the Physical damage dealt by the caster by 35% and the caster's attack speed by 35% for 8 sec.



## ROKMAR THE CRACKLER

| | |
|---|---|
| Min - Max Lvl | 64 / 72 |
| Min - Max Dmg | 1240 - 1733 / 4700 - 6654 |
| Min - Max HPs | 97155 / 169371 |
| Min - Max Mana | |
| Min - Max Armor | 4991 / 7387 |

**Grievous Wound:** A vicious attack that causes the target to bleed profusely until fully healed. Deals 685 to 815 damage every 2 seconds until healed.

**Grievous Wound**: A vicious attack that causes the target to bleed profusely until fully healed. Deals 1096 to 1403 damage every 2 seconds until healed.

**Ensnaring Moss:** Encumbers the target with moss, slowing attack and casting speed by 50%.

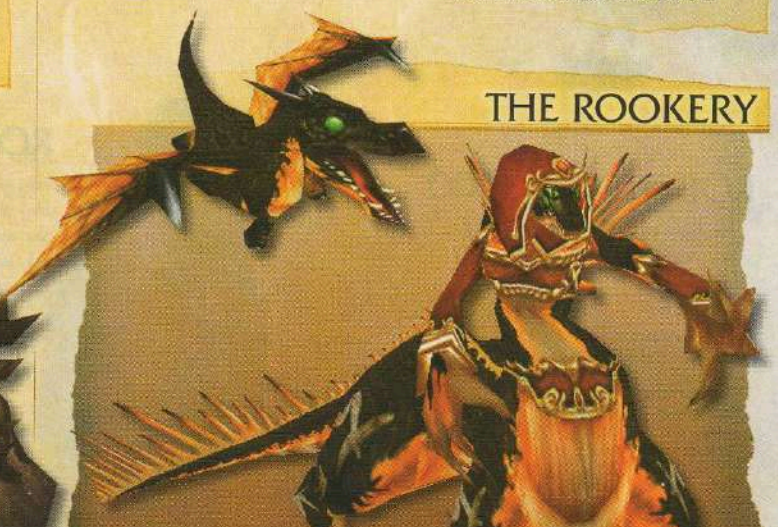
**Ensnaring Moss**: Encumbers the target with moss, slowing attack and casting speed by 50%.

**Water Spit:** Hurls a watery bolt at all nearby enemies within 45, inflicting 1619 to 1881 Frost damage.

**Water Spit**: Hurls a watery bolt at all nearby enemies withing 45 yards, inflicting 1619 to 1881 Frost damage.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 189 for 2 min.

**Enrage**: At 20% health he enrages increasing his physical damage done by 213 and attack speed by 60%.



## THE ROOKERY

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Rookery Guardian | 58 - 59 | 289 - 527 | 10048 - 10364 | | 3435 - 3489 |
| Fire Resistance: 177 | | | | | |
| **Strike**: Strikes at an enemy, inflicting increased melee damage. | | | | | |
| **Sunder Armor**: Rocks at an enemy's armor, reducing it by 696 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Rookery Hatchling | 58 - 59 | 349 - 473 | 8613 - 8883 | | 3435 - 3489 |
| Fire Resistance: 177 | | | | | |
| **Strike**: Strikes at an enemy, inflicting increased melee damage. | | | | | |
| **Sunder Armor**: Rocks at an enemy's armor, reducing it by 696 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Rookery Whelp | 56 - 57 | 240 - 325 | 2699 - 2784 | | 3327 - 3380 |
| Fire Resistance: 171 | | | | | |

## ROOGUG

| | |
|---|---|
| Min - Max Lvl | 26 |
| Min - Max Dmg | 58 - 77 |
| Min - Max HPs | 1953 |
| Min - Max Mana | 693 |
| Min - Max Armor | 887 |



**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Summon Earth Rumbler:** Summons 1 Stone Rumbler to accompany the caster until dismissed.

## ROTFANG

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 134 - 178 |
| Min - Max HPs | 8012 |
| Min - Max Mana | |
| Min - Max Armor | 3868 |



**Sinister Strike:** Inflicts normal damage plus 49 to an enemy.

**Eviscerate:** A finishing move that causes physical damage.

**Vanish:** Allows the rogue to vanish from sight, entering an improved stealth mode for 10 sec.

**Slowing Poison**

**Kick:** Kicks an enemy for 42 damage, interrupting the spell being cast for 6 sec.

**Kidney Shot:** Finishing move that stuns the target.

**Gouge:** Inflicts 20 damage to an enemy and incapacitates it for up to 4 sec.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Drink Healing Potion:** Uses a Holy elixir to heal the caster.

## RORGISH JOWL

| | |
|---|---|
| Min - Max Lvl | 25 |
| Min - Max Dmg | 27 - 36 |
| Min - Max HPs | 713 |
| Min - Max Mana | |
| Min - Max Armor | 1026 |



**Thrash:** Gives the caster 2 extra attacks.

## ROTGRIP

| | |
|---|---|
| Min - Max Lvl | 48 |
| Min - Max Dmg | 541 - 717 |
| Min - Max HPs | 14434 |
| Min - Max Mana | |
| Min - Max Armor | 2888 |



**Fatal Bite:** Drains 772 health from an enemy, healing the caster for up to twice that amount.



## RORY

| | |
|---|---|
| Min - Max Lvl | 35 |
| Min - Max Dmg | 49 - 64 |
| Min - Max HPs | 1342 |
| Min - Max Mana | |
| Min - Max Armor | 1373 |





## THE ROT

| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 56 - 74 |
| Min - Max HPs | 1829 |
| Min - Max Mana | |
| Min - Max Armor | 2921 |

## ROT HIDE GNOLLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Rot Hide Bruiser | 22 | 87 - 115 | 573 | | 922 |
| Rot Hide Brute | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Curse of Thule:** Reduces the Spirit of an enemy by 4 for 4 min. **Sunder Armor:** Hacks at an enemy's armor, reducing it by 128 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Rot Hide Bloodrusher | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |
| **Curse of Thule:** Reduces the Spirit of an enemy by 3 for 4 min. | | | | | |
| Rot Hide Gnoll | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| **Curse of Thule:** Reduces the Spirit of an enemy by 2 for 4 min. | | | | | |
| Rot Hide Gravemother | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| **Curse of Thule:** Reduces the Spirit of an enemy by 2 for 4 min. | | | | | |
| Rot Hide Mongrel | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| **Curse of Thule:** Reduces the Spirit of an enemy by 2 for 4 min. | | | | | |
| Rot Hide Mystic | 12 - 13 | 16 - 23 | 230 - 253 | 249 - 264 | 479 - 507 |
| **Curse of Thule:** Reduces the Spirit of an enemy by 3 for 4 min. **Healing Wave:** Heals a friendly target for 69 to 83. | | | | | |
| Rot Hide Plague Weaver | 17 - 18 | 23 - 32 | 350 - 377 | 390 - 408 | 625 - 652 |
| **Curse of Thule:** Reduces the Spirit of an enemy by 4 for 4 min. **Plague Cloud:** Reduces Strength by 4, Agility by 4, and Intellect by 4 for all enemies in a selected area for 4 min. **Demon Skin:** Protects the caster, increasing armor by 120 and restores 5 Health per 5 sec. for 30 min. | | | | | |
| Rot Hide Savage | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |
| **Curse of Thule:** Reduces the Spirit of an enemy by 4 for 4 min. **Savage Rage:** Increases the caster's attack speed by 50% for 4 sec. | | | | | |



## ROTHOS

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 1618 - 2147 |
| Min - Max HPs | 80925 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Corrosive Acid Breath:** Shoots a cloud of acidic breath at enemies in a cone in front of the caster, reducing their armor and inflicting Nature damage every 5 sec. for 30 sec.

**Fade:** Turns the caster invisible and increases its movement speed by 50% for 3 sec.



## RUKLAR THE TRAPPER

| | |
|---|---|
| Min - Max Lvl | 8 |
| Min - Max Dmg | 10 - 13 |
| Min - Max HPs | 148 |
| Min - Max Mana | 165 |
| Min - Max Armor | 268 |

**Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec.

**Net:** Immobilizes an enemy for 5 sec.

## RUMBLING EARTH-HEART

| | |
|---|---|
| Min - Max Lvl | 70 - 71 |
| Min - Max Dmg | 328 - 472 |
| Min - Max HPs | 9082 - 9335 |
| Min - Max Mana | |
| Min - Max Armor | 6792 - 7089 |

**Earth Rumble:** Inflicts normal damage plus 0 to nearby enemies.

**Enrage:** Enrages increasing his physical damage done by 71 and attack speed by 30%.

## RUMBLING EXILE

| | |
|---|---|
| Min - Max Lvl | 38 - 39 |
| Min - Max Dmg | 53 - 72 |
| Min - Max HPs | 1604 - 1678 |
| Min - Max Mana | |
| Min - Max Armor | 2539 - 2726 |

**Ground Tremor:** Stuns nearby enemies, rendering them unable to move or attack for 2 sec.



## RUMBLER

| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 76 - 100 |
| Min - Max HPs | 2218 |
| Min - Max Mana | |
| Min - Max Armor | 4059 |
| Nature Resistance: 70 | |

**Ground Tremor:** Stuns nearby enemies, rendering them unable to move or attack for 2 sec.

**Trample:** Inflicts normal damage plus 45 to nearby enemies.



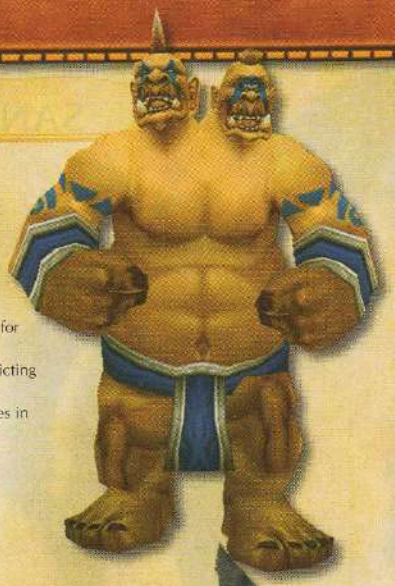


## RUUAN'OK ARAKKOA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Ruuan'ok Cloudgazer | 66 - 67 | 195 - 287 | 4892 - 5060 | 2846 - 2933 | 4515 - 4755 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Lightning Shield:** Surrounds the caster with 3 bolts of lightning that have 50% chance of striking melee or ranged attackers for 132 - 134 damage. Each time the lightning shield strikes, a bolt of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times. | | | | | |
| Ruuan'ok Mistbirch | 67 | 225 - 316 | 5060 | 2933 | 4755 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Impending Doom:** Inflicts 2500 Shadow damage to target enemy after 30 sec.<br>**Shadow Mend:** Heals friendly target for 228 to 252. | | | | | |
| Ruuan'ok Ravenguard | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| **Thundercleave:** Inflicts weapon damage plus 66 - 67 to an enemy and its nearest ally.<br>**Angry Arakkoa Ghost:** Summons Lashh'an Kalirl to accompany the caster until dismissed. | | | | | |
| Ruuan'ok Skyfury | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| **Lightning Fury:** Inflicts normal damage plus 30 to an enemy and knocks it back. | | | | | |

## RUUL ONESTONE

| | |
|---|---|
| Min - Max Lvl | 39 |
| Min - Max Dmg | 96 - 127 |
| Min - Max HPs | 3540 |
| Min - Max Mana | 1236 |
| Min - Max Armor | 1517 |



**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec.

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Rain of Fire:** Calls down a fiery rain to burn enemies in the area of effect for 392 Fire damage over 8 sec.

## RUUL THE DARKENER

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 898 - 1271 |
| Min - Max HPs | 86172 |
| Min - Max Mana | |
| Min - Max Armor | 7089 |



**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Spellbreaker:** Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any spellcasting by 75% for 6 sec.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

## RUUL'S NETHERDRAKE

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 505 - 714 |
| Min - Max HPs | 13972 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



**Arcane Blast:** Blasts an enemy with Arcane magic, inflicting normal damage plus 200 and knocking the enemy back.

**Intangible Presence:** Physical damage taken is reduced by 40%. Magical damage taken is increased by 20%.

R

## RUUZEL

| | |
|---|---|
| Min - Max Lvl | 22 |
| Min - Max Dmg | 42 - 55 |
| Min - Max HPs | 731 |
| Min - Max Mana | |
| Min - Max Armor | 922 |



**Heroic Strike:** A strong attack that increases melee damage by 32 and causes a high amount of threat.

**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled.

## RUUZLU

| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 354 - 470 |
| Min - Max HPs | 9240 |
| Min - Max Mana | |
| Min - Max Armor | 2725 |



**Execute:** Attempts to finish off a wounded enemy, inflicting normal damage plus 362. Execute can only be used on enemies that have 20% or less health.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Berserker Stance:** Assumes an aggressive stance that generates rage when the warrior strikes an opponent. Lasts 4 min.

## RYNTHARIEL THE KEYMASTER

| | |
|---|---|
| Min - Max Lvl | 29 |
| Min - Max Dmg | 75 - 87 |
| Min - Max HPs | 2715 |
| Min - Max Mana | |
| Min - Max Armor | 1165 |



**Throw:** Throws a weapon at an enemy, inflicting Physical damage.

**Slowing Poison:** Increases the time between an enemy's attacks by 25% and slows its movement by 39% for 25 sec.

## SALIA

| | |
|---|---|
| Min - Max Lvl | 54 |
| Min - Max Dmg | 106 - 140 |
| Min - Max HPs | 3293 |
| Min - Max Mana | |
| Min - Max Armor | 2429 |

**Cause Insanity:** Drives an enemy target temporarily insane, speeding its attacks by 50% and its movement by 80%, as well as causing it to attack its own allies for 6 sec.



## SANDARR DUNEREAVER

| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 189 - 251 |
| Min - Max HPs | 5544 |
| Min - Max Mana | |
| Min - Max Armor | 2725 |

**Strike:** Strikes at an enemy, inflicting increased melee damage.

**Pummel:** Pummels an enemy for 45 damage and interrupts the spell being cast for 5 sec.

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 90 for 30 sec.





## SALTSCALE MURLOC

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Saltscale Forager | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| **Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec.<br>**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Saltscale Hunter | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Saltscale Oracle | 36 - 37 | 46 - 63 | 1208 - 1257 | 1097 - 1142 | 1234 - 1325 |
| **Healing Wave:** Calls upon Nature magic to heal an ally.<br>**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Saltscale Tide Lord | 37 | 48 - 63 | 1257 | 1142 | 1769 |
| **Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 444 - 444, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.<br>**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Saltscale Warrior | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |





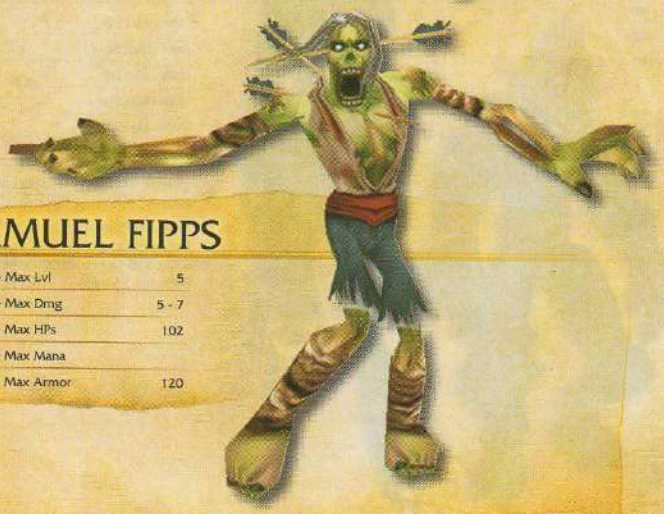
## SANDFURY TROLLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Sandfury Acolyte | 42 - 44 | 70 - 107 | 1585 - 1711 | 1381 - 1483 | 1841 - 2082 |
| **Shadow Word:** Pain: Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.<br>**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 22 for 2 min.<br>**Mana Burn:** Hits an enemy with an antiarcane bolt. For each point of mana consumed by the bolt, the target takes 50 damage. | | | | | |
| Sandfury Axe Thrower | 42 - 44 | 62 - 96 | 1981 - 2138 | | 2246 - 2557 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Sandfury Blood Drinker | 44 - 45 | 180 - 251 | 5346 - 5544 | | 2557 - 2725 |
| **Blood Leech:** Drains 88 - 90 health from nearby enemies, healing the caster for up to three times the amount stolen. | | | | | |
| Sandfury Cremator | 43 - 45 | 143 - 215 | 3603 - 3882 | 3575 - 3801 | 1694 - 1858 |
| **Shadow Word:** Pain: Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.<br>**Demon Skin:** Increases the caster's armor by 460 - 480 and speeds its health regeneration for 30 min. | | | | | |
| Sandfury Drudge | 44 - 45 | 90 - 125 | 2138 - 2278 | | 2557 - 2725 |
| Sandfury Executioner | 46 | 321 - 426 | 9595 | | 2780 |
| **Execute:** Attempts to finish off a wounded enemy, inflicting normal damage plus 370 . Execute can only be used on enemies that have 20% or less health.<br>**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Berserker Stance:** Assumes an aggressive stance that generates rage when the warrior strikes an opponent. Lasts 4 min. | | | | | |
| Sandfury Firecaller | 43 - 44 | 62 - 89 | 1648 - 1711 | 2864 - 2966 | 1958 - 2082 |
| **Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 124 - 127 Fire damage every 3 sec. for 9 sec.<br>**Fireball:** Inflicts Fire damage to an enemy. | | | | | |
| Sandfury Hideskinner | 42 - 43 | 62 - 88 | 1981 - 2059 | | 2246 - 2397 |
| **Backstab:** Inflicts normal damage plus 76 - 78 to an enemy, but only if attacking from behind.<br>**Poison:** Nature damage inflicted every 3 sec. | | | | | |
| Sandfury Shadowcaster | 43 - 44 | 138 - 197 | 3603 - 3741 | 7150 - 7360 | 1234 - 1774 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Shadow Word:** Pain: Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.<br>**Demon Skin:** Increases the caster's armor by 460 - 470 and speeds its health regeneration for 30 min.<br>**Dismounting Blast:** Knocks an enemy back, forcing it to dismount. | | | | | |
| Sandfury Shadowhunter | 43 - 44 | 161 - 231 | 4119 - 4278 | 2864 - 2966 | 1958 - 2082 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage.<br>**Hex:** Transforms an enemy into a frog, rendering it unable to attack or cast spells for 10 sec.<br>**Dismounting Shot:** Knocks an enemy down, forcing it to dismount and stunning it for 2 sec. | | | | | |
| Sandfury Slave | 43 - 44 | 67 - 96 | 1287 - 1336 | | 2397 - 2557 |
| Sandfury Soul Eater | 44 - 45 | 174 - 243 | 4278 - 4434 | 2966 - 3068 | 2082 - 2211 |
| **Soul Bite:** Drains 97 - 100 health and 97 - 100 mana from an enemy, transferring them to the caster.<br>**Dark Offering:** Uses dark magic to heal an ally for 380 - 389. | | | | | |
| Sandfury Spocker | 61 | 529 - 702 | 3144 | | 4091 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Thrash:** Adds a chance to do two additional attacks | | | | | |
| Sandfury Witch Doctor | 44 - 45 | 168 - 233 | 4278 - 4434 | 2966 - 3068 | 2082 - 2211 |
| **Healing Ward:** Summons a ward that lasts 30 sec. and periodically heals allies in an area around it.<br>**Lava Spout Totem:** Summons a Lava Spout Totem at the caster's feet. Totem lasts 20 sec. and inflicts 155 - 160 Fire damage to nearby enemies every 3 sec.<br>**Flash Heal:** Calls upon Holy magic to heal an ally. | | | | | |
| Sandfury Zealot | 44 - 45 | 108 - 150 | 2138 - 2218 | | 2557 - 2725 |
| **Enrage:** Physical damage is increased by 44. Attack speed increased by 30%. | | | | | |

## SALTSPITTLE MURLOC

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Saltspittle Muckdweller | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Saltspittle Oracle | 20 - 21 | 27 - 38 | 442 - 473 | 490 - 510 | 712 - 740 |
| **Shock:** Instantly throws a bolt of lightning at the target for 109 to 118 damage.<br>**Healing Wave:** Heals a friendly target for 272 to 322. | | | | | |
| Saltspittle Puddlejumper | 19 - 20 | 28 - 39 | 449 - 484 | | 817 - 852 |
| **Rushing Charge:** Increases the caster's movement speed by 78 - 79% for 3 sec. and causes it to inflict an additional 64 - 67 damage on its first attack.<br>**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled. | | | | | |
| Saltspittle Warrior | 19 - 20 | 28 - 39 | 449 - 484 | | 817 - 852 |
| **Sunder Armor:** Sunders the target's armor, reducing it by 90 per Sunder Armor and causes a high amount of threat. Can be applied up to 5 times. Lasts 30 sec.<br>**Shield Bash:** Bashes the target with your shield for 6 damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 6 sec.<br>**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min. | | | | | |





## SAMUEL FIPPS

| | |
|---|---|
| Min - Max Lvl | 5 |
| Min - Max Dmg | 5 - 7 |
| Min - Max HPs | 102 |
| Min - Max Mana | |
| Min - Max Armor | 120 |



## SANGRIAS STILLBLADE

| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 31 - 42 |
| Min - Max HPs | 230 |
| Min - Max Mana | 249 |
| Min - Max Armor | 479 |

**Charge:** Charges an enemy, inflicting normal damage plus 0.

## SAPPHIRON

**Tail Sweep:** Inflicts 600 to 1000 damage on enemies in a cone behind the caster, knocking them back.

**Life Drain:** Drains 1750 -2250 health from nearby enemies.

**Summon Blizzard:** Causes Frost damage and chilling all nearby enemies.

**Cleave:** Inflicts normal damage plus 315 to an enemy and its nearest allies, affecting up to 10 targets.

**Frost Breath:** Causes 75000 - 125000 Frost damage to a single target and nearby allies.

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 6920 - 9174 |
| Min - Max HPs | 3164450 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

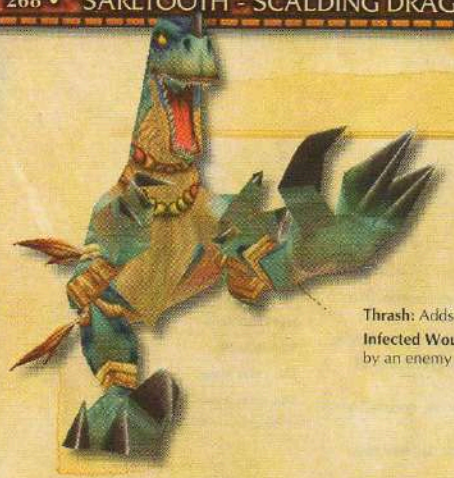




## SARKOTH

**Poison:** Nature damage every 3 sec.

| | |
|---|---|
| Min - Max Lvl | 4 |
| Min - Max Dmg | 4 - 5 |
| Min - Max HPs | 86 |
| Min - Max Mana | |
| Min - Max Armor | 76 |



## SARLTOOTH

| | |
|---|---|
| Min - Max Lvl | 29 |
| Min - Max Dmg | 41 - 54 |
| Min - Max HPs | 950 |
| Min - Max Mana | |
| Min - Max Armor | 1165 |

**Thrash:** Adds a chance to do two additional attacks

**Infected Wound:** Increases the Physical damage taken by an enemy by 6 for 30 sec.

## SARTURA'S ROYAL GUARD



| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 1524 - 2020 |
| Min - Max HPs | 94320 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 8 sec. and inflicts normal damage plus 110.



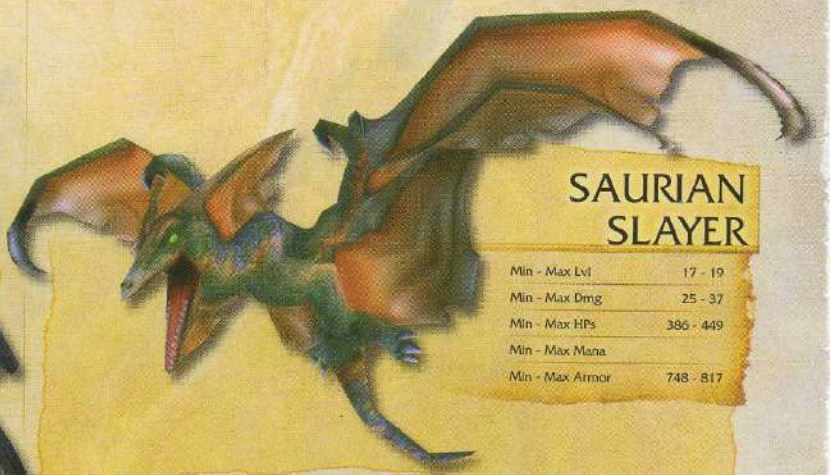
## SARGERON SATYR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Sargeron Archer | 70 | 1582 - 2235 | 33534 | 12620 | 5474 |

**Shoot:** Shoots at an enemy, inflicting Physical damage.
**Hooked Net:** Immobilizes nearby enemies for 6 sec. and inflicts Physical damage.
**Scatter Shot:** A short-range shot that deals 50% weapon damage and disorients the target for 4 sec. Any damage caused will remove the effect.
**Rapid Fire:** Increases ranged attack speed by 50% for 10 sec.
**Frost Arrow:** Shoots a freezing arrow at an enemy, inflicting weapon damage plus 600. All damage inflicted is based upon Frost magic.
**Immolation Arrow:** Shoots a flaming arrow at an enemy, inflicting weapon damage plus 600. All damage inflicted is based upon Fire magic.
**Serpent Sting:** Stings the target, causing 2415 Nature damage over 15 sec. Only one Sting per Hunter can be active on any one target.

| | | | | | |
|---|---|---|---|---|---|
| Sargeron Hellcaller | 70 | 1582 - 2235 | 33534 | 12620 | 5474 |

**Hell Rain:** Calls down a molten rain, burning all enemies in a selected area for 925 to 1075 Fire damage every 2 sec. for 6 sec.
**Curse of the Elements:** Curses the target for 2 min., reducing Fire and Frost resistances by 90 and increasing Fire and Frost damage taken by 25%.
**Incinerate:** Deals 1388 to 1612 Fire damage to an enemy.



## SAURIAN SLAYER

| | |
|---|---|
| Min - Max Lvl | 17 - 19 |
| Min - Max Dmg | 25 - 37 |
| Min - Max HPs | 386 - 449 |
| Min - Max Mana | |
| Min - Max Armor | 748 - 817 |

## SCALDING DRAGONKIN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Scalding Broodling | 53 - 54 | 78 - 105 | 2232 - 2305 | 4765 - 4896 | 1602 - 1630 |
| Fire Resistance: 150 | | | | | |
| **Fireball:** Inflicts Fire damage to an enemy. | | | | | |
| Scalding Drake | 53 - 55 | 90 - 125 | 3066 - 3268 | | 3163 - 3271 |
| **Flame Breath:** Inflicts 530 - 550 Fire damage to enemies in a cone in front of the caster. | | | | | |
| Scalding Whelp | 41 - 43 | 55 - 82 | 1522 - 1648 | 1332 - 1432 | 1727 - 1958 |
| Fire Resistance: 132 | | | | | |
| **Fireball:** Inflicts Fire damage to an enemy. | | | | | |



# SCALEBANE

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Scalebane Captain | 43 - 44 | 87 - 96 | 2059 - 2138 | | 3568 - 3808 |
| Nature Resistance: 100 | | | | | |
| **Battle Shout:** Increases the melee attack power of nearby party members by 172 - 176 for 2 min. **Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 80 for 30 sec. **Pummel:** Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec. | | | | | |
| Scalebane Lieutenant | 60 - 61 | 416 - 561 | 9156 - 9432 | | 3791 - 4091 |
| Fire Resistance: 183 | | | | | |
| **Sunder Armor:** Hacks at an enemy's armor, reducing it by 1464 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. **Shield Block:** Increases the caster's chance to block by 75% for 5 sec., but will only block 1 attacks. **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Scalebane Royal Guard | 61 - 62 | 423 - 572 | 9432 - 9711 | | 6095 - 6543 |
| Fire Resistance: 186 | | | | | |
| **Fire Nova:** Inflicts Fire damage to nearby enemies. **Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec. | | | | | |



# SCALEBEARD

| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 110 - 147 |
| Min - Max HPs | 8298 |
| Min - Max Mana | |
| Min - Max Armor | 4629 |

**Fatal Bite:** Drains 836 health from an enemy, healing the caster for up to twice that amount.



# SCARGIL

| | |
|---|---|
| Min - Max Lvl | 30 |
| Min - Max Dmg | 42 - 56 |
| Min - Max HPs | 1003 |
| Min - Max Mana | |
| Min - Max Armor | 1200 |





# SCARABS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Borer Beetle | 50 - 51 | 135 - 183 | 2215 - 2292 | | 2999 - 3052 |
| **Putrid Enzyme:** Increases the Nature damage taken by nearby enemies by 50% and increases the Shadow damage they take by 50%. Lasts 5 min. | | | | | |
| Carrion Scarab | 55 | 41 - 55 | 944 | | 1658 |
| Shadow Resistance: 84 | | | | | |
| Cave Beetle | 63 - 64 | 181 - 267 | 6909 - 7144 | | 4691 - 4991 |
| Scarab | 44 | 94 - 124 | 1782 | | 2557 |
| **Plague Cloud:** Reduces Strength by 10, Agility by 10, and Intellect by 10 for all enemies in a selected area for 4 min. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Shrieker Scarab | 60 | 353 - 469 | 12208 | | 3791 |
| **Berserker Charge:** Charges at an enemy, knocking it back and inflicting normal damage plus 300. **Piercing Shriek:** Causes all enemies nearby to be dazed for 6 sec. | | | | | |
| Spike Scarab | 58 | 100 - 132 | 3876 | | 3435 |
| Undead Scarab | 55 - 56 | 146 - 196 | 1830 - 1889 | | 1658 - 1686 |
| Shadow Resistance: 84 | | | | | |
| **Poison:** Nature damage inflicted every 3 sec. | | | | | |
| Vile Scarab | 55 | 141 - 187 | 5228 | | 3271 |

# SCARLET CRUSADE



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Scarlet Abbot | 59 | 107 - 134 | 3540 | 2472 | 1517 |
| **Inner Fire**: A burst of Holy energy fills the caster, increasing armor by 945. Each melee or ranged damage hit against the priest will remove one charge. Lasts 10 min. or until 20 charges are used.<br>**Heal**: Heal your target for 734 to 826.<br>**Renew**: Heals an ally for 225 damage every 3 sec. for 20 sec.<br>**Enrage**: Increases the caster's attack speed by 60% and the Physical damage it deals by 76 for 2 min. | | | | | |
| Scarlet Adept | 33 - 34 | 43 - 58 | 2784 - 2901 | 1926 - 2014 | 1091 - 1121 |
| **Heal**: Heal your target for 586 to 662.<br>**Holy Smite**: Smites an enemy, inflicting Holy damage. | | | | | |
| Scarlet Archmage | 55 - 57 | 300 - 417 | 5490 - 5847 | 5013 - 5340 | 1658 - 1714 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Cone of Cold**: Inflicts Frost damage to enemies in a cone in front of the caster, reducing their movement speed for 8 sec.<br>**Counterspell**: Counters an enemy's spell, preventing the enemy from casting that spell again for 15 sec. Generates a high amount of threat.<br>**Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 660 - 684, slows melee attackers' movement to 40%, and increases the time between their attacks by 100%. | | | | | |
| Scarlet Assassin | 54 - 56 | 276 - 381 | 7599 - 8097 | | 3216 - 3327 |
| Scarlet Augur | 30 - 31 | 39 - 53 | 892 - 935 | 1704 - 1756 | 1004 - 1033 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Scarlet Avenger | 56 - 57 | 96 - 130 | 3644 - 3758 | | 3327 - 3380 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Thrash**: Gives the caster 2 extra attacks.<br>**Vengeance** | | | | | |
| Scarlet Beastmaster | 34 - 35 | 80 - 110 | 3489 - 3660 | | 1340 - 1373 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Exploding Shot**: Inflicts normal damage plus 25 to an enemy and any of its nearby allies. All damage inflicted is based on Fire magic. | | | | | |
| Scarlet Bodyguard | 8 | 10 - 14 | 156 | | 316 |
| **Shield Block**: Increases the caster's chance to block by 75% for 5 sec., but will only block 1 attacks. | | | | | |
| Scarlet Cavalier | 57 - 58 | 200 - 270 | 8352 - 8613 | | 3380 - 3435 |
| **Mortal Strike**: Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.<br>**Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Backhand**: Backhands an enemy, stunning it for 2 sec. | | | | | |
| Scarlet Centurion | 38 - 39 | 145 - 198 | 4185 - 4377 | | 1709 - 1834 |
| **Battle Shout**: Increases the melee attack power of nearby friendly targets by 174 - 179 for 2 min. | | | | | |
| Scarlet Champion | 39 | 101 - 134 | 3540 | 2472 | 1517 |
| **Holy Strike**: Consecrates the caster's weapon, inflicting 214 additional damage on its next attack. All damage inflicted is based on Holy magic. | | | | | |
| Scarlet Chaplain | 34 | 75 - 99 | 2901 | 2014 | 1121 |
| **Inner Fire**: A burst of Holy energy fills the caster, increasing armor by 945. Each melee or ranged damage hit against the priest will remove one charge. Lasts 10 min. or until 20 charges are used.<br>**Power Word: Shield**: Draws on the soul of the party member to shield them, absorbing 375 damage. Lasts 30 sec. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 sec.<br>**Renew**: Heals an ally for 196 - 196 damage every 3 sec. for 20 sec. | | | | | |
| Scarlet Cleric | 54 - 55 | 291 - 394 | 6078 - 6273 | 2041 - 2117 | 2610 - 2654 |
| **Heal**: Calls upon Holy magic to heal an ally.<br>**Mind Blast**: Inflicts Shadow damage to an enemy, but causes a high amount of threat. | | | | | |
| Scarlet Conjurer | 35 | 42 - 55 | 2706 | 5360 | 751 |
| **Summon Fire Elemental**: Summons 1 Fire Elemental to accompany the caster until dismissed.<br>**Fireball**: Inflicts Fire damage to an enemy. | | | | | |
| Scarlet Convert | 3 | 3 - 4 | 71 | | 41 |
| Scarlet Curate | 55 - 56 | 306 - 414 | 6273 - 6477 | 2117 - 2163 | 2654 - 2699 |
| **Holy Smite**: Smites an enemy, inflicting Holy damage.<br>**Renew**: Heals an ally every 3 sec. for 15 sec.<br>**Dispel Magic**: Dispels magic on an ally, removing 1 harmful spell. | | | | | |
| Scarlet Defender | 36 | 85 - 112 | 3831 | | 2197 |
| **Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.<br>**Defensive Stance**: Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.<br>**Improved Blocking**: Increases the caster's chance to block by 85% for 6 sec. | | | | | |
| Scarlet Disciple | 30 - 31 | 39 - 54 | 892 - 935 | 1704 - 1756 | 1004 - 1033 |
| **Heal**: Calls upon Holy magic to heal an ally.<br>**Renew**: Heals an ally every 3 sec. for 15 sec.<br>**Holy Smite**: Smites an enemy, inflicting Holy damage. | | | | | |
| Scarlet Diviner | 34 | 44 - 58 | 2901 | 2014 | 1121 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Mana Burn**: Drains 317 to 331 mana from a target. For each mana drained in this way, the target takes 0.5 Shadow damage. | | | | | |
| Scarlet Enchanter | 53 - 55 | 272 - 375 | 5151 - 5490 | 4765 - 5013 | 1602 - 1658 |
| **Arcane Bolt**: Hurls a magical bolt at an enemy, inflicting Arcane damage.<br>**Sleep**: Puts an enemy to sleep for up to 10 sec. Any damage caused will awaken the target. Only one target can be asleep at a time. | | | | | |
| Scarlet Evoker | 35 - 36 | 42 - 57 | 2706 - 2805 | 5360 - 5526 | 751 - 803 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Fire Shield III**: Surrounds an ally with a shield of flame that inflicts 29 Fire damage to nearby enemies every 3 sec. Lasts 30 sec.<br>**Flamestrike**: Calls down a pillar of fire, burning all enemies within the area for 157 to 196 Fire damage and an additional 140 Fire damage over 8 sec. | | | | | |
| Scarlet Executioner | 60 | 177 - 234 | 9156 | | 3791 |
| **Execute**: Attempts to finish off a wounded enemy, inflicting normal damage plus 482. Execute can only be used on enemies that have 20% or less health.<br>**Mortal Strike**: Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.<br>**Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Enrage** | | | | | |
| Scarlet Friar | 9 - 10 | 11 - 16 | 166 - 186 | 178 - 191 | 342 - 426 |
| **Lesser Heal**: Heal your target for 76 to 91.<br>**Power Word**: Fortitude: Power infuses the target, increasing their Stamina by 3 for 30 min. | | | | | |
| Scarlet Gallant | 33 - 34 | 73 - 99 | 2784 - 2901 | 1926 - 2014 | 1091 - 1121 |
| **Crusader Strike**: Inflicts 43 - 44 damage to an enemy and increases the Holy damage it takes by 16 - 17 per Crusader Strike. Can be applied up to 5 times. Lasts 30 sec.<br>**Hammer of Justice**: Stuns the target for 5 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Scarlet Guardsman | 35 - 36 | 163 - 222 | 3660 - 3831 | | 1373 - 1480 |
| **Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.<br>**Defensive Stance**: Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min. | | | | | |
| Scarlet High Clerist | 63 | 174 - 230 | 7995 | 2620 | 3795 |
| **Power Word**: Shield: Wraps an ally in a shield that lasts up to 30 sec., absorbing a maximum of 863 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks.<br>**Heal**: Calls upon Holy magic to heal an ally.<br>**Prayer of Healing**: Invokes Holy magic to heal nearby party members.<br>**Holy Fire**: Consumes an enemy in flames, burning it and inflicting additional Fire damage every 2 sec. over 8 sec. | | | | | |
| Scarlet Hunter | 52 - 53 | 88 - 119 | 3082 - 3188 | | 3108 - 3163 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Summon Scarlet Hound**: Summons 1 Scarlet Hound to accompany the caster until dismissed. | | | | | |
| Scarlet Initiate | 3 - 4 | 3 - 4 | 67 - 81 | 174 - 202 | 20 - 40 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 36 - 48, slows melee attackers' movement to 80%, and increases the time between their attacks by 25%. | | | | | |
| Scarlet Inquisitor | 61 | 476 - 631 | 9432 | | 4091 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Immolate**: Inflicts Fire damage every 3 sec. | | | | | |
| Scarlet Interrogator | 61 | 476 - 631 | 9432 | | 4091 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Immolate**: Inflicts Fire damage every 3 sec. | | | | | |
| Scarlet Invoker | 53 - 54 | 84 - 114 | 2551 - 2634 | 1982 - 2041 | 2566 - 2610 |
| **Arcane Explosion**: Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies. | | | | | |
| Scarlet Judge | 60 | 165 - 218 | 7326 | 2434 | 3075 |
| **Hammer of Justice**: Stuns an enemy, rendering it unable to move or attack for 6 sec.<br>**Holy Strike**: Consecrates the caster's weapon, inflicting 166 - 166 additional damage on its next attack. All damage inflicted is based on Holy magic.<br>**Crusader Strike**: Inflicts 150 damage to an enemy and increases the Holy damage it takes by 60 per Crusader Strike. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Scarlet Knight | 54 - 55 | 92 - 125 | 3293 - 3398 | | 3216 - 3271 |
| **Shield Slam**: Inflicts 64 - 65 damage to an enemy, stunning it for 2 sec.<br>**Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. | | | | | |
| Scarlet Lumberjack | 54 - 56 | 92 - 127 | 3420 - 3644 | | 3216 - 3327 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Scarlet Mage | 55 - 56 | 81 - 109 | 2470 - 2550 | 5013 - 5206 | 1658 - 1686 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.<br>**Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| Scarlet Magician | 29 - 30 | 35 - 48 | 739 - 774 | 2068 - 2175 | 635 - 654 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Fire Ward**: Absorbs 290 Fire damage. Lasts 30 sec. | | | | | |
| Scarlet Magus | 56 - 57 | 83 - 111 | 2361 - 2436 | 5206 - 5340 | 1686 - 1714 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Blast Wave**: Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.<br>**Fire Ward**: Surrounds the caster with a shield that lasts 1 min. and can absorb a fixed amount of Fire damage.<br>**Fireball Volley**: Inflicts Fire damage to nearby enemies. | | | | | |
| Scarlet Medic | 52 - 54 | 82 - 114 | 2466 - 2634 | 1923 - 2041 | 2522 - 2610 |
| **Flash Heal**: Calls upon Holy magic to heal an ally.<br>**Renew**: Heals an ally every 3 sec. for 15 sec.<br>**Resist Arcane**: Increases an ally's Arcane resistance by 78 - 81 for 1 Hour. | | | | | |
| Scarlet Missionary | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| Scarlet Monk | 34 | 102 - 136 | 3489 | | 368 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Thrash**: Gives the caster 2 extra attacks.<br>**Kick**: Kicks an enemy for 16 damage, interrupting the spell being cast for 6 sec. | | | | | |
| Scarlet Myrmidon | 36 | 85 - 112 | 3831 | | 1480 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Enrage**: Increases the caster's attack speed by 60% and the Physical damage it deals by 70 for 2 min. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Scarlet Neophyte | 10 - 11 | 12 - 18 | 186 - 208 | 191 - 205 | 426 - 450 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 2 sec.<br>**Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 120 - 132, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |
| Scarlet Paladin | 55 - 56 | 87 - 118 | 2614 - 2699 | 2117 - 2163 | 2654 - 2699 |
| **Crusader Strike**: Inflicts 70 - 72 damage to an enemy and increases the Holy damage it takes by 27 - 28 per Crusader Strike. Can be applied up to 5 times. Lasts 30 sec.<br>**Holy Strike**: Consecrates the caster's weapon, inflicting 152 - 155 additional damage on its next attack. All damage inflicted is based on Holy magic.<br>**Seal of Protection**: Protects a targeted party member from all attacks for 8 sec., as well as preventing it from attacking or using abilities. Players may only have one seal on them per paladin at any one time.<br>**Holy Light**: Calls upon Holy magic to heal an ally. | | | | | |
| Scarlet Protector | 56 - 57 | 330 - 447 | 6477 - 6681 | 2163 - 2241 | 2699 - 2744 |
| **Exorcism**: Inflicts Holy damage to an undead enemy.<br>**Holy Strike**: Consecrates the caster's weapon, inflicting 310 - 315 additional damage on its next attack. All damage inflicted is based on Holy magic. | | | | | |
| Scarlet Preserver | 29 - 30 | 38 - 52 | 812 - 852 | 811 - 852 | 975 - 1004 |
| **Holy Light**: Calls upon Holy magic to heal an ally.<br>**Holy Strike**: Consecrates the caster's weapon, inflicting 79 - 82 additional damage on its next attack. All damage inflicted is based on Holy magic. | | | | | |
| Scarlet Friar | 55 - 57 | 81 - 111 | 2288 - 2436 | 5013 - 5340 | 1658 - 1714 |
| **Heal**: Calls upon Holy magic to heal an ally.<br>**Renew**: Heals an ally for 318 - 329 damage every 3 sec. for 20 sec.<br>**Holy Smite**: Smites an enemy, inflicting Holy damage.<br>**Power Word**: Fortitude: Increases an ally's Stamina by 43 - 45 for 30 min. | | | | | |
| Scarlet Protector | 35 - 36 | 77 - 104 | 3027 - 3150 | 2134 - 2194 | 1697 - 1824 |
| **Holy Light**: Calls upon Holy magic to heal an ally.<br>**Devotion Aura**: Gives 700 - 720 additional armor to nearby party members for 4 min. Players may only have one aura on them per paladin at any one time. | | | | | |
| Scarlet Scout | 29 - 30 | 41 - 56 | 950 - 1003 | | 1165 - 1200 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Fire Shot**: Fires a flaming shot at the enemy, doing an additional 30 and making the damage fire based. | | | | | |
| Scarlet Sniper | 30 - 31 | 39 - 54 | 2433 - 2550 | 1704 - 1756 | 1004 - 1033 |
| **Sleep**: Puts the enemy target to sleep for up to 30 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Scarlet Sentinel | 55 - 56 | 94 - 127 | 3268 - 3374 | | 3271 - 3327 |
| **Invisibility Detection**<br>**Strike**: Strikes at an enemy, inflicting weapon damage plus 129 - 131.<br>**Overpower**: Instantly overpowers an enemy, causing weapon damage plus 41 - 42. Can only be used after the target dodges. Overpower cannot be blocked, dodged, or parried. | | | | | |
| Scarlet Sentry | 30 - 31 | 42 - 58 | 1050 - 1107 | | 1200 - 1234 |
| Scarlet Smith | 58 - 59 | 170 - 230 | 8613 - 8883 | | 5115 - 5196 |
| Fire Resistance: 177<br>**Strike**: Strikes at an enemy, inflicting weapon damage plus 136 - 138.<br>**Knockdown**: Inflicts 117 to 135 damage to an enemy, stunning it for 2 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Scarlet Soldier | 35 | 83 - 110 | 3660 | | 2037 |
| **Improved Blocking**: Increases the caster's chance to block by 85% for 6 sec. | | | | | |
| Scarlet Sorcerer | 37 - 38 | 44 - 60 | 2910 - 3012 | 5722 - 5950 | 858 - 915 |
| **Blizzard**: Calls down a blizzard that lasts 10 sec., inflicting 148 - 152 Frost damage every 2 sec. to all enemies in a selected area.<br>**Slow**: Slows the enemy's movement by 60% and their attack speed by 54% for 15 sec.<br>**Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| Scarlet Spellbinder | 57 - 58 | 84 - 114 | 2631 - 2714 | 5340 - 5461 | 1714 - 1742 |
| **Slow**: Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.<br>**Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| Scarlet Torturer | 30 - 31 | 85 - 115 | 2865 - 3018 | | 388 - 398 |
| **Immolate**: Inflicts Fire damage every 3 sec. | | | | | |
| Scarlet Trainee | 30 | 36 - 48 | 111 | 2175 | 654 |
| Scarlet Trooper | 58 - 59 | 93 - 125 | 1608 - 1658 | 2289 - 2369 | 2788 - 2832 |
| **Devotion Aura**: Gives 1160 - 1180 additional armor to nearby party members for 4 min. Players may only have one aura on them per paladin at any one time.<br>**Holy Light**: Calls upon Holy magic to heal an ally.<br>**Hammer of Justice**: Stuns an enemy, rendering it unable to move or attack for 6 sec.<br>**Divine Shield**: Protects the caster from all attacks and spells for 8 sec., but also increases the time between attacks by 100% during that time.<br>**Exorcism**: Inflicts Holy damage to an undead enemy. | | | | | |
| Scarlet Vanguard | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Defensive Stance**: Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.<br>**Shield Bash**: Bashes the target with your shield for 6 damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 6 sec. | | | | | |
| Scarlet Warder | 53 - 54 | 285 - 386 | 5886 - 6078 | 1982 - 2041 | 2566 - 2610 |
| **Crusader Strike**: Inflicts 132 - 135 damage to an enemy and increases the Holy damage it takes by 53 - 54 per Crusader Strike. Can be applied up to 5 times. Lasts 30 sec.<br>**Holy Light**: Calls upon Holy magic to heal an ally. | | | | | |
| Scarlet Warrior | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| **Nimble Reflexes**: Increases the caster's chance to parry by 50% for 8 sec. | | | | | |
| Scarlet Wizard | 38 - 39 | 86 - 118 | 3514 - 3640 | 5950 - 6150 | 915 - 974 |
| **Arcane Explosion**: Causes an explosion of arcane magic around the caster, causing 139 to 151 Arcane damage to all targets within 10 yards.<br>**Fire Shield III**: Surrounds an ally with a shield of flame that inflicts 30 - 31 Fire damage to nearby enemies every 3 sec. Lasts 30 sec. | | | | | |
| Scarlet Worker | 55 - 57 | 94 - 130 | 3529 - 3758 | | 3271 - 3380 |
| **Sunder Armor**: Hacks at an enemy's armor, reducing it per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.<br>**Head Crack**: Reduces an enemy's Stamina by 1 for 20 sec. | | | | | |
| Scarlet Zealot | 8 - 9 | 16 - 24 | 156 - 176 | | 316 - 406 |

# CRIMSON

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Crimson Battle Mage | 59 - 60 | 288 - 410 | 6219 - 6408 | 11196 - 11502 | 1770 - 1923 |
| **Immolate**: Inflicts Fire damage every 3 sec.Arcane Explosion: Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.<br>**Blast Wave**: Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec. | | | | | |
| Crimson Bodyguard | 57 - 58 | 372 - 503 | 8352 - 8613 | | 3380 - 3435 |
| **Shield Charge**: Charges an enemy, knocking it back and inflicting normal damage plus 150.<br>**Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.<br>**Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec. | | | | | |
| Crimson Conjuror | 57 - 58 | 263 - 374 | 5847 - 6030 | 10680 - 10922 | 1714 - 1742 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.<br>**Scorch**: Scorches an enemy for Fire damage.<br>**Summon Water Elemental**: Summons water Elemental to fight for 1 min. | | | | | |
| Crimson Counsel | 60 | 581 - 769 | 14652 | 4868 | 3075 |
| **Hammer of Justice**: Stuns an enemy, rendering it unable to move or attack for 6 sec.<br>**Turn Undead**: Compels an undead enemy to flee for up to 20 sec. Only one target can be turned at a time.<br>**Exorcism**: Inflicts Holy damage to an undead enemy.<br>**Holy Strike**: Consecrates the caster's weapon, inflicting 332 additional damage on its next attack. All damage inflicted is based on Holy magic.<br>**Holy Light**: Calls upon Holy magic to heal an ally.<br>**Resistance Aura**: Increases the resistance of nearby group members to all schools of magic by 60 for Until Cancelled. | | | | | |
| Crimson Defender | 58 - 59 | 362 - 489 | 6891 - 7107 | 4578 - 4738 | 2788 - 2832 |
| **Devotion Aura**: Gives 1160 - 1180 additional armor to nearby party members for 4 min. Players may only have one aura on them per paladin at any one time.<br>**Holy Light**: Calls upon Holy magic to heal an ally.<br>**Hammer of Justice**: Stuns an enemy, rendering it unable to move or attack for 6 sec.<br>**Divine Shield**: Protects the caster from all attacks and spells for 8 sec., but also increases the time between attacks by 100% during that time.<br>**Exorcism**: Inflicts Holy damage to an undead enemy. | | | | | |
| Crimson Elite | 60 | 387 - 513 | 7326 | 4868 | 3075 |
| **Holy Strike**: Consecrates the caster's weapon, inflicting 332 additional damage on its next attack. All damage inflicted is based on Holy magic.<br>**Crusader Strike**: Inflicts 150 damage to an enemy and increases the Holy damage it takes by 60 per Crusader Strike. Can be applied up to 5 times. Lasts 30 sec.<br>**Retribution Aura**: Causes 24 Holy damage to any creature that strikes a nearby party member. Players may only have one aura on them per paladin at any one time. The aura lasts until cancelled. | | | | | |
| Crimson Gallant | 59 - 60 | 379 - 513 | 7107 - 7326 | 4738 - 4868 | 2832 - 3075 |
| **Holy Strike**: Consecrates the caster's weapon, inflicting 326 - 332 additional damage on its next attack. All damage inflicted is based on Holy magic.<br>**Crusader Strike**: Inflicts 147 - 150 damage to an enemy and increases the Holy damage it takes by 59 - 60 per Crusader Strike. Can be applied up to 5 times. Lasts 30 sec.<br>**Retribution Aura**: Causes 23 - 24 Holy damage to any creature that strikes a nearby party member. Players may only have one aura on them per paladin at any one time. The aura lasts until cancelled. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Crimson Guardsman | 57 - 58 | 372 - 503 | 8352 - 8613 | | 3380 - 3435 |
| **Shield Charge**: Charges an enemy, knocking it back and inflicting normal damage plus 150.<br>**Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.<br>**Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec. | | | | | |
| Crimson Hammersmith | 60 | 624 - 827 | 15260 | | 3791 |
| **Bone Smelt**: Inflicts 1050 to 1350 Fire damage to an enemy and reduces its armor by 50% for 20 sec. | | | | | |
| Crimson Initiate | 57 - 58 | 346 - 467 | 6681 - 6891 | 4482 - 4578 | 2744 - 2788 |
| **Renew**: Heals an ally for 329 - 335 damage every 3 sec. for 20 sec.<br>**Flash Heal**: Calls upon Holy magic to heal an ally.<br>**Mind Blast**: Inflicts Shadow damage to an enemy, but causes a high amount of threat. | | | | | |
| Crimson Inquisitor | 59 - 60 | 379 - 513 | 7107 - 7326 | 4738 - 4868 | 2832 - 3075 |
| **Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage.<br>**Shadow Word: Pain**: Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.<br>**Mind Flay**: Inflicts Shadow damage to an enemy and reduces its movement speed for 3 sec.<br>**Shadow Barrier**: Reduces the Shadow damage taken by an ally by 50 for 10 min. | | | | | |
| Crimson Monk | 58 - 60 | 494 - 682 | 8613 - 9156 | | 914 - 1005 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Thrash**: Gives the caster 2 extra attacks.<br>**Kick**: Kicks an enemy for 40 - 42 damage, interrupting the spell being cast for 6 sec. | | | | | |
| Crimson Priest | 58 - 59 | 275 - 390 | 6030 - 6219 | 10922 - 11196 | 1742 - 1770 |
| **Heal**: Calls upon Holy magic to heal an ally.<br>**Holy Smite**: Smites an enemy, inflicting Holy damage.<br>**Power Word: Shield**: Wraps an ally in a shield that lasts up to 30 sec., absorbing a maximum of 794 - 808 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks.<br>**Holy Fire**: Consumes an enemy in flames, burning it and inflicting additional Fire damage every 2 sec. over 8 sec. | | | | | |
| Crimson Rifleman | 57 - 58 | 98 - 132 | 2784 - 2871 | | 3380 - 3435 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| Crimson Sorcerer | 58 - 59 | 575 - 690 | 6030 - 6219 | 10922 - 11196 | 2438 - 2478 |
| **Arcane Bolt**: Hurls a magical bolt at an enemy, inflicting Arcane damage.<br>**Polymorph**: Transforms an enemy into a sheep, forcing it to wander around for up to 8 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on beasts, dragons, giants, humanoids, and critters.<br>**Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 696 - 708, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.<br>**Fire Blast**: Inflicts Fire damage to an enemy.<br>**Arcane Might**: Increases the magical damage dealt by an ally by 50 for 30 min. | | | | | |

# SCARLET COMMANDER MOGRAINE

| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 161 - 185 |
| Min - Max HPs | 5517 |
| Min - Max Mana | 2566 |
| Min - Max Armor | 1619 |



**Retribution Aura:** Causes 14 Holy damage to any creature that strikes a nearby party member. Players may only have one aura on them per paladin at any one time. The aura lasts until cancelled.

**Hammer of Justice:** Stuns the target for 5 sec.

**Divine Shield:** Protects the paladin from all damage and spells for 12 sec, but increases the time between your attacks by 100%. Once protected, the target cannot be made invulnerable by Divine Shield, Divine Protection, Blessing of Protection again or use Avenging Wrath for 1 min.

**Crusader Strike:** Inflicts 100 damage to an enemy and increases the Holy damage it takes by 40 per Crusader Strike. Can be applied up to 5 times.



# SCHOLOMANCE



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Scholomance Acolyte | 57 - 58 | 346 - 467 | 6681 - 6891 | 6723 - 6867 | 2744 - 2788 |
| **Dark Mending**: Heals an ally with dark magic.<br>**Cripple**: Increases the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec.<br>**Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage.<br>**Shadowform**: Assumes a Shadowform, increasing Shadow damage dealt by 20% and reducing melee damage taken by 20%. Shadowform lasts until cancelled. | | | | | |
| Scholomance Adept | 58 - 59 | 362 - 489 | 6891 - 7107 | 6867 - 7107 | 2788 - 2832 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Frost Shock**: Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.<br>**Cone of Cold**: Inflicts Frost damage to enemies in a cone in front of the caster, reducing their movement speed for 8 sec. | | | | | |
| Scholomance Dark Summoner | 58 - 59 | 362 - 489 | 6891 - 7107 | 6867 - 7107 | 2788 - 2832 |
| **Summon Risen Lackey**: Summons 1 Risen Lackey to aid the caster in battle for 1 min.<br>**Curse of Blood**: Increases the Physical damage taken by an enemy by 58 - 59 for 10 min.<br>**Drain Life**: Drains 1150 - 1155 health from an enemy over 5 sec., transferring it to the caster. | | | | | |
| Scholomance Handler | 59 - 60 | 379 - 513 | 7107 - 7326 | 4738 - 4868 | 2832 - 3075 |
| **Arcane Blast**: Blasts an enemy with Arcane magic, inflicting normal damage plus 10 and knocking the enemy back.<br>**Cone of Cold**: Inflicts Frost damage to enemies in a cone in front of the caster, reducing their movement speed for 8 sec.<br>**Blast Wave**: Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec. | | | | | |
| Scholomance Necrolyte | 57 - 58 | 346 - 467 | 6681 - 6891 | 6723 - 6867 | 2744 - 2788 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Shadow Barrier**: Reduces the Shadow damage taken by an ally by 50 for 10 min.<br>**Shadow Shock**: Instantly lashes an enemy with dark magic, inflicting Shadow damage. | | | | | |
| Scholomance Necromancer | 58 - 59 | 362 - 489 | 6891 - 7107 | 6867 - 7107 | 2788 - 2832 |
| **Corpse Explosion**: Causes a corpse to explode, inflicting 1500 Shadow damage on enemies near the corpse.<br>**Call of the Grave**: Inflicts 580 - 590 Shadow damage to nearby enemies after 60 sec.<br>**Shadow Bolt Volley**: Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies. | | | | | |
| Scholomance Neophyte | 57 - 58 | 263 - 373 | 5847 - 6030 | 16020 - 16383 | 1714 - 1742 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Fear**: Strikes fear in an enemy, causing it to flee in terror for 4 sec. Only 1 target can be feared at a time.<br>**Mind Flay**: Inflicts Shadow damage to an enemy and reduces its movement speed for 3 sec. | | | | | |
| Scholomance Occultist | 58 - 59 | 362 - 489 | 6891 - 7107 | 6867 - 7107 | 2788 - 2832 |
| **Counterspell**: Counters an enemy's spell, preventing the enemy from casting that spell again for 15 sec. Generates a high amount of threat.<br>**Drain Mana**: Drains up to 1490 mana from an enemy over 5 sec. and transfers it to the caster.<br>**Bone Armor**: Encases the caster in bone armor, absorbing 1388 to 1612 damage for 1 min. While the armor holds, spellcasting cannot be interrupted by Physical attacks. | | | | | |
| Scholomance Shadowcaster | 57 - 59 | 49 - 68 | 1392 - 1480 | | 3380 - 3489 |
| Scholomance Student | 58 - 59 | 359 - 486 | 17226 - 17766 | | 3435 - 3489 |

# SCARSHIELD ORCS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Scarshield Acolyte | 54 - 55 | 300 - 406 | 6078 - 6273 | 2041 - 2117 | 2610 - 2654 |
| **Renew**: Heals an ally for 312 - 318 damage every 3 sec. for 20 sec.<br>**Shadow Word: Pain**: Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.<br>**Heal**: Calls upon Holy magic to heal an ally. | | | | | |
| Scarshield Grunt | 53 - 54 | 90 - 122 | 3189 - 3293 | | 4711 - 4790 |
| **Strike**: Strikes at an enemy, inflicting weapon damage plus 83 - 84.<br>**Overpower**: Instantly overpowers an enemy, causing weapon damage plus 39 - 40. Can only be used after the target dodges. Overpower cannot be blocked, dodged, or parried. | | | | | |
| Scarshield Infiltrator | 54 - 55 | 322 - 437 | 7599 - 7842 | | 3216 - 3271 |
| **Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.<br>**Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally. | | | | | |
| Scarshield Legionnaire | 54 - 55 | 322 - 437 | 7599 - 7842 | | 3216 - 3271 |
| **Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.<br>**Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally. | | | | | |
| Scarshield Quartermaster | 55 | 118 - 156 | 3921 | | 3271 |
| Scarshield Raider | 55 - 56 | 338 - 458 | 7842 - 8097 | | 3271 - 3327 |
| **Hooked Net**: Immobilizes an enemy for 6 sec. and inflicts Physical damage.<br>**Strike**: Strikes at an enemy, inflicting weapon damage plus 129 - 131.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Scarshield Sentry | 53 - 54 | 90 - 122 | 3189 - 3293 | | 3163 - 3216 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Slowing Poison**: Increases the time between an enemy's attacks by 25% and slows its movement by 63% for 25 sec.<br>**Multi-Shot**: Fires a volley of missiles at an enemy and its nearby allies, striking up to 3 targets for normal damage plus 132 - 133.<br>**Invisibility Detection** | | | | | |
| Scarshield Spellbinder | 54 - 55 | 300 - 406 | 6078 - 6273 | 4082 - 4234 | 2610 - 2654 |
| **Counterspell**: Counters an enemy's spell, preventing the enemy from casting that spell again for 15 sec. Generates a high amount of threat.<br>**Resist Fire**: Increases an ally's Fire resistance by 81 - 83 for 1 Hour.<br>**Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage.<br>**Arcane Bolt**: Hurls a magical bolt at an enemy, inflicting Arcane damage. | | | | | |
| Scarshield Warlock | 54 - 55 | 300 - 406 | 6078 - 6273 | 2041 - 2117 | 2610 - 2654 |
| **Scarshield Portal**: Opens a portal into the Twisting Nether that periodically summons demonic minions to aid the caster in battle for 30 sec.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |

# SCILLIA DAGGERQUIL

| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 155 - 206 |
| Min - Max HPs | 7113 |
| Min - Max Mana | |
| Min - Max Armor | 3108 |



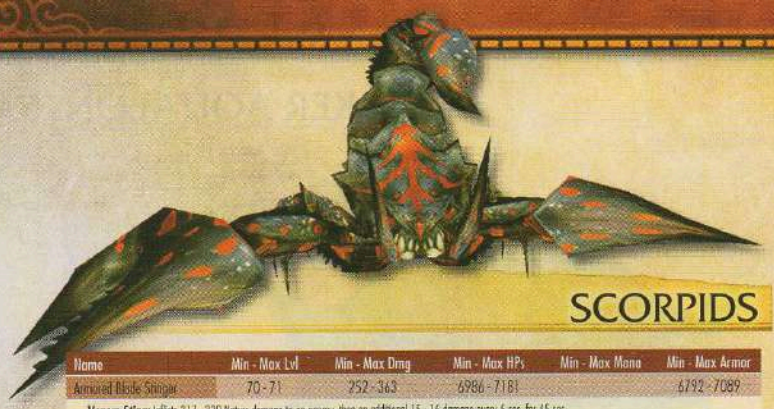
**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 102 for 2 min.

# SCORCHED GUARDIAN

| | |
|---|---|
| Min - Max Lvl | 43 - 45 |
| Min - Max Dmg | 166 - 251 |
| Min - Max HPs | 5148 - 5544 |
| Min - Max Mana | |
| Min - Max Armor | 2397 - 2725 |



**Flame Breath:** Inflicts 215 - 225 Fire damage to enemies in a cone in front of the caster.



# SCORPIDS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Armored Blade Stinger | 70 - 71 | 252 - 363 | 6986 - 7181 | | 6792 - 7089 |
| **Venom Sting:** Inflicts 217 - 220 Nature damage to an enemy, then an additional 15 - 16 damage every 5 sec. for 45 sec.<br>**Toughen:** Reduces damage taken by all schools by 5%. | | | | | |
| Armored Scorpid | 7 - 8 | 9 - 14 | 137 - 156 | | 349 - 464 |
| Clattering Scorpid | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |
| Cleft Scorpid | 36 | 50 - 66 | 958 | | 1480 |
| Corrupted Scorpid | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Noxious Catalyst:** Reduces an enemy's Nature resistance by 10 for 2 min. | | | | | |
| Deadly Cleft Scorpid | 37 - 38 | 51 - 70 | 1002 - 1046 | | 1593 - 1709 |
| Deathlash Scorpid | 54 - 55 | 92 - 125 | 3292 - 3398 | | 3216 - 3271 |
| **Venom Sting:** Inflicts 169 - 172 Nature damage to an enemy, then an additional 12 damage every 5 sec. for 45 sec. | | | | | |
| Deathlash Stinger | 71 - 73 | 257 - 375 | 7181 - 7588 | | 7089 - 7684 |
| **Venom Sting:** Inflicts 220 - 226 Nature damage to an enemy, then an additional 16 damage every 5 sec. for 45 sec.<br>**Toughen:** Reduces damage taken by all schools by 5%. | | | | | |
| Deep Stinger | 50 - 51 | 313 - 423 | 6645 - 6876 | | 3733 - 3799 |
| **Slowing Poison:** Increases the time between an enemy's attacks by 25% and slows movement by 30% for 25 sec.<br>**Barbed Sting:** Increases the time between nearby enemies' attacks by 54% for 5 min. | | | | | |
| Firetail Scorpid | 56 - 57 | 96 - 130 | 3644 - 3758 | | 3327 - 3380 |
| **Venom Sting:** Inflicts 175 - 178 Nature damage to an enemy, then an additional 13 damage every 5 sec. for 45 sec.<br>**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec. | | | | | |
| Scorchshell Pincer | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Burning Poison:** Inflicts 12 Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Scorpashi Lasher | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1340 - 1373 |
| **Venom Sting:** Inflicts 109 - 112 Nature damage to an enemy, then an additional 8 damage every 5 sec. for 45 sec. | | | | | |
| Scorpashi Snapper | 30 - 31 | 42 - 58 | 1050 - 1107 | | 1200 - 1234 |
| **Venom Sting:** Inflicts 97 - 100 Nature damage to an enemy, then an additional 7 - 8 damage every 5 sec. for 45 sec. | | | | | |
| Scorpashi Venomlash | 38 - 39 | 53 - 72 | 1604 - 1678 | | 1709 - 1834 |
| **Venom Sting:** Inflicts 121 - 124 Nature damage to an enemy, then an additional 9 damage every 5 sec. for 45 sec. | | | | | |
| Scorpid Bonecrawler | 64 - 65 | 191 - 281 | 5715 - 5914 | | 4991 - 5291 |
| **Venom Sting:** Inflicts 199 - 202 Nature damage to an enemy, then an additional 14 damage every 5 sec. for 45 sec.<br>**Toughen:** Reduces damage taken by all schools by 5%. | | | | | |
| Scorpid Dunebarrower | 46 - 47 | 77 - 105 | 2399 - 2488 | | 2780 - 2835 |
| **Venom Sting:** Inflicts 145 - 148 Nature damage to an enemy, then an additional 11 damage every 5 sec. for 45 sec. | | | | | |
| Scorpid Dunestalker | 46 - 47 | 77 - 105 | 2399 - 2488 | | 2780 - 2835 |
| **Venom Sting:** Inflicts 145 - 148 Nature damage to an enemy, then an additional 11 damage every 5 sec. for 45 sec. | | | | | |
| Scorpid Hunter | 40 - 41 | 56 - 78 | 1829 - 1902 | | 1964 - 2101 |
| **Slowing Poison:** Increases the time between an enemy's attacks by 25% and slows movement by 30% for 25 sec. | | | | | |
| Scorpid Reaver | 31 - 32 | 44 - 60 | 1107 - 1163 | | 1532 - 1577 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Withering Poison:** Nature damage inflicted every 3 sec. Reduced Strength and Agility. | | | | | |
| Scorpid Tail Lasher | 43 - 44 | 67 - 96 | 2059 - 2138 | | 2397 - 2557 |
| **Lash:** Slows an enemy for 2 sec. and has a chance to disarm. | | | | | |
| Scorpid Terror | 33 - 34 | 46 - 63 | 1221 - 1279 | | 1619 - 1664 |
| **Terrify:** Terrifies an enemy, causing it to flee in fear for 4 sec. Only 1 target can be terrified at a time.<br>**Withering Poison:** Nature damage inflicted every 3 sec. Reduced Strength and Agility. | | | | | |
| Scorpid Wacker | 8 | 3 - 4 | 71 | | 41 |
| **Weak Poison:** Adds a chance to poison a target on a successful hit. | | | | | |
| Scorpok Basher | 52 - 53 | 88 - 119 | 3082 - 3189 | | 3108 - 3163 |
| **Venom Sting:** Inflicts 163 - 166 Nature damage to an enemy, then an additional 12 damage every 5 sec. for 45 sec.<br>**Lash:** Stuns an enemy for 2 sec. and has a chance to disarm. | | | | | |
| Scorpok Snapper | 46 - 47 | 77 - 105 | 2399 - 2489 | | 2780 - 2835 |
| **Venom Sting:** Inflicts 145 - 148 Nature damage to an enemy, then an additional 11 damage every 5 sec. for 45 sec. | | | | | |
| Scorpok Stinger | 46 - 47 | 77 - 105 | 2495 - 2587 | | 2780 - 2835 |
| **Venom Sting:** Inflicts 145 - 148 Nature damage to an enemy, then an additional 11 damage every 5 sec. for 45 sec. | | | | | |
| Silithid Creeper | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| Silithid Swarmer | 21 - 22 | 24 - 34 | 531 - 573 | | 888 - 922 |
| **Silithid Swarm:** Summons 1 Silithid Swarm to accompany the caster until dismissed. | | | | | |
| Spire Scorpid | 58 | 100 - 132 | 3876 | | 3435 |
| Stonelash Flayer | 57 - 58 | 98 - 132 | 3758 - 3876 | | 3380 - 3435 |
| **Venom Sting:** Inflicts 178 - 181 Nature damage to an enemy, then an additional 13 damage every 5 sec. for 45 sec.<br>**Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Stonelash Pincer | 56 - 56 | 96 - 127 | 3644 - 3644 | | 3327 - 3327 |
| **Venom Sting:** Inflicts 175 Nature damage to an enemy, then an additional 13 damage every 5 sec. for 45 sec.<br>**Tendon Rip:** Reduces an enemy's movement speed by 70% for 8 sec. | | | | | |
| Stonelash Scorpid | 54 - 55 | 92 - 125 | 3293 - 3398 | | 3216 - 3271 |
| **Venom Sting:** Inflicts 169 - 172 Nature damage to an enemy, then an additional 12 damage every 5 sec. for 45 sec. | | | | | |
| Venomlash Scorpid | 37 - 38 | 103 - 140 | 4008 - 4185 | | 1593 - 1709 |
| **Venom Sting:** Inflicts 370 - 380 Nature damage to an enemy, then an additional 20 damage every 5 sec. for 30 sec. | | | | | |
| Venomtail Scorpid | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Venom Sting:** Inflicts 34 - 37 Nature damage to an enemy, then an additional 3 damage every 5 sec. for 45 sec. | | | | | |
| Venomtip Scorpid | 52 - 53 | 88 - 119 | 3082 - 3189 | | 3108 - 3163 |
| **Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |



# SCOURGE

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Scourge Archer | 60 | 104 - 138 | 3052 | | 3791 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Scourge Champion | 59 - 60 | 102 - 138 | 3997 - 4120 | | 3489 - 3791 |
| **Mortal Strike:** Inflicts 130% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.<br>**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Scourge Footsoldier | 57 - 59 | 69 - 95 | 84 - 89 | | 3380 - 3489 |
| Scourge Guard | 57 - 58 | 98 - 132 | 3758 - 3876 | | 3380 - 3435 |
| **Shield Slam:** Inflicts 67 - 68 damage to an enemy, stunning it for 2 sec.<br>**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. | | | | | |
| Scourge Siege Engineer | 60 | 104 - 138 | 3052 | | 3791 |
| Scourge Soldier | 53 - 54 | 90 - 122 | 3189 - 3293 | | 3163 - 3216 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 83 - 84. | | | | | |
| Scourge Warder | 55 - 56 | 87 - 118 | 2823 - 2915 | 2117 - 2163 | 2654 - 2699 |
| **Shield Block:** Increases the caster's chance to block by 75% for 5 sec., but will only block 1 attacks.<br>**Shadow Shield:** Surrounds the caster with a shield woven of Shadow magic. The shield lasts 30 sec., absorbs up to 550 - 560 Physical or magical damage, and inflicts 27 - 28 damage to melee attackers. | | | | | |

# SCRAP REAVER X6000

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 768 - 1083 |
| Min - Max HPs | 65420 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |

**Smash:** Smashes the target, inflicting 3000 to 5000 damage. This ability causes a large amount of threat.

**Slam:** Slams the target, stunning it for 2 sec.

**Repair:** Heals caster for 8500 over 1 sec.



S



## SCREECHING HARPY

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Screeching Harpy | 28 - 29 | 40 - 54 | 768 - 814 | | 1130 - 1165 |
| **Deafening Screech:** Silences nearby enemies, preventing them from casting spells for 8 sec. | | | | | |
| Screeching Ringtailfeather | 29 - 30 | 27 - 37 | 950 - 1003 | | 1165 - 1200 |
| **Exploit Weakness:** Inflicts normal damage plus 57 to 61 on an enemy, but only if attacking from behind. | | | | | |
| Screeching Windcaller | 30 | 42 - 56 | 1003 | | 12000 |
| **Gust of Wind:** Stuns nearby enemies, rendering them unable to move or attack for 4 sec. | | | | | |



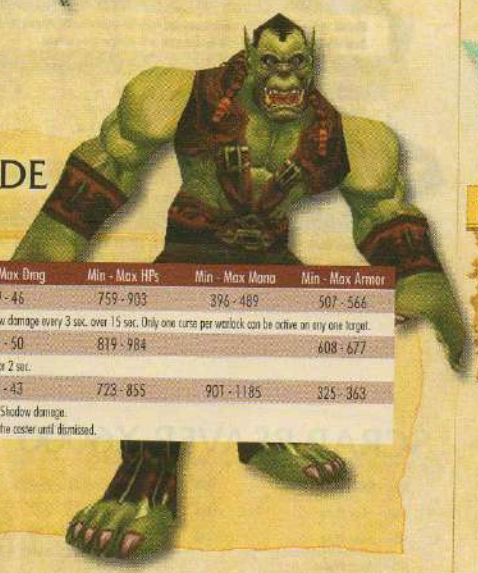
## SEEKER AQUALON

| | |
|---|---|
| Min - Max Lvl | 21 |
| Min - Max Dmg | 31 - 40 |
| Min - Max HPs | 521 |
| Min - Max Mana | |
| Min - Max Armor | 888 |



## SEARING BLADE CULTISTS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Searing Blade Cultist | 13 - 15 | 29 - 46 | 759 - 903 | 396 - 489 | 507 - 566 |
| **Curse of Agony:** Curses an enemy with agony, inflicting Shadow damage every 3 sec. over 15 sec. Only one curse per warlock can be active on any one target. | | | | | |
| Searing Blade Enforcer | 13 - 15 | 31 - 50 | 819 - 984 | | 608 - 677 |
| **Shield Slam:** Inflicts 23 - 25 damage to an enemy, stunning it for 2 sec. | | | | | |
| Searing Blade Warlock | 13 - 15 | 27 - 43 | 723 - 855 | 901 - 1185 | 325 - 363 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Summon Voidwalker:** Summons 1 Voidwalker to accompany the caster until dismissed. | | | | | |



## SEETH'REL

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 321 - 425 |
| Min - Max HPs | 9716 |
| Min - Max Mana | 10815 |
| Min - Max Armor | 3371 |



**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 672 , slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.

**Blizzard:** Calls down a blizzard that lasts 10 sec., inflicting 224 Frost damage every 2 sec. to all enemies in a selected area.

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Frost Ward:** Surrounds the caster with a shield that lasts 1 min. and can absorb a fixed amount of Frost damage.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

**Cone of Cold:** Inflicts Frost damage to enemies in a cone in front of the caster, reducing their movement speed for 8 sec.



## SEBASTIAN

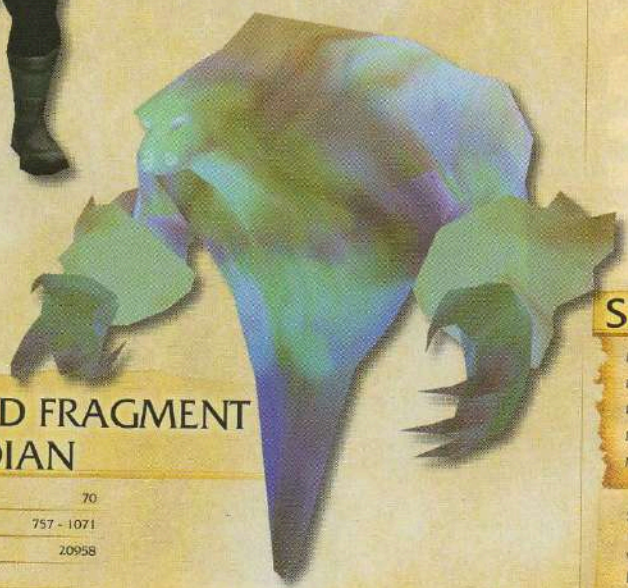
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|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



## SERENA BLOODFEATHER

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 29 - 39 |
| Min - Max HPs | 629 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

**Blood Howl:** Increases the Physical damage taken by nearby enemies by 8 for 15 sec.



## SECOND FRAGMENT GUARDIAN

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 757 - 1071 |
| Min - Max HPs | 20958 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



## SERGEANT BLY

| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 95 - 125 |
| Min - Max HPs | 18480 |
| Min - Max Mana | |
| Min - Max Armor | 2725 |

**Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.

**Revenge:** Instantly counterattack an enemy for 38 to 42 damage. Revenge must follow a block, dodge, or parry.



## SERGEANT BRASHCLAW

| | |
|---|---|
| Min - Max Lvl | 18 |
| Min - Max Dmg | 26 - 35 |
| Min - Max HPs | 417 |
| Min - Max Mana | |
| Min - Max Armor | 782 |

**Frenzied Command:** Increases the attack speed of nearby allies by 33% for 10 sec.

**Knockdown:** Knocks an enemy down, stunning it for 2 sec.



## SERVANT OF AZORA

| | |
|---|---|
| Min - Max Lvl | 8 - 9 |
| Min - Max Dmg | 10 - 16 |
| Min - Max HPs | 156 - 176 |
| Min - Max Mana | |
| Min - Max Armor | 316 - 406 |



## SERVANT OF ALLISTARJ

| | |
|---|---|
| Min - Max Lvl | 54 - 55 |
| Min - Max Dmg | 111 - 150 |
| Min - Max HPs | 3293 - 3398 |
| Min - Max Mana | |
| Min - Max Armor | 3216 - 3271 |



## SERVANT OF GROL

| | |
|---|---|
| Min - Max Lvl | 53 - 54 |
| Min - Max Dmg | 99 - 134 |
| Min - Max HPs | 3189 - 3293 |
| Min - Max Mana | |
| Min - Max Armor | 3163 - 3216 |



## SERVANT OF HORGUS

| | |
|---|---|
| Min - Max Lvl | 57 - 58 |
| Min - Max Dmg | 98 - 132 |
| Min - Max HPs | 4176 - 4306 |
| Min - Max Mana | |
| Min - Max Armor | 3380 - 3435 |

**Ravenous Claw:** Drains 278 to 322 health from an enemy, transferring it to the caster.

**Thrash:** Adds a chance to do two additional attacks.



## SERVANT OF ANTU'SUL

| | |
|---|---|
| Min - Max Lvl | 44 |
| Min - Max Dmg | 202 - 268 |
| Min - Max HPs | 5346 |
| Min - Max Mana | |
| Min - Max Armor | 2557 |

**Petrify:** Stuns an enemy, but increases its armor by 30% for 8 sec.



## SERVANT OF RAZELIKH

| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 137 - 182 |
| Min - Max HPs | 3758 |
| Min - Max Mana | |
| Min - Max Armor | 3380 |



## SERVANT OF ARKKOROC

| | |
|---|---|
| Min - Max Lvl | 53 - 54 |
| Min - Max Dmg | 413 - 561 |
| Min - Max HPs | 7972 - 8232 |
| Min - Max Mana | |
| Min - Max Armor | 3163 - 3216 |

**Trample:** Inflicts normal damage plus 53 - 54 to nearby enemies.

## SERVANT OF SEVINE

| | |
|---|---|
| Min - Max Lvl | 55 - 56 |
| Min - Max Dmg | 122 - 165 |
| Min - Max HPs | 3529 - 3644 |
| Min - Max Mana | |
| Min - Max Armor | 3271 - 3327 |





## SETHEKK

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Sethekk Guard | 67 - 68 | 1080 - 1461 | 18345 - 18972 | | 5892 - 6192 |
| **Thunderclap**: Inflicts 71 to 79 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 64% for 10 sec. | | | | | |
| Sethekk Initiate | 67 | 1027 - 1445 | 18345 | | 5892 |
| **Spell Reflection**: Reflects the next spell cast.<br>**Sunder Armor**: Hacks at an enemy's armor, reducing it by 1608 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Sethekk Oracle | 67 - 68 | 714 - 1085 | 12844 - 13282 | 33745 - 34410 | 2976 - 3126 |
| **Faerie Fire**: Reduces an enemy's armor by 1440 for 30 sec. While affected, the target cannot use stealth or invisibility.<br>**Arcane Lightning**: Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 5 targets, inflicting greater Arcane damage to each successive target. Silences an enemy, preventing them from casting spells for 4 sec. | | | | | |
| Sethekk Prophet | 68 - 69 | 750 - 1140 | 13282 - 13726 | 34410 - 35155 | 3126 - 3277 |
| **Fear**: Strikes fear in an enemy, causing it to flee in terror for 6 sec. | | | | | |
| Sethekk Ravenguard | 68 | 860 - 1213 | 18972 | | 6192 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Bloodthirst**: Instantly attack the target causing 150% of normal weapon damage. In addition, the next 5 successful melee attacks will restore 0 health. This effect lasts 10 sec.<br>**Howling Screech**: Movement speed of nearby enemies is reduced by 50% for 6 sec. Reduces the attack power of nearby enemies by 25.<br>**Enrage**: Increases the caster's attack speed by 60% and the Physical damage it deals by 201 for 2 min. | | | | | |
| Sethekk Shadow | 69 | 836 - 1178 | 15686 | 15400 | 5235 |
| **Earth Shock**: Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec.<br>**Summon Dark Vortex** | | | | | |
| Sethekk Slayer | 67 - 68 | 1080 - 1461 | 18345 - 18972 | | 5892 - 6192 |
| **Thunderclap**: Inflicts 71 to 79 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec. | | | | | |
| Sethekk Spirit | 6 | 2380 - 3270 | 4979 | | 3791 |
| **Spirit Burst** | | | | | |
| Sethekk Talon Lord | 68 - 69 | 898 - 1326 | 15176 - 15686 | 2991 - 3080 | 4995 - 5235 |
| **Avenger's Shield**: Hurls a holy shield at the enemy, dealing 270 to 330 Holy damage, Dazing them and then jumping to additional nearby enemies. Affects 2 total targets.<br>**Talon of Justice**: Stuns an enemy, rendering it unable to move or attack for 5 sec. | | | | | |



## SERVANT OF THE HAND

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 416 - 552 |
| Min - Max HPs | 9156 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



## SETHIR THE ANCIENT

| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 17 - 22 |
| Min - Max HPs | 247 |
| Min - Max Mana | |
| Min - Max Armor | 573 |



## SERVO

| | |
|---|---|
| Min - Max Lvl | 5 |
| Min - Max Dmg | 5 - 7 |
| Min - Max HPs | 102 |
| Min - Max Mana | |
| Min - Max Armor | 120 |



## SETIS

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 741 - 982 |
| Min - Max HPs | 31440 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**War Stomp:** Inflicts normal damage plus 66 to nearby enemies, stunning them for 5 sec.

**Crowd Pummel:** Pummels nearby enemies for normal damage plus 10 and interrupts any spell being cast 75% of the time for 5 sec.



## SEVER

| | |
|---|---|
| Min - Max Lvl | 21 |
| Min - Max Dmg | 165 - 190 |
| Min - Max HPs | 4689 |
| Min - Max Mana | |
| Min - Max Armor | 888 |

**Diseased Spit:** Spits at an enemy, inflicting Nature damage and reducing its Stamina for 10 sec.

**Intimidating Roar:** Roars at an enemy, paralyzing it with terror for 8 sec. and causing all other nearby enemies to flee in fear.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 40 for 2 min.



## SHADE OF ARAN

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2063 - 2992 |
| Min - Max HPs | 849760 |
| Min - Max Mana | 168388 |
| Min - Max Armor | 3878 |

**Arcane Missiles:** Launches magical missiles at an enemy, inflicting Arcane damage each sec. for 5 sec.

**Fireball:** Inflicts 3910 to 5290 Fire damage to an enemy.

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Counterspell:** Counters the spellcasting of nearby enemies, preventing any spell from that school of magic from being cast for 10 sec. Generates a high amount of threat.

**Summon Water Elementals:** Summons Water Elementals to protect the caster.

**Summon:** Teleports 1 enemy target to the caster.

**Mass Slow:** Reduces the attack speed of all enemies within 13 by 35% and slows its movement by 60% for 10 sec.

**Arcane Explosion:** Explodes with arcane power, dealing 9000 to 11000 arcane damage.

**Flame Wreath:** Applies an aura that will detonate if not reapplied or removed.

**Blink:** Teleports the caster into a random bookshelf nook within the tower of Karazhan's library.

**Mana Potion:** Uses a Holy elixir to heal the caster for 32000.

## SHADE OF AKAMA

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 23898 - 33789 |
| Min - Max HPs | 1001616 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.





## SHADE OF AMBERMOON

| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 100 - 132 |
| Min - Max HPs | 3876 |
| Min - Max Mana | |
| Min - Max Armor | 3435 |

## SHADE OF ELURA

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 15 - 20 |
| Min - Max HPs | 222 |
| Min - Max Mana | |
| Min - Max Armor | 538 |



S



## SHADE OF ERANIKUS

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 508 - 673 |
| Min - Max HPs | 28795 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |

**Deep Slumber:** Lulls an enemy into a deep sleep for 15 sec., rendering it unable to act, but also making it invulnerable.

**Thrash:** Gives the caster 2 extra attacks.

**War Stomp:** Inflicts normal damage plus 25 - 26 to nearby enemies, knocking them back and stunning them for 5 sec.

**Acid Breath:** Inflicts 500 Nature damage and an additional 38 damage every 5 sec. to enemies in a cone in front of the caster. Lasts 45 sec.

# SHADE OF HAKKAR

| | |
|---|---|
| Min - Max Lvl | 48 - 49 |
| Min - Max Dmg | 225 - 306 |
| Min - Max HPs | 4950 - 5130 |
| Min - Max Mana | 1695 - 1750 |
| Min - Max Armor | 2344 - 2389 |

Frost Resistance: 125





# SHADE OF JIN'DO

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 0 |
| Min - Max HPs | 1526 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage.

# SHADIKITH THE GLIDER

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 4780 - 6758 |
| Min - Max HPs | 265580 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Dive:** Charges a distant enemy, inflicting normal damage plus 1, then fears all nearby targets.

**Sonic Burst:** Inflicts normal damage plus 2188 to 2812 on nearby enemies, preventing them from spellcasting for 5 sec.

**Wing buffet:** Inflicts 1050 to 1350 damage to enemies in a cone in front of the caster, knocking them back.





# SHADOW COUNCIL

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Shadow Council Acolyte | 60 | 104 - 138 | 3052 | | 3791 |
| Shadow Council Enforcer | 60 | 104 - 138 | 3052 | | 3791 |
| Shadow Council Felsworn | 67 | 220 - 310 | 6326 | | 5892 |
| Shadow Council Warlock | 67 | 204 - 287 | 5060 | 2933 | 4755 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Drain Life**: Drains 728 health from an enemy over 8 sec., transferring it to the caster. | | | | | |
| Shadow Council Zealot | 67 | 220 - 310 | 6326 | | 5892 |

## SHADOW DEMON

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 20958 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Consume Soul:** Instantly kills target.





## SHADOW LORD XIRAXIS

| | |
|---|---|
| Min - Max Lvl | 66 |
| Min - Max Dmg | 1170 - 1640 |
| Min - Max HPs | 68488 |
| Min - Max Mana | 28460 |
| Min - Max Armor | 4515 |



## SHADOW HUNTER VOSH'GAJIN

| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 483 - 640 |
| Min - Max HPs | 20673 |
| Min - Max Mana | 2289 |
| Min - Max Armor | 2788 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Hex:** Transforms nearby enemies into frogs, rendering them unable to attack or cast spells for 10 sec.

**Curse of Blood:** Increases the Physical damage taken by nearby enemies by 87 for 10 min.

## SHADOW OF DOOM

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 871 - 1153 |
| Min - Max HPs | 48840 |
| Min - Max Mana | 2434 |
| Min - Max Armor | 3075 |

**Fear:** Strikes fear in an enemy, causing it to flee in terror for 4 sec. Only 1 target can be feared at a time.

**Mind Flay:** Inflicts Shadow damage to an enemy and reduces its movement speed for 3 sec.

**Scourge Strike**



## SHADOW LORD FEL'DAN

| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 69 - 96 |
| Min - Max HPs | 2631 |
| Min - Max Mana | 5340 |
| Min - Max Armor | 1714 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.



## SHADOW PILLAGER

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1940 - 2741 |
| Min - Max HPs | 35418 |
| Min - Max Mana | 33090 |
| Min - Max Armor | 5954 |
| Shadow Resistance: 50 | |

**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec.

**Searing Pain:** Inflict searing pain on the enemy target, causing 1350 to 1650 Fire damage.

**Curse of Agony:** Curses an enemy with agony, inflicting Shadow damage every 3 sec. over 30 sec. Only one curse per warlock can be active on any one target.



## SHADOW PRIESTESS VANDIS



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 97 - 128 |
| Min - Max HPs | 3296 |
| Min - Max Mana | 2434 |
| Min - Max Armor | 3075 |

## SHADOWBEAST



| | |
|---|---|
| Min - Max Lvl | 69 - 70 |
| Min - Max Dmg | 2416 - 3570 |
| Min - Max HPs | 40566 - 41916 |
| Min - Max Mana | |
| Min - Max Armor | 6492 - 6792 |
| Shadow Resistance: 105 | |

**Howl of the Broken Hills:** Periodically burns Mana, Energy, or Rage from an enemy for 5 min.

## SHADOW SERPENT



| | |
|---|---|
| Min - Max Lvl | 69 - 70 |
| Min - Max Dmg | 242 - 357 |
| Min - Max HPs | 6761 - 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6492 - 6792 |

## SHADOWED SPIRIT



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 387 - 513 |
| Min - Max HPs | 7326 |
| Min - Max Mana | 4868 |
| Min - Max Armor | 3075 |

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage.

**Shadow Shield:** Surrounds the caster with a shield woven of Shadow magic. The shield lasts 30 sec., absorbs up to 1200 Physical or magical damage, and inflicts 60 damage to melee attackers.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

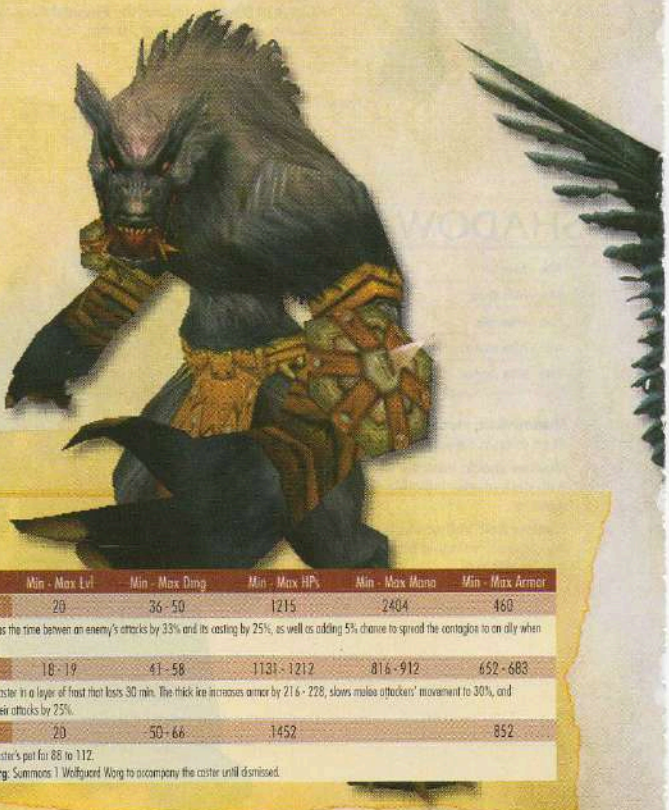
## SHADOW SPRITE



| | |
|---|---|
| Min - Max Lvl | 5 - 6 |
| Min - Max Dmg | 5 - 8 |
| Min - Max HPs | 98 - 115 |
| Min - Max Mana | 115 - 126 |
| Min - Max Armor | 105 - 150 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

## SHADOWFANG WORGEN



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Shadowfang Bloodhowler | 19 | 47 - 63 | 1347 | | 817 |
| **Blood Howl**: Increases the Physical damage taken by nearby enemies by 7 for 15 sec. | | | | | |
| Shadowfang Darkstalker | 19 | 44 - 58 | 1212 | 912 | 683 |
| **Befuddlement**: Reduces an enemy's casting speed by 50% for 15 sec.<br>**Shadow Word**: Pain: A word of darkness that causes 132 Shadow damage over 18 sec. | | | | | |
| Shadowfang Glutton | 19 | 47 - 63 | 1347 | | 817 |
| **Blood Tap**: Drains 20 health from an enemy, healing the caster for up to twice that amount. | | | | | |
| Shadowfang Mistrewalker | 19 | 44 - 58 | 1212 | 912 | 683 |
| **Anti-Magic Shield**: Creates an anti-magic shell around the caster, giving it magic immunity for 10 sec. | | | | | |
| Shadowfang Ragetooth | 20 | 50 - 66 | 1452 | | 852 |
| **Wild Rage**: Physical damage dealt is increased by 25. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Shadowfang Tainted One | 20 | 36 - 50 | 1215 | 2404 | 460 |
| **Contagion of Rot**: Increases the time between an enemy's attacks by 33% and its casting by 25%, as well as adding 5% chance to spread the contagion to an ally when hit. Lasts 4 min. | | | | | |
| Shadowfang Whitescale | 18 - 19 | 41 - 58 | 1131 - 1212 | 816 - 912 | 652 - 683 |
| **Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 216 - 228, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |
| Shadowfang Wolfguard | 20 | 50 - 66 | 1452 | | 852 |
| **Dark Restore**: Heals the caster's pet for 88 to 112.<br>**Summon Wolfguard Worg**: Summons 1 Wolfguard Worg to accompany the caster until dismissed. | | | | | |

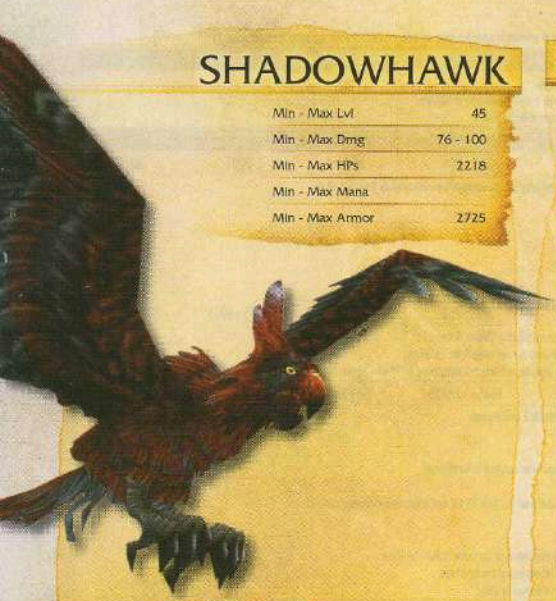


# SHADOWFORGE DWARVES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Shadowforge Ambusher | 38 - 39 | 90 - 122 | 1604 - 1678 | | 1709 - 1834 |
| **Defensive Stance**: Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.<br>**Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.<br>**Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec. | | | | | |
| Shadowforge Archaeologist | 38 - 39 | 126 - 173 | 4185 - 4377 | | 1709 - 1834 |
| **Defensive Stance**: Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.<br>**Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.<br>**Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec. | | | | | |
| Shadowforge Cleaner | 38 - 39 | 49 - 67 | 1305 - 1357 | 1189 - 1236 | 1418 - 1517 |
| **Renew**: Heals the target for 315 over 15 sec.<br>**Power Word: Shield**: Draws on the soul of the party member to shield them, absorbing 386 - 388 damage. Lasts 30 sec. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 sec.<br>**Sleep**: Puts the enemy target to sleep for up to 20 sec. Any damage caused will awaken the target. Only one target can be asleep at a time. Unreliable on targets above level 30. | | | | | |
| Shadowforge Citizen | 51 - 52 | 145 - 196 | 1834 - 1897 | 1864 - 1923 | 2477 - 2522 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Strike**: Strikes at an enemy, inflicting increased melee damage.<br>**Heal**: Calls upon Holy magic to heal an ally.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Sunder Armor**: Hacks at an enemy's armor, reducing it by 0 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.<br>**Fire Blast**: Inflicts Fire damage to an enemy.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Shadowforge Commander | 40 | 56 - 74 | 1752 | | 2921 |
| **Devotion Aura**: Gives 505 additional armor to party members within 30 yards. Players may only have one Aura on them per Paladin at any one time. | | | | | |
| Shadowforge Darkcaster | 38 - 39 | 118 - 161 | 3405 - 3540 | 1189 - 1236 | 1418 - 1517 |
| Shadow Resistance: 80<br>**Shadow Bolt Volley**: Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.<br>**Mana Burn**: Hits nearby enemies with anti-mana bolts. For each point of mana consumed from a target, that target takes 1.0 damage. | | | | | |
| Shadowforge Darkweaver | 36 - 37 | 37 - 51 | 1075 - 1116 | 2763 - 2861 | 803 - 858 |
| **Amplify Flames**: Increases the Fire damage taken by an enemy by 100 for 30 sec.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Shadowforge Digger | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| **Sunder Armor**: Hacks at an enemy's armor, reducing it by 280 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Shadowforge Excavator | 37 - 38 | 51 - 70 | 1536 - 1604 | | 1593 - 1709 |
| **Dynamite** | | | | | |
| Shadowforge Flame Keeper | 54 - 55 | 92 - 125 | 760 - 784 | | 3216 - 3271 |
| **Strike**: Strikes at an enemy, inflicting weapon damage plus 84 - 86.<br>**Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.<br>**Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Battle Shout**: Increases the melee attack power of nearby party members by 216 - 220 for 2 min. | | | | | |
| Shadowforge Geologist | 38 - 39 | 103 - 141 | 3405 - 3540 | 1189 - 1236 | 1418 - 1517 |
| **Flame Spike**: Calls down a pillar of flame, burning all enemies in a selected area for 231 to 251 Fire damage and an additional 86 - 88 damage every 3 sec. for 9 sec.<br>**Flame Lash**: Burns an enemy for 41 to 46 damage and reduces its Fire resistance by 24 for 45 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Shadowforge Peasant | 50 - 51 | 134 - 181 | 2304 - 2384 | 1807 - 1864 | 2432 - 2477 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Fireball**: Inflicts Fire damage to an enemy.<br>**Heal**: Calls upon Holy magic to heal an ally.<br>**Strike**: Strikes at an enemy, inflicting normal damage plus 78 - 80.<br>**Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.<br>**Tendon Rip**: Reduces an enemy's movement speed by 25% for 8 sec.<br>**Throw Dynamite**: Inflicts 101 to 111 Fire damage to all enemies in a selected area. | | | | | |
| Shadowforge Relic Hunter | 38 - 39 | 98 - 134 | 3405 - 3540 | 1189 - 1236 | 1418 - 1517 |
| **Heal**: Heal your target for 730 to 826.<br>**Shadow Word**: Pain: A word of darkness that causes 366 Shadow damage over 18 sec.<br>**Silence**: Silences an enemy, preventing it from casting spells for 5 sec. | | | | | |
| Shadowforge Ruffian | 35 - 36 | 56 - 76 | 1403 - 1469 | | 1373 - 1480 |
| **Kick**: Kicks an enemy for 17 - 18 damage, interrupting the spell being cast for 6 sec.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Shadowforge Senator | 54 - 55 | 117 - 163 | 2394 - 2470 | 4896 - 5013 | 1630 - 1658 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Holy Smite**: Strikes an enemy, inflicting Holy damage.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Curse of Agony**: Curses an enemy with agony, inflicting Shadow damage every 3 sec. over 30 sec. Only one curse per warlock can be active on any one target.<br>**Fire Shield III**: Surrounds an ally with a shield of flame that inflicts 38 - 39 Fire damage to nearby enemies every 3 sec. Lasts 30 sec.<br>**Slow**: Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Shadowforge Sharpshooter | 38 - 39 | 126 - 173 | 4185 - 4377 | | 1709 - 1834 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Piercing Shot**: Shoots at an enemy, inflicting normal damage and reducing the enemy's armor by 1084 for 15 sec. | | | | | |
| Shadowforge Surveyor | 35 - 36 | 45 - 61 | 1160 - 1208 | 2134 - 2194 | 1149 - 1234 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 420 - 432, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Shadowforge Tunneler | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| **Sunder Armor**: Sunders the target's armor, reducing it by 270 per Sunder Armor and causes a high amount of threat. Can be applied up to 5 times. Lasts 30 sec.<br>**Defensive Stance**: Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min. | | | | | |
| Shadowforge Warrior | 38 - 39 | 53 - 72 | 1604 - 1678 | | 1709 - 1834 |
| **Whirlwind**: Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 87 - 88. | | | | | |

# SHADOWHAWK



| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 76 - 100 |
| Min - Max HPs | 2218 |
| Min - Max Mana | |
| Min - Max Armor | 2725 |

# SHADOWHIDE GNOLLS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Shadowhide Assassin | 23 - 24 | 33 - 46 | 617 - 664 | | 957 - 992 |
| Shadow Resistance: 50<br>**Backstab**: Backstab the target, causing 150% weapon damage plus 48 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point. **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Shadowhide Bruta | 23 - 24 | 33 - 46 | 617 - 664 | | 957 - 992 |
| Shadow Resistance: 50<br>**Enrage** | | | | | |
| Shadowhide Duskweaver | 25 - 26 | 33 - 46 | 640 - 684 | 655 - 698 | 858 - 887 |
| Shadow Resistance: 50<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Rain of Fire**: Calls down a fiery rain to burn enemies in the area of effect for Fire damage over 8 sec.<br>**Curse of Weakness**: Target's melee attack power is reduced by 64 for 2 min. Only one Curse per Warlock can be active on any one target.<br>**Demon Armor**: Protects the caster, increasing armor by 210, Shadow resistance by 3 and restores 7 health every 5 sec. Only one type of Armor spell can be active on the Warlock at any time. Lasts 30 min. | | | | | |
| Shadowhide Gnoll | 22 - 23 | 32 - 44 | 573 - 617 | | 922 - 957 |
| Shadow Resistance: 50 | | | | | |
| Shadowhide Slayer | 25 - 26 | 43 - 59 | 734 - 788 | | 1026 - 1061 |
| Shadow Resistance: 50<br>**Execute**: Attempts to finish off a wounded enemy, inflicting normal damage plus 202 - 210. Execute can only be used on enemies that have 20% or less health. | | | | | |
| Shadowhide Warrior | 24 - 25 | 34 - 48 | 664 - 713 | | 992 - 1026 |
| Shadow Resistance: 50<br>**Sunder Armor**: Sunders the target's armor, reducing it by 180 per Sunder Armor and causes a high amount of threat. Can be applied up to 5 times. Lasts 30 sec.; **Defensive Stance**: Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min. | | | | | |



## SHADOWHOOF SATYR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Shadowhoof Assassin | 69 | 242 - 341 | 6761 | | 6492 |
| **Sinister Strike**: Inflicts normal damage plus 59 to an enemy.<br>**Debilitating Strike**: Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any physical attacks for 5 sec. | | | | | |
| Shadowhoof Summoner | 69 | 224 - 316 | 5409 | 3080 | 5235 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Curse of Tongues**: Forces an enemy to speak in Demonic, reducing its casting speed by 50% for 15 sec. Only one curse per warlock can be active on any one target. | | | | | |





## SHADOWHOUND

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 1169 - 1551 |
| Min - Max HPs | 27468 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



## SHADOWMASTER GRIEVE

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 200 - 281 |
| Min - Max HPs | 5914 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |

**Shadow Cleave:** Inflicts weapon damage plus 0 to an enemy and its nearest allies, affecting up to 3 targets.

**Mortal Strike:** Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

## SHADOWMOON ORCS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Shadowmoon Acolyte | 70 | 916 - 1330 | 14181 | 16191 | 3427 |
| **Prayer of Healing**: Invokes Holy magic to heal nearby party members.<br>**Power Word: Shield**: Wraps an ally in a shield that lasts up to 30 sec., absorbing a maximum of 1463 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks.<br>**Resist Shadow**: Increases an ally's Shadow resistance by 105 for 1 hour.<br>**Mind Blast**: Inflicts Shadow damage to an enemy, but causes a high amount of threat. | | | | | |
| Shadowmoon Adept | 61 | 605 - 839 | 11965 | 2486 | 3316 |
| **Kick**: Kicks an enemy for 43 damage, interrupting the spell being cast for 6 sec.<br>**Thrash**: Gives the caster 2 extra attacks. | | | | | |
| Shadowmoon Blood Mage | 72 | 4365 - 6167 | 147575 | 33090 | 5954 |
| **Bloodbolt**: Inflicts damage to an enemy and reduces its movement speed.<br>**Blood Siphon**: Launches 3238 - 3762. | | | | | |
| Shadowmoon Champion | 72 | 7842 - 11090 | 332100 | | 7387 |
| **Whirling Blade**: Disarmed.<br>**Chaotic Light**: Inflicts 0% of normal melee damage to an enemy and its nearest allies, affecting up to 0 targets. | | | | | |
| Shadowmoon Channeler | 62 | 275 - 383 | 6571 | 6015 | 2223 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Mark of Shadow**: Increases the Shadow damage taken by an enemy by 1050 for 2 min. | | | | | |
| Shadowmoon Chosen | 70 | 252 - 357 | 6986 | | 6792 |
| **Whirlwind**: Attacks nearby enemies in a whirlwind of steel that inflicts double damage.<br>**Uppercut**: Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |
| Shadowmoon Darkcaster | 70 | 916 - 1330 | 14181 | 16191 | 3427 |
| **Fear**: Strikes fear in an enemy, causing it to flee in terror for 4 sec. Only 1 target can be feared at a time.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Rain of Fire**: Calls down a molten rain, burning all enemies in a selected area for 203 Fire damage every 3 sec. for 9 sec. | | | | | |
| Shadowmoon Darkweaver | 69 - 70 | 224 - 331 | 5409 - 5589 | 3080 - 3155 | 5235 - 5474 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Immolate**: Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec.<br>**Shadowfury**: Shadowfury is unleashed, causing 69 to 81 Shadow damage and knockback to all enemies within 10 yds. | | | | | |
| Shadowmoon Deathshaper | 72 | 4365 - 6167 | 177090 | 33090 | 5954 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Death Coil**: Causes the enemy target to run in horror for 3 sec and causes 1750 to 2250 Shadow damage. The caster gains 100% of the damage caused in health.<br>**Demon Armor**: Protects the caster, increasing armor by 678 , Shadow resistance by 18 , and health regeneration for 30 min.<br>**Raise Dead**: Summons a skeleton at the location of a nearby corpse. Corpses cannot have multiple skeletons raised from them. | | | | | |
| Shadowmoon Fallen | 71 | 3851 - 5446 | 107715 | | 7089 |
| Shadowmoon Grunt | 72 | 1046 - 1479 | 33210 | | 7387 |
| Shadowmoon Harbinger | 68 - 69 | 214 - 316 | 5233 - 5409 | 2991 - 3080 | 4995 - 5235 |
| Shadowmoon Hearthmaster | 71 | 7147 - 10099 | 201040 | 64620 | 5714 |
| **Silencing Shot**: A shot that deals 4000% weapon damage and Silences the target for 3 sec.<br>**Freezing Trap**: Place a frost trap that freezes the first enemy that approaches, preventing all action for up to 5 sec. Any damage caused will break the ice. Trap will exist for Until Cancelled. Only one trap can be active at a time.<br>**Wing Clip**: Inflicts 20% normal melee damage and reduces the enemy target's movement speed by 30% for 10 sec.<br>**Flare**: Summons a flare at a random enemy.<br>**Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Summon Riding Warhound**: Summons 0 Wolf to accompany the caster until dismissed.<br>**Volley**: Shoots a volley of arrows at a target location. | | | | | |
| Shadowmoon Peon | 60 | 104 - 138 | 3052 | | 3791 |
| **Mortal Strike**: Inflicts 150% weapon damage to an enemy and leaves it wounded, reducing the effectiveness of any healing by 50% for 5 sec.<br>**Snap Kick**: Inflicts 240 damage to an enemy, stunning it for 2 sec.<br>**Dismounting Blast**: Knocks an enemy back, forcing it to dismount. | | | | | |
| Shadowmoon Reaver | 72 | 6796 - 9611 | 221400 | | 7387 |
| **Spell Absorption**: Absorbs spells for the next 15 sec sec. Each spell absorbed gives you a Chaotic Charge. When the aura wears off, each Chaotic Charge will detonate, striking a target. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Shadowmoon Retainer | 69 - 70 | 193 - 286 | 5409 - 5589 | | 6492 - 6792 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| Shadowmoon Scout | 67 | 99 - 140 | 9489 | | 5892 |
| Shadowmoon Slayer | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Debilitating Strike**: Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any physical attacks for 5 sec.<br>**Enrage**: Increases the Physical damage dealt by the caster by 21 for 15 sec. | | | | | |
| Shadowmoon Soldier | 72 | 1307 - 1848 | 36900 | | 7387 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Strike**: Strikes at an enemy, inflicting weapon damage plus 111 - 112. | | | | | |
| Shadowmoon Sorceror | 61 | 493 - 707 | 10472 | 5875 | 2073 |
| **Arcane Explosion**: Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.<br>**Polymorph**: Transforms an enemy into a sheep, forcing it to wander around for up to 20 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on beasts, dragons, giants, humanoids, and critters.<br>**Arcane Missiles**: Launches magical missiles at an enemy, inflicting Arcane damage each sec. for 5 sec. | | | | | |
| Shadowmoon Soulstealer | 70 | 703 - 993 | 16767 | 9465 | 5474 |
| Shadowmoon Spotter | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Shadowmoon Summoner | 61 | 443 - 707 | 10472 | 17625 | 2073 |
| **Summon Felhound Manastalker**<br>**Summon Seductress**<br>**Fireball**: Inflicts Fire damage to an enemy.<br>**Flamestrike**: Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec. | | | | | |
| Shadowmoon Technician | 61 - 62 | 493 - 753 | 10472 - 10843 | 5875 - 6015 | 2073 - 2223 |
| **Throw Proximity Bomb**: Throws a Proximity Bomb.<br>**Throw Dynamite**: Inflicts 510 to 690 Fire damage to all enemies in a selected area.<br>**Silence**: Silences an enemy, preventing it from casting spells for 5 sec. | | | | | |
| Shadowmoon Villager | 60 | 143 - 196 | 4979 | | 3791 |
| Shadowmoon Warbringer | 69 | 218 - 304 | 8277 | 7031 | 3277 |
| **Shadow Word**: Pain: Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.<br>**Damage Reduction**: Fire<br>**Damage Reduction**: Frost<br>**Damage Reduction**: Arcane<br>**Damage Reduction**: Nature<br>**Damage Reduction**: Shadow<br>**Damage Reduction**: Holy | | | | | |
| Shadowmoon Warlock | 61 - 62 | 493 - 753 | 10472 - 10843 | 5875 - 6015 | 2073 - 2223 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Corruption**: Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec.<br>**Curse of Tongues**: Forces an enemy to speak in Demonic, reducing its casting speed by 50% for 15 sec. Only one curse per warlock can be active on any one target. | | | | | |
| Shadowmoon Weapon Master | 72 | 10456 - 14786 | 369000 | | 7387 |
| **Mutilate**: Instantly attacks with both weapons. Awards 2 combo points.<br>**Berserker Stance**: An aggressive stance.<br>**Defensive Stance**: A defensive combat stance.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Battle Aura**<br>**Whirlwind**: Attacks nearby enemies in a whirlwind of steel that lasts 15 sec. and inflicts normal damage plus 121.<br>**Battle Stance**: A balanced combat stance.<br>**Berserker Aura**: Increases damage done by 25%.<br>**Shield Wall**: Reduces the Physical and magical damage taken by the caster by 60% for 10 sec.<br>**Knock Away**: Inflicts normal damage plus 30 to an enemy and knocks it back.<br>**Defensive Aura**: Decreases damage taken from all sources by 25%. | | | | | |
| Shadowmoon Zealot | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |

# SHADOWPINE TROLLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Shadowpine Cutter | 18 - 19 | 24 - 34 | 377 - 404 | 408 - 456 | 652 - 683 |
| **Bloodlust**: Increases an ally's attack speed by 30% for 10 sec.<br>**Summon Ghostclaw Lynx** | | | | | |
| Shadowpine Headhunter | 17 - 18 | 25 - 35 | 386 - 417 | | 748 - 782 |
| **Throw**: Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Shadowpine Hexxer | 17 - 19 | 23 - 34 | 350 - 404 | 390 - 456 | 625 - 683 |
| **Hex**: Transforms an enemy into a chicken, rendering it unable to attack or cast spells for 3 sec.<br>**Dispel Magic**: Dispels magic on an ally, removing 1 harmful spell. | | | | | |
| Shadowpine Oracle | 15 - 16 | 20 - 29 | 301 - 325 | 326 - 357 | 566 - 596 |
| **Dark Offering**: Uses dark magic to heal an ally for 200. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Shadowpine Ripper | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Pummel**: Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec. | | | | | |
| Shadowpine Shadowcaster | 17 - 18 | 23 - 32 | 350 - 377 | 390 - 408 | 625 - 652 |
| **Mark of Shadow**: Increases the Shadow damage taken by an enemy by 20 for 2 min.<br>**Mind Flay**: Inflicts Shadow damage to an enemy and reduces its movement speed for 3 sec. | | | | | |
| Shadowpine Witch | 11 - 12 | 14 - 20 | 208 - 230 | 205 - 249 | 450 - 479 |
| **Lightning Shield**: Surrounds the caster with 3 bolts of lightning that have 50% chance of striking melee or ranged attackers for 22 - 24 damage. Each time the lightning shield strikes, a bolt of lightning dissipates. Thus, the shield expires after 10 min, or after it has struck 3 times. | | | | | |



# SHADOWPRIEST SEZZ'ZIZ

| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 194- 257 |
| Min - Max HPs | 7675 |
| Min - Max Mana | 3174 |
| Min - Max Armor | 2255 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Psychic Scream:** Lets out a psychic scream, causing up to 5 nearby enemies to flee for 6 sec.

**Renew:** Heals an ally for 266 damage every 3 sec. for 20 sec.

**Heal:** Calls upon Holy magic to heal an ally.

# SHADRA

**Slowing Poison**: Time between attacks increased by 25%. Movement speed reduced by 30%.

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 470 - 624 |
| Min - Max HPs | 18298 |
| Min - Max Mana | |
| Min - Max Armor | 3271 |





# SHADOWSWORN CULTISTS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Shadowsworn Adept | 52 - 53 | 82 - 111 | 2466 - 2551 | 1923 - 1982 | 2522 - 2566 |
| Shadow Resistance: 106<br>**Dark Offering:** Uses dark magic to heal an ally for 452 - 461.<br>**Blood Leech**: Drains 52 - 53 health from nearby enemies, healing the caster for up to twice the amount stolen. | | | | | |
| Shadowsworn Cultist | 51 - 52 | 86 - 117 | 2980 - 3082 | | 3052 - 3108 |
| Shadow Resistance: 102<br>**Throw**: Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Shadowsworn Dreadweaver | 54 - 55 | 65 - 93 | 2305 - 2379 | 4896 - 5013 | 1630 - 1658 |
| Shadow Resistance: 110<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Banish**: Banishes an enemy, preventing all action but making it invulnerable for up to 15 sec. Only one target can be banished at a time.<br>**Curse of Mending**: Curses an enemy for 3 min., giving it 20% chance to heal its target by 27 on attack. | | | | | |
| Shadowsworn Enforcer | 53 - 54 | 119 - 161 | 3189 - 3293 | | 2853 - 2901 |
| Shadow Resistance: 108<br>**Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally. | | | | | |
| Shadowsworn Thug | 52 - 53 | 75 - 102 | 3082 - 3189 | | 3108 - 3163 |
| Shadow Resistance: 104<br>**Thrash**: Gives the caster 2 extra attacks.<br>**Snap Kick**: Inflicts 104 - 106 damage to an enemy, stunning it for 2 sec.<br>**Kick**: Kicks an enemy for 34 - 35 damage, interrupting the spell being cast for 6 sec. | | | | | |
| Shadowsworn Warlock | 53 - 54 | 64 - 91 | 2232 - 2305 | 4765 - 4896 | 1602 - 1630 |
| Shadow Resistance: 108<br>**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Curse of Weakness**: Reduces the Physical damage dealt by an enemy by 1 for 2 min. Only one curse per warlock can be active on any one target.<br>**Voidwalker**: Summons 1 Voidwalker to aid the caster in battle for 3 min. | | | | | |
| Shadowsworn Disciple | 70 | 841 - 1169 | 27944 | | 6792 |
| **Sunder Armor**: Hacks at an enemy's armor, reducing it by 1680 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.<br>**Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Mortal Strike**: Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec. | | | | | |

# SHADUMBRA

| | |
|---|---|
| Min - Max Lvl | 28 |
| Min - Max Dmg | 26 - 34 |
| Min - Max HPs | 1109 |
| Min - Max Mana | |
| Min - Max Armor | 1130 |

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.





# SHAHIAR

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 338 - 449 |
| Min - Max HPs | 11075 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |

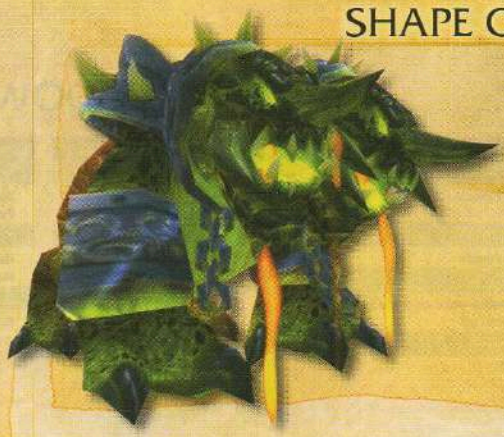
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## SHAKES O'BREEN



| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 56 - 74 |
| Min - Max HPs | 1753 |
| Min - Max Mana | |
| Min - Max Armor | 1964 |

## SHAPE OF THE BEAST



| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 381 - 537 |
| Min - Max HPs | 9803 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |

## SHALASSI ARAKKOA



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Shalassi Oracle | 64 - 65 | 266 - 391 | 4572 - 4731 | 2705 - 2790 | 4036 - 4275 |

**Arakkoa Blast**: Blasts an enemy with Arcane magic, inflicting normal damage plus 10 and knocking the enemy back.
**Lightning Cloud**: Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 94 to 99 Nature damage and inflicting 108 to 115 additional damage every 5 sec.
**Chain Lightning**: Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target.
**Shock**: Instantly throws a bolt of lightning at an enemy, inflicting Nature damage.
**Power of Kran'aish**: Curses nearby allies, decreasing the costs of their spells and abilities by 5% for 5 min. This cost decrease applies to all spells and abilities, whether they cost mana, rage, or energy.

| | | | | | |
|---|---|---|---|---|---|
| Shalassi Sentry | 64 | 286 - 400 | 5715 | | 4991 |
| Shalassi Talonguard | 63 - 64 | 272 - 400 | 5527 - 5715 | | 4691 - 4991 |

**Pierce Armor**: Reduces an enemy's armor by 50% for 20 sec.

## SHARPBEAK



| | |
|---|---|
| Min - Max Lvl | 5 |
| Min - Max Dmg | 5 - 7 |
| Min - Max HPs | 102 |
| Min - Max Mana | |
| Min - Max Armor | 120 |

## SHALESKIN FLAYER



| | |
|---|---|
| Min - Max Lvl | 67 - 68 |
| Min - Max Dmg | 220 - 325 |
| Min - Max HPs | 6326 - 6542 |
| Min - Max Mana | |
| Min - Max Armor | 5892 - 6192 |

**Shaleskin:** Reduces the effect of spells used against the caster. 1 charges.

## SHARPTALON



| | |
|---|---|
| Min - Max Lvl | 31 |
| Min - Max Dmg | 57 - 75 |
| Min - Max HPs | 1308 |
| Min - Max Mana | |
| Min - Max Armor | 1234 |

**Pierce Armor:** Reduces an enemy's armor by 75% for 20 sec.

## SHALESKIN RIPPER



| | |
|---|---|
| Min - Max Lvl | 68 - 69 |
| Min - Max Dmg | 231 - 341 |
| Min - Max HPs | 6542 - 6761 |
| Min - Max Mana | |
| Min - Max Armor | 6192 - 6492 |

**Rip:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.
**Shaleskin:** Reduces the effect of spells used against the caster. 1 charges.

## SHARTH VOLDOUN



| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 419 - 586 |
| Min - Max HPs | 11828 |
| Min - Max Mana | 2790 |
| Min - Max Armor | 4275 |

**Seal of Reckoning:** Surrounds an ally with a seal that lasts 30 sec. Every time the sealed character strikes an enemy, the sealed character gains health.
**Holy Light:** Calls upon Holy magic to heal an ally.
**Judgement of Reckoning:** Judges the enemy for 428 to 472 holy damage.



## SHARTUUL

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 12314 - 17392 |
| Min - Max HPs | 6070000 |
| Min - Max Mana | 33870 |
| Min - Max Armor | 6193 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Shadow Resonance:** Shadow damage taken increased by 10000.

**Immolate:** Inflicts 7600 to 8400 Fire damage to an enemy and scorches it for an additional 3800 to 4200 damage every 3 sec. for 21 sec.

**Magnetic Pull:** Pull somebody towards you.

**Incinerate:** Ignites a target that is already afflicted by your Immolate, dealing 115701 to 144299 Fire damage and consuming the Immolate spell.

## SHA'TAR VINDICATOR

| | |
|---|---|
| Min - Max Lvl | 70 - 70 |
| Min - Max Dmg | 469 - 662 |
| Min - Max HPs | 16767 |
| Min - Max Mana | 3155 - 3155 |
| Min - Max Armor | 5474 - 5474 |

**Net:** Immobilizes an enemy for 5 sec.





## SHATTERED HAND ORCS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Shattered Hand Acolyte | 61 - 62 | 152 - 228 | 4126 - 4274 | 2486 - 2568 | 3316 - 3555 |
| **Heal:** Calls upon Holy magic to heal an ally.<br>**Mind Flay:** Inflicts Shadow damage to an enemy and reduces its movement speed for 3 sec.<br>**Power Word:** Fortitude: Increases an ally's Stamina by 48 for 30 min. | | | | | |
| Shattered Hand Archer | 69 | 967 - 1365 | 20283 | | 6492 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage.<br>**Multi-Shot:** Fires a volley of missiles at an enemy and its nearby allies, striking up to 3 targets for normal damage plus 1157 to 1343. | | | | | |
| Shattered Hand Assassin | 70 - 71 | 1010 - 1452 | 20259 - 20826 | | 5459 - 5697 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Stealth:** Puts the caster in stealth mode. Lasts until cancelled.<br>**Backstab:** Inflicts normal damage plus 365 to an enemy, but only if attacking from behind.<br>**Sap:** Incapacitates the target for up to 8 sec. Must be stealthed. Only works on Humanoids that are not in combat. Any damage caused will revive the target. Only 1 target may be sapped at a time. | | | | | |
| Shattered Hand Berserker | 61 - 62 | 159 - 240 | 5158 - 5341 | | 2091 - 2391 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Charge:** Charges an enemy, inflicting normal damage plus 100 and stuns the opponent for 2 sec.<br>**Enrage** | | | | | |
| Shattered Hand Blood Guard | 71 | 1284 - 1815 | 28006 | | 7089 |
| Shattered Hand Brawler | 70 | 1177 - 1664 | 20259 | | 6792 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Thrash:** Gives the caster 2 extra attacks.<br>**Kick:** Kicks an enemy for 156 damage, interrupting the spell being cast for 6 sec.<br>**Curse of the Shattered Hand:** Curses an enemy with Fel energy, increasing the damage they deal by 5% but increasing the damage they take by 15%. | | | | | |
| Shattered Hand Captain | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Toughen:** Reduces damage taken by all schools by 5%. | | | | | |
| Shattered Hand Centurion | 71 | 1284 - 1815 | 28006 | | 7089 |
| **Battle Shout:** Increases the melee attack power of nearby friendly targets by 319 for 20 sec.<br>**Sunder Armor:** Hacks at an enemy's armor, reducing it by 840 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Shattered Hand Champion | 71 | 1284 - 1815 | 28006 | | 7089 |
| **Concussion Blow:** A brutal strike that deals weapon damage and stuns the opponent for 5 sec.<br>**Shield Block:** Increases the caster's chance to block by 100% for 5 sec., but will only block 1 attacks. | | | | | |
| Shattered Hand Elite | 70 | 636 - 900 | 20958 | | 6792 |
| Shattered Hand Executioner | 69 | 1127 - 1591 | 19607 | | |
| **War Stomp:** Inflicts normal damage plus 35 to nearby enemies, knocking them back and stunning them for 5 sec.<br>**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |
| Shattered Hand Gladiator | 70 | 1177 - 1664 | 20259 | | 6792 |
| **Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec. | | | | | |
| Shattered Hand Grenadier | 61 | 159 - 221 | 5158 | | 4091 |
| **Throw Dynamite:** Inflicts 128 to 136 Fire damage to all enemies in a selected area. | | | | | |
| Shattered Hand Grunt | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 96 - 98.<br>**Kick:** Kicks an enemy for 44 damage, interrupting the spell being cast for 6 sec. | | | | | |
| Shattered Hand Guard | 61 - 62 | 159 - 240 | 5158 - 5341 | | 4091 - 4391 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 95 - 96.<br>**Counterstrike:** Inflicts 0 - 1 damage to an enemy target, knocking them back. | | | | | |
| Shattered Hand Heathen | 69 | 1014 - 1431 | 19607 | | 6492 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Bloodthirst:** Instantly attack the target causing 120% of normal weapon damage. In addition, the next 5 successful melee attacks will restore 238 to 262 health. This effect lasts 10 sec.<br>**Enrage** | | | | | |
| Shattered Hand Houndmaster | 70 | 1177 - 1664 | 20259 | | 6792 |
| **Volley:** Continuously fires a volley of ammo at the target area, causing 420 Arcane damage to enemy targets within 8 yards every second for 6 sec.<br>**Impaling Bolt:** Inflicts 900 to 1100 physical damage. Also reduces the target's movement speed and increases damage taken from physical attacks for 10 sec.<br>**Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Shattered Hand Legionnaire | 70 | 1262 - 1785 | 27245 | | 6792 |
| **Pummel:** Pummels an enemy for 45 damage and interrupts the spell being cast for 5 sec.<br>**Aura of Discipline:** Increases chance to parry and block for nearby friendly units for 4 min.<br>**Enrage** | | | | | |
| Shattered Hand Mage | 61 - 62 | 123 - 188 | 3972 - 4113 | 5875 - 6015 | 2073 - 2223 |
| **Fireball:** Inflicts Fire damage to an enemy.<br>**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Shattered Hand Neophyte | 62 - 63 | 160 - 234 | 4274 - 4422 | 2568 - 2620 | 3555 - 3795 |
| **Renew:** Heals an ally every 3 sec. for 15 sec.<br>**Shadow Word:** Pain: Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.<br>**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec. | | | | | |
| Shattered Hand Reaver | 69 - 70 | 1127 - 1664 | 19607 - 20259 | | 6492 - 6792 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Enrage**<br>**Uppercut:** Inflicts normal damage plus 150 to an enemy, knocking it back. | | | | | |
| Shattered Hand Savage | 69 | 1127 - 1591 | 19607 | | 6492 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Slice and Dice:** Increases the caster's attack speed by 30% for 8 sec.<br>**Enrage**<br>**Deathblow:** A last ditch attack that deals weapon damage and wounds the target, reducing healing effects received by 50% and inflicting Physical damage every 3 sec. Lasts 9 sec. | | | | | |
| Shattered Hand Scout | 69 | 302 - 426 | 19142 | | 6492 |
| Shattered Hand Sentry | 69 | 1127 - 1591 | 19607 | | 6492 |
| **Charge:** Charges an enemy, inflicting normal damage plus 75 and stuns the opponent for 2 sec.<br>**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |
| Shattered Hand Sharpshooter | 69 - 70 | 1127 - 1664 | 19607 - 20259 | | 6492 - 6792 |
| **Scatter Shot:** A short-range shot that deals 50% weapon damage and disarms the target for 4 sec. Any damage caused will remove the effect.<br>**Incendiary Shot:** A shot that causes 383 to 467 Fire damage plus 95 additional Fire damage every 3 seconds for 12 sec.<br>**Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Shattered Hand Slayer | 70 | 605 - 856 | 20259 | | 6792 |
| **Arcing Smash:** Lashes out in a vicious arc, inflicting normal damage plus 350 to enemies in a cone in front of the caster.<br>**Mortal Strike:** Inflicts 300% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.<br>**Knock Away:** Inflicts normal damage plus 90 to an enemy and knocks it back. | | | | | |
| Shattered Hand Warlock | 62 - 63 | 160 - 234 | 4274 - 4422 | 2568 - 2620 | 4143 - 4392 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec.<br>**Demon Armor:** Protects the caster, increasing armor by 588 - 597, Shadow resistance by 15 , and health regeneration for 30 min. | | | | | |
| Shattered Hand Zealot | 69 | 242 - 341 | 6761 | | 6492 |
| **Hamstring:** Inflicts weapon damage plus 438 to 562 to an enemy, reducing its movement speed by 50% for 8 sec. | | | | | |



## SHATTERSPEAR TROLLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Shatterspear Destroyer | 52 - 58 | 88 - 132 | 2371 - 2871 | | 3108 - 3435 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Shatterspear Troll | 52 - 58 | 88 - 132 | 2371 - 2871 | | 3108 - 3435 |



## SHAZZRAH

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1636 - 2165 |
| Min - Max HPs | 351780 |
| Min - Max Mana | 39300 |
| Min - Max Armor | 3795 |

Fire Resistance: 93, Arcane Resistance: 186

**Arcane Explosion:** Sends out a blast wave of magic, inflicting 925 to 1075 Arcane damage to nearby enemies.

**Shazzrah's Curse:** Increases the magical damage taken by nearby enemies by 100% for 5 min.

**Magic Grounding:** Reduces the magical damage taken by the caster by 50% for 30 sec.

**Counterspell:** Counters the spellcasting of nearby enemies, preventing any spell from that school of magic from being cast for 10 sec. Generates a high amount of threat.



## SHAY LEAFRUNNER

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 60 - 83 |
| Min - Max HPs | 1939 |
| Min - Max Mana | 4393 |
| Min - Max Armor | 1518 |

## SHILL DINGER

| | |
|---|---|
| Min - Max Lvl | 53 |
| Min - Max Dmg | 302 - 400 |
| Min - Max HPs | 9810 |
| Min - Max Mana | 9910 |
| Min - Max Armor | 2566 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Curse of Weakness:** Reduces the Physical damage dealt by nearby enemies by 40 for 2 min. Only one curse per warlock can be active on any one target.

**Banish:** Banishes an enemy, preventing all action but making it invulnerable for up to 15 sec. Only one target can be banished at a time.

**Shadow Shield:** Surrounds the caster with a shield woven of Shadow magic. The shield lasts 30 sec., absorbs up to 530 Physical or magical damage, and inflicts 26 damage to melee attackers.





## SHIRRAK THE DEAD WATCHER

**Carnivorous Bite:** Inflicts Physical damage to an enemy every 3 sec. for 20 sec.

**Attract Magic**

| | |
|---|---|
| Min - Max Lvl | 66 |
| Min - Max Dmg | 1136 - 1593 |
| Min - Max HPs | 77049 |
| Min - Max Mana | 14230 |
| Min - Max Armor | 4515 |



## SHIVAN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Deathwhisperer | 69 - 70 | 805 - 1189 | 33805 - 34930 | | 6492 - 6792 |
| **Thrash**: Adds a chance to do two additional attacks.<br>**Flurry**: Increases your attack speed by 30% for your next 3 swings after dealing a critical strike.<br>**Mind Flay**: Inflicts Shadow damage to an enemy and reduces its movement speed for 3 sec. | | | | | |
| Doomwhisperer | 59 | 110 - 148 | 3313 | 2369 | 2832 |
| **Draining Bolt**: Causes the enemy to take 80 Shadow damage. The caster gains 100% of the damage caused in health. | | | | | |
| Fear Whisperer | 70 - 71 | 234 - 337 | 5589 - 5744 | 3155 - 3231 | 5474 - 5714 |
| **Melt Flesh**: Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec.<br>**Curse of Burning Shadows**: Deals additional Shadow damage to you when Fire damage is taken.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Hatecrye | 70 | 234 - 331 | 6707 | 3155 | 5474 |
| **Rain of Chaos**: Calls down a molten rain, burning all enemies in a selected area for 36 Fire damage every 3 sec. for 9 sec.<br>**Curse of Burning Shadows**: Deals additional Shadow damage to you when Fire damage is taken. | | | | | |
| Hatescreamer | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Mistress of Doom | 62 - 63 | 160 - 234 | 4274 - 4422 | 2568 - 2620 | 3555 - 3795 |
| **Rain of Chaos**: Calls down a molten rain, burning all enemies in a selected area for 36 Fire damage every 3 sec. for 9 sec. | | | | | |
| Outland Shivan | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |



## SHLEIPNARR

| | |
|---|---|
| Min - Max Lvl | 47 |
| Min - Max Dmg | 79 - 105 |
| Min - Max HPs | 2488 |
| Min - Max Mana | |
| Min - Max Armor | 2835 |

Fire Resistance: 95, Shadow Resistance: 95

**Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage.

**Terrify:** Terrifies an enemy, causing it to flee in fear for 4 sec. Only 1 target can be terrified at a time.

## SHY-ROTAM

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 78 - 103 |
| Min - Max HPs | 3815 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Tendon Rip:** Reduces an enemy's movement speed by 70% for 8 sec.

**Terrifying Roar:** Causes nearby enemies to flee in fear for 5 sec.

## SHIVAN ASSASSIN

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1940 - 2741 |
| Min - Max HPs | 531270 |
| Min - Max Mana | 3309 |
| Min - Max Armor | 5954 |



**Death Blast:** Inflicts Shadow damage to an enemy. If the target is afflicted with Siphon Life, the Siphon Life spell is consumed and the caster gains health equal to the damage dealt.

**Siphon Life:** Transfers 2600 health from the target to the caster every 2 sec. Lasts 1 min.

**Shadow Nova:** Inflicts moderate Shadow damage to nearby enemies. Causes them to heal you slightly for 15 sec.

**Aspect of the Flame:** Fills the caster with the power of the flame.

**Aspect of the Ice:** Fills the caster with the power of ice.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Chaos Strike:** Inflicts Unholy damage to an enemy and imbues the caster with the power of the Twisting Nether for 30 sec sec. If the target is afflicted with Flame buffet, the target will take the additional damage.If the target is frozen, the damage from Chaos Strike will be tripled. If the target is afflicted with Siphon Life, the target will be weakened, taking additional damage. WARNING! Using this ability will consume 2 Charged Crystal Focus.

**Pyroblast:** Inflicts Fire damage to an enemy.

**Flame buffet:** Inflicts 4625 to 5375 Fire damage to an enemy and increases the Fire damage it takes by 5000 for 1 min.

**Cleansing Flame:** Cleanses a debuff from the caster.

**Aspect of the Shadow:** Fills the caster with the power of shadow.

**Iceblast:** Inflicts Frost damage to an enemy.Shatters a target that is frozen, dealing double damage and shattering the binding ice.

**Icy Leap:** Leap backwards, freezing nearby enemies for up to 8 sec.

**Ice Block:** You become encased in a block of ice, protecting you from all physical attacks and reflecting all spells for 4 sec, but during that time you cannot attack, move or cast spells.

**Chaos Strike:** Inflicts Holy damage to an enemy. If the target is afflicted with Flame buffet, the target will take the additional damage.If the target is frozen, the target will take triple damge. If the target is afflicted with Siphon Life, the target will be weakened, taking additional Physical and Holy damage.

## SIAN-ROTAM

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 104 - 138 |
| Min - Max HPs | 3815 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Tendon Rip:** Reduces an enemy's movement speed by 70% for 8 sec.

**Terrifying Roar:** Causes nearby enemies to flee in fear for 5 sec.

**Enrage:** Increases the caster's attack speed by 30% and the Physical damage it deals by 18 for 2 min.



## SILITHID HIVE

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Silithid Flayer | 40 - 44 | 67 - 115 | 3048 - 3564 | | 1964 - 2557 |
| **Terrifying Screech**: Causes nearby enemies to flee in fear for 4 sec.<br>**Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Silithid Harvester | 24 | 34 - 46 | 664 | | 992 |
| **Summon Harvester Swarm**: Summons 1 Harvester Swarm to aid the caster in battle for 2 min. | | | | | |
| Silithid Hive Drone | 33 - 34 | 46 - 63 | 1223 - 1279 | | 1304 - 1340 |
| Silithid Invader | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1340 - 1373 |
| **Silithid Pox**: Increases the Physical damage taken by an enemy by 24 - 25% for 30 min.<br>**Pierce Armor**: Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Silithid Ravager | 36 | 50 - 66 | 1469 | | 1480 |
| **Strong Cleave**: Inflicts normal damage plus 55 to an enemy and its nearest allies, affecting up to 5 targets and increasing the time between their attacks by 33% for 10 sec. | | | | | |
| Silithid Searcher | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |

## SILROTH

| | |
|---|---|
| Min - Max Lvl | 68 - 69 |
| Min - Max Dmg | 669 - 989 |
| Min - Max HPs | 29439 - 30424 |
| Min - Max Mana | |
| Min - Max Armor | 6192 - 6492 |

**Felforge Flames:** Inflicts 1360 - 1380 Fire damage to enemies in a cone in front of the caster.

**Chemical Flames:** Inflicts Fire damage to any enemies in the target area for 10 sec.





## SILTFIN MURLOC

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Siltfin Ambusher | 6 - 7 | 5 - 9 | 111 - 126 | 259 - 289 | 96 - 132 |
| Siltfin Hunter | 9 - 10 | 11 - 16 | 166 - 186 | 178 - 191 | 342 - 426 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Siltfin Warlock | 8 - 10 | 10 - 17 | 156 - 198 | | 316 - 512 |
| Siltfin Oracle | 9 - 10 | 10 - 15 | 160 - 178 | 350 - 382 | 219 - 270 |
| **Wrath:** Hurls a bolt of lightning at an enemy, inflicting Nature damage. | | | | | |
| **Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 18 - 20 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times. | | | | | |



## SILVERWING ELITE

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 188 - 249 |
| Min - Max HPs | 7842 |
| Min - Max Mana | |
| Min - Max Armor | 3271 |

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.



## SILVERWING SENTINEL

| | |
|---|---|
| Min - Max Lvl | 22 - 23 |
| Min - Max Dmg | 32 - 44 |
| Min - Max HPs | 573 - 617 |
| Min - Max Mana | |
| Min - Max Armor | 922 - 957 |

**Shoot:** Shoots at an enemy, inflicting Physical damage.



## SILVERWING WARRIOR

| | |
|---|---|
| Min - Max Lvl | 21 - 22 |
| Min - Max Dmg | 31 - 42 |
| Min - Max HPs | 531 - 573 |
| Min - Max Mana | |
| Min - Max Armor | 868 - 922 |

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.



## SIMONE THE SEDUCTRESS

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 73 - 96 |
| Min - Max HPs | 12210 |
| Min - Max Mana | 12170 |
| Min - Max Armor | 3075 |

**Fool's Plight:** 10000 Physical damage.

**Temptress' Kiss:** Reduces ranged attack power by 1,500 for 45 seconds.

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing Nature damage to each.

**Silence:** Silences an enemy, preventing it from casting spells for 10 sec.



## SINGE

| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 42 - 58 |
| Min - Max HPs | 1584 |
| Min - Max Mana | 1545 |
| Min - Max Armor | 538 |

**Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.

**Fireball:** Inflicts Fire damage to an enemy.

## SIRONAS

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 63 - 84 |
| Min - Max HPs | 2165 |
| Min - Max Mana | 490 |
| Min - Max Armor | 712 |

**Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back.

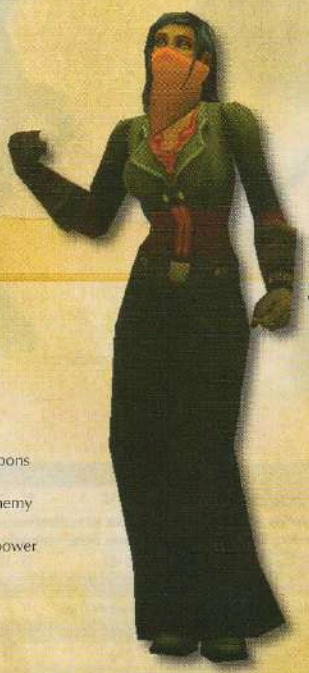
**Shadow Cleave:** Inflicts weapon damage plus 30 to an enemy and its nearest allies, affecting up to 3 targets.

**Curse of Blood:** Increases the Physical damage taken by an enemy by 10 for 2 min.

**Curse of Tongues:** Forces an enemy to speak in Demonic, reducing its casting speed by 50% for 15 sec. Only one curse per warlock can be active on any one target.

**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec.





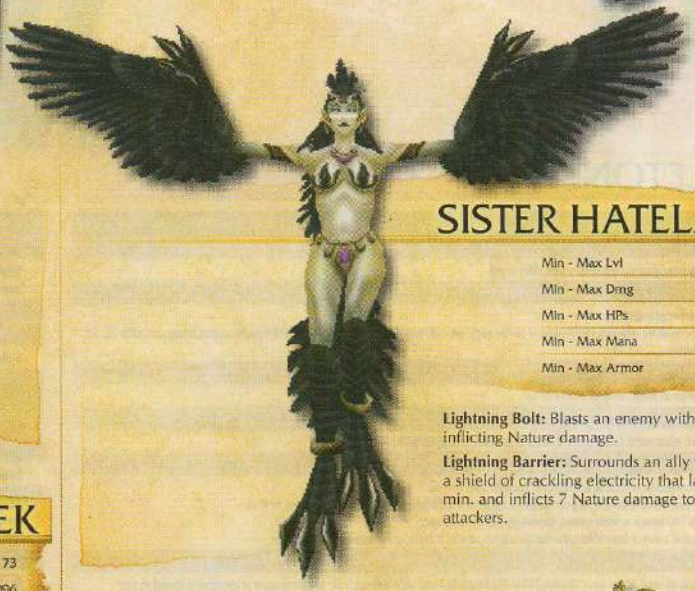
## SINGER

| | |
|---|---|
| Min - Max Lvl | 34 |
| Min - Max Dmg | 26 - 35 |
| Min - Max HPs | 1064 |
| Min - Max Mana | 1007 |
| Min - Max Armor | 1121 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Dominate Mind:** Takes control of a humanoid enemy up to level 49 for 15 sec.

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 68 for 30 sec.



## SISTER HATELASH

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 14 - 18 |
| Min - Max HPs | 416 |
| Min - Max Mana | 205 |
| Min - Max Armor | 450 |

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Lightning Barrier:** Surrounds an ally with a shield of crackling electricity that lasts 3 min. and inflicts 7 Nature damage to melee attackers.



## SIR ZELIEK

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 3844 - 5096 |
| Min - Max HPs | 499650 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Holy Wrath:** Sends bolts of holy power in all directions, causing 495 to 605 Holy damage to all targets, doubling between each jump.

**Shield Wall:** Reduces the Physical and magical damage taken by the caster by 75% for 20 sec.



## SISTER OF CELEBRIAN

| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 197- 261 |
| Min - Max HPs | 5544 |
| Min - Max Mana | |
| Min - Max Armor | 2725 |
| Nature Resistance: 69 | |

**Throw:** Throws a weapon at an enemy, inflicting Physical damage.

**Strike:** Strikes at an enemy, inflicting increased melee damage.

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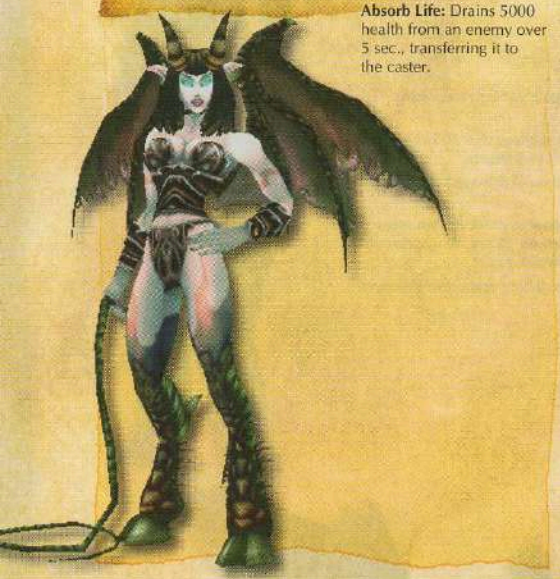
## SISTER OF GRIEF

| | |
|---|---|
| Min - Max Lvl | 60 - 61 |
| Min - Max Dmg | 173 - 252 |
| Min - Max HPs | 3386 - 3507 |
| Min - Max Mana | 2434 - 2486 |
| Min - Max Armor | 3075 - 3316 |

**Lash of Pain:** Lashes an enemy, inflicting Shadow damage. The caster must be behind the target.

**Seduction:** Seduces nearby enemy targets for 6 sec.

**Absorb Life:** Drains 5000 health from an enemy over 5 sec., transferring it to the caster.



## SISTER OF PAIN

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 7275 - 10278 |
| Min - Max HPs | 295150 |
| Min - Max Mana | 33090 |
| Min - Max Armor | 5954 |

**Lash of Pain:** Lashes an enemy, inflicting Shadow damage.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

**Shell of Pain:** Reflects spells back to caster. Deals 2500 Shadow damage to melee attackers.

**Shared Bonds**

**Painful Rage:** Increases the caster's attack speed by 25% and the Physical damage it deals by 20 for 2 min.



## SISTER OF PLEASURE

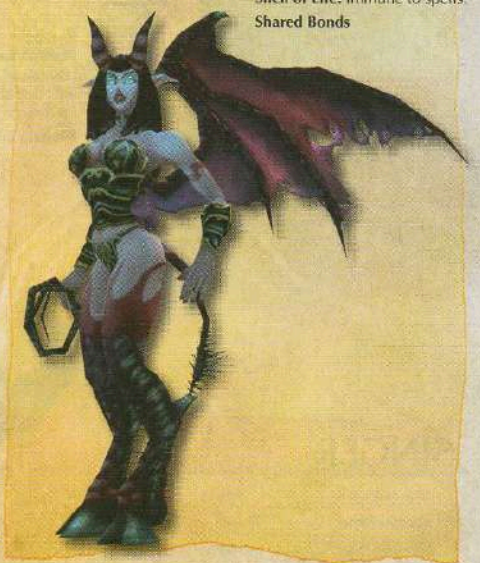
| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 7275 - 10278 |
| Min - Max HPs | 295150 |
| Min - Max Mana | 33090 |
| Min - Max Armor | 5954 |

**Greater Heal:** Calls upon Holy magic to heal an ally.

**Holy Nova:** Causes an explosion of divine light, inflicting 1750 to 2250 Holy damage to nearby enemies and reducing the caster's threat level.

**Shell of Life:** Immune to spells.

**Shared Bonds**



## SKELETONS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Angered Skeleton | 66 | 735 - 1037 | 16819 | | 5591 |
| **Infuriate:** Caster becomes infuriated when hit by a critical ability or spell. | | | | | |
| Bone Caster | 57 - 59 | 94 - 135 | 2924 - 3110 | 5340 - 5598 | 1714 - 1770 |
| **Fireball:** Inflicts Fire damage to an enemy.<br>**Shadow Shield:** Surrounds the caster with a shield woven of Shadow magic. The shield lasts 30 sec., absorbs up to 570 - 590 Physical or magical damage, and inflicts 28 - 30 damage to melee attackers. | | | | | |
| Bone Chewer | 26 - 27 | 37 - 51 | 788 - 840 | | 1061 - 1097 |
| **Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Bone Constrictor | 60 | 260 - 345 | 6104 | | 3791 |
| **Exploit Weakness:** Inflicts normal damage plus 178 to 182 on an enemy, but only if attacking from behind. | | | | | |
| Bone Mage | 60 | 194 - 256 | 4884 | 2434 | 3075 |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.<br>**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.<br>**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec. | | | | | |
| Bone Magus Warior | 61 | 152 - 210 | 5158 | 2486 | 3316 |
| **Bone Armor:** Encases the caster in bone armor, absorbing 278 to 322 damage for 1 min. While the armor holds, spellcasting cannot be interrupted by Physical attacks.<br>**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Fireball:** Inflicts Fire damage to an enemy. | | | | | |
| Bone Minion | 60 | 156 - 207 | 1526 | | 3791 |
| Bone Warder | 57 - 59 | 294 - 405 | 2784 - 2961 | | 3380 - 3489 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally. | | | | | |
| Bone Witch | 61 | 159 - 210 | 7860 | | 40911 |
| **Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage.<br>**Bone Shards:** Encases the caster in a shield of bone shards for 10 sec. The sharpened fragments deal 20 to 24 damage to melee attackers.<br>**Scourge Strike:** Instant kill. | | | | | |
| Bony Constrict | 61 | 2751 - 3648 | 37728 | | 4091 |
| **Cleave:** Inflicts normal damage plus 305 to an enemy and its nearest allies, affecting up to 10 targets.<br>**Sweeping Slam:** Inflicts normal damage plus 1750 to 2250 to enemies in a cone in front of the caster, knocking them back. | | | | | |
| Bristal Skeleton | 64 - 65 | 191 - 281 | 5715 - 5914 | | 4991 - 5291 |
| Cracked Skull Soldier | 8 - 9 | 9 - 14 | 148 - 166 | 165 - 178 | 268 - 342 |
| **Shadow Word:** Pain: A word of darkness that causes 29 Shadow damage over 18 sec. | | | | | |
| Donkeye Bonecaster | 7 - 8 | 7 - 11 | 126 - 143 | 289 - 319 | 132 - 172 |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 2 sec. | | | | | |
| Deathcage Server | 9 - 11 | 11 - 18 | 166 - 208 | 178 - 205 | 342 - 450 |
| **Fireball:** Inflicts Fire damage to an enemy. | | | | | |
| Deathcage Sorcerer | 16 - 18 | 21 - 32 | 325 - 377 | 357 - 408 | 596 - 652 |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 5 sec. | | | | | |
| Dreadbone Sentinel | 17 - 18 | 25 - 34 | 386 - 417 | | 748 - 782 |
| **Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.<br>**Sunder Armor:** Hacks at an enemy's armor, reducing it by 128 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Dreadbone Skeleton | 10 - 11 | 13 - 19 | 198 - 222 | | 512 - 538 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 18 - 20. | | | | | |
| Frail Skeleton | 1 | 1 - 1 | 10 | | 15 |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Marauding Skeleton | 56 - 57 | 95 - 129 | 3643 - 3758 | | 3327 - 3380 |
| **Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec.<br>**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |
| Mindless Skeleton | 56 - 57 | 95 - 129 | 296 - 306 | | 3327 - 3380 |
| Plaguebone Pillager | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 11 - 13. | | | | | |
| Raging Skeleton | 66 - 67 | 735 - 1085 | 16819 - 17396 | | 5591 - 5892 |
| Rattlecage Skeleton | 2 - 3 | 2 - 3 | 55 - 71 | | 16 - 41 |
| Rattlecage Soldier | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| Reanimated Bones | 66 - 67 | 231 - 341 | 3303 - 3416 | | 5591 - 5892 |
| **Sunder Armor:** Hacks at an enemy's armor, reducing it by Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Restless Skeleton | 68 - 70 | 1615 - 2499 | 16355 - 17465 | | 6192 - 6792 |
| **Damage Immunity:** Fire, Frost, Shadow, Nature, Arcane<br>**Immolation:** Burns nearby enemies for 950 to 1050 fire damage every 3 seconds. | | | | | |
| Skeletal Acolyte | 55 - 56 | 87 - 118 | 2823 - 2915 | 2117 - 2163 | 2654 - 2699 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Dark Mending:** Heals an ally with dark magic.<br>**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.<br>**Altered Cauldron Toxin:** Damage dealt is decreased by 20%. | | | | | |
| Skeletal Berserker | 56 - 57 | 168 - 227 | 2699 - 2784 | | 3327 - 3380 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 87 - 89.<br>**Sunder Armor:** Hacks at an enemy's armor, reducing it by Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.<br>**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 10 for 30 sec.<br>**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Skeletal Executioner | 54 - 55 | 124 - 168 | 3293 - 3398 | | 3216 - 3271 |
| **Execute:** Attempts to finish off a wounded enemy, inflicting normal damage plus 434 - 442. Execute can only be used on enemies that have 20% or less health.<br>**Strike:** Strikes at an enemy, inflicting weapon damage plus 127 - 129.<br>**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Altered Cauldron Toxin:** Damage dealt is decreased by 20%. | | | | | |
| Skeletal Fiend | 24 - 25 | 34 - 48 | 664 - 713 | | 992 - 1026 |
| **Fiend Fury:** Sends the caster into a rage that lasts 10 sec., increasing the Physical damage it deals by 45, but increasing the time between its attacks by 50%. | | | | | |
| Skeletal Flayer | 50 - 51 | 55 - 74 | 2880 - 2980 | | 2999 - 3052 |
| **Thrash:** Gives the caster 2 extra attacks.<br>**Altered Cauldron Toxin:** Damage dealt is decreased by 20%. | | | | | |
| Skeletal Frostweaver | 35 - 36 | 62 - 89 | 2706 - 2805 | 2680 - 2763 | 751 - 803 |
| Frost Resistance: 190 | | | | | |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Blizzard:** Calls down a blizzard that lasts 10 sec., inflicting 140 - 144 Frost damage every 2 sec. to all enemies in a selected area. | | | | | |
| Skeletal Gryphon | 70 - 70 | 252 - 357 | 6986 - 6986 | | 6792 - 6792 |
| Skeletal Guardian | 55 - 56 | 157 - 213 | 2823 - 2915 | 2117 - 2163 | 2654 - 2699 |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage.<br>**Demon Armor:** Protects the caster, increasing armor by 525 - 534, Shadow resistance by 13 , and health regeneration for 30 min.<br>**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 660 - 672, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |

## SISTER RATHTALON

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 44 - 58 |
| Min - Max HPs | 1212 |
| Min - Max Mana | 1368 |
| Min - Max Armor | 683 |

**Gust of Wind:** Stuns nearby enemies, rendering them unable to move or attack for 4 sec.

**Enveloping Winds:** Surrounds an enemy with a cyclone for up to 10 sec. If the target takes any damage, it will break free of the imprisoning winds.

**Lightning Cloud:** Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 35 to 39 Nature damage and inflicting 49 to 55 additional damage every 5 sec.



## SISTER RIVEN

| | |
|---|---|
| Min - Max Lvl | 28 |
| Min - Max Dmg | 68 - 78 |
| Min - Max HPs | 2196 |
| Min - Max Mana | 1512 |
| Min - Max Armor | 946 |
| Fire Resistance: 70 | |

**Flame Lash:** Burns an enemy for 34 to 39 damage and reduces its Fire resistance by 15 for 45 sec.

**Flame Spike:** Calls down a pillar of flame, burning all enemies in a selected area for 127 to 138 Fire damage and an additional 68 - 69 damage every 3 sec. for 9 sec.

**Fire Shield II:** Surrounds an ally with a shield of flame that inflicts 15 - 16 Fire damage to nearby enemies every 3 sec. Lasts 1 min.



## SKARR THE UNBREAKABLE

| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 998 - 1324 |
| Min - Max HPs | 57420 |
| Min - Max Mana | |
| Min - Max Armor | 3435 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Knockdown:** Inflicts 117 to 133 damage to an enemy, stunning it for 2 sec.

**Mortal Strike:** Inflicts 300% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.





| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Skeletal Healer | 26 - 27 | 34 - 47 | 684 - 724 | 1039 - 1098 | 887 - 916 |
| **Heal:** Heal your target for 307 to 353.<br>**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Skeletal Highborne | 57 - 58 | 98 - 132 | 3619 - 3732 | | 3380 - 3435 |
| **Sunder Armor:** Hacks at an enemy's armor, reducing it by 684 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Skeletal Horror | 23 - 24 | 33 - 46 | 617 - 664 | | 957 - 992 |
| **Terrify:** Terrifies an enemy, causing it to flee in fear for 4 sec. Only 1 target can be terrified at a time. | | | | | |
| Skeletal Mage | 22 - 23 | 34 - 49 | 472 - 504 | 1357 - 1443 | 499 - 519 |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 264 - 276, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |
| Skeletal Magelord | 51 | 281 - 372 | 5502 | 3728 | 2477 |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Fire Nova:** Inflicts Fire damage to nearby enemies.<br>**Altered Cauldron Toxin:** Damage dealt is decreased by 20%. | | | | | |
| Skeletal Miner | 17 - 18 | 25 - 35 | 386 - 417 | | 748 - 782 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 29 - 30. | | | | | |
| Skeletal Raider | 27 - 28 | 38 - 52 | 840 - 895 | | 1097 - 1130 |
| **Slowing Poison:** Increases the time between an enemy's attacks by 25% and slows its movement by 30% for 25 sec. | | | | | |
| Skeletal Servant | 32 | 44 - 59 | 264 | | 1270 |
| Skeletal Shadowcaster | 35 | 34 - 48 | 902 | 2680 | 751 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Amplify Damage:** Increases all forms of damage taken by an enemy by 50% for 10 sec. | | | | | |
| Skeletal Shocktrooper | 59 - 60 | 101 - 137 | 3997 - 4120 | | 3489 - 3791 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Bone Shards:** Encases the caster in a shield of bone shards for 10 sec. The sharpened fragments deal 19 to 24 damage to melee attackers.<br>**Scourge Strike:** Instant kill. | | | | | |
| Skeletal Smith | 61 | 1269 - 1683 | 50304 | | 4091 |
| **Thunderclap:** Inflicts 1407 to 1593 Nature damage to nearby enemies, increasing the time between their attacks by 100% and slowing their movement by 60% for 10 sec.<br>**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.<br>**Sunder Armor:** Hacks at an enemy's armor, reducing it by 1000 per Sunder Armor. Can be applied up to 5 times. Lasts 20 sec. | | | | | |
| Skeletal Soldier | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Scourge Strike:** Instant kill. | | | | | |
| Skeletal Sorcerer | 51 - 52 | 80 - 108 | 2384 - 2466 | 1864 - 1923 | 2477 - 2522 |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Fire Nova:** Inflicts Fire damage to nearby enemies.<br>**Altered Cauldron Toxin:** Damage dealt is decreased by 20%. | | | | | |
| Skeletal Stallion | 68 | 230 - 325 | 6542 | | 6192 |
| **Charge:** Charges an enemy, inflicting normal damage plus 75 and stuns the opponent for 2 sec.<br>**Kick:** Kicks an enemy for 50 damage, interrupting the spell being cast for 6 sec. | | | | | |
| Skeletal Steed | 61 | 2539 - 3367 | 44016 | | 4091 |
| **Trample:** Inflicts normal damage plus 61 to nearby enemies.<br>**Intercept:** Charge an enemy, causing 25 damage and stunning it for 3 sec. | | | | | |
| Skeletal Summoner | 36 | 71 - 98 | 2805 | 2763 | 803 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 18 for 2 min. Only one curse per warlock can be active on any one target.<br>**Summon Shadowcaster** | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Skeletal Terror | 52 - 54 | 88 - 122 | 3082 - 3292 | | 3108 - 3216 |
| **Fear:** Strikes fear in an enemy, causing it to flee in terror for 4 sec. Only 1 target can be feared at a time.<br>**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Altered Cauldron Toxin:** Damage dealt is decreased by 20%. | | | | | |
| Skeletal Trapper | 9 - 10 | 11 - 16 | 166 - 186 | 178 - 191 | 342 - 426 |
| **Shadow Word:** Pain: A word of darkness that causes 29 Shadow damage over 18 sec.<br>**Scourge Strike:** Instant kill. | | | | | |
| Skeletal Usher | 72 | 5334 - 7537 | 70836 | 33090 | 5954 |
| **Magnetic Pull**<br>**Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.<br>**Ice Tomb:** Stuns an enemy, rendering it unable to move or attack for 5 sec. | | | | | |
| Skeletal Worker | 71 | 3850 - 5446 | 43086 | | 7089 |
| Skeletal Warder | 28 - 29 | 36 - 50 | 768 - 811 | 756 - 811 | 946 - 975 |
| **Quick Flame Ward:** Renders an ally immune to Fire spells for 10 sec.<br>**Quick Frost Ward:** Renders an ally immune to Frost spells for 10 sec.<br>**Unholy Frenzy:** Increases an ally's attack speed by 35% for 20 sec., but also inflicts 14 - 15 Nature damage to that ally every 2 sec. | | | | | |
| Skeletal Warlord | 56 - 57 | 119 - 162 | 3373 - 3480 | | 3327 - 3380 |
| **Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.<br>**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.<br>**Backhand:** Backhands an enemy, stunning it for 2 sec.<br>**Altered Cauldron Toxin:** Damage dealt is decreased by 20%. | | | | | |
| Skeletal Warrior | 21 - 22 | 30 - 42 | 531 - 573 | | 888 - 922 |
| **Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.<br>**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled. | | | | | |
| Skeleton Invader | 69 - 70 | 1072 - 1585 | 33805 - 34930 | | 6492 - 6792 |
| Skeleton Mage | 69 - 70 | 832 - 1266 | 23665 - 24450 | 35155 - 35980 | 3277 - 3427 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Splinterbone Centurion | 36 | 139 - 184 | 3831 | | 1480 |
| **Battle Shout:** Increases the melee attack power of nearby party members by 144 for 2 min.<br>**Backhand:** Inflicts normal damage plus 56 to 64 to an enemy, stunning it for 2 sec. | | | | | |
| Splinterbone Centurion | 36 | 74 - 99 | 1468 | | 1480 |
| **Thunderclap:** Inflicts 40 to 42 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec. | | | | | |
| Splinterbone Elite | 35 - 36 | 115 - 157 | 3660 - 3831 | | 1373 - 1480 |
| Splinterbone Skeleton | 35 | 48 - 64 | 305 | | 1373 |
| Splinterbone Warrior | 35 - 36 | 72 - 99 | 1403 - 1468 | | 2037 - 2197 |
| **Sunder Armor:** Hacks at an enemy's armor, reducing it by 372 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Splintered Skeleton | 59 - 60 | 407 - 551 | 8883 - 9156 | | 3489 - 3791 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Tortured Skeleton | 69 | 362 - 512 | 2704 | | 6492 |
| Wandering Skeleton | 55 | 94 - 125 | 3398 | | 3271 |
| **Bone Shards:** Encases the caster in a shield of bone shards for 10 sec. The sharpened fragments deal 18 to 22 damage to melee attackers.<br>**Altered Cauldron Toxin:** Damage dealt is decreased by 20%. | | | | | |
| Wristbone Slayer | 71 - 71 | 8985 - 12707 | 359050 - 359050 | | 7089 - 7089 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Ignored:** Ignores an enemy, forcing the caster to not attack it unless there is no other target nearby. When the effect wears off, the creature will attack the most threatening target. | | | | | |

# SKETTIS ARRAKOA



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Skettis Assassin | 71 - 72 | 217 - 312 | 9335 - 9594 | | 7089 - 7387 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Skettis Executioner | 71 - 72 | 167 - 240 | 7181 - 7380 | | 7089 - 7387 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Skettis Outrider | 70 - 71 | 252 - 363 | 6986 - 7181 | | 6792 - 7089 |
| **Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 10 for 30 sec.<br>**Gushing Wound:** Inflicts Physical damage to an enemy every 5 sec. for 25 sec. Removed by any healing effect.<br>**Retaliation:** Instantly counterattack any enemy that strikes you in melee for 5 sec. Melee attacks made from behind cannot be counterattacked.<br>**Enrage:** Physical damage dealt is increased by 71. Attack speed increased by 30%. | | | | | |
| Skettis Refugee | 60 | 143 - 196 | 4979 | | 3791 |
| Skettis Sentinel | 71 - 72 | 257 - 370 | 7181 - 7380 | | 7089 - 7387 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Debilitating Strike:** Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any physical attacks for 5 sec.<br>**Enrage:** Physical damage dealt is increased by 71. Attack speed increased by 30%. | | | | | |
| Skettis Soothsayer | 70 - 71 | 234 - 337 | 5589 - 5744 | 3155 - 3231 | 5474 - 5714 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Slow:** Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec.<br>**Call of the Grave:** Inflicts 700 - 710 Shadow damage to an enemy after 60 sec. | | | | | |
| Skettis Surger | 70 - 71 | 234 - 337 | 5589 - 5744 | 3155 - 3231 | 5474 - 5714 |
| **Water Bolt:** Hurls a watery bolt at an enemy, inflicting 63 to 77 Frost damage. | | | | | |
| Skettis Talonite | 70 | 252 - 357 | 6986 | | 6792 |
| **Knockdown:** Inflicts 135 to 151 damage to an enemy, stunning it for 2 sec.<br>**Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Skettis Tonle-Shifter | 71 - 72 | 238 - 343 | 5744 - 5903 | 3231 - 3309 | 5714 - 5954 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target.<br>**Shrivaling Gaze:** Reduces an enemy's Strength, slowly returning it to them over 20 sec. | | | | | |
| Skettis Windwalker | 70 - 71 | 234 - 337 | 5589 - 5744 | 3155 - 3231 | 5474 - 5714 |
| **Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage.<br>**Cyclone:** Stuns nearby enemies.<br>**Shadow Mend:** Heals friendly target for 228 to 252. | | | | | |
| Skettis Wing Guard | 70 - 71 | 252 - 363 | 6986 - 7181 | | 6792 - 7089 |
| **Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 140 for 30 sec.<br>**Gushing Wound:** Inflicts Physical damage to an enemy every 5 sec. for 25 sec. Removed by any healing effect.<br>**Retaliation:** Instantly counterattack any enemy that strikes you in melee for 5 sec. Melee attacks made from behind cannot be counterattacked.<br>**Enrage:** Physical damage dealt is increased by 71. Attack speed increased by 30%. | | | | | |



# SKHOWL

| | |
|---|---|
| Min - Max Lvl | 36 |
| Min - Max Dmg | 50 - 66 |
| Min - Max HPs | 1469 |
| Min - Max Mana | |
| Min - Max Armor | 1480 |

**Intimidating Roar:** Roars at an enemy, paralyzing it with terror for 8 sec. and causing all other nearby enemies to flee in fear.

**Backhand:** Backhands an enemy, stunning it for 2 sec.

**Demoralizing Roar:** Reduces the melee attack power of nearby enemies by 80 for 30 sec.



# SKRACHER MUDMUZZLE

| | |
|---|---|
| Min - Max Lvl | 30 |
| Min - Max Dmg | 42 - 56 |
| Min - Max HPs | 1910 |
| Min - Max Mana | |
| Min - Max Armor | 1200 |

**Dust Cloud:** Reduces nearby enemies' chance to hit by 85% for 12 sec.



# SKRA'GATH

| | |
|---|---|
| Min - Max Lvl | 66 |
| Min - Max Dmg | 1397 - 1957 |
| Min - Max HPs | 51372 |
| Min - Max Mana | 98820 |
| Min - Max Armor | 2826 |
| Shadow Resistance: 115 | |

**Piercing Shadow:** Reduces an enemy's Shadow resistance by 100 for 5 min.

**Shadow Burst:** Let forth a burst of energy knocking all nearby enemies back, dealing 160 to 240 Shadow damage and removing all threat.

**Draining Touch:** Drains health from an enemy, transferring it to the caster.

**Dark Shriek:** Deals 23 to 37 shadow damage to nearby enemies and interrupts spellcasting for 4 sec.

**Elemental Response:** Provides an aura that reduces damage taken from a particular school of magic after being hit with a spell from that school.



# SKUL

| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 387 - 511 |
| Min - Max HPs | 13065 |
| Min - Max Mana | 10922 |
| Min - Max Armor | 2438 |

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.

**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 696 , slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.

**Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage.

**Blizzard:** Calls down a blizzard that lasts 10 sec., inflicting 348 Frost damage every 2 sec. to all enemies in a selected area.



## SKULLOC SOULGRINDER

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 2578 - 3642 |
| Min - Max HPs | 111780 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Corruption:** Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec.

**Banish:** Banishes an enemy, preventing all action but making it invulnerable for up to 8 sec. Only one target can be banished at a time.

**Summon Ogre Ghost:** Summons an ogre spirit to assist the caster in battle for 90 sec. Spirits fade away when not in combat.



## SKULLSPLITTER TROLLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Skullsplitter Axe Thrower | 39 - 40 | 54 - 74 | 1678 - 1753 | | 1834 - 1964 |
| **Head Crack:** Reduces an enemy's Stamina by 8 for 20 sec.<br>**Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Skullsplitter Beastmaster | 41 - 42 | 59 - 83 | 1902 - 1981 | | 2101 - 2246 |
| **Skullsplitter Pet:** Summons 1 Skullsplitter Panther to accompany the caster until dismissed.<br>**Shoot:** Shoots at an enemy, inflicting Physical damage.<br>**Head Crack:** Reduces an enemy's Stamina by 9 for 20 sec. | | | | | |
| Skullsplitter Berserker | 43 - 44 | 100 - 143 | 2059 - 2138 | | 1811 - 1931 |
| **Head Crack:** Reduces an enemy's Stamina by 9 for 20 sec. | | | | | |
| Skullsplitter Headhunter | 43 - 44 | 67 - 96 | 2059 - 2138 | | 2397 - 2557 |
| **Net:** Immobilizes an enemy for 6 sec.<br>**Head Crack:** Reduces an enemy's Stamina by 9 for 20 sec.<br>**Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Skullsplitter Hunter | 41 - 42 | 59 - 83 | 1902 - 1981 | | 2101 - 2246 |
| **Head Crack:** Reduces an enemy's Stamina by 9 for 20 sec.<br>**Thrash:** Gives the caster 2 extra attacks.<br>**Skullsplitter Pet:** Summons 1 Skullsplitter Panther to accompany the caster until dismissed. | | | | | |
| Skullsplitter Mystic | 39 - 40 | 51 - 69 | 1357 - 1410 | 1236 - 1283 | 1517 - 1619 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Healing Wave:** Calls upon Nature magic to heal an ally.<br>**Quick Frost Ward:** Renders an ally immune to Frost spells for 10 sec. | | | | | |
| Skullsplitter Scout | 41 - 42 | 59 - 83 | 1902 - 1981 | | 2101 - 2246 |
| **Head Crack:** Reduces an enemy's Stamina by 9 for 20 sec. | | | | | |
| Skullsplitter Speaker | 61 | 529 - 702 | 3144 | | 4091 |
| **Head Crack:** Reduces an enemy's Stamina by 61 for 20 sec.<br>**Whirling Trip:** Inflicts normal damage plus 50 to nearby enemies. | | | | | |
| Skullsplitter Spiritchaser | 44 | 67 - 89 | 1711 | 1483 | 2082 |
| **Healing Wave:** Calls upon Nature magic to heal an ally.<br>**Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage.<br>**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Skullsplitter Warrior | 39 - 40 | 54 - 74 | 1678 - 1753 | | 1834 - 1964 |
| **Head Crack:** Reduces an enemy's Stamina by 8 for 20 sec.<br>**Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec. | | | | | |
| Skullsplitter Witch Doctor | 41 - 42 | 55 - 77 | 1522 - 1585 | 1332 - 1381 | 1727 - 1841 |
| **Healing Ward:** Summons a ward that lasts 30 sec. and periodically heals allies in an area around it.<br>**Earthgrab Totem:** Summons an Earthgrab Totem that lasts 30 sec. and periodically immobilizes nearby enemies. | | | | | |



## SKUM

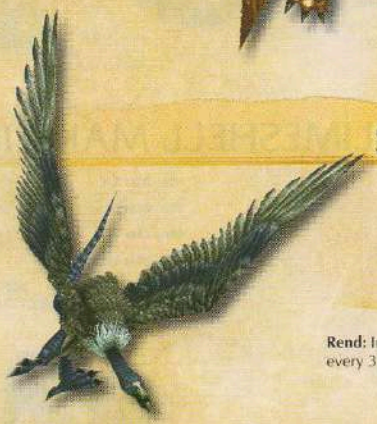
| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 59 - 78 |
| Min - Max HPs | 3630 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

**Chained Bolt:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing 26 to 30 Nature damage to each.

## SKY'REE

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |





## SKY SHADOW

| | |
|---|---|
| Min - Max Lvl | 55 - 56 |
| Min - Max Dmg | 94 - 127 |
| Min - Max HPs | 3529- 3644 |
| Min - Max Mana | |
| Min - Max Armor | 3271 - 3327 |

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.



## SLAAG

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 2777 - 3927 |
| Min - Max HPs | 139720 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Frenzy:** Increases attack speedby 100% for 7 sec.



## SLARK

| | |
|---|---|
| Min - Max Lvl | 15 |
| Min - Max Dmg | 22 - 29 |
| Min - Max HPs | 328 |
| Min - Max Mana | |
| Min - Max Armor | 677 |

**Thrash:** Adds a chance to do two additional attacks



## SLAVE MASTER BLACKHEART

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 85 - 112 |
| Min - Max HPs | 2769 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |

**Net:** Immobilizes an enemy for 6 sec.

**Shoot:** Shoots at an enemy, inflicting Physical damage.

S

## SLEEBY



| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 8 - 10 |
| Min - Max HPs | 184 |
| Min - Max Mana | 1283 |
| Min - Max Armor | 1619 |

**Heal:** Heal your target for 739 to 831.

**Sleep:** Puts the enemy target to sleep for up to 20 sec. Any damage caused will awaken the target. Only one target can be asleep at a time. Unreliable on targets above level 30.

## SLUDGINN



| | |
|---|---|
| Min - Max Lvl | 30 |
| Min - Max Dmg | 42 - 56 |
| Min - Max HPs | 974 |
| Min - Max Mana | |
| Min - Max Armor | 1780 |

**Dark Sludge:** Increases the time between the attacks of nearby enemies by 33% for 5 min.

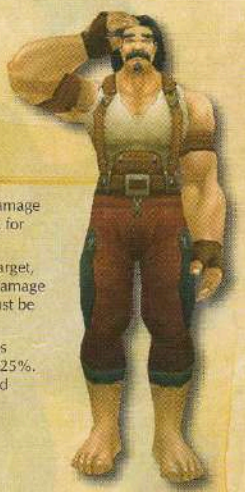
**Leech Poison:** Drains 15 health from an enemy every 5 sec. over 40 sec., transferring it to the caster.

## SLIMESHELL MAKRURA



| | |
|---|---|
| Min - Max Lvl | 18 - 19 |
| Min - Max Dmg | 26 - 37 |
| Min - Max HPs | 417 - 449 |
| Min - Max Mana | |
| Min - Max Armor | 782 - 817 |

## SLIM'S FRIEND



| | |
|---|---|
| Min - Max Lvl | 30 |
| Min - Max Dmg | 39 - 52 |
| Min - Max HPs | 851 |
| Min - Max Mana | 852 |
| Min - Max Armor | 1004 |

**Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec.

**Backstab:** Backstab the target, causing 150% weapon damage plus 30 to the target. Must be behind the target.

**Slowing Poison:** Increases time between attacks by 25%. Reduces movement speed by 40%.

## SMOLDAR



| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 85 - 112 |
| Min - Max HPs | 2769 |
| Min - Max Mana | |
| Min - Max Armor | 3586 |
| Fire Resistance: 170, Nature Resistance: 170 | |

**Molten Metal:** Inflicts 75 Fire damage every 3 sec. to an enemy, increasing the time between its attacks by 54% and its movement by 50% for 15 sec.

## SLITHERBLADE NAGA



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Slitherblade Myrmidon | 34 - 35 | 59 - 81 | 1279 - 1342 | | 821 - 841 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Localized Toxin:** Inflicts 10 - 11 Nature damage to an enemy every 5 sec. for 1 min. | | | | | |
| Slitherblade Naga | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |
| **Localized Toxin:** Inflicts 10 Nature damage to an enemy every 5 sec. for 1 min. | | | | | |
| Slitherblade Oracle | 34 - 35 | 44 - 60 | 1064 - 1110 | 1007 - 1067 | 1121 - 1149 |
| **Slow:** Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec.<br>**Healing Ward:** Summons a ward that lasts 30 sec. and periodically heals allies in an area around it. | | | | | |
| Slitherblade Razortail | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| **Barbs:** Causes Nature damage to attackers when hit.<br>**Localized Toxin:** Inflicts 11 Nature damage to an enemy every 5 sec. for 1 min. | | | | | |
| Slitherblade Sea Witch | 35 - 36 | 45 - 61 | 1160 - 1208 | 1067 - 1097 | 1149 - 1234 |
| **Blizzard:** Ice shards pelt the target area doing 520 Frost damage over 8 sec.<br>**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 420 - 432, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |
| Slitherblade Sawtooth | 32 - 33 | 39 - 52 | 882 - 919 | 2362 - 2457 | 694 - 712 |
| **Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 384 - 396, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.<br>**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| Slitherblade Tide Priestess | 33 - 34 | 43 - 58 | 1021 - 1064 | 963 - 1007 | 1091 - 1121 |
| **Heal:** Heal friendly target for 707 to 804.<br>**Holy Smite:** Smites an enemy, inflicting Holy damage. | | | | | |
| Slitherblade Tidehunter | 36 - 37 | 46 - 63 | 1208 - 1257 | 1097 - 1142 | 1234 - 1325 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage.<br>**Frost Nova:** Blasts enemies near the caster for 38 to 42 Frost damage and freezes them in place for up to 8 sec. Damage caused may interrupt the effect. | | | | | |
| Slitherblade Warrior | 33 - 34 | 46 - 63 | 1221 - 1279 | | 1304 - 1340 |
| **Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.<br>**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.<br>**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled.<br>**Localized Toxin:** Inflicts 10 Nature damage to an enemy every 5 sec. for 1 min. | | | | | |

## SMOLDERTHORN TROLLS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Smolderthorn Axe Thrower | 55 - 56 | 338 - 458 | 7842 - 8097 | | 3271 - 3327 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage.<br>**Thrash:** Gives the caster 2 extra attacks.<br>**Knockdown:** Inflicts 113 to 130 damage to an enemy, stunning it for 2 sec. | | | | | |
| Smolderthorn Berserker | 57 - 58 | 372 - 503 | 8352 - 8613 | | 3380 - 3435 |
| **Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.<br>**Strike:** Strikes at an enemy, inflicting increased melee damage.<br>**Enrage:** Increases the caster's attack speed by 40% and the Physical damage it deals by 112 - 114 for 2 min. | | | | | |
| Smolderthorn Headhunter | 56 - 57 | 355 - 480 | 8097 - 8352 | | 3327 - 3380 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage.<br>**Impale:** Inflicts Physical damage to an enemy every 3 sec. for 9 sec.<br>**Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Smolderthorn Mystic | 55 - 56 | 315 - 425 | 6273 - 6477 | 2117 - 2163 | 2654 - 2699 |
| **Chain Heal:** Infuses a wounded ally with healing energy that spreads to another nearby ally. The spell affects up to 3 targets, but the healing energy is diminished by 50% for each successive target.<br>**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing Nature damage to each. | | | | | |
| Smolderthorn Seer | 56 - 57 | 330 - 447 | 6477 - 6681 | 2163 - 2241 | 2699 - 2744 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Healing Wave:** Calls upon Nature magic to heal an ally.<br>**Shrink:** Reduces an enemy's Strength by 1 and Stamina by 1 for 2 min.<br>**Lightning Shield:** Surrounds an ally with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 112 - 114 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times. | | | | | |
| Smolderthorn Shadow Hunter | 56 - 57 | 269 - 363 | 6477 - 6681 | 2163 - 2241 | 2699 - 2744 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Backstab:** Inflicts normal damage plus 303 - 308 to an enemy, but only if attacking from behind.<br>**Gouge:** Inflicts 20 damage to an enemy and incapacitates it for up to 4 sec.<br>**Kick:** Kicks an enemy for 76 - 78 damage, interrupting the spell being cast for 6 sec. | | | | | |
| Smolderthorn Shadow Priest | 55 - 56 | 315 - 425 | 6273 - 6477 | 2117 - 2163 | 2654 - 2699 |
| **Mana Burn:** Hits nearby enemies with anti-mana bolts. For each point of mana consumed from a target, that target takes 1.0 damage.<br>**Hex:** Transforms an enemy into a frog, rendering it unable to attack or cast spells for 10 sec.<br>**Dispel Magic:** Dispels magic on the target, removing 1 harmful spell from an ally or 1 beneficial spell from an enemy. | | | | | |
| Smolderthorn Witch Doctor | 56 - 57 | 330 - 447 | 6477 - 6681 | 2163 - 2241 | 2699 - 2744 |
| **Elemental Protection Totem:** Summons an Elemental Protection Totem at the caster's feet. Totem lasts 30 sec. and increases nearby party members' resistance to harmful magic.<br>**Flame buffet Totem:** Summons a Flame buffet Totem at the caster's feet. Totem lasts for 35 sec. and attacks an enemy every 2 sec.<br>**Superior Healing Ward:** Summons a ward that lasts 30 sec. and periodically heals allies in an area around it. | | | | | |



## SNAGGLESPEAR

| | |
|---|---|
| Min - Max Lvl | 9 |
| Min - Max Dmg | 31 - 41 |
| Min - Max HPs | 176 |
| Min - Max Mana | |
| Min - Max Armor | 406 |

**Net:** Immobilizes an enemy for 5 sec.



## SNARLFLARE

| | |
|---|---|
| Min - Max Lvl | 18 |
| Min - Max Dmg | 23 - 30 |
| Min - Max HPs | 354 |
| Min - Max Mana | 1020 |
| Min - Max Armor | 422 |





## SNARLMANE

| | |
|---|---|
| Min - Max Lvl | 23 |
| Min - Max Dmg | 33 - 44 |
| Min - Max HPs | 726 |
| Min - Max Mana | |
| Min - Max Armor | 957 |

**Rage of Thule:** Inflicts 30 Shadow damage to an enemy every 10 sec., increasing the Physical damage it takes by 8 for 2 min.

## SNAKES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Coilskar Cobra | 68 | 231 - 325 | 6542 | | 6192 |
| **Poison Spit:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. | | | | | |
| Mark Slitherer | 45 - 46 | 76 - 102 | 2310 - 2399 | | 2725 - 2780 |
| **Poison:** Inflicts Nature damage every 3 sec. | | | | | |
| Mark Spitter | 46 - 47 | 77 - 105 | 2399 - 2488 | | 2780 - 2835 |
| **Venom Spit:** Spits poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. | | | | | |
| Razzashi Adder | 60 | 436 - 579 | 15260 | | 3791 |
| **Venom Spit:** Spits poison at an enemy, inflicting Nature damage, then additional damage every 2 sec. for 10 sec.<br>**Exploit Weakness:** Inflicts normal damage plus 694 to 806 on an enemy, but only if attacking from behind.<br>**Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Razzashi Cobra | 60 | 624 - 827 | 15260 | | 3791 |
| **Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec.<br>**Spit:** Spits poison at an enemy, inflicting Nature damage. | | | | | |
| Razzashi Serpent | 60 | 416 - 551 | 15260 | | 3791 |
| **Pierce Armor:** Reduces an enemy's armor by 75% for 20 sec.<br>**Tranquilizing Poison**<br>**Fatal Bite:** Drains 1928 health from an enemy, healing the caster for up to twice that amount. | | | | | |
| Sandfury Guardian | 45 | 167 - 222 | 5544 | | 2725 |
| **Poison:** Inflicts Nature damage every 3 sec.<br>**Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Twilight Serpent | 69 - 70 | 242 - 357 | 6761 - 6986 | | 6492 - 6792 |
| Venemscowl Cobra | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |



## SNAPJAW

| | |
|---|---|
| Min - Max Lvl | 30 - 31 |
| Min - Max Dmg | 42 - 58 |
| Min - Max HPs | 1050 - 1107 |
| Min - Max Mana | |
| Min - Max Armor | 1780 - 1831 |

Frost Resistance: 75

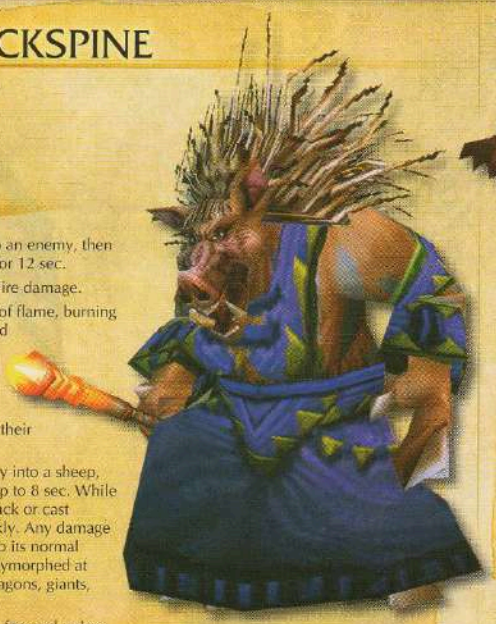


## SNEED

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Sneed | 20 | 97 - 129 | 2420 | | 852 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. | | | | | |
| Sneed's Shredder | 20 | 97 - 129 | 3872 | | 852 |
| **Terrify:** Terrifies an enemy, causing it to flee in fear for 4 sec. Only 1 target can be terrified at a time.<br>**Distracting Pain:** Reduces an enemy's casting speed by 35% for 15 sec.<br>**Eject:** Increases time between attacks by 150%, reduces movement speed by 70%, and drains 10 rage per second. Puts a target to sleep for 10 sec. unless removed. Damage wakes target. | | | | | |

## SNOKH BLACKSPINE

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 126 - 176 |
| Min - Max HPs | 5607 |
| Min - Max Mana | 7648 |
| Min - Max Armor | 1703 |



**Pyroblast:** Inflicts Fire damage to an enemy, then additional damage every 3 sec. for 12 sec.

**Scorch:** Scorches an enemy for Fire damage.

**Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.

**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.

**Polymorph:** Transforms an enemy into a sheep, forcing it to wander around for up to 8 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on beasts, dragons, giants, humanoids, and critters.

**Blink:** Teleports the caster 20 yd. forward unless something is in the way. Also frees the caster from any bonds.

**Drink Healing Potion:** Uses a Holy elixir to heal the caster.

## SOCRETHAR

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 5456 - 7708 |
| Min - Max HPs | 354180 |
| Min - Max Mana | 66180 |
| Min - Max Armor | 5954 |



**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Backlash:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Anti-Magic Shield:** Creates an anti-magic shell around the caster, giving it magic immunity for 8 sec.

**Nether Protection:** Increases the target's resistance to Shadow damage and Arcane damage by 100 for 10 min.

**Fireball Barrage:** Fires a storm of fel fireballs at the target. The target can dodge if they run away quickly.

## SOLAKAR FLAMEWREATH

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 624 - 827 |
| Min - Max HPs | 24416 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



**War Stomp:** Inflicts normal damage plus 65 to nearby enemies, stunning them for 5 sec.

## SNORT THE HECKLER

| | |
|---|---|
| Min - Max Lvl | 17 |
| Min - Max Dmg | 25 - 33 |
| Min - Max HPs | 386 |
| Min - Max Mana | |
| Min - Max Armor | 748 |



**Toxic Spit:** Inflicts Nature damage to an enemy.

**Tendon Rip:** Reduces an enemy's movement speed by 41% for 8 sec.



## SOLDIER OF TERROR

| | |
|---|---|
| Min - Max Lvl | 68 - 70 |
| Min - Max Dmg | 231 - 357 |
| Min - Max HPs | 6542 - 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6192 - 6792 |



## SNOWSONG

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



## SOLDIER OF THE FROZEN WASTES

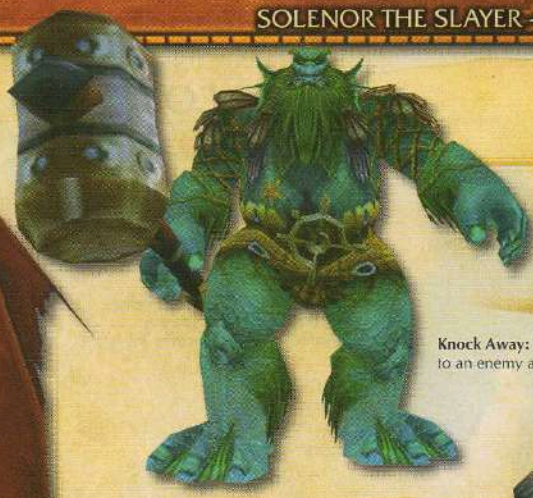
| | |
|---|---|
| Min-Max Lvl | 60 |
| Min - Max Dmg | 103 - 137 |
| Min-Max HPs | 3052 |
| Min-Max Mana | 3052 |
| Min-Max Armor | 3814 |

## SOLENOR THE SLAYER

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 484 - 641 |
| Min - Max HPs | 19536 |
| Min - Max Mana | 48680 |
| Min - Max Armor | 6150 |

**Dreadful Fright**
**Creeping Doom**
**Fool's Plight**
**Crippling Clip**





## SON OF ARKKOROC

| | |
|---|---|
| Min - Max Lvl | 54 - 55 |
| Min - Max Dmg | 612 - 829 |
| Min - Max HPs | 8232 - 8496 |
| Min - Max Mana | |
| Min - Max Armor | 3216 - 3271 |

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

## SON OF ARUGAL

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 50 - 66 |
| Min - Max HPs | 1452 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

**Arugal's Gift:** Inflicts 175 to 225 Shadow damage to an enemy every 60 sec. for 5 min.





## SOLUS THE ETERNAL

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1212 - 1713 |
| Min - Max HPs | 53127 |
| Min - Max Mana | 33090 |
| Min - Max Armor | 5954 |

**Soul Steal:** Steals the soul of the target to the caster. Target stats and damage done are reduced by 45%. Lasts 20 sec.

**Unholy Aura:** Causes the caster to automatically inflict 150 Shadow damage every 2 sec. to nearby enemies. The aura lasts until cancelled.

**Soul Chill:** Inflicts Frost damage to nearby enemies, slowing their movement speed by 50% for 8 sec.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting 1400 - 2000 Shadow damage.



## SON OF CENARIUS

| | |
|---|---|
| Min - Max Lvl | 24 - 25 |
| Min - Max Dmg | 37 - 45 |
| Min - Max HPs | 664 - 713 |
| Min - Max Mana | |
| Min - Max Armor | 992 - 1026 |
| Nature Resistance: 75 | |

**Summon Treant Ally:** Summons 1 Treant Ally to accompany the caster until dismissed.

## SOMNUS

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 971 - 1288 |
| Min - Max HPs | 38844 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Corrosive Acid Breath:** Shoots a cloud of acidic breath at enemies in a cone in front of the caster, reducing their armor and inflicting 110 Nature damage every 5 sec. for 30 sec.

**Sleep:** Puts an enemy to sleep for up to 10 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.

**Wing Flap:** Strikes enemies in a cone in front of the caster, knocking them back.

**Strike:** Strikes at an enemy, inflicting increased melee damage.





## SON OF COROK

| | |
|---|---|
| Min - Max Lvl | 68 - 69 |
| Min - Max Dmg | 768 - 1136 |
| Min - Max HPs | 26168 - 27044 |
| Min - Max Mana | |
| Min - Max Armor | 6192 - 6492 |

**Stomp:** Stomps the ground, inflicting normal damage to nearby enemies and knocking them back.



## SORIID THE DEVOURER

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 85 - 112 |
| Min - Max HPs | 2769 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |

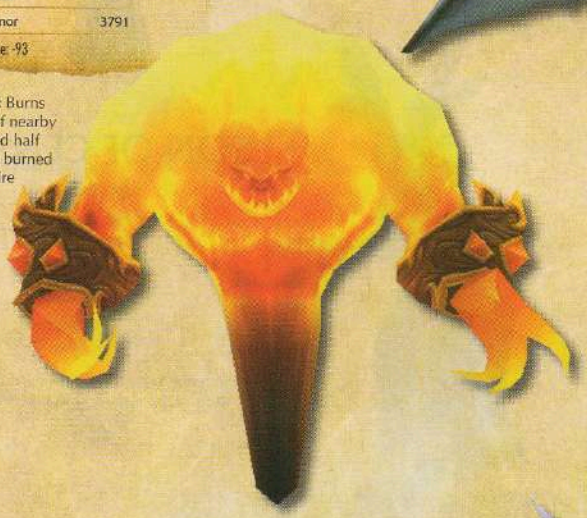
**Pierce Armor:** Reduces an enemy's armor by 75% for 20 sec.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

## SON OF FLAME

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 1247 - 1655 |
| Min - Max HPs | 15260 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |
| Frost Resistance: -93 | |

**Lava Shield:** Burns 150 mana of nearby enemies, and half of the mana burned is dealt as Fire damage.





## SORROW WING

| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 73 - 84 |
| Min - Max HPs | 2400 |
| Min - Max Mana | |
| Min - Max Armor | 1097 |

**Soul Rend:** Drains 150 mana from an enemy, transferring it to the caster.

**Deadly Leech Poison:** Drains 30 health from an enemy every 5 sec. over 45 sec., transferring it to the caster.



## SORCEROUS SHADE

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 2910 - 4111 |
| Min - Max HPs | 47224 |
| Min - Max Mana | 33090 |
| Min - Max Armor | 5954 |

**Fireball Volley:** Inflicts 1530 to 2070 Fire damage to nearby enemies, plus 200 additional damage every 1 seconds for 3 sec.

**Frostbolt Volley:** Inflicts Frost damage to nearby enemies, reducing their movement speed for 4 sec.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.





## SOTHOS

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 503 - 666 |
| Min - Max HPs | 14652 |
| Min - Max Mana | 36510 |
| Min - Max Armor | 4570 |

**Shield Charge:** Charges an enemy, knocking it back and inflicting normal damage plus 150.

**Shield Slam:** Inflicts 140 damage to an enemy, stunning it for 2 sec.

**Fear:** Strikes fear in an enemy, causing it to flee in terror for 6 sec.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Shield Block:** Increases the caster's chance to block by 75% for 5 sec., but will only block 1 attacks.

# SOUL DEVOURER

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 1894 - 2678 |
| Min - Max HPs | 45409 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Sightless Eye**

**Frenzy**

**Fel Breath:** Inflicts 1388 to 1612 Fire damage to enemies in front of the caster.



# SOUTHSEA PIRATES



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Southsea Brigand | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| **Backhand**: Backhands an enemy, stunning it for 2 sec. | | | | | |
| Southsea Buccaneer | 44 - 45 | 72 - 100 | 2138 - 2218 | | 2557 - 2725 |
| **Strike**: Strikes at an enemy, inflicting weapon damage plus 69 - 71. | | | | | |
| Southsea Commoner | 13 - 14 | 22 - 32 | 273 - 300 | | 608 - 642 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| Southsea Cutthroat | 14 - 15 | 20 - 29 | 270 - 295 | | 642 - 677 |
| **Poison**: Nature damage inflicted for 3 sec. | | | | | |
| Southsea Dock Worker | 44 - 45 | 72 - 100 | 2138 - 2218 | | 2557 - 2725 |
| **Head Crack**: Reduces an enemy's Stamina by 9 for 20 sec. | | | | | |
| Southsea Freebooter | 44 - 45 | 72 - 100 | 2138 - 2218 | | 2557 - 2725 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| Southsea Kidnapper | 45 | 76 - 100 | 2218 | | 2725 |
| **Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. | | | | | |
| Southsea Pirate | 44 - 45 | 72 - 100 | 2138 - 2218 | | 2557 - 2725 |
| **Strike**: Strikes at an enemy, inflicting weapon damage plus 71. | | | | | |
| Southsea Privateer | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Fire Shot**: Fires a flaming shot at the enemy, doing an additional 20 and making the damage fire based. | | | | | |
| Southsea Swashbuckler | 44 - 45 | 72 - 100 | 2138 - 2218 | | 2557 - 2725 |
| **Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. | | | | | |

# SPAWN OF BAEL'GAR

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 212 - 280 |
| Min - Max HPs | 2769 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |



# SOUL OF TANARIS

| | |
|---|---|
| Min - Max Lvl | 51 |
| Min - Max Dmg | 373 - 494 |
| Min - Max HPs | 6876 |
| Min - Max Mana | |
| Min - Max Armor | 4546 |

**Ground Tremor:** Stuns nearby enemies, rendering them unable to move or attack for 2 sec.

**Trample:** Inflicts normal damage plus 51 to nearby enemies.





# SPAWN OF DIMENSIUS

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



# SPAWN OF FANKRISS

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 2856 - 3786 |
| Min - Max HPs | 33310 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.

# SOUL WEAVER

| | |
|---|---|
| Min-Max Lvl | 60 |
| Min - Max Dmg | 3637 - 4826 |
| Min-Max HPs | 3052 |
| Min-Max Mana | 3052 |
| Min-Max Armor | 3814 |

**Wail of Souls**





# SPAWN OF UVUROS

| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 242 - 341 |
| Min - Max HPs | 6761 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |

**Stomp:** Stomps the ground, inflicting normal damage to nearby enemies and knocking them back.

**Double Breath:** Inflicts Fire damage to enemies in a cone in front of the caster.



## SPEAKER MAR'GROM

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 385 - 542 |
| Min - Max HPs | 10466 |
| Min - Max Mana | 8973 |
| Min - Max Armor | 4995 |

**Fireball:** Inflicts Fire damage to an enemy.

**Fire Ward:** Surrounds the caster with a shield that lasts 30 sec. and can absorb a fixed amount of Fire damage.

**Scorch:** Scorches an enemy for Fire damage.

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

## SPEARCRAFTER OTEMBE

| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 12 - 16 |
| Min - Max HPs | 186 |
| Min - Max Mana | 191 |
| Min - Max Armor | 426 |

**Head Crack:** Reduces an enemy's Stamina by 2 for 20 sec.





## SPECTRAL UNDEAD

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Spectral Apparition | 6 - 7 | 8 - 13 | 120 - 137 | | 174 - 239 |
| **Scourge Strike** | | | | | |
| Spectral Apprentice | 70 | 2272 - 3213 | 41916 | | 6792 |
| **Burning Brand**: Inflicts 139 to 161 Fire damage to an enemy and increases the Fire damage it takes by 50 for 10 sec. | | | | | |
| Spectral Assassin | 60 | 125 - 165 | 1526 | | 3791 |
| **Defile** | | | | | |
| **Shadow Shock**: Instantly lashes an enemy with dark magic, inflicting Shadow damage. | | | | | |
| Spectral Attendant | 60 | 97 - 128 | 3297 | 2434 | 3075 |
| **Cripple**: Increases the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec. | | | | | |
| **Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |
| **Mind Blast**: Inflicts Shadow damage to an enemy, but causes a high amount of threat. | | | | | |
| Spectral Betrayer | 57 - 58 | 89 - 53 | 1114 - 1148 | | 3380 - 3435 |
| **Wither Strike**: Target's health reduced by 10% for 8 sec. | | | | | |
| Spectral Charger | 71 | 3851 - 5446 | 64629 | | 7089 |
| **Charge**: Charges the most distant enemy, inflicting normal damage plus 0, then fears all nearby targets. | | | | | |
| Spectral Chef | 71 | 4621 - 6535 | 43086 | | 7089 |
| **Cleave**: Inflicts weapon damage plus 1 to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |
| **Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 70% for 10 sec. | | | | | |
| Spectral Citizen | 55 - 56 | 338 - 458 | 5228 - 5398 | | 3271 - 3327 |
| Fire Resistance: 168, Nature Resistance: 168, Frost Resistance: 168, Shadow Resistance: 168, Arcane Resistance: 0168 | | | | | |
| **Debilitating Touch**: Reduces an enemy's Strength by 20 and its Stamina by 20 for 2 min. | | | | | |
| **Haunting Phantoms**: Curses an enemy for 5 min., causing it to be periodically haunted by malevolent ghosts. | | | | | |
| Spectral Deathknight | 62 | 2589 - 3435 | 16185 | | 4391 |
| **Whirlwind**: Disarms. | | | | | |
| **Sunder Armor**: Hacks at an enemy's armor, reducing it by 2976 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| **Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |
| Spectral Defender | 57 - 58 | 98 - 132 | 3758 - 3876 | | 3380 - 3435 |
| **Strike**: Strikes at an enemy, inflicting weapon damage plus 89 - 90. | | | | | |
| **Shield Block**: Increases the caster's chance to block by 75% for 5 sec., but will only block 1 attacks. | | | | | |
| Spectral Marauder | 57 - 58 | 39 - 53 | 1114 - 1148 | | 3380 - 3435 |
| **Wither Strike**: Target's health reduced by 10% for 8 sec. | | | | | |
| Spectral Patron | 70 | 1136 - 1607 | 13972 | | 6792 |
| **Left Hook**: A strong hit that inflicts weapon damage plus 77 to 93 and throws the enemy off balance, reducing their chance to hit with physical attacks by 5 for 3 sec. | | | | | |
| **Kick**: Kicks an enemy for 270 to 330 damage, interrupting the spell being cast for 2 sec. | | | | | |
| Spectral Performer | 70 | 4621 | 57448 | | 7089 |
| **Bad Poetry**: Puts an enemy to sleep for up to 10 sec. Any damage caused will awaken the target. Only one target can be asleep at a time. | | | | | |
| **Curtain Call**: Deals fire damage in an area. | | | | | |
| **Spotlight**: Summons a spotlight for 15 sec. that buffs anyone inside. | | | | | |
| Spectral Projection | 59 - 60 | 102 - 138 | 2961 - 3052 | | 3489 - 3791 |
| Spectral Researcher | 58 - 60 | 362 - 500 | 6891 - 7326 | 6867 - 7302 | 2788 - 3075 |
| **Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |
| **Wail of Souls**: Inflicts Shadow damage to nearby enemies and hits them with anti-mana bolts, knocking them back. | | | | | |
| Spectral Retainer | 72 | 4705 - 6654 | 59040 | | 7387 |
| **Oath of Fealty**: Takes control of a humanoid enemy up to level 77 for 15 sec. | | | | | |
| **Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Spectral Rider | 63 | 2197 - 2912 | 9993 | | 4691 |
| **Unholy Aura**: Causes the caster to automatically inflict 150 Shadow damage every 2 sec. to nearby enemies. The aura lasts until cancelled. | | | | | |
| **Drain Life**: Drains 4000 health from an enemy over 5 sec., transferring it to the caster. | | | | | |
| **Unholy Frenzy**: Increases an ally's attack speed by 100% for 20 sec.. | | | | | |
| Spectral Screamer | 14 - 16 | 20 - 31 | 300 - 356 | | 642 - 713 |
| Spectral Sentry | 71 | 3081 - 4357 | 43086 | | 7089 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| **Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| **Multi-Shot**: Fires a volley of missiles at an enemy and its nearby allies, striking up to 3 targets for normal damage plus 3150 to 3850. | | | | | |
| Spectral Servant | 69 - 70 | 2416 - 3570 | 40566 - 41916 | | 6492 - 6792 |
| **Curse of Past Burdens**: Reduces the target's strength by 70% and movement speed by 70% for 15 sec. | | | | | |
| Spectral Stable Hand | 70 | 1821 - 2572 | 33534 | 31550 | 5474 |
| **Pierce Armor**: Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| **Healing Touch**: Calls upon Nature magic to heal a friendly horse. | | | | | |
| **Whip Frenzy**: Increases an ally's attack speed by 60% for 30 sec. | | | | | |
| Spectral Teacher | 58 - 61 | 362 - 508 | 6891 - 7545 | 6867 - 7458 | 2788 - 3316 |
| **Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |
| **Arcane Focus**: Increases an ally's casting speed by 66% for 30 sec. | | | | | |
| **Banish**: Banishes an enemy, preventing all action but making it invulnerable for up to 15 sec. Only one target can be banished at a time. | | | | | |
| Spectral Trainee | 61 | 591 - 782 | 5030 | 7458 | 3316 |
| **Arcane Explosion**: Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies. | | | | | |
| **Fear**: Strikes fear in an enemy, causing it to flee in terror for 4 sec. Only 1 target can be feared at a time. | | | | | |
| Spectral Tutor | 58 - 60 | 371 - 513 | 6891 - 7326 | 6867 - 7302 | 2788 - 3075 |
| **Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |
| **Silence**: Silences nearby enemies, preventing them from casting spells for 10 sec. | | | | | |
| **Image Projection**: Summons 5 Spectral Projections to fight in the place of the caster, who becomes invisible and invulnerable, though unable to act. After 6 sec., these apparitions sacrifice their lives to heal the caster, who resumes the battle. | | | | | |



## SPELL EATER

| | |
|---|---|
| Min - Max Lvl | 54 - 56 |
| Min - Max Dmg | 92 - 127 |
| Min - Max HPs | 3420 - 3644 |
| Min - Max Mana | |
| Min - Max Armor | 3216 - 3327 |

Frost Resistance: 56, Arcane Resistance: 168

**Frost Breath:** Inflicts Frost damage to enemies in a cone in front of the caster, stealing their mana and reducing their movement speed for 10 sec.

## SPELLBOUND ATTENDANT



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 6093 - 8608 |
| Min - Max HPs | 167670 |
| Min - Max Mana | 31550 |
| Min - Max Armor | 5474 |

**Kick:** Kicks an enemy for 4275 to 4725 damage, interrupting the spell being cast for 5 sec.

**Sleep:** Puts an enemy to sleep for up to 8 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.

## SPELLMAW

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 537 - 712 |
| Min - Max HPs | 16194 |
| Min - Max Mana | |
| Min - Max Armor | 4141 |

Frost Resistance: 168

**Frost Breath:** Inflicts Frost damage to enemies in a cone in front of the caster, stealing their mana and reducing their movement speed for 10 sec.

**Devour Magic:** Purges an enemy of 1 magic effect and heals the caster for 1000.



## SPELL SHADE

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 3081 - 4357 |
| Min - Max HPs | 43086 |
| Min - Max Mana | |
| Min - Max Armor | 7089 |

Fire Resistance: 105, Frost Resistance: 105, Shadow Resistance: 105

**Phasing Invisibility:** Flickering in and out of reality, the caster is bridging the gap between this life and the next.

**Fireball:** Inflicts 1530 to 2070 Fire damage to an enemy, plus 200 additional damage every 1 seconds for 3 sec.

**Frostbolt:** Inflicts Frost damage to an enemy, reducing its movement speed for 4 sec.

**Shadow Bolt:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.





## SPELLBINDER MARYANA

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 325 - 301 |
| Min - Max HPs | 5233 |
| Min - Max Mana | 2991 |
| Min - Max Armor | 4995 |

**Arcane Blast:** Blasts the target with energy, dealing 668 to 772 Arcane damage. Each time you cast Arcane Blast, the casting time is reduced. Effect stacks up to 5 times and lasts 8 sec.

**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.

**Fiery Intellect:** Intellect increased by 58.

## SPELLREAVER MARATHELLE



| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 214 - 412 |
| Min - Max HPs | 5233 |
| Min - Max Mana | 2991 |
| Min - Max Armor | 4995 |

**Ring of Flame:** Applies an aura that will detonate if not reapplied or removed within 20 sec seconds. Dissipates after 20 sec seconds.

**Coldflame:** Chance to inflict Frost damage on hit.

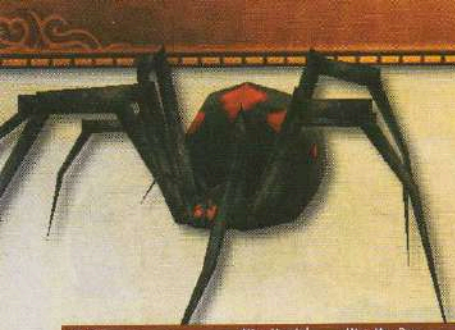
**Arcane Tempest:** Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 117.

# SPIDERS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Black Widow Hatchling | 24 - 25 | 34 - 48 | 664 - 713 | | 992 - 1026 |
| **Infected Bite**: Inflicts 15 Nature damage to an enemy every 10 sec. and increases the Physical damage it takes by 5 for 3 min.<br>**Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Blackfang Tarantula | 67 - 68 | 331 - 488 | 9489 - 9813 | | 5892 - 6192 |
| **Ebon Poison**: Inflicts Nature damage to an enemy. | | | | | |
| Blackfang Tarantula Specimen | 67 - 68 | 331 - 488 | 9489 - 9813 | | 5892 - 6192 |
| **Ebon Poison**: Inflicts Nature damage to an enemy. | | | | | |
| Carrion Lurker | 52 - 53 | 88 - 119 | 3082 - 3189 | | 3108 - 3163 |
| **Web**: Casts a web over an enemy, immobilizing it for 5 sec.<br>**Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Carrion Recluse | 25 - 26 | 36 - 49 | 734 - 788 | | 1026 - 1061 |
| **Paralyzing Poison**: Stuns an enemy, rendering it unable to move or attack for 8 sec. | | | | | |
| Cavalos Spinner | 61 | 2328 - 3087 | 56592 | | 4091 |
| **Spider Web**: Movement speed reduced by 25% for 1 sec.<br>**Poison Spray**: Shoots poison at an enemy, inflicting 1313 to 1687 Nature damage. | | | | | |
| Cave Creeper | 50 - 51 | 254 - 343 | 5538 - 5730 | | 2999 - 3052 |
| **Web**: Casts a web over an enemy, immobilizing it for 5 sec.<br>**Creeper Venom**: Increases the Physical damage taken by nearby enemies by 30% for 5 min.<br>**Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Cave Stalker | 21 - 22 | 31 - 42 | 531 - 573 | | 888 - 922 |
| **Leech Poison**: Drains 15 health from an enemy every 5 sec. over 40 sec., transferring it to the caster. | | | | | |
| Cavern Crawler | 65 | 200 - 281 | 5914 | | 5291 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Cliff Lurker | 13 - 14 | 18 - 27 | 273 - 300 | | 608 - 642 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Colonist Stalker | 70 | 757 - 1071 | 20958 | | 6792 |
| Frost Resistance: 105 | | | | | |
| **Chilling Poison**: Melee attacks slowed by 15%. | | | | | |
| Colonist Widow | 71 | 3081 - 4357 | 50267 | | 7089 |
| Frost Resistance: 105 | | | | | |
| **Frost Mist**: Reduces the movement speed of enemies in an area by 75% for 10 sec.<br>**Poison Bolt Volley**: Shoots poison at an enemy, inflicting 1500 to 2500 Nature damage plus an additional 238 to 262 damage every 5 sec. for 15 sec. | | | | | |
| Duskfang Creeper | 37 - 38 | 51 - 70 | 1536 - 1604 | | 1593 - 1709 |
| **Slowing Poison**: Increases the time between an enemy's attacks by 47% - 48% and slows its movement by 30% for 25 sec. | | | | | |
| Duskfang Lurker | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Duskfang Spider | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Duskfang Venomspitter | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| **Toxic Spit**: Inflicts Nature damage to an enemy. | | | | | |
| Darkmist Recluse | 36 - 37 | 49 - 68 | 1468 - 1536 | | 1480 - 1593 |
| **Debilitating Poison**: Reduces an enemy's physical damage by 75% and inflicts 61 - 63 Nature damage to an enemy every 10 sec. for 15 sec. | | | | | |
| Darkmist Silkspinner | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec.<br>**Web**: Casts a web over an enemy, immobilizing it for 5 sec. | | | | | |
| Darkmist Spider | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Darkmist Widow | 38 | 53 - 70 | 1604 | | 1709 |
| **Hatch Spiderlings** | | | | | |
| Deathstrike Tarantula | 40 - 41 | 56 - 78 | 1829 - 1902 | | 1964 - 2101 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec.<br>**Fatal Bite**: Drains 322 - 330 health from an enemy, healing the caster for up to twice that amount. | | | | | |
| Deepmoss Creeper | 16 - 17 | 25 - 31 | 356 - 386 | | 713 - 748 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Deepmoss Hatchling | 14 | 22 - 25 | 300 | | 642 |
| Deepmoss Matriarch | 22 | 35 - 40 | 573 | | 922 |
| Deepmoss Venomspitter | 17 - 18 | 27 - 33 | 290 - 313 | | 748 - 782 |
| **Toxic Spit**: Inflicts Nature damage to an enemy. | | | | | |
| Deepmoss Webspinner | 19 - 20 | 30 - 37 | 449 - 484 | | 817 - 852 |
| **Web**: Casts a web over an enemy, immobilizing it for 5 sec. | | | | | |
| Dreadfang Lurker | 63 - 64 | 181 - 267 | 5527 - 5715 | | 4691 - 4991 |
| **Dread Poison**: Inflicts 36 - 38 Nature damage to an enemy every 5 sec. for 20 sec. | | | | | |
| Dreadfang Widow | 64 - 65 | 191 - 281 | 5715 - 5914 | | 4991 - 5291 |
| **Dread Poison**: Inflicts 37 - 38 Nature damage to an enemy every 5 sec. for 20 sec. | | | | | |
| Elder Moss Creeper | 26 - 27 | 37 - 51 | 788 - 840 | | 1061 - 1097 |
| **Corrosive Poison**: Reduces an enemy's armor by 81 - 84 and inflicts 10 - 11 Nature damage every 5 sec. for 30 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Forest Lurker | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Forest Moss Creeper | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| **Corrosive Poison**: Reduces an enemy's armor by 67 - 69 and inflicts 10 - 11 Nature damage every 5 sec. for 30 sec. | | | | | |
| Forest Spider | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Forest Stalker | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Giant Duskfang Spider | 39 - 40 | 65 - 89 | 1751 - 1829 | | 1834 - 1964 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Giant Moss Creeper | 24 - 25 | 34 - 48 | 664 - 713 | | 992 - 1026 |
| **Corrosive Poison**: Reduces an enemy's armor by 76 - 79 and inflicts 10 - 11 Nature damage every 5 sec. for 30 sec. | | | | | |
| Giant Plains Creeper | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| **Encasing Webs**: Immobilizes an enemy and increases the time between its attacks by 100% for 6 sec.<br>**Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Giant Webwood Spider | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Grasyweb Spider | 43 - 45 | 67 - 100 | 2059 - 2218 | | 7397 - 2725 |
| **Web**: Casts a web over an enemy, immobilizing it for 5 sec.<br>**Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Greater Lava Spider | 47 - 49 | 79 - 110 | 2488 - 2672 | | 2835 - 2944 |
| Fire Resistance: 125 | | | | | |
| **Fireball**: Inflicts Fire damage to an enemy. | | | | | |
| Greater Spindleweb | 17 - 18 | 25 - 35 | 386 - 417 | | 748 - 782 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Greater Tarantula | 19 - 20 | 28 - 39 | 449 - 484 | | 817 - 852 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Green Recluse | 21 - 22 | 31 - 42 | 531 - 573 | | 888 - 922 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Leech Stalker | 21 - 22 | 31 - 42 | 531 - 573 | | 888 - 922 |
| **Leech Poison**: Drains 15 health from an enemy every 5 sec. over 40 sec., transferring it to the caster. | | | | | |
| Leech Widow | 24 | 34 - 46 | 664 | | 992 |
| **Deadly Leech Poison**: Drains 30 health from an enemy every 5 sec. over 45 sec., transferring it to the caster. | | | | | |
| Mature Cavern Crawler | 65 | 200 - 281 | 5914 | | 5291 |
| **Toxic Spit**: Inflicts Nature damage to an enemy. | | | | | |
| Mire Spider | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Mist Creeper | 13 - 14 | 18 - 27 | 273 - 300 | | 608 - 642 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Moss Stalker | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Myst Leecher | 17 - 18 | 25 - 35 | 386 - 417 | | 748 - 782 |
| **Leech Poison**: Drains 15 health from an enemy every 5 sec. over 30 sec., transferring it to the caster. Drains 15 mana from an enemy every 5 sec. over 30 sec., transferring it to the caster. | | | | | |
| Myst Spinner | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Web**: Casts a web over an enemy, immobilizing it for 5 sec. | | | | | |
| Night Web Matriarch | 5 | 5 - 7 | 102 | | 120 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Night Web Spider | 3 - 4 | 3 - 5 | 71 - 86 | | 41 - 76 |
| **Weak Poison**: Inflicts 1 Nature damage to an enemy every 3 sec. for 12 sec. | | | | | |
| Plague Lurker | 54 - 55 | 92 - 125 | 3293 - 3398 | | 3216 - 3271 |
| **Wandering Plague**: Physical damage taken is increased by 5. Stamina is reduced by 3 - 5. 10% chance to spread. Lasts 5 min. | | | | | |
| Plains Creeper | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |
| **Encasing Webs**: Immobilizes an enemy and increases the time between its attacks by 100% for 6 sec.<br>**Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Pygmy Venom Web Spider | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Razzashi Broodwidow | 61 | 1000 - 1326 | 31440 | | 4091 |
| **Web Spin**: Stuns an enemy for 5 sec. | | | | | |



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Razzashi Skitterer | 56 - 58 | 192 - 266 | 4048 - 4306 | | 3327 - 3435 |
| Razzashi Waspstinger | 60 | 520 - 689 | 12208 | | 3791 |
| **Intoxicating Venom**: Chance to fall down. Chance to drop weapon. Lasts for 30 sec.<br>**Slowing Poison**: Increases the time between attacks by 25% and slows movement by 70%for 25 sec. | | | | | |
| Ridgespine Horror | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Toxic Spit**: Inflicts Nature damage to an enemy.<br>**Web**: Casts a web over an enemy, immobilizing it for 5 sec. | | | | | |
| Ridgespine Stalker | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Rock Stalker | 57 - 58 | 98 - 132 | 3758 - 3876 | | 3380 - 3435 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec.<br>**Web**: Casts a web over an enemy, immobilizing it for 5 sec. | | | | | |
| Sand Skitterer | 55 - 56 | 94 - 127 | 3529 - 3644 | | 3271 - 3327 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Searing Lava Spider | 45 - 47 | 76 - 105 | 2310 - 2488 | | 2725 - 2835 |
| Fire Resistance: 125 | | | | | |
| Sorrow Spinner | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| **Web**: Casts a web over an enemy, immobilizing it for 5 sec.<br>**Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Spawn of Mar'li | 60 | 364 - 483 | 6104 | | 3791 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Spindleweb Lurker | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Spindleweb Spider | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| Spire Spider | 57 - 58 | 272 - 367 | 8352 - 8613 | | 3380 - 3435 |
| **Crystallize**: Stuns enemies in a cone in front of the caster, rendering them unable to move or attack for 6 sec.<br>**Summon Spire Spiderling** | | | | | |
| Spire Spiderling | 55 - 56 | 106 - 143 | 2614 - 2699 | | 3271 - 3327 |
| Tarantula | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Timberweb Recluse | 47 - 48 | 79 - 107 | 2488 - 2578 | | 2835 - 2888 |
| **Web**: Casts a web over an enemy, immobilizing it for 5 sec.<br>**Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Venom Mist Lurker | 50 - 51 | 85 - 114 | 2880 - 2980 | | 2999 - 3052 |
| Venom Web Spider | 19 - 20 | 28 - 39 | 449 - 484 | | 817 - 852 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec.<br>**Web**: Casts a web over an enemy, immobilizing it for 5 sec. | | | | | |
| Vicious Night Web Spider | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Webwood Lurker | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Webwood Silkspinner | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| **Web**: Casts a web over an enemy, immobilizing it for 5 sec.<br>**Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Webwood Spider | 3 - 4 | 3 - 5 | 71 - 86 | | 41 - 76 |
| **Weak Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec.: Adds a chance to poison a target on a successful hit. | | | | | |
| Webwood Venomfang | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Wildthorn Lurker | 28 - 29 | 40 - 54 | 896 - 950 | | 1130 - 1165 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec.<br>**Hide**: Puts the caster in stealth mode. Lasts until cancelled. | | | | | |
| Wildthorn Stalker | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| **Web**: Casts a web over an enemy, immobilizing it for 5 sec. | | | | | |
| Wildthorn Venomspitter | 24 - 25 | 34 - 48 | 664 - 713 | | 992 - 1026 |
| **Venom Spit**: Spits poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. | | | | | |
| Witherbark Broodguard | 44 - 45 | 72 - 100 | 2138 - 2218 | | 2557 - 2725 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Wood Lurker | 17 - 18 | 25 - 35 | 386 - 417 | | 748 - 782 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Young Night Web Spider | 2 - 3 | 2 - 4 | 55 - 71 | | 16 - 41 |
| **Weak Poison**: Inflicts 1 Nature damage to an enemy every 3 sec. for 12 sec. | | | | | |



## SPIRE NEEDLER

| | |
|---|---|
| Min - Max Lvl | 70 - 72 |
| Min - Max Dmg | 252 - 370 |
| Min - Max HPs | 6986 - 7380 |
| Min - Max Mana | |
| Min - Max Armor | 6792 - 7387 |

**Black Blood:** Reduces an enemy's armor by 0 for 1 min. While affected, the target cannot use stealth or invisibility.



## SPIRESTONE OGRES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Spirestone Battle Lord | 58 | 599 - 794 | 17226 | | 3435 |
| Spirestone Battle Mage | 57 - 58 | 456 - 615 | 11135 - 11485 | 11205 - 11445 | 2744 - 2788 |
| **Bloodlust**: Increases an ally's attack speed by 60% for 30 sec.<br>**Chain Lightning**: Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 5 targets, inflicting greater Nature damage to each successive target. | | | | | |
| Spirestone Butcher | 57 | 587 - 779 | 16704 | | 3380 |
| Spirestone Enforcer | 54 - 55 | 461 - 624 | 12665 - 13070 | | 3216 - 3271 |
| **Strike**: Strikes at an enemy, inflicting increased melee damage. | | | | | |
| Spirestone Lord Magus | 58 | 557 - 738 | 13782 | 13734 | 2788 |
| **Bloodlust**: Increases an ally's attack speed by 60% for 30 sec.<br>**Polymorph**: Transforms an enemy into a sheep, forcing it to wander around for up to 8 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on beasts, dragons, giants, humanoids, and critters.<br>**Enlarge**: Increases the Physical damage dealt by an ally by 174 for 10 sec.<br>**Arcane Bolt**: Hurls a magical bolt at an enemy, inflicting Arcane damage. | | | | | |
| Spirestone Mystic | 55 - 56 | 437 - 591 | 10455 - 10795 | 10585 - 10815 | 2654 - 2699 |
| **Rejuvenation**: Heals an ally every 3 sec. for 12 sec.<br>**Healing Wave**: Calls upon Nature magic to heal an ally.<br>**Chain Lightning**: Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing Nature damage to each.<br>**Forked Lightning**: Inflicts 275 - 280 Nature damage to enemies in a cone in front of the caster. | | | | | |
| Spirestone Ogre Magus | 54 - 55 | 429 - 580 | 10130 - 10455 | 10205 - 10585 | 2610 - 2654 |
| **Bloodlust**: Increases an ally's attack speed by 30% for 30 sec.<br>**Slow**: Increases the time between nearby enemies' attacks by 54% and slows their movement by 60% for 10 sec.<br>**Arcane Bolt**: Hurls magic at nearby enemies, inflicting Arcane damage. | | | | | |
| Spirestone Reaver | 55 - 56 | 470 - 636 | 13070 - 13495 | | 3271 - 3327 |
| **War Stomp**: Inflicts normal damage plus 28 - 29 to nearby enemies, knocking them back and stunning them for 5 sec.<br>**Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |
| Spirestone Warlord | 57 - 58 | 367 - 496 | 13920 - 14355 | | 3380 - 3435 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Empower Will**: Dispels 1 polymorph, charm, or knockout effect from nearby allies.<br>**Enrage**: Increases the caster's attack speed by 60% and the Physical damage it deals by 112 - 114 for 2 min. | | | | | |



## SPIRIT

| | |
|---|---|
| Min-Max Lvl | 60 |
| Min - Max Dmg | 143 - 196 |
| Min-Max HPs | 24895 |
| Min-Max Mana | |
| Min-Max Armor | 3791 |

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, causing Nature damage to each.



## SPIRIT OF EXARCH MALADAAR

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 1192 - 1674 |
| Min - Max HPs | 84755 |
| Min - Max Mana | 14665 |
| Min - Max Armor | 4755 |



## SPIRIT OF MAGRA

| | |
|---|---|
| Min - Max Lvl | 43 |
| Min - Max Dmg | 153 - 203 |
| Min - Max HPs | 5148 |
| Min - Max Mana | |
| Min - Max Armor | 2397 |

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 504 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Battle Shout:** Increases the melee attack power of nearby party members by 172 for 2 min.



## SPIRIT OF GELK

| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 137 - 182 |
| Min - Max HPs | 4953 |
| Min - Max Mana | |
| Min - Max Armor | 2246 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.



## SPIRIT OF MARAUDOS

| | |
|---|---|
| Min - Max Lvl | 44 |
| Min - Max Dmg | 187 - 249 |
| Min - Max HPs | 5346 |
| Min - Max Mana | |
| Min - Max Armor | 2557 |

**Sinister Strike:** Inflicts normal damage plus 833 to 967 to an enemy.

**Net:** Immobilizes an enemy for 6 sec.

**Throw:** Throws a weapon at an enemy, inflicting Physical damage.



## SPIRIT OF JARIEN

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 503 - 666 |
| Min - Max HPs | 4884 |
| Min - Max Mana | 36510 |
| Min - Max Armor | 3075 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage.

**Cripple:** Increased the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec.



## SPIRIT OF NAXXRAMAS

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 2646 - 3508 |
| Min - Max HPs | 110040 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Despawn Portal of Shadow**

**Portal of Shadows:** Opens a portal into the Twisting Nether that periodically summons demonic minions to aid the caster in battle for Until Cancelled.



## SPIRIT OF KOLK

| | |
|---|---|
| Min - Max Lvl | 43 |
| Min - Max Dmg | 153 - 203 |
| Min - Max HPs | 5148 |
| Min - Max Mana | |
| Min - Max Armor | 2397 |

**Strike:** Strikes at an enemy, inflicting increased melee damage.

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 172 for 30 sec.

## SPIRIT OF OLUM

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 116 - 154 |
| Min - Max HPs | 4212 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |



**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 5 targets, inflicting greater Nature damage to each successive target.

## SPIRIT OF TREY LIGHTFORGE

| | |
|---|---|
| Min - Max Lvl | 53 |
| Min - Max Dmg | 84 - 111 |
| Min - Max HPs | 2354 |
| Min - Max Mana | 1982 |
| Min - Max Armor | 2566 |



**Holy Light:** Calls upon Holy magic to heal an ally.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Defiling Aura:** Surrounds the caster with an aura that periodically reduces the Shadow resistance of nearby enemies by 100. The aura lasts until cancelled.

## SPIRIT OF SOTHOS

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 503 - 666 |
| Min - Max HPs | 4884 |
| Min - Max Mana | 36510 |
| Min - Max Armor | 4570 |



**Shield Charge:** Charges an enemy, knocking it back and inflicting normal damage plus 150.

**Shield Slam:** Inflicts 140 damage to an enemy, stunning it for 2 sec.

**Fear:** Strikes fear in an enemy, causing it to flee in terror for 6 sec.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Shield Block:** Increases the caster's chance to block by 75% for 5 sec., but will only block 1 attacks.

## SPIRIT OF UDALO

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 116 - 154 |
| Min - Max HPs | 4212 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |



**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 5 targets, inflicting greater Nature damage to each successive target.

## SPIRIT OF THE DAMNED

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 159 - 210 |
| Min - Max HPs | 7860 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |



**Psychic Scream:** Lets out a psychic scream, causing up to 5 nearby enemies to flee for 4 sec.

**Ribbon of Souls:** Inflicts 107 to 143 Shadow damage to an enemy.

**Scourge Strike:** Instant kill.

## SPIRIT OF VENG

| | |
|---|---|
| Min - Max Lvl | 44 |
| Min - Max Dmg | 194 - 258 |
| Min - Max HPs | 5346 |
| Min - Max Mana | |
| Min - Max Armor | 2557 |



**Hooked Net:** Immobilizes an enemy for 6 sec. and inflicts Physical damage.

**Shoot:** Shoots at an enemy, inflicting Physical damage.

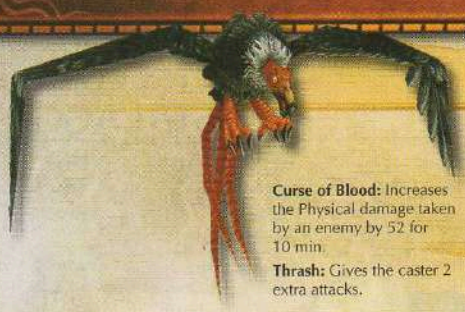
**Multi-Shot:** Fires a volley of missiles at an enemy and its nearby allies, striking up to 3 targets for normal damage plus 165.

S



# SPIRITS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Accused Apparition | 64 - 65 | 153 - 225 | 5715 - 5914 | | 4991 - 5291 |
| **Greater Invisibility**: Turns the caster invisible until the effect is cancelled.<br>**Stealth Detection** | | | | | |
| Agitated Ore Spirit | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| Ancestral Spirit | 9 | 12 - 16 | 176 | | 406 |
| Ancient Shadowmoon Spirit | 72 | 921 - 1302 | 29515 | 20681 | 5954 |
| **Unholy Armor**: Absorbs 1080 to 1329 physical damage. Lasts 15 sec.<br>**Touch of Darkness**: Steals 4375 to 5625 life from target enemy.<br>**Death and Decay**: 700 to 900 shadow damage inflicted every 2 sec to all targets in the affected area.<br>**Haste**: Increases your haste rating by 300. | | | | | |
| Bonar Spirit | 60 | 104 - 138 | 4120 | | 3791 |
| **Befuddlement**: Reduces an enemy's casting speed by 50% for 15 sec.<br>**Demoralize**: Reduces the melee attack power of an enemy by 120 for 30 sec. | | | | | |
| Chained Spirit | 60 | 104 - 138 | 3052 | | 3791 |
| **Revive** | | | | | |
| Condemned Acolyte | 57 - 58 | 365 - 492 | 7349 - 7580 | 6723 - 6867 | 2744 - 2788 |
| **Renew**: Heals an ally every 3 sec. for 15 sec.<br>**Shadow Word**: Pain: Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec. | | | | | |
| Condemned Cleric | 59 - 60 | 379 - 513 | 7817 - 8059 | 7107 - 7302 | 2832 - 3075 |
| **Holy Smite**: Smites an enemy, inflicting Holy damage.<br>**Heal**: Calls upon Holy magic to heal an ally. | | | | | |
| Condemned Monk | 58 - 59 | 449 - 608 | 8613 - 8883 | | 3435 - 3489 |
| **Kick**: Kicks an enemy for 80 - 82 damage, interrupting the spell being cast for 6 sec.<br>**Pummel**: Pummels an enemy for 45 damage and interrupts the spell being cast for 5 sec. | | | | | |
| Corrupted Spirit | 59 - 60 | 407 - 552 | 8883 - 9156 | | 3489 - 3791 |
| **Corruption**: Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec.<br>**Corrupted Stamina**: Reduces Stamina. Lasts for 3 sec. | | | | | |
| Darkened Spirit | 67 - 68 | 979 - 1444 | 20876 - 21589 | | 5892 - 6192 |
| **Consuming Shadows**: Causes the caster to periodically inflict 245 - 250 Shadow damage to all enemies in a selected area, slowing their movement to 37 - 38%. Lasts 6 sec. | | | | | |
| Deathhaven Captain | 21 | 52 - 69 | 1563 | | 888 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Battle Stance**: Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled.<br>**Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |
| Deathhaven Spirit | 64 | 191 - 267 | 5715 | | 4991 |
| **Ghost Strike**: A strike that deals 110% weapon damage and decreases the target's chance to dodge. | | | | | |
| Freezing Spirit | 3 | 130 - 172 | 3150 | 1097 | 1234 |
| **Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.<br>**Chilling Touch**: Time between attacks increased by 43%. Movement speed reduced by 50%. Lasts 7 sec. | | | | | |
| Frost Spectre | 36 | 75 - 99 | 1469 | | 1480 |
| Frozen Soul | 35 - 36 | 81 - 111 | 3027 - 3150 | 1067 - 1097 | 1149 - 1234 |
| **Silence**: Silences nearby enemies, preventing them from casting spells for 10 sec.<br>**Chilling Touch**: Time between attacks increased by 43%. Movement speed reduced by 50%. Lasts 7 sec. | | | | | |
| Ghastly Haunt | 72 | 8364 - 11829 | 73800 | | 7387 |
| **Shadow Shock**: Instantly lashes an enemy with dark magic, inflicting Shadow damage. | | | | | |
| Haunted Servitor | 18 - 19 | 45 - 63 | 1251 - 1347 | | 782 - 817 |
| **Haunting Spirits**: Curses an enemy for 5 min., causing it to be periodically haunted by malevolent ghosts. | | | | | |
| Haunting Phantasm | 31 | 74 - 98 | 3018 | | 2428 |
| **Summon Illusionary Phantasm**: Summons 1 Illusionary Phantasm to aid the caster in battle for 1 min.<br>**Invisibility Detection** | | | | | |
| Haunting Spirit | 20 | 29 - 39 | 10 | | 852 |
| Shadow Resistance: 42 | | | | | |
| Haunting Vision | 57 - 58 | 91 - 123 | 3006 - 3101 | 2241 - 2289 | 2744 - 2788 |
| **Cripple**: Increases the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec.<br>**Mana Burn**: Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage.<br>**Mind Blast**: Inflicts Shadow damage to an enemy, but causes a high amount of threat. | | | | | |
| Kaim'Var Apparition | 69 | 241 - 341 | 6761 | | 6492 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Throw Hammer**: Inflicts Fire damage to an enemy. | | | | | |
| Kaim'Var Ghost | 68 | 231 - 325 | 7850 | | 6192 |
| **Soulbind**: When active, 20% of all damage taken by the caster is taken by the target. | | | | | |
| Kaim'Var Spectre | 68 | 214 - 301 | 6280 | 2991 | 4995 |
| **Curse of Weakness**: Reduces the Physical damage dealt by an enemy by 34 for 2 min. Only one curse per warlock can be active on any one target.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Living Monstrosity | 62 | 2967 - 3936 | 45318 | | 4391 |
| **Fear**: Strikes fear in an enemy, causing it to flee in terror for 4 sec. Only 1 target can be feared at a time.<br>**Chain Lightning**: Strikes nearby enemies with a lightning bolt that arcs to another nearby enemy. This spell affects up to 10 targets, inflicting greater Nature damage to each successive target.<br>**Lightning Totem**: Summons an Lightning Totem that lasts 1 min. and periodically damages nearby enemies. | | | | | |
| Lordaeron Spirit | 60 | 104 - 138 | 3052 | | 3791 |
| Lost Soul | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| **Wailing Dead**: Reduces all the attributes of nearby enemies by 3% - 4% for 6 sec. | | | | | |
| Lost Spirit | 64 - 65 | 190 - 280 | 5715 - 5914 | | 4991 - 5291 |
| **Cry of the Dead**: Deals 23 to 37 shadow damage to nearby enemies and interrupts spellcasting for 4 sec. | | | | | |
| Malicious Spirit | 59 - 60 | 407 - 552 | 8883 - 9156 | | 3489 - 3791 |
| **Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Reanimated Spirit | 70 | 252 - 357 | 1948 | | 6792 |
| **Bone Shards**: 23 - 27 damage to melee attacks. | | | | | |
| Restless Shade | 68 - 69 | 214 - 316 | 5233 - 5409 | 2991 - 3080 | 4995 - 5235 |
| **Chilling Touch**: Magical spells and effects reduced by 75%. Lasts 5 sec.<br>**Curse of Weakness**: Reduces the Physical damage dealt by an enemy by 35 for 30 sec. Only one curse per warlock can be active on any one target. | | | | | |
| Silent Stalker | 57 - 59 | 98 - 135 | 3758 - 3997 | | 3380 - 3489 |
| **Greater Invisibility**: Turns the caster invisible until the effect is cancelled.<br>**Exploit Weakness**: Inflicts normal damage plus 113 to 119 on an enemy, but only if attacking from behind.<br>**Gouge**: Inflicts 20 damage to an enemy and stuns it for up to 4 sec. You will automatically stop attacking. Target must be facing you. Any damage received by the stunned target will restore it. | | | | | |
| Spiteful Phantom | 58 - 59 | 100 - 135 | 287 - 296 | | 3435 - 3489 |
| **Chilling Touch**: Time between attacks increased by 43%. Movement speed reduced by 50%. Lasts 7 sec. | | | | | |
| Terrordale Spirit | 59 - 60 | 102 - 138 | 3997 - 4120 | | 3489 - 3791 |
| **Wailing Dead**: Reduces all the attributes of nearby enemies by 30% for 6 sec. | | | | | |
| Tortured Soul | 55 - 56 | 87 - 118 | 2823 - 2915 | 2117 - 2163 | 2654 - 2699 |
| **Curse of Weakness**: Reduces the Physical damage dealt by an enemy by 28 for 2 min. Only one curse per warlock can be active on any one target.<br>**Call of the Grave**: Inflicts 550 - 560 Shadow damage to an enemy after 60 sec. | | | | | |
| Undead Spirit | 57 - 59 | 147 - 203 | 3202 - 3405 | | 3380 - 3489 |
| Undermined Spirit | 30 - 31 | 42 - 58 | 955 - 1006 | | 1780 - 1831 |
| Wandering Spirit | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Wailing Dead**: Reduces all the attributes of nearby enemies by 5% - 6% for 6 sec. | | | | | |



## SPITEFLAYER

| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 53 - 70 |
| Min - Max HPs | 3082 |
| Min - Max Mana | |
| Min - Max Armor | 3108 |

**Curse of Blood:** Increases the Physical damage taken by an enemy by 52 for 10 min.

**Thrash:** Gives the caster 2 extra attacks.



## SPORE BATS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Fathom Sporebat | 71 | 2054 - 2905 | 179525 | | 7089 |
| **Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back. | | | | | |
| Greater Spore Bat | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Spore Cloud:** Inflicts 25 Nature damage to nearby enemies every 2 sec. for 20 sec. | | | | | |
| Serpentshrine Sporebat | 71 | 3466 - 4901 | 107715 | | 7089 |
| **Charge:** Charges an enemy, inflicting normal damage plus 0 and stuns the opponent for 5 sec. **Spore Burst:** Inflicts Nature damage every 3 sec. | | | | | |
| Spore Bat | 61 - 62 | 159 - 240 | 5158 - 5341 | | 4091 - 4391 |
| **Spore Cloud:** Inflicts 25 Nature damage to nearby enemies every 2 sec. for 20 sec. | | | | | |
| Sporebat | 63 - 64 | 317 - 428 | 10127 - 10412 | 2620 - 2705 | 3795 - 4036 |
| Sporeggar Spore Bat | 70 | 469 - 662 | 11178 | 3155 | 5474 |
| **Spore Splash:** Inflicts Arcane damage every 3 sec. | | | | | |
| Sporewing | 62 | 172 - 240 | 5341 | | 4391 |
| **Spore Cloud:** Inflicts 25 Nature damage to nearby enemies every 2 sec. for 20 sec. | | | | | |
| Toxic Spore Bat | 70 | 252 - 357 | 6986 | | 6792 |
| **Spore Drop:** Inflicts Toxic Spores which deals 2775 - 3225 Nature damage every 1 sec. | | | | | |
| Underbat | 62 - 63 | 689 - 1009 | 15489 - 16028 | | 4391 - 4691 |
| **Tentacle Lash:** Extra damage to an enemy when behind them. | | | | | |
| Underbat Swarmer | 62 - 63 | 103 - 152 | 1602 - 1658 | | 4391 - 4691 |
| **Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. **Diving Sweep:** Inflicts normal damage plus 30 to an enemy and its nearest allies, affecting up to 3 targets. | | | | | |
| Young Spore Bat | 60 - 61 | 143 - 221 | 4979 - 5158 | | 3791 - 4091 |

## SPITELASH NAGA



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Spitelash Battlemaster | 53 - 54 | 90 - 122 | 3189 - 3293 | | 3163 - 3216 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Spitelash Enchantress | 54 - 55 | 86 - 116 | 2634 - 2718 | 2041 - 2117 | 2610 - 2654 |
| **Enchanted Quickness:** Increases the caster's attack speed by 35% for 15 sec. **Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec. | | | | | |
| Spitelash Myrmidon | 50 - 51 | 85 - 114 | 2880 - 2980 | | 2999 - 3052 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 70 - 80. | | | | | |
| Spitelash Raider | 48 - 49 | 60 - 81 | 2062 - 2138 | 1695 - 1750 | 3482 - 3549 |
| **Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec. | | | | | |
| Spitelash Screamer | 47 - 48 | 79 - 107 | 2488 - 2578 | | 2835 - 2888 |
| **Deafening Screech:** Silences nearby enemies, preventing them from casting spells for 8 sec. | | | | | |
| Spitelash Serpent Guard | 48 - 49 | 60 - 81 | 2062 - 2138 | 1695 - 1750 | 3482 - 3549 |
| **Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec. | | | | | |
| Spitelash Siren | 51 - 52 | 80 - 109 | 2384 - 2466 | 1864 - 1923 | 2477 - 2522 |
| **Frost Shot:** Shoots at an enemy, inflicting 30 - 31 additional Frost damage and slowing its movement by 60% for 10 sec. **Shoot:** Shoots at an enemy, inflicting Physical damage. **Renew:** Heals an ally every 3 sec. for 15 sec. **Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Spitelash Sorceress | 49 - 50 | 58 - 83 | 1871 - 1939 | 4281 - 4393 | 1490 - 1518 |
| **Forked Lightning:** Inflicts Nature damage to enemies in a cone in front of the caster. **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. **Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 98 - 100 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times. | | | | | |
| Spitelash Warrior | 46 - 47 | 97 - 131 | 2397 - 2488 | | 2780 - 2835 |
| **Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. | | | | | |
| Spitelash Witch | 49 - 50 | 58 - 83 | 1871 - 1939 | 4281 - 4393 | 1490 - 1518 |
| **Forked Lightning:** Inflicts Nature damage to enemies in a cone in front of the caster. **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. **Lightning Shield:** Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 98 - 100 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times. | | | | | |



## SPLINTER FIST OGRES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Splinter Fist Enslaver | 30 - 31 | 42 - 58 | 1050 - 1107 | | 1200 - 1234 |
| **Net:** Immobilizes an enemy for 6 sec.; **Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Splinter Fist Fire Weaver | 26 - 27 | 26 - 38 | 628 - 665 | 1707 - 1812 | 577 - 596 |
| **Fireball:** Inflicts Fire damage to an enemy. **Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec. | | | | | |
| Splinter Fist Firemonger | 28 - 29 | 28 - 40 | 702 - 739 | 1977 - 2068 | 616 - 635 |
| **Fire Shield II:** Surrounds an ally with a shield of flame that inflicts 15 - 16 Fire damage to nearby enemies every 3 sec. Lasts 1 min. **Quick Flame Ward:** Renders an ally immune to Fire spells for 10 sec. | | | | | |
| Splinter Fist Ogre | 25 - 26 | 36 - 49 | 734 - 788 | | 1026 - 1061 |
| Splinter Fist Taskmaster | 27 - 28 | 38 - 52 | 840 - 896 | | 1097 - 1130 |
| **Battle Fury:** Increases the attack speed of nearby allies by 25% for 4 min. | | | | | |
| Splinter Fist Warrior | 29 - 30 | 41 - 56 | 950 - 1003 | | 1165 - 1200 |
| **Battle Shout:** The warrior shouts, increasing the melee attack power of all party members within 20 yards by 39. Lasts 2 min. | | | | | |



## SPOREGGAR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Sporeggar Harvester | 63 - 64 | 161 - 267 | 5527 - 5715 | | 4691 - 4991 |
| **Sporeskin:** 25% chance of reducing chance to hit by 35% when struck. **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Sporeggar Preserver | 65 | 372 - 521 | 14193 | 2790 | 4275 |
| **Sporeskin:** 25% chance of reducing chance to hit by 35% when struck. **Healing Touch:** Calls upon Nature magic to heal an ally. **Faerie Fire:** Reduces an enemy's armor by 1440 for 1 min. While affected, the target cannot use stealth or invisibility. | | | | | |
| Sporeggar Spawn | 60 | 143 - 196 | 4979 | | 3791 |
| **Sporeskin:** 25% chance of reducing chance to hit by 35% when struck. | | | | | |
| Spirelok | 61 - 62 | 92 - 48 | 1805 - 1869 | | 4091 - 4391 |
| **Sporeskin:** 25% chance of reducing chance to hit by 35% when struck. | | | | | |



## SPOT

| | |
|---|---|
| Min - Max Lvl | 35 |
| Min - Max Dmg | 49 - 64 |
| Min - Max HPs | 1342 |
| Min - Max Mana | |
| Min - Max Armor | 1373 |

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## SPYMASTER THALODIEN



| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 231 - 325 |
| Min - Max HPs | 6542 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |

## STALAGG

**War Stomp:** Knocks nearby enemies back.

**Power Surge:** Increases the caster's attack speed by 200% for 10 sec.

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 6178 - 8191 |
| Min - Max HPs | 499650 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |





## SQUIDDIC

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 28 - 37 |
| Min - Max HPs | 449 |
| Min - Max Mana | |
| Min - Max Armor | 817 |

## STALVAN MISTMANTLE

| | |
|---|---|
| Min-Max Lvl | 32 |
| Min - Max Dmg | 57 - 76 |
| Min-Max HPs | 1586 |
| Min-Max Mana | |
| Min-Max Armor | 1270 |

**Curse of Stalvan:** Reduces all of an enemy's attributes by 5 for 10 min.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.



## SSSLITH

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 1208 - 1691 |
| Min - Max HPs | 33117 |
| Min - Max Mana | 2790 |
| Min - Max Armor | 4275 |

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

**Mana Shield:** Enfolds the caster in a protective shield that lasts 1 min. and absorbs up to 390 Physical damage, draining mana instead of health. Drains 20 mana per point of damage absorbed.





## STANLEY

| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 34 - 46 |
| Min - Max HPs | 664 |
| Min - Max Mana | |
| Min - Max Armor | 992 |

## STAR SCRYER



| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 3812 - 5386 |
| Min - Max HPs | 143600 |
| Min - Max Mana | 32310 |
| Min - Max Armor | 5714 |

**Domination:** Takes control of a humanoid enemy up to level 100 for 10 sec.

**Starfall:** Inflicts 1900 to 2100 Arcane damage to enemies in a selected area every 3 sec. for 9 sec.

**Arcane Blast:** Blasts an enemy with Arcane magic, inflicting normal damage plus 3500 to 4500 and knocking the enemy back.

## STILLPINE FURBOLGS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Stillpine Ambassador Fraselhoo | 17 | 25 - 33 | 386 | | 748 |
| Stillpine Ancestor Akoth | 40 - 50 | 56 - 112 | 1524 - 2215 | | 1964 - 2999 |
| Stillpine Ancestor Tikit | 40 - 50 | 56 - 112 | 1524 - 2215 | | 1964 - 2999 |
| Stillpine Ancestor Vark | 60 | 104 - 138 | 3052 | | 3791 |
| Stillpine Ancestor Yar | 40 - 50 | 56 - 112 | 1524 - 2215 | | 1964 - 2999 |
| Stillpine Captive | 6 - 10 | 7 - 17 | 120 - 198 | | 174 - 512 |
| Stillpine Defender | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Heroic Strike:** A strong attack that increases melee damage by 27 - 29 and causes a high amount of threat. | | | | | |
| Stillpine Hunter | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Stillpine Raider | 9 - 10 | 3 - 4 | 44 - 50 | | 406 - 512 |
| **Heroic Strike:** A strong attack that increases melee damage by 27 - 29 and causes a high amount of threat. | | | | | |
| Stillpine the Younger | 10 - 10 | 12 - 16 | 186 - 186 | 191 - 191 | 426 - 426 |
| **Heroic Strike:** A strong attack that increases melee damage by 29 and causes a high amount of threat. | | | | | |



## STEAM SURGER

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 351 - 496 |
| Min - Max HPs | 2794 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Water Bolt:** Hurls a watery bolt at an enemy, inflicting 1135 to 1265 Frost damage.



## STINKHORN STRIKER

| | |
|---|---|
| Min - Max Lvl | 12 - 14 |
| Min - Max Dmg | 17 - 27 |
| Min - Max HPs | 247 - 300 |
| Min - Max Mana | |
| Min - Max Armor | 573 - 642 |



## STITCHES

| | |
|---|---|
| Min - Max Lvl | 35 |
| Min - Max Dmg | 237 - 314 |
| Min - Max HPs | 12200 |
| Min - Max Mana | |
| Min - Max Armor | 1373 |

**Aura of Rot:** Inflicts 36 to 40 Nature damage to nearby enemies.



## STEELSNAP

| | |
|---|---|
| Min - Max Lvl | 30 |
| Min - Max Dmg | 42 - 56 |
| Min - Max HPs | 1002 |
| Min - Max Mana | |
| Min - Max Armor | 1200 |



## STEPHEN BHARTEC

| | |
|---|---|
| Min - Max Lvl | 2 - 3 |
| Min - Max Dmg | 2 - 3 |
| Min - Max HPs | 55 - 71 |
| Min - Max Mana | |
| Min - Max Armor | 16 - 41 |



## STOMPER KREEG

| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 815 - 1080 |
| Min - Max HPs | 23688 |
| Min - Max Mana | |
| Min - Max Armor | 3489 |

**Booze Spit:** Chance to hit reduced by 75%.

**War Stomp:** Knocks nearby enemies back, stunning them.

**Whirlwind:** Attack up to 4 enemies within 8 yds., causing weapon damage from both melee weapons to all enemies.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 116 for 2 min.

**Drunken Rage:** Attack speed increased by 50%.



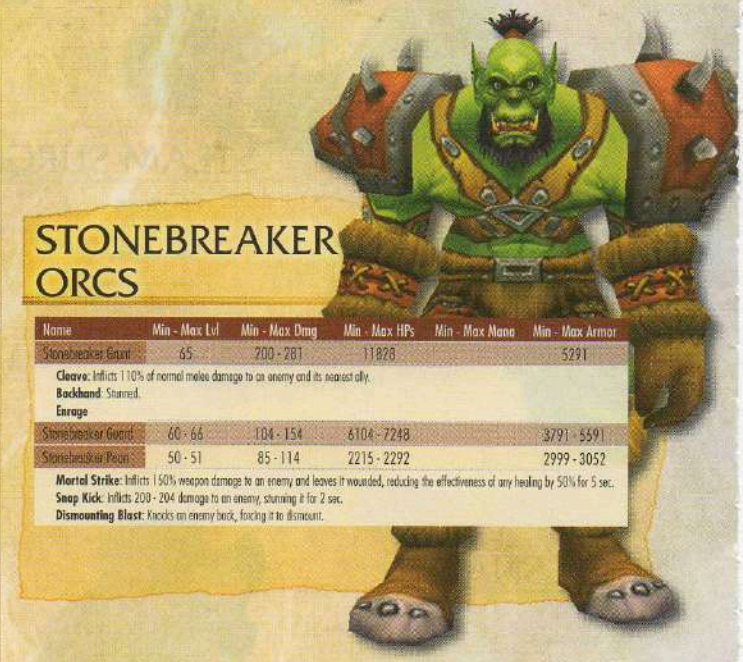


# STONE GIANTS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Arcane Annihilator | 68 | 712 - 1003 | 20932 | 8973 | 4995 |
| **Arcane Explosion**: Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.<br>**Suppression**: Silence all enemies within 8 yards for 6 sec. | | | | | |
| Arcane Enforcer | 67 - 68 | 204 - 301 | 5069 - 5233 | 2933 - 2991 | 4755 - 4995 |
| Arcane Patroller | 5 - 8 | 4 - 8 | 98 - 115 | 115 - 126 | 105 - 150 |
| Arcane Reaver | 22 - 31 | 22 - 31 | 328 - 356 | | 1003 - 1057 |
| **Knockdown**: Inflicts 51 to 62 damage to an enemy, stunning it for 2 sec. | | | | | |
| Arcane Warder | 5 - 6 | 5 - 8 | 98 - 115 | 115 - 126 | 105 - 150 |
| Dark Vortex | 67 | 736 - 1034 | 7590 | 2933 | 7081 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Dense Stone Statue | 45 | 76 - 100 | 185 | | 2725 |
| **Stone Healing**: Gives 50 health to the Master every second. | | | | | |
| Eve-Core the Punisher | 68 | 321 - 452 | 10466 | 5982 | 4995 |
| **Suppression**: Silence all enemies within 8 yards for 6 sec.; **Arcane Explosion**: Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies. | | | | | |
| Faulty War Golem | 46 | 77 - 102 | 2398 | | 414 |
| Heavy Stone Statue | 25 | 36 - 48 | 70 | | 1026 |
| **Stone Healing**: Gives 25 health to the Master every second. | | | | | |
| Heavy War Golem | 47 - 49 | 79 - 110 | 2488 - 2672 | | 4223 - 4385 |
| **Trample**: Inflicts normal damage plus 47 - 49 to nearby enemies.<br>**Stomp**: Stomps the ground, inflicting normal damage to nearby enemies and knocking them back. | | | | | |
| Korrog | 72 | 2091 - 2957 | 73800 | | 7387 |
| **Trample**: Inflicts normal damage plus 510 to 690 to nearby enemies.<br>**Fixated Rage**: Causes an enemy to fixate upon the caster for 15 sec. While the target is fixated upon the caster, the target will not attack anything else. | | | | | |
| Korrog Shardling | 72 | 261 - 370 | 7380 | | 7387 |
| **Trample**: Inflicts normal damage plus 510 to 690 to nearby enemies. | | | | | |
| Molten War Golem | 55 | 481 - 638 | 11500 | 4234 | 3298 |
| Fire Resistance: 280, Frost Resistance: -140<br>**Immolate**: Burns enemy, inflicting additional Fire damage every 3 sec. for 15 sec. | | | | | |
| Mountain Colossus | 71 - 72 | 1027 - 1479 | 35905 - 36900 | | 7089 - 7387 |
| Netherack | 68 | 761 - 1073 | 26168 | | 7053 |
| Netherack Crumbler | 68 | 231 - 325 | 6542 | | 7503 |
| Primal Stone Statue | 55 | 94 - 125 | 261 | | 3271 |
| **Stone Healing**: Gives 70 health to the Master every second. | | | | | |
| Regenerator Golem | 54 | 332 - 440 | 7599 | | 3352 |
| **Flurry**: Increases your attack speed by 30% for your next 3 swings after dealing a critical strike.<br>**Enrage**: Physical damage dealt is increased by 54. Attack speed increased by 30%. | | | | | |
| Rough Stone Statue | 5 | 5 - 7 | 10 | | 120 |
| **Stone Healing**: Gives 8 health to the Master every second. | | | | | |
| Siege Golem | 40 | 78 - 104 | 5334 | | 2921 |
| **Fireball**: Inflicts Fire damage to an enemy. | | | | | |
| Stone Behemoth | 19 - 20 | 28 - 39 | 382 - 411 | | 817 - 852 |
| **Stone Skin**: Physical damage taken is reduced by 15. Movement speed reduced by 67%. | | | | | |
| Stone Fury | 37 | 51 - 68 | 1536 | | 2366 |
| Nature Resistance: 74<br>**Ground Tremor**: Stuns nearby enemies, rendering them unable to move or attack for 2 sec.<br>**Trample**: Inflicts normal damage plus 37 to nearby enemies. | | | | | |
| Stone Golem | 38 - 39 | 53 - 72 | 1674 - 1751 | | 2539 - 2726 |
| Stone Guardian | 60 - 61 | 426 - 575 | 9156 - 9432 | | 4719 - 5093 |
| Stone Keeper | 40 | 235 - 312 | 4572 | | 3878 |
| **Trample**: Inflicts normal damage plus 40 to nearby enemies.<br>**Self Destruct** | | | | | |
| Stone Steward | 39 | 162 - 216 | 4377 | | 3619 |
| **Ground Tremor**: Stuns nearby enemies, rendering them unable to move or attack for 2 sec. | | | | | |
| Stone Warden | 60 - 61 | 426 - 575 | 9156 - 9432 | | 4719 - 5093 |
| Stonevault Warden | 39 | 130 - 172 | 4377 | | 1834 |
| Solid Stone Statue | 35 | 49 - 64 | 122 | | 1373 |
| **Stone Healing**: Gives 40 health to the Master every second. | | | | | |
| War Golem | 36 | 50 - 66 | 1469 | | 2197 |
| **Lock Down**: Immobilizes the caster and increases the Physical damage it deals by 50 for 10 sec. | | | | | |
| War Reaver | 53 - 55 | 90 - 125 | 3189 - 3398 | | 4711 - 4871 |
| **Thrash**: Gives the caster 2 extra attacks.<br>**Uppercut**: Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |
| Wrath Hammer Construct | 54 | 332 - 440 | 7599 | | 3216 |
| **Flame Cannon**: Inflicts Fire damage to an enemy.<br>**Uppercut**: Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |

## STONEARM

| | |
|---|---|
| Min - Max Lvl | 15 |
| Min - Max Dmg | 58 - 77 |
| Min - Max HPs | 328 |
| Min - Max Mana | |
| Min - Max Armor | 677 |



# STONEBREAKER ORCS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Stonebreaker Grunt | 65 | 200 - 281 | 11828 | | 5291 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Backhand**: Stunned.<br>**Enrage** | | | | | |
| Stonebreaker Guard | 60 - 66 | 104 - 154 | 6104 - 7248 | | 3791 - 5591 |
| Stonebreaker Peon | 50 - 51 | 85 - 114 | 2215 - 2292 | | 2999 - 3052 |
| **Mortal Strike**: Inflicts 150% weapon damage to an enemy and leaves it wounded, reducing the effectiveness of any healing by 50% for 5 sec.<br>**Snap Kick**: Inflicts 200 - 204 damage to an enemy, stunning it for 2 sec.<br>**Dismounting Blast**: Knocks an enemy back, forcing it to dismount. | | | | | |

## STONEGAZER

**Glare:** Incapacitates an enemy, rendering it unable to move or attack for 6 sec.

| | |
|---|---|
| Min - Max Lvl | 64 |
| Min - Max Dmg | 529 - 740 |
| Min - Max HPs | 20002 |
| Min - Max Mana | |
| Min - Max Armor | 4991 |





# STONESCYTHE ROCKFLAYERS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Stonescythe Alpha | 61 - 62 | 159 - 240 | 5158 - 5341 | | 4091 - 4391 |
| **Flay:** Adds a chance to do two additional attacks; **Tear Armor:** Hacks at an enemy's armor, reducing it by 0 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.; **Desperate Defense:** The caster roots himself and shields himself from attacks, getting increasingly furious as he is attacked. Each strike increases the effect of the rage. | | | | | |
| Stonescythe Ambusher | 61 | 159 - 221 | 5158 | | 4091 |
| **Flay:** Adds a chance to do two additional attacks; **Desperate Defense:** The caster roots himself and shields himself from attacks, getting increasingly furious as he is attacked. Each strike increases the effect of the rage; **Cheap Shot:** Inflicts normal damage plus 143 to 149 on an enemy, stunning it for 5 sec. when attacking from stealth. | | | | | |
| Stonescythe Flayer | 60 - 61 | 143 - 221 | 4979 - 5158 | | 3791 - 4091 |
| **Flay:** Adds a chance to do two additional attacks; **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. **Charge:** Charges an enemy, inflicting normal damage plus 0; **Rock Shell:** Wraps the caster in stone, absorbing up to 411 - 417 damage. If the shield is broken, the caster enrages, increasing his damage by 118 - 120% and attack speed by 60; **Desperate Defense:** The caster roots himself and shields himself from attacks, getting increasingly furious as he is attacked. Each strike increases the effect of the rage. | | | | | |
| Stonescythe Ripper | 60 - 61 | 143 - 221 | 4979 - 5158 | | 3791 - 4091 |
| **Rip:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.; **Tear Armor:** Hacks at an enemy's armor, reducing it by 0 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.; **Desperate Defense:** The caster roots himself and shields himself from attacks, getting increasingly furious as he is attacked. Each strike increases the effect of the rage. | | | | | |
| Stonescythe Whelp | 60 - 61 | 143 - 221 | 4979 - 5158 | | 3791 - 4091 |
| **Desperate Defense:** The caster roots himself and shields himself from attacks, getting increasingly furious as he is attacked. Each strike increases the effect of the rage. | | | | | |

# STONESPINE

**Vicious Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 520 - 689 |
| Min - Max HPs | 15260 |
| Min - Max Mana | |
| Min - Max Armor | 7505 |





# STONESPLINTER TROGGS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Stonesplinter Bonesnapper | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| **Strike:** Strikes an enemy, inflicting weapon damage plus 26 - 27. | | | | | |
| Stonesplinter Digger | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |
| **Sunder Armor:** Sunders the target's armor, reducing it by 90 per Sunder Armor and causes a high amount of threat. Can be applied up to 5 times. Lasts 30 sec. **Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min. | | | | | |
| Stonesplinter Geomancer | 17 - 18 | 22 - 30 | 330 - 354 | 938 - 1020 | 402 - 422 |
| **Flamestrike:** Calls down a pillar of fire, burning all enemies within the area for 52 to 69 Fire damage and an additional 48 Fire damage over 8 sec. **Quick Flame Ward:** Renders an ally immune to Fire spells for 10 sec. | | | | | |
| Stonesplinter Scout | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Stonesplinter Seer | 13 - 14 | 17 - 25 | 253 - 276 | 264 - 295 | 507 - 537 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Stonesplinter Shaman | 15 - 16 | 20 - 29 | 301 - 325 | 326 - 357 | 566 - 596 |
| **Healing Wave:** Heals a friendly target for 133 to 161. | | | | | |
| Stonesplinter Skullthumper | 13 - 14 | 18 - 27 | 273 - 300 | | 608 - 642 |
| **Gouge:** Causes 10 damage, incapacitating the opponent for 4 sec, and turns off your attack. Target must be facing you. Any damage caused will revive the target. Awards 1 combo point. | | | | | |
| Stonesplinter Trogg | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |



# STONEVAULT TROGGS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Stonevault Ambusher | 35 - 35 | 49 - 64 | 1220 - 1220 | | 443 - 443 |
| **Backstab:** Backstab the target, causing 150% weapon damage plus 90 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point. **Enrage** | | | | | |
| Stonevault Basher | 37 - 38 | 51 - 70 | 1536 - 1604 | | 1593 - 1709 |
| Stonevault Bonesnapper | 39 - 40 | 54 - 74 | 1678 - 1753 | | 1834 - 1964 |
| **Strike:** Strikes an enemy, inflicting weapon damage plus 62 - 63. **Pummel:** Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec. | | | | | |
| Stonevault Brawler | 38 - 39 | 126 - 173 | 4185 - 4377 | | 546 - 584 |
| **Thrash:** Gives the caster 2 extra attacks. **Enrage** | | | | | |
| Stonevault Cave Hunter | 36 - 37 | 50 - 68 | 1596 - 1670 | | 1480 - 1593 |
| **Net:** Immobilizes an enemy for 6 sec. **Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Stonevault Cave Lurker | 37 - 38 | 97 - 133 | 4008 - 4185 | | 1593 - 1709 |
| **Backstab:** Backstab the target, causing 150% weapon damage plus 90 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point. | | | | | |
| Stonevault Flamescorcher | 38 - 39 | 113 - 155 | 3012 - 3120 | 2975 - 3075 | 915 - 974 |
| **Inferno Shell:** Inflicts 160 to 191 Fire damage to nearby enemies, and encases the caster in a shield of flame that lasts 10 sec. and burns melee attackers for an additional 50 damage. **Immolate:** Burns the enemy for 106 - 108 Fire damage and then an additional 165 Fire damage over 15 sec. **Fire Shield IV:** Surrounds an ally with a shield of flame that inflicts 57 Fire damage to nearby enemies every 3 sec. Lasts 15 sec. | | | | | |
| Stonevault Geomancer | 38 - 39 | 118 - 161 | 3405 - 3540 | 1189 - 1236 | 1418 - 1517 |
| **Fireball:** Inflicts Fire damage to an enemy. **Flame buffet:** Inflicts 37 to 40 Fire damage to an enemy and increases the Fire damage it takes by 38 - 39 for 20 sec. | | | | | |
| Stonevault Mystic | 38 - 39 | 132 - 180 | 4185 - 4377 | | 546 - 584 |
| **Thrash:** Gives the caster 2 extra attacks. **Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 74 - 76 for 2 min. | | | | | |
| Stonevault Oracle | 37 | 86 - 114 | 3279 | 1142 | 1325 |
| **Healing Wave:** Heals a friendly target for 728 to 842. **Lightning Shield:** The caster is surrounded by 3 bolts of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 80 Nature damage. This expends one lightning bolt. Only one bolt will fire every few seconds. Lasts 10 min. Only one Elemental Shield can be active on the Shaman at any one time. **Healing Ward:** Summons a ward that lasts 30 sec. and periodically heals allies in an area around it. **Lava Spout Totem:** Summons a Lava Spout Totem at the caster's feet. Totem lasts 20 sec. and inflicts 120 - 120 Fire damage to nearby enemies every 3 sec. | | | | | |
| Stonevault Rockchewer | 36 - 37 | 62 - 85 | 1469 - 1536 | | 1480 - 1593 |
| **Enrage** | | | | | |
| Stonevault Scout | 36 - 37 | 85 - 116 | 3831 - 4008 | | 1480 - 1593 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Stonevault Seer | 37 - 38 | 48 - 65 | 1257 - 1305 | 1142 - 1189 | 1325 - 1418 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. **Healing Wave:** Calls upon Nature magic to heal an ally. | | | | | |
| Stonevault Shaman | 40 - 41 | 52 - 72 | 1471 - 1522 | 1283 - 1332 | 1619 - 1727 |
| **Fire Nova Totem:** Summons a Fire Nova Totem that has 5 health and lasts 5 sec. Unless it is destroyed within 4 sec., the totem inflicts 201 to 227 fire damage to enemies within 10 yd. **Healing Ward:** Summons a ward that lasts 30 sec. and periodically heals allies in an area around it. | | | | | |
| Stonevault Skullthumper | 37 - 38 | 51 - 70 | 1536 - 1604 | | 1593 - 1709 |
| Stonevault Trogg | 35 - 36 | 85 - 116 | 3660 - 3831 | | 1373 - 1480 |

# STORMHIDE

| | |
|---|---|
| Min - Max Lvl | 22 - 23 |
| Min - Max Dmg | 32 - 44 |
| Min - Max HPs | 573 - 617 |
| Min - Max Mana | |
| Min - Max Armor | 922 - 957 |

**Lizard Bolt:** Inflicts 31 to 37 Nature damage to an enemy.

**Head Butt:** Stuns an enemy, rendering it unable to move or attack for 2 sec.



S



## STORMSCALE NAGA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Stormscale Myrmidon | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |
| **Knockdown**: Knocks an enemy down, stunning it for 2 sec. | | | | | |
| Stormscale Siren | 16 - 17 | 22 - 31 | 325 - 350 | 357 - 390 | 596 - 625 |
| **Heal**: Calls upon Holy magic to heal an ally.<br>**Holy Smite**: Smites an enemy, inflicting Holy damage. | | | | | |
| Stormscale Sorceress | 19 - 20 | 24 - 34 | 379 - 405 | 1118 - 1202 | 442 - 460 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 228 - 240, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |
| Stormscale Toxicologist | 15 | 20 - 27 | 301 | 326 | 566 |
| **Heal**: Calls upon Holy magic to heal an ally.<br>**Holy Smite**: Smites an enemy, inflicting Holy damage. | | | | | |
| Stormscale Warrior | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| **Improved Blocking**: Increases the caster's chance to block by 60 - 61% for 6 sec. | | | | | |
| Stormscale Wave Rider | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| **Aqua Jet**: Sprays water in all directions, inflicting Frost damage to nearby enemies and knocking them back. | | | | | |

## STORMSPIRE NEXUS-GUARD

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 1540 - 2178 |
| Min - Max HPs | 35905 |
| Min - Max Mana | |
| Min - Max Armor | 7089 |

**Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Shoot:** Shoots at an enemy, inflicting Physical damage.





## STRASHAZ NAGA

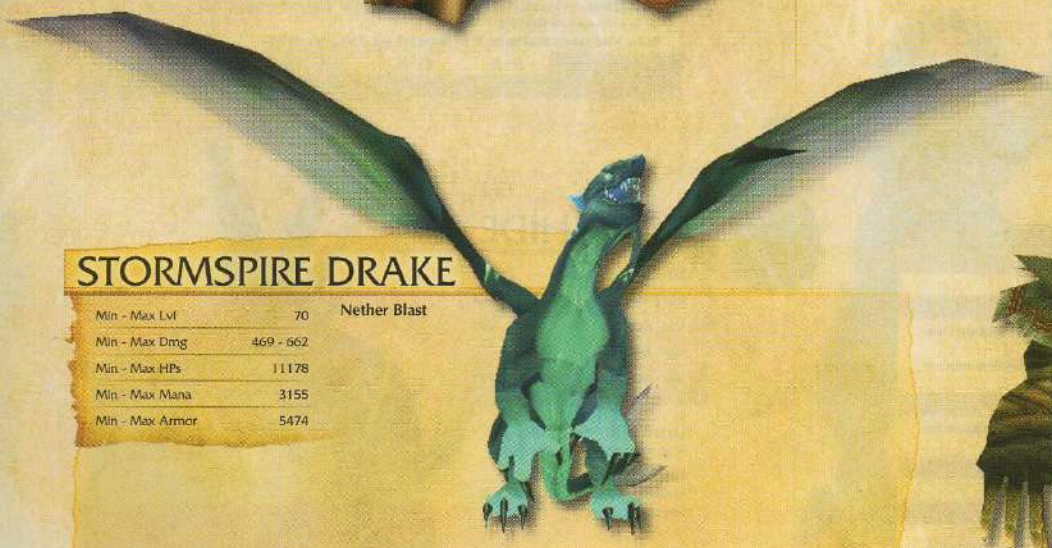
| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Strashaz Myrmidon | 60 - 61 | 436 - 589 | 9156 - 9432 | | 3791 - 4091 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Knockdown**: Inflicts 148 to 170 damage to an enemy, stunning it for 2 sec. | | | | | |
| Strashaz Serpent Guard | 59 - 61 | 428 - 589 | 8883 - 9432 | | 3489 - 4091 |
| **Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.<br>**Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec.<br>**Strike**: Strikes at an enemy, inflicting weapon damage plus 138 - 143. | | | | | |
| Strashaz Siren | 59 - 60 | 389 - 525 | 7107 - 7326 | 4738 - 4868 | 2832 - 3075 |
| **Dominate Mind**: Takes control of a humanoid enemy up to level 74 - 75 for 10 sec., but increases the time between its attacks by 100%.<br>**Shadow Word**: Pain: Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.<br>**Mind Blast**: Inflicts Shadow damage to an enemy, but causes a high amount of threat. | | | | | |
| Strashaz Sorceress | 60 - 61 | 406 - 548 | 7326 - 7545 | 4868 - 4972 | 3075 - 3316 |
| **Frostbolt**: Inflicts Frost damage to nearby enemies, reducing their movement speed for 4 sec.<br>**Frost Shock**: Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Strashaz Warrior | 59 - 60 | 418 - 565 | 8883 - 9156 | | 3489 - 3791 |
| **Mortal Strike**: Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.<br>**Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |

## STORMSNOUT

| | |
|---|---|
| Min - Max Lvl | 18 - 19 |
| Min - Max Dmg | 26 - 37 |
| Min - Max HPs | 417 - 449 |
| Min - Max Mana | |
| Min - Max Armor | 782 - 817 |

**Lizard Bolt:** Inflicts 26 to 31 Nature damage to an enemy.





## STORMSPIRE DRAKE

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 469 - 662 |
| Min - Max HPs | 11178 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Nether Blast**

## STRAWMAN

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 4182 - 5915 |
| Min - Max HPs | 110700 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Brain Bash:** Bashes the target, knocking its lights out for 3 sec.

**Brain Wipe:** The target forgets what he was going to say, becoming silenced for 4 sec.

**Conflagrate Self :** Causes the caster to become confused when attacked with powerful fire spells.

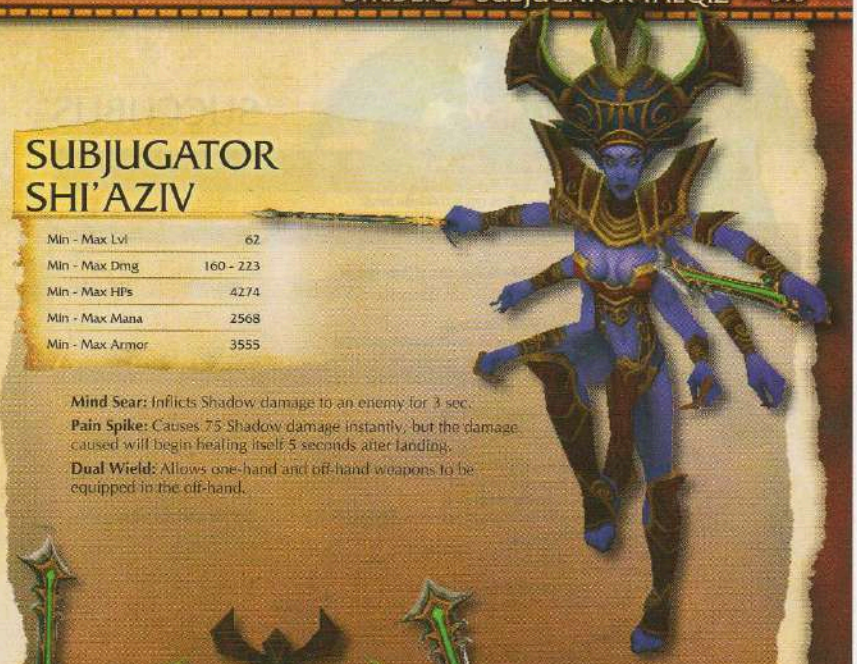
**Flame Protection:** Surrounds an ally with a shield of flame that inflicts 74 Fire damage to nearby enemies every 0 sec. Lasts 6 sec.





## STRIDERS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Coilfang Strider | 70 | 15149 - 21420 | 174650 | | 6792 |
| **Mind Blast** | | | | | |
| Crazed Sandstrider | 37 - 39 | 51 - 72 | 1536 - 1678 | | 1593 - 1834 |
| Fen Strider | 61 - 62 | 80 - 120 | 5158 - 5341 | | 4091 - 4391 |
| **Lightning Tether**: Inflicts Nature damage to an enemy for 5 sec.<br>**Thrash**: Adds a chance to do two additional attacks | | | | | |
| Forest Strider | 65 - 66 | 130 - 192 | 5914 - 6116 | | 5291 - 5591 |
| Giant Forestrider | 17 - 19 | 25 - 37 | 386 - 449 | | 748 - 817 |
| Lagoon Walker | 61 - 62 | 159 - 240 | 5158 - 5341 | | 4091 - 4391 |
| **Wild Regeneration**: Heals the caster for 86 to 101 damage every 2 sec. for 20 sec.<br>**Moss Covered Feet** | | | | | |
| Lost Tonanche | 70 | 164 - 232 | 6986 | | 6792 |
| Marsh Walker | 63 - 64 | 91 - 133 | 5527 - 5715 | | 4691 - 4991 |
| **Lightning Tether**: Inflicts Nature damage to an enemy for 5 sec. | | | | | |
| Mazzranache | 9 | 12 - 16 | 176 | | 408 |
| **Deadly Poison**: Inflicts 15 Nature damage to an enemy every 10 sec. for 2 min.<br>**Rushing Charge**: Increases the caster's movement speed by 68 - 68% for 3 sec. and causes it to inflict an additional 34 damage on its first attack. | | | | | |
| Sandstrider | 30 - 31 | 42 - 58 | 1050 - 1107 | | 1200 - 1234 |
| Strider Clutchmother | 20 | 29 - 39 | 484 | | 852 |
| **Lash**: Stuns an enemy for 2 sec. and has a chance to disarm.<br>**Dust Cloud** | | | | | |
| Strider Jack | 70 | 757 - 1071 | 20958 | | 6792 |
| **Shoot Tech Gun** | | | | | |



## SUBJUGATOR SHI'AZIV

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 160 - 223 |
| Min - Max HPs | 4274 |
| Min - Max Mana | 2568 |
| Min - Max Armor | 3555 |

**Mind Sear:** Inflicts Shadow damage to an enemy for 3 sec.

**Pain Spike:** Causes 75 Shadow damage instantly, but the damage caused will begin healing itself 5 seconds after landing.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.



## SUBJUGATOR VAZ'SHIR

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 231 - 325 |
| Min - Max HPs | 6542 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |



## SUBJUGATOR YALQIZ

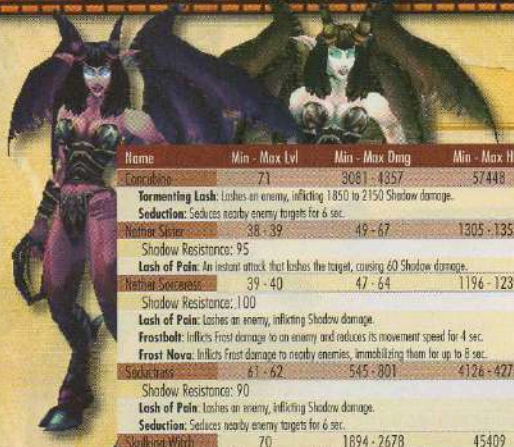
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|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 160 - 223 |
| Min - Max HPs | 4274 |
| Min - Max Mana | 2568 |
| Min - Max Armor | 3555 |

**Mind Sear:** Inflicts Shadow damage to an enemy for 3 sec.

**Pain Spike:** Causes 75 Shadow damage instantly, but the damage caused will begin healing itself 5 seconds after landing.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

S



## SUCCUBUS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Concubine | 71 | 3081 - 4357 | 57448 | | 7089 |
| **Tormenting Lash:** Lashes an enemy, inflicting 1850 to 2150 Shadow damage. **Seduction:** Seduces nearby enemy targets for 6 sec. | | | | | |
| Nether Sister | 38 - 39 | 49 - 67 | 1305 - 1357 | 1189 - 1236 | 1418 - 1517 |
| Shadow Resistance: 95 **Lash of Pain:** An instant attack that lashes the target, causing 60 Shadow damage. | | | | | |
| Nether Sorceress | 39 - 40 | 47 - 64 | 1196 - 1239 | 3075 - 3191 | 974 - 1035 |
| Shadow Resistance: 100 **Lash of Pain:** Lashes an enemy, inflicting Shadow damage. **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. **Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Seductress | 61 - 62 | 545 - 801 | 4126 - 4274 | 2486 - 2568 | 3316 - 3555 |
| Shadow Resistance: 90 **Lash of Pain:** Lashes an enemy, inflicting Shadow damage. **Seduction:** Seduces nearby enemy targets for 6 sec. | | | | | |
| Stalking Witch | 70 | 1894 - 2678 | 45409 | | 6792 |
| **Greater Invisibility:** Turns the caster invisible until the effect is cancelled. **Chastise:** Inflicts shadow damage plus 365 to an enemy. **Lash of Pain:** Lashes an enemy, inflicting Shadow damage. **Gouge:** Inflicts 500 damage to an enemy and stuns it for up to 4 sec. You will automatically stop attacking. Target must be facing you. Any damage received by the stunned target will revive it. | | | | | |
| Wanton Hostess | 71 | 3081 - 4357 | 57448 | | 7089 |
| **Bewitching Aura** **Banshee Wail:** Wails with anguish, inflicting Shadow damage to an enemy. **Banshee Shriek:** Silences nearby enemies, preventing them from casting spells for 5 sec. **Alluring Aura** | | | | | |
| Withered Maiden | 60 | 484 - 641 | 12210 | 9736 | 3075 |
| **Unholy Frenzy:** Increases an ally's attack speed by 50% for 20 sec., but also inflicts 200 Nature damage to that ally every 2 sec. **Dispel Magic:** Dispels magic on an ally, removing 1 harmful spell. **Curse of Blood:** Increases the Physical damage taken by an enemy by 500 for 10 min. **Veil of Shadow:** Reduces healing effects for an enemy by 75% for 10 sec. | | | | | |

## SULFURON HARBINGER



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1757 - 2330 |
| Min - Max HPs | 439692 |
| Min - Max Mana | |
| Min - Max Armor | 5840 |
| Fire Resistance: 93 | |

**Demoralizing Shout:** Reduces the melee and ranged attack power of nearby enemies by 300 for 30 sec.

**Inspire:** Increases the Physical damage dealt by an ally by 25% and speeds its attacks by 100% for 10 sec.

**Hand of Ragnaros:** Inflicts 300 to 400 Fire damage to nearby enemies, knocking them back and stunning them for 2 sec.

**Flame Spear:** Tosses a spear of flame, inflicting 850 to 1150 Fire damage to an enemy, as well as scorching any other enemies in the vicinity of the target.

**Throw:** Throws a weapon at an enemy, inflicting 2125 to 2875 damage.



## SULFURON MAGMA-THROWER

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1697 - 2398 |
| Min - Max HPs | 70836 |
| Min - Max Mana | 13236 |
| Min - Max Armor | 5954 |
| Fire Resistance: 140 | |

**Magma-Thrower's Curse:** Reduces healing effects for nearby enemies by 50% for 1 min.

**Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 925 to 1075 Fire damage every 2 sec. for 6 sec.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting 1620 to 1980 Shadow damage.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting 1620 to 1980 Shadow damage.

## SUMMONER KANTHIN



| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 224 - 316 |
| Min - Max HPs | 5409 |
| Min - Max Mana | 3080 |
| Min - Max Armor | 5235 |

**Fireball:** Inflicts Fire damage to an enemy.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

**Pyroblast:** Inflicts Fire damage to an enemy, then additional damage every 3 sec. for 12 sec.



## SUNFURY BLOOD ELVES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Sunfury Arcanist | 67 - 68 | 204 - 301 | 5566 - 5756 | 2933 - 2991 | 4755 - 4995 |
| **Fiery Intellect:** Intellect increased by 57 - 58. | | | | | |
| Sunfury Arch Mage | 68 | 235 - 331 | 5756 | 2991 | 4995 |
| **Fireball:** Inflicts Fire damage to an enemy. **Fiery Intellect:** Intellect increased by 58. **Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Sunfury Archer | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Immolation Arrow:** Shoots a flaming arrow at an enemy, inflicting weapon damage plus 300. All damage inflicted is based upon Fire magic. **Net:** Immobilizes an enemy for 5 sec. **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Sunfury Arcanologist | 68 | 235 - 331 | 5756 | 2991 | 4995 |
| **Scorch:** Scorches an enemy for Fire damage. **Astral Focus:** Increases all forms of damage taken by an enemy by 50% for 6 sec. **Fiery Intellect:** Intellect increased by 58. | | | | | |
| Sunfury Blood Knight | 70 | 234 - 331 | 6148 | 3155 | 5474 |
| **Spellbreaker:** Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any spellcasting by 75% for 6 sec. **Blood Heal:** Fully heals the caster, but also drains the caster's life. **Enrage** | | | | | |
| Sunfury Blood Lord | 68 | 231 - 325 | 6542 | | 61922 |
| **Torrent of Flames:** Attacks nearby enemies in an explosion of fire for 160. **Debilitating Strike:** Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any physical attacks for 5 sec. | | | | | |
| Sunfury Bloodwarder | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Mark of the Sunfury** **Enrage** | | | | | |
| Sunfury Bowman | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Immolation Arrow:** Shoots a flaming arrow at an enemy, inflicting weapon damage plus 300. All damage inflicted is based upon Fire magic. **Shoot:** Shoots at an enemy, inflicting Physical damage. **Net:** Immobilizes an enemy for 5 sec. | | | | | |
| Sunfury Captain | 68 | 231 - 325 | 6542 | | 6192 |
| **Battle Shout:** Increases the melee attack power of nearby friendly targets by 205 for 2 min. **Spellbreaker:** Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any spellcasting by 75% for 6 sec. **Enrage** | | | | | |
| Sunfury Centurion | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Spellbreaker:** Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any spellcasting by 75% for 6 sec. **Enrage** | | | | | |
| Sunfury Conjurer | 68 - 69 | 214 - 316 | 5756 - 5950 | 2991 - 3080 | 4995 - 5235 |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. **Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec. | | | | | |
| Sunfury Elite | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| Sunfury Eradicator | 67 - 68 | 204 - 301 | 5060 - 5233 | 2933 - 2991 | 4755 - 4995 |
| **Flash Heal:** Calls upon Holy magic to heal an ally. **Seal of Blood:** All melee attacks deal additional Holy damage equal to 35% of normal weapon damage, but the Paladin loses health equal to 10% of the total damage inflicted. Unleashing this Seal's energy will judge an enemy, instantly causing 313 to 349 Holy damage at the cost of health equal to 33% of the damage caused. | | | | | |
| Sunfury Flamekeeper | 68 | 231 - 325 | 6542 | | 6192 |
| **Torch:** Strikes at an enemy, inflicting weapon damage plus 125. **Judgement of the Flame:** Causes the target to be stunned when it takes Fire damage. 1 charge. Last 8 sec. **Enrage** | | | | | |
| Sunfury Geologist | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Throw Rock:** Hurls a rock at an enemy, inflicting Physical damage. **Puncture Armor:** Hacks at an enemy's armor, reducing it by 0. | | | | | |
| Sunfury Guardsman | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Mark of the Sunfury** **Enrage** | | | | | |
| Sunfury Magister | 67 - 68 | 204 - 301 | 5566 - 5756 | 2933 - 2991 | 4755 - 4995 |
| **Fireball:** Inflicts Fire damage to an enemy. | | | | | |
| Sunfury Nethermancer | 69 - 70 | 224 - 331 | 5950 - 6148 | 3080 - 3155 | 5235 - 5474 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. **Drain Life:** Drains 480 health from an enemy over 5 sec., transferring it to the caster. **Summon Mana Beast** | | | | | |
| Sunfury Protector | 68 - 69 | 161 - 239 | 4579 - 4733 | | 6192 - 6492 |
| Sunfury Researcher | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Puncture Armor:** Hacks at an enemy's armor, reducing it by 0. | | | | | |
| Sunfury Summoner | 70 | 234 - 331 | 5589 | 3155 | 5474 |
| **Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage. **Blink:** Teleports the caster 20 yd. forward unless something is in the way. Also frees the caster from any bonds. | | | | | |
| Sunfury Technician | 67 - 68 | 66 - 98 | 2530 - 2617 | | 5892 - 6192 |
| Sunfury Warlock | 70 | 234 - 331 | 6148 | 3155 | 4937 |
| **Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand. **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. **Incinerate:** Deals 74 to 86 Fire damage to your target. | | | | | |
| Sunfury Warp Engineer | 67 - 68 | 204 - 301 | 5060 - 5233 | 2933 - 2991 | 4755 - 4995 |
| **Welding Beam:** Inflicts Nature damage to an enemy for 5 sec. **Electroshock:** Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec. | | | | | |
| Sunfury Warp-Master | 68 | 214 - 301 | 5233 | 2991 | 4995 |
| **Welding Beam:** Inflicts Nature damage to an enemy for 5 sec. | | | | | |
| Sunfury Worker | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |

# SUNHAWK BLOOD ELVES



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Sunhawk Agent | 18 - 19 | 38 - 54 | 1062 - 1137 | 3060 - 3354 | 422 - 442 |
| **Shadowstalker Stealth**: Puts the caster in stealth mode. Lasts until cancelled.<br>**Backstab**: Inflicts normal damage plus 34 - 36 to an enemy, but only if attacking from behind.<br>**Sinister Strike**: Inflicts normal damage plus -1 to an enemy.<br>**Eviscerate**: Finishing move that causes damage.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Mark of the Sunhawk** | | | | | |
| Sunhawk Ambusher | 4 - 5 | 2 - 3 | 64 - 76 | | 76 - 120 |
| **Shadowstalker Stealth**: Puts the caster in stealth mode. Lasts until cancelled.<br>**Backstab**: Inflicts normal damage plus 10 - 11 to an enemy, but only if attacking from behind.<br>**Sinister Strike**: Inflicts normal damage plus -17 to an enemy.<br>**Eviscerate**: Finishing move that causes damage.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Sunhawk Defender | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Whirlwind**: Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 65 - 66.<br>**Charge**: Charges an enemy, inflicting normal damage plus 75 and stuns the opponent for 2 sec.<br>**Backhand**: Backhands an enemy, stunning it for 2 sec.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Mark of the Sunhawk** | | | | | |
| Sunhawk Reliver | 17 - 18 | 22 - 30 | 330 - 354 | 936 - 1020 | 407 - 422 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Immolate**: Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec.<br>**Corruption**: Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec. | | | | | |
| Sunhawk Pyromancer | 17 - 18 | 12 - 16 | 350 - 377 | 390 - 408 | 625 - 652 |
| **Immolate**: Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec.<br>**Fireball**: Inflicts Fire damage to an enemy.<br>**Concussive Shot**: Dazes an enemy, reducing its movement speed by 50% for 3 sec.<br>**Mark of the Sunhawk** | | | | | |
| Sunhawk Reclaimer | 16 - 17 | 20 - 29 | 307 - 330 | 856 - 936 | 383 - 402 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Exploit Weakness**: Inflicts normal damage plus 31 to 35 on an enemy, but only if attacking from behind.<br>**Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 192 - 204, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.<br>**Mark of the Sunhawk** | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Sunhawk Rogue | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |
| **Gouge**: Inflicts 20 damage to an enemy and incapacitates it for up to 4 sec. You will automatically stop attacking. Target must be facing you. Any damage received by the stunned target will revive it.<br>**Cheap Shot**: Inflicts normal damage plus 30 to 39 on an enemy, stunning it for 5 sec. when attacking from stealth.<br>**Sinister Strike**: Inflicts normal damage plus -5 to an enemy.<br>**Ghostly Strike**: A strike that deals 110% weapon damage and increases your chance to dodge by 15% for 7 sec. Awards 0 combo point.<br>**Evasion**: Increases the caster's chance to dodge by 25%. Lasts until cancelled.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Mark of the Sunhawk**<br>**Choose Target**: Performs an AOE pulse for nearby enemy units. It will cycle through the list attempting to find one that does not have a Combat Mark (31887) and boost their hate towards that target by 5000. | | | | | |
| Sunhawk Saboteur | 17 - 18 | 47 - 65 | 1050 - 1131 | 390 - 408 | 625 - 652 |
| **Multi-Shot**: Fires a volley of missiles at an enemy and its nearby allies, striking up to 3 targets for normal damage plus 42 - 45.<br>**Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Mark of the Sunhawk** | | | | | |
| Sunhawk Spy | 13 - 14 | 18 - 27 | 273 - 300 | | 608 - 642 |
| **Heroic Strike**: A strong attack that increases melee damage by 15 - 16 and causes a high amount of threat.<br>**Demoralizing Shout**: Reduces the melee attack power of nearby enemies by 10 for 30 sec.<br>**Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Mark of the Sunhawk** | | | | | |



# SUNSEEKER BLOOD ELVES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Sunseeker Astromage | 69 | 1045 - 1473 | 21636 | 3080 | 5235 |
| **Fire Shield**: Surrounds an ally with a shield of flame that inflicts 523 to 577 Fire damage to nearby enemies every 3 sec. Lasts 10 min.<br>**Solarburn**: Inflicts Fire damage to an enemy, then additional damage every 3 sec. for 12 sec.<br>**Scorch**: Scorches an enemy for Fire damage. | | | | | |
| Sunseeker Botanist | 70 | 1092 - 1543 | 16208 | 9465 | 5474 |
| **Rejuvenate Plant**: Heals an ally every 1 sec. for 25 sec.<br>**Nature's Rage**: Increases a nearby plant's size by 50%, attack speed by 100% and the Physical damage it deals by 100% for 10 sec.<br>**Regrowth**: Heals an ally for a fixed amount, then heals additional damage every 3 sec. for 15 sec. | | | | | |
| Sunseeker Channeler | 70 | 1006 - 1420 | 14181 | 7196 | 3427 |
| **Soul Channel**: Drains up to 4836 mana and health from an enemy over 6 sec. and transfers it to the caster. | | | | | |
| Sunseeker Chemist | 70 | 1092 - 1543 | 16208 | 3155 | 5474 |
| **Fire Breath Potion; Vial of Poison** | | | | | |
| Sunseeker Engineer | 69 | 1045 - 1473 | 16227 | 3080 | 5235 |
| **Super Shrink Ray; Death Ray; Growth Ray** | | | | | |
| Sunseeker Gene-Splicer | 70 | 1006 - 1420 | 14181 | 7196 | 3427 |
| **Death & Decay**: Invokes the malignant power of death and decay, inflicting Shadow damage to all enemies in a selected area for 10 sec. | | | | | |
| Sunseeker Geomancer | 71 | 1111 - 1569 | 22976 | 12924 | 5714 |
| **Blizzard**: Calls down a blizzard that lasts 10 sec., inflicting 875 Frost damage every 2 sec. and slowing the movement speed of all enemies in a selected area by 20%.<br>**Rain of Fire**: Calls down a molten rain, burning all enemies in a selected area for 1125 Fire damage every 3 sec. for 9 sec.<br>**Arcane Explosion**: Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies. | | | | | |
| Sunseeker Harvester | 70 | 1092 - 1543 | 16208 | 3155 | 5474 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Polymorph**: Transforms an enemy into a lasher, forcing it to wander around for up to 5 sec. While wandering, the lasher cannot attack or cast spells, but regenerates very quickly.<br>**Wilting Touch**: Reduces an enemy's chance to critically hit with a melee attack by 75%, and reduces its chance to critically hit with a spell attack by 75%. Lasts 8 sec. | | | | | |
| Sunseeker Herbalist | 70 | 1177 - 1664 | 20259 | | 6792 |
| **Entangling Roots**: Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 10 sec.<br>**Spade Toss**: Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Sunseeker Netherbinder | 70 | 1006 - 1420 | 14670 | 7196 | 3427 |
| **Starfire**: Causes 900 to 1100 Arcane damage to the target.<br>**Arcane Nova**: Causes an explosion of arcane energy around the caster, causing 720 to 880 arcane damage to all enemy targets within 10 yards and healing all party members within 10 yards for 360 to 440. These effects cause no threat. | | | | | |
| Sunseeker Researcher | 70 | 1092 - 1543 | 16208 | 9465 | 5474 |
| **Mind Shock**: Shocks an enemy with concussive force, inflicting Nature damage and slowing attack and casting speeds by 25% for 12 sec.<br>**Flame Shock**: Instantly burns an enemy, then inflicts additional Fire damage every 3 sec. for 12 sec.<br>**Frost Shock**: Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.<br>**Poison Shield**: Protects the caster with a poisonous shield. When a spell, melee or ranged attack hits the caster, the attacker will be poisoned. This expends one poison bolt. Only one bolt will fire every few seconds. Lasts 2 min. | | | | | |

# SUPERVISOR FIZSPROCKET



| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 17 - 22 |
| Min - Max HPs | 247 |
| Min - Max Mana | |
| Min - Max Armor | 573 |



# SUPERVISOR LUGWIZZLE

| | |
|---|---|
| Min - Max Lvl | 18 |
| Min - Max Dmg | 26 - 35 |
| Min - Max HPs | 417 |
| Min - Max Mana | |
| Min - Max Armor | 782 |

## SUPREMUS

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 14936 - 21118 |
| Min - Max HPs | 4552800 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |
| Fire Resistance: 210 | |

**Molten Punch**

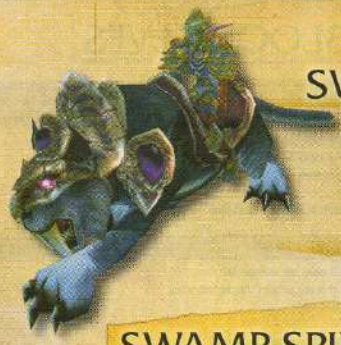
**Volcanic Eruption**

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.

**Charge**



## SU'URA SWIFTARROW



| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 1270 - 1684 |
| Min - Max HPs | 157200 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

## SWAMP SPIRIT

| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 56 - 74 |
| Min - Max HPs | 1753 |
| Min - Max Mana | |
| Min - Max Armor | 1964 |



## SWAMP TALKER



| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 85 - 112 |
| Min - Max HPs | 2880 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |

**Summon Swamp Spirit:** Summons 1 Swamp Spirit to aid the caster in battle for 1 min.

## SURENA CALEDON



| | |
|---|---|
| Min - Max Lvl | 9 |
| Min - Max Dmg | 10 - 14 |
| Min - Max HPs | 160 |
| Min - Max Mana | 350 |
| Min - Max Armor | 219 |

**Fireball:** Inflicts Fire damage to an enemy.

**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 108 , slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.

## SURVEYOR CANDRESS



| | |
|---|---|
| Min - Max Lvl | 5 |
| Min - Max Dmg | 5 - 6 |
| Min - Max HPs | 114 |
| Min - Max Mana | 230 |
| Min - Max Armor | 66 |

**Fireball:** Inflicts Fire damage to an enemy.

## SWAMPLORD MUSEL'EK

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 1507 - 2109 |
| Min - Max HPs | 53224 |
| Min - Max Mana | 55800 |
| Min - Max Armor | 4275 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Raptor Strike:** Strikes at an enemy, inflicting increased melee damage.

**Multi-Shot:** Fires a volley of missiles at an enemy and its nearby allies, striking up to 3 targets for normal damage plus 2000.

**Deterrence:** When activated, increases your Dodge and Parry chance by 25% for 10 sec.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Hunter's Mark:** Places the Hunter's Mark on the target, increasing the ranged attack power of all attackers against that target by 1500. In addition, the target of this ability can always be seen by the hunter whether it stealths or turns invisible. The target also appears on the mini-map. Lasts for 20 sec.

**Throw Freezing Trap:** Throws a Proximity Bomb.

**Aimed Shot:** An aimed shot that increases ranged damage by 600.



## SUSURRUS

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 780 - 1102 |
| Min - Max HPs | 27945 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |



## SURGICAL ASSISTANT

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 1559 - 2068 |
| Min - Max HPs | 42728 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Mind Flay:** Inflicts Shadow damage to an enemy and reduces its movement speed for 8 sec.



## SWARMGUARD NEEDLER



| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 619 - 821 |
| Min - Max HPs | 12576 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

## SWIFTMANE



| | |
|---|---|
| Min - Max Lvl | 21 |
| Min - Max Dmg | 52 - 69 |
| Min - Max HPs | 1563 |
| Min - Max Mana | |
| Min - Max Armor | 888 |

**Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec.

## SYNDICATE



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Syndicate Assassin | 38 - 39 | 53 - 72 | 1604 - 1678 | | 1709 - 1834 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Syndicate Conjuror | 35 - 36 | 42 - 57 | 992 - 1028 | 2680 - 2763 | 751 - 803 |
| Arcane Resistance: 054 | | | | | |
| **Sleep**: Puts an enemy to sleep for up to 10 sec. Any damage caused will awaken the target. Only one target can be asleep at a time. | | | | | |
| **Demon Armor**: Protects the caster, increasing armor by 300, Shadow resistance by 6 and restores 9 health every 5 sec. Only one type of Armor spell can be active on the Warlock at any time. Lasts 30 min. | | | | | |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| **Summon Voidwalker**: Summons 1 Voidwalker to accompany the caster until dismissed. | | | | | |
| Syndicate Enforcer | 39 - 40 | 54 - 74 | 1678 - 1753 | | 1834 - 1964 |
| **Whirlwind**: Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 88 - 89. | | | | | |
| Syndicate Footpad | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |
| **Backstab**: Inflicts normal damage plus 59 - 60 to an enemy, but only if attacking from behind. | | | | | |
| Syndicate Highwayman | 30 - 31 | 42 - 58 | 1050 - 1107 | | 1200 - 1234 |
| **Backstab**: Inflicts normal damage plus 150 to an enemy, but only if attacking from behind. | | | | | |
| Syndicate Mage | 37 - 38 | 44 - 60 | 1067 - 1104 | 2861 - 2975 | 858 - 915 |
| Arcane Resistance: 057 | | | | | |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| **Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 444 - 456, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |
| **Blizzard**: Calls down a blizzard that lasts 10 sec., inflicting 148 - 152 Frost damage every 2 sec. to all enemies in a selected area. | | | | | |
| Syndicate Mercenary | 31 - 32 | 34 - 46 | 1107 - 1163 | | 1234 - 1270 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Syndicate Pathstalker | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| Syndicate Prowler | 36 - 37 | 40 - 54 | 1277 - 1336 | | 1480 - 1593 |
| **Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. | | | | | |
| **Sinister Strike**: Inflicts normal damage plus 20 - 21 to an enemy. | | | | | |
| Syndicate Rogue | 21 - 22 | 31 - 42 | 531 - 573 | | 888 - 922 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| **Backstab**: Inflicts normal damage plus 150 to an enemy, but only if attacking from behind. | | | | | |
| Syndicate Saboteur | 37 - 38 | 51 - 70 | 1536 - 1604 | | 1593 - 1709 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| **Fire Shot**: Fires a flaming shot at the enemy, doing an additional 40 and making the damage fire based. | | | | | |
| Syndicate Sentry | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| **Shield Wall**: Reduces the Physical and magical damage taken by the caster by 75% for 10 sec. | | | | | |
| **Shield Bash**: Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec. | | | | | |
| Syndicate Shadow Mage | 21 - 22 | 26 - 36 | 441 - 472 | 1272 - 1357 | 480 - 499 |
| Shadow Resistance: 15 | | | | | |
| **Curse of Thorns**: Curses an enemy for 3 min., giving it 50% chance to take 20 to 44 damage on attack. | | | | | |
| **Demon Armor**: Protects the caster, increasing armor by 210, Shadow resistance by 3 and restores 7 health every 5 sec. Only one type of Armor spell can be active on the Warlock at any time. Lasts 30 min. | | | | | |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Syndicate Spectre | 40 | 24 - 32 | 1239 | 3191 | 1035 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| **Illusion Passive** | | | | | |
| Syndicate Spy | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| **Backstab**: Inflicts normal damage plus 64 - 66 to an enemy, but only if attacking from behind. | | | | | |
| Syndicate Watchman | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| **Torch Burst** | | | | | |
| Syndicate Wizard | 34 - 35 | 34 - 48 | 954 - 992 | 2553 - 2680 | 1140 - 1171 |
| **Polymorph**: Transforms an enemy into a sheep, forcing it to wander around for up to 8 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on beasts, dragons, giants, humanoids, and critters. | | | | | |
| **Fireball**: Inflicts Fire damage to an enemy. | | | | | |
| **Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 420, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |

## SYPHONER



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 1406 - 1986 |
| Min - Max HPs | 11178 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |
| Arcane Resistance: 70 | |

**Drain Mana:** Drains up to 1250 mana from an enemy over 5 sec. and transfers it to the caster.

## SYTH ARCANE ELEMENTAL



| | |
|---|---|
| Min - Max Lvl | 69 / 72 |
| Min - Max Dmg | 560 - 790 / 363 - 513 |
| Min - Max HPs | 2704 / 3309 |
| Min - Max Mana | 3080 / 5954 |
| Min - Max Armor | 5235 |

**Arcane buffet:** Inflicts 68 to 70 Arcane damage to an enemy and increases the Arcane damage it takes by 69 for 20 sec.

**Arcane buffet:** Inflicts 71 to 73 Arcane damage to an enemy and increases the Arcane damage it takes by 72 for 20 sec.

## SYTH FIRE ELEMENTAL



| | |
|---|---|
| Min - Max Lvl | 69 / 72 |
| Min - Max Dmg | 560 - 790 / 363 -513 |
| Min - Max HPs | 2704 / 5903 |
| Min - Max Mana | 3080 / 3309 |
| Min - Max Armor | 5235 / 5954 |

**Flame buffet:** Inflicts 68 to 70 Fire damage to an enemy and increases the Fire damage it takes by 69 for 20 sec.

**Flame buffet:** Inflicts 71 to 73 Fire damage to an enemy and increases the Fire damage it takes by 72 for 20 sec.

## SYTH FROST ELEMENTAL



| | |
|---|---|
| Min - Max Lvl | 69 / 72 |
| Min - Max Dmg | 560 - 790 / 363 - 513 |
| Min - Max HPs | 2704 / 5903 |
| Min - Max Mana | 3080 / 3309 |
| Min - Max Armor | 5235 / 5954 |

**Frost buffet:** Inflicts 68 to 70 Frost damage to an enemy and increases the Frost damage it takes by 69 for 20 sec.

**Frost buffet:** Inflicts 71 to 73 Frost damage to an enemy and increases the Frost damage it takes by 72 for 20 sec.

## SYTH SHADOW ELEMENTAL



| | |
|---|---|
| Min - Max Lvl | 69 / 72 |
| Min - Max Dmg | 560 - 790 / 363 - 513 |
| Min - Max HPs | 2704 / 5903 |
| Min - Max Mana | 3080 / 3309 |
| Min - Max Armor | 5235 / 5954 |

**Shadow buffet:** Inflicts 68 to 70 Shadow damage to an enemy and increases the Shadow damage it takes by 69 for 20 sec.

**Shadow buffet:** Inflicts 71 to 73 Shadow damage to an enemy and increases the Shadow damage it takes by 72 for 20 sec.

## TAGAR SPINEBREAKER

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 531 - 735 |
| Min - Max HPs | 20632 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Spine Break:** Stuns an enemy for 8 sec.
**Whirlwind Knockback:** Inflicts normal damage plus 30 to nearby enemies and knocks them back.



## TAINTED WATER ELEMENTAL

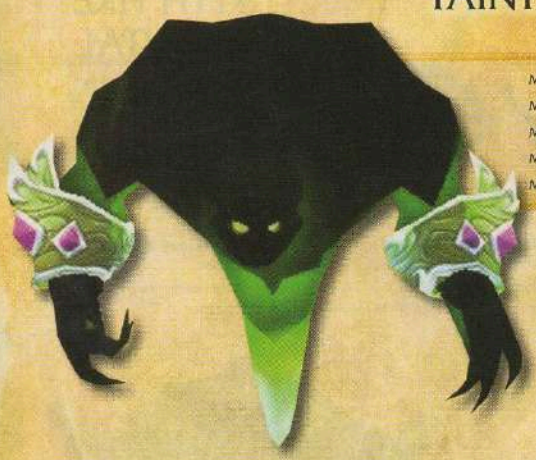
| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 770 - 1089 |
| Min - Max HPs | 10772 |
| Min - Max Mana | |
| Min - Max Armor | 7089 |



## TAINTED ARCANE WRAITH

| | |
|---|---|
| Min - Max Lvl | 4 |
| Min - Max Dmg | 4 - 5 |
| Min - Max HPs | 83 |
| Min - Max Mana | 104 |
| Min - Max Armor | 67 |

**Slow:** Reduces an enemy's attack speed by 35% and slows its movement to 60% of normal for 5 sec.



## TAKK THE LEAPER

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 49 - 65 |
| Min - Max HPs | 1347 |
| Min - Max Mana | |
| Min - Max Armor | 817 |

**Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled.
**Charge:** Charge an enemy, generate 12 rage, and stun it for 1 sec. Cannot be used in combat.



## TAINTED SPAWN OF HYDROSS

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 3081 - 4357 |
| Min - Max HPs | 43086 |
| Min - Max Mana | |
| Min - Max Armor | 7089 |

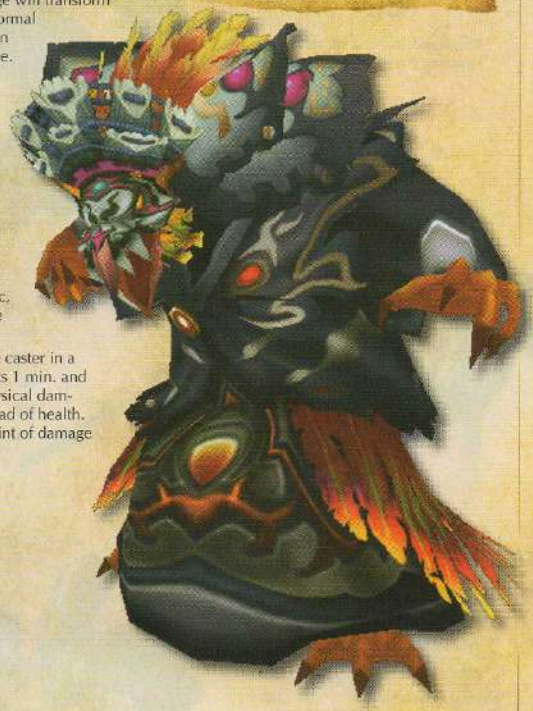


## TALBUKS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Talbuk Doe | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Gore:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Talbuk Patriarch | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| **Gore:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.<br>**Talbuk Strike:** Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |
| Talbuk Sire | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Hoof Stomp:** Inflicts normal damage plus 74 - 75 to nearby enemies, stunning them for 3 sec. | | | | | |
| Talbuk Stag | 64 - 65 | 191 - 281 | 5715 - 5914 | | 4991 - 5291 |
| **Gore:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Talbuk Thunderhoof | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |
| **Gore:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.<br>**Talbuk Strike:** Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |



# TALON KING IKISS



| | |
|---|---|
| Min - Max Lvl | 73 / 73 |
| Min - Max Dmg | 1755 - 2471 / 3252 - 4718 |
| Min - Max HPs | 80461 / 113329 |
| Min - Max Mana | 42186 / 37500 |
| Min - Max Armor | 3277 / 3728 |

**Arcane Volley:** Hurl magical bolts at nearby enemies, inflicting Arcane damage.

**Polymorph:** Transforms an enemy into a sheep, forcing it to wander around for up to 6 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on beasts, dragons, giants, humanoids, and critters.

**Blink:** Teleports the caster to an enemy target. Also frees the caster from any bonds.

**Arcane Bubble:** Immune to all attacks and spells. Cannot attack.

**Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.

**Mana Shield:** Enfolds the caster in a protective shield that lasts 1 min. and absorbs up to 10000 Physical damage, draining mana instead of health. Drains 100 mana per point of damage absorbed.

# TAR ELEMENTALS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Tar Beast | 50 - 51 | 110 - 149 | 2880 - 2980 | | 2999 - 3052 |
| Fire Resistance: -51, Nature Resistance: 51 | | | | | |
| **Sticky Tar**<br>**Burning Tar** | | | | | |
| Tar Creeper | 51 - 52 | 104 - 142 | 2384 - 2466 | 1864 - 1923 | 2477 - 2522 |
| Fire Resistance: -51, Nature Resistance: 51 | | | | | |
| **Sticky Tar**<br>**Burning Tar**<br>**Trample**: Inflicts normal damage plus 51 - 52 to nearby enemies. | | | | | |
| Tar Lord | 53 - 54 | 109 - 148 | 2551 - 2634 | 1982 - 2041 | 2566 - 2610 |
| Fire Resistance: -51, Nature Resistance: 51 | | | | | |
| **Sticky Tar**<br>**Renew**: Heals an ally every 3 sec. for 15 sec.<br>**Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 10 sec.<br>**Burning Tar** | | | | | |
| Tar Lurker | 52 - 54 | 115 - 159 | 3082 - 3293 | | 3108 - 3216 |
| Fire Resistance: -51, Nature Resistance: 51 | | | | | |
| **Sticky Tar**<br>**Black Sludge**: Increases the time between the attacks of nearby enemies by 50% and slows their movement speed by 30% for 30 sec.<br>**Burning Tar** | | | | | |



# TAMRA STORMPIKE

| | |
|---|---|
| Min - Max Lvl | 28 |
| Min - Max Dmg | 63 - 83 |
| Min - Max HPs | 2196 |
| Min - Max Mana | 756 |
| Min - Max Armor | 946 |



# TARAGAMAN THE HUNGERER

| | |
|---|---|
| Min - Max Lvl | 16 |
| Min - Max Dmg | 56 - 74 |
| Min - Max HPs | 1869 |
| Min - Max Mana | |
| Min - Max Armor | 713 |

**Fire Nova:** Inflicts Fire damage to nearby enemies.

**Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back.



# TANEEL DARKWOOD

| | |
|---|---|
| Min - Max Lvl | 32 |
| Min - Max Dmg | 42 - 55 |
| Min - Max HPs | 977 |
| Min - Max Mana | 1870 |
| Min - Max Armor | 1063 |

**Shadow Word: Pain:** A word of darkness that causes 366 Shadow damage over 18 sec.

**Renew:** Heals the target for 315 over 15 sec.

**Heal:** Heal your target for 582 to 658.



# TARG

| | |
|---|---|
| Min - Max Lvl | 41 |
| Min - Max Dmg | 59 - 78 |
| Min - Max HPs | 1585 |
| Min - Max Mana | |
| Min - Max Armor | 2101 |

**Thunderclap:** Inflicts 113 to 121 Nature damage to nearby enemies, increasing the time between their attacks by 43% and slowing their movement by 40% for 10 sec.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Berserker Stance:** Assumes an aggressive stance that generates rage when the warrior strikes an opponent. Lasts 4 min.

## TARGORR THE DREAD



| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 59 - 78 |
| Min - Max HPs | 1953 |
| Min - Max Mana | |
| Min - Max Armor | 992 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Thrash:** Gives the caster 2 extra attacks.

**Enrage:** Physical damage dealt is increased by 24. Attack speed is increased by 30%.

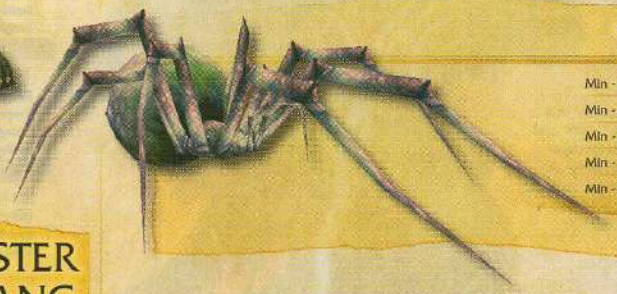
## TAZAN



| | |
|---|---|
| Min - Max Lvl | 13 |
| Min - Max Dmg | 18 - 24 |
| Min - Max HPs | 273 |
| Min - Max Mana | |
| Min - Max Armor | 608 |

**Backhand:** Backhands an enemy, stunning it for 2 sec.

## TCHA'KAZ



| | |
|---|---|
| Min - Max Lvl | 44 |
| Min - Max Dmg | 72 - 95 |
| Min - Max HPs | 2138 |
| Min - Max Mana | |
| Min - Max Armor | 2557 |



## TASKMASTER WHIPFANG

| | |
|---|---|
| Min - Max Lvl | 22 |
| Min - Max Dmg | 85 - 98 |
| Min - Max HPs | 1686 |
| Min - Max Mana | |
| Min - Max Armor | 922 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Intimidating Roar:** Roars at an enemy, paralyzing it with terror for 8 sec. and causing all other nearby enemies to flee in fear.

## TECHBOT



| | |
|---|---|
| Min - Max Lvl | 26 |
| Min - Max Dmg | 37 - 49 |
| Min - Max HPs | 788 |
| Min - Max Mana | |
| Min - Max Armor | 1061 |

**Battle Net:** Immobilizes nearby enemies for 10 sec.

**Lag:** Increases the time between an enemy's attacks by 54% and its movement by 60% for 10 sec. Lag also results in link death, stunning the enemy for 8 sec.

**Summon Dupe Bug:** Summons 1 Dupe Bug to aid the caster in battle for 1 min.

**Patch:** Kills all nearby Dupe Bugs and heals the caster.

## TAVAROK



| | |
|---|---|
| Min - Max Lvl | 73 / 73 |
| Min - Max Dmg | 735 - 1031 / 3920 - 5544 |
| Min - Max HPs | 91740 / 149445 |
| Min - Max Mana | |
| Min - Max Armor | 5591 / 7387 |

**Crystal Prison:** Inflicts 10% health damage per second and stuns the target.

**Earthquake:** Inflicts 919 to 1181 physical damage to nearby enemies, stunning them for 3 sec.

**Arcing Smash:** Lashes out in a vicious arc, inflicting damage to enemies in a cone in front of the caster.

## TEL'ATHION THE IMPURE



| | |
|---|---|
| Min - Max Lvl | 23 |
| Min - Max Dmg | 29 - 39 |
| Min - Max HPs | 494 |
| Min - Max Mana | 1443 |
| Min - Max Armor | 519 |

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Fire Blast:** Inflicts Fire damage to an enemy.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

**Arcane Missiles:** Launches magical missiles at an enemy, inflicting Arcane damage each second for 5 sec.

# TEMPORUS

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1829 - 2587 |
| Min - Max HPs | 110700 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Hasten**: Melee and movement speed increased by 200%.
**Mortal Wound**: Healing reduced by 10% per application. Stacks up to 7 times.
**Banish Dragon Helper**
**Wing Buffet**: Causes knockback and damage.
**Time Rift Channel Trigger**



# TENDER

| | |
|---|---|
| Min - Max Lvl | 2 - 3 |
| Min - Max Dmg | 2 - 4 |
| Min - Max HPs | 55 - 71 |
| Min - Max Mana | |
| Min - Max Armor | 16 - 41 |



# TENDRIS WARPWOOD

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 831 - 1103 |
| Min - Max HPs | 33572 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



**Trample:** Inflicts normal damage plus 60 to nearby enemies.

**Grasping Vines:** Inflicts Physical damage to nearby enemies, knocking them down and immobilizing them for 10 sec.

**Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back.

**Entangle:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 10 sec.

# TEREMUS THE DEVOURER

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 987 - 1310 |
| Min - Max HPs | 91560 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Soul Consumption:** Drains 579 to 629 health from nearby enemies, healing the caster for up to 300 times the amount stolen.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Flame Breath:** Inflicts 600 Fire damage to enemies in a cone in front of the caster.

**Knock Away:** Inflicts normal damage plus 30 to nearby enemies and knocks them back.



# TERESTIAN ILLHOOF



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 5050 - 7140 |
| Min - Max HPs | 698600 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Shadow Bolt:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

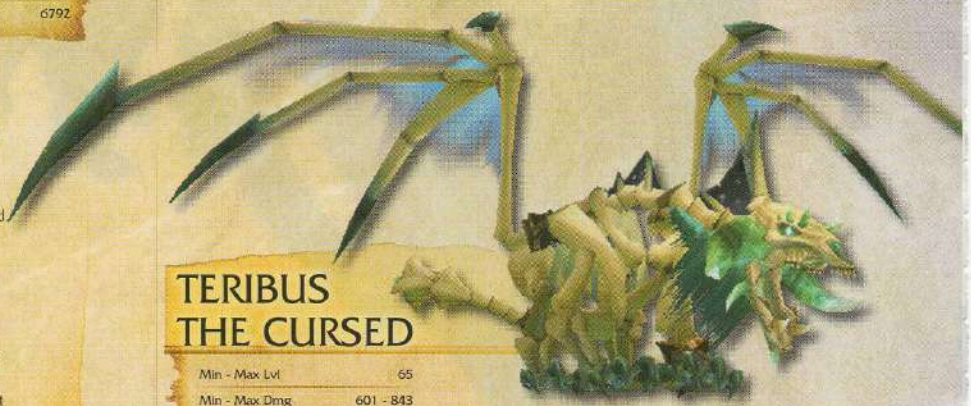
**Sacrifice:** Sacrifices the target to the old gods, stunning it and leeching 1500 health every sec. for 30 sec.

**Summon Imp:** Summons an Imp to accompany the caster until dismissed.

**Fiendish Portal:** Opens a portal into the Twisting Nether that periodically summons demonic minions to aid the caster in battle for Until Cancelled.

**Fiendish Portal:** Opens a portal into the Twisting Nether that periodically summons demonic minions to aid the caster in battle for Until Cancelled.

**Berserk:** Increases the damage dealt by the caster by 500%.

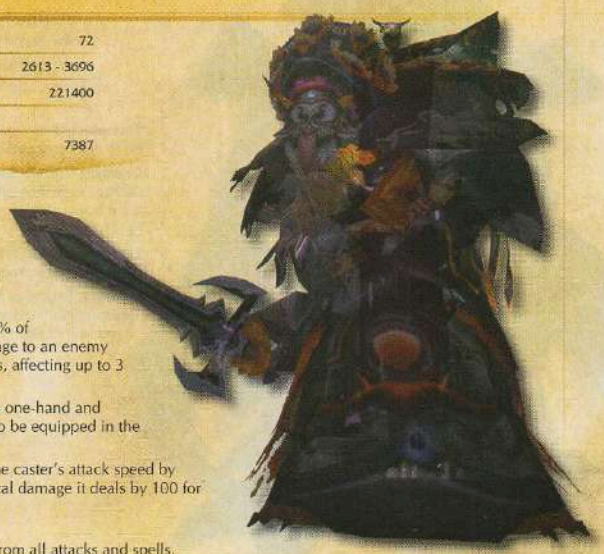


# TERIBUS THE CURSED

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 601 - 843 |
| Min - Max HPs | 29570 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |

# TEROKK

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 2613 - 3696 |
| Min - Max HPs | 221400 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |



**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Enrage:** Increases the caster's attack speed by 50% and the Physical damage it deals by 100 for 10 min.

**Divine Shield:** Protects the caster from all attacks and spells.

# TEROKKARANTULA

**Dread Poison:** Inflicts 76 Nature damage to an enemy every 5 sec. for 20 sec.

**Crippling Poison**

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 662 - 927 |
| Min - Max HPs | 23656 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |





## TERON GOREFIEND

| | |
|---|---|
| Min-Max Lvl | 73 |
| Min - Max Dmg | 19702 - 27828 |
| Min-Max HPs | 5007750 |
| Min-Max Mana | 1693500 |
| Min-Max Armor | 6194 |

**Incinerate:** Deals 2775 to 3225 Fire damage on impact and an additional 9675 damage over 3 sec.
**Crushing Shadows:** Afflicts enemy targets, increasing Shadow damage dealt to them by 60% for 15 sec.
**Shadow of Death:** The shadow of death looms. Kills the target after 55 sec.
**Destroy Spirit:** Destroys a target Vengeful Spirit.
**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.
**Unholy Armor:** Absorbs 1080 to 1320 physical damage. Lasts 15 sec.
**Touch of Darkness:** Steals 4375 to 5625 life from target enemy.
**Death and Decay:** 700 to 900 Shadow damage inflicted every 2 sec. to all targets in the affected area.
**Haste:** Increases your haste rating by 300.



## TERRORFIEND

| | |
|---|---|
| Min - Max Lvl | 61 - 62 |
| Min - Max Dmg | 152 - 223 |
| Min - Max HPs | 4126 - 4274 |
| Min - Max Mana | 2486 - 2568 |
| Min - Max Armor | 3316 - 3555 |

**War Stomp:** Knocks nearby enemies back.
**Fel Flames:** Inflicts 70 Fire damage to enemies in a cone in front of the caster. Then inflicts further Fire damage over 3 sec.

## TERRORCLAW

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 181 - 253 |
| Min - Max HPs | 7185 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Fear:** Strikes fear in the enemy, causing it to run for 3 sec.
**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.





## TERRORDAR THE TORMENTOR

| | |
|---|---|
| Min - Max Lvl | 70 - 71 |
| Min - Max Dmg | 702 - 993 |
| Min - Max HPs | 22356 - 22976 |
| Min - Max Mana | 9465 - 9693 |
| Min - Max Armor | 5474 - 5714 |

**Cripple:** Increases the time between an enemy's attacks by 100% and its movement by 50%, in addition to reducing its Strength by 50%. Lasts 15 sec.
**Incinerate:** Deals 111 to 129 Fire damage to your target.
**Shadowfury:** Shadowfury is unleashed, causing 206 to 244 Shadow damage and stunning all enemies within 10 yds.

## TERROR-FIRE GUARDIAN

| | |
|---|---|
| Min - Max Lvl | 71 - 72 |
| Min - Max Dmg | 238 - 343 |
| Min - Max HPs | 5744 - 5903 |
| Min - Max Mana | 3231 - 3309 |
| Min - Max Armor | 5714 - 5954 |

**War Stomp:** Inflicts normal damage plus 36 - 36 to nearby enemies, knocking them back and stunning them for 5 sec.
**Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 412 - 417 Fire damage every 3 sec. for 9 sec.



T



## TETHIK

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 252 - 357 |
| Min - Max HPs | 6986 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



## THALADRED THE DARKENER

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 9559 - 13516 |
| Min - Max HPs | 273168 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Psychic Blow:** Inflicts normal damage plus 4375 to 5625 to an enemy, knocking it back.

**Silence:** Silences nearby enemies, preventing them from casting spells for 8 sec.



## TETHIS

| | |
|---|---|
| Min - Max Lvl | 43 |
| Min - Max Dmg | 67 - 88 |
| Min - Max HPs | 1973 |
| Min - Max Mana | |
| Min - Max Armor | 2397 |

**Tendon Rip:** Reduces an enemy's movement speed by 67% for 8 sec.



## THANE KORTH'AZZ

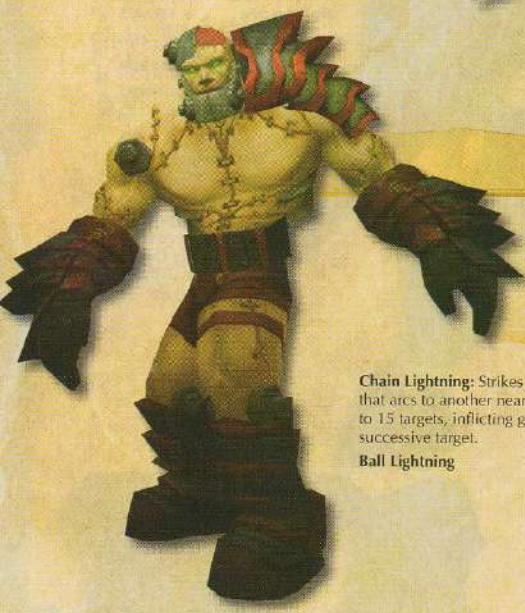
| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2745 - 3640 |
| Min - Max HPs | 599580 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Mark of Korth'azz**

**Meteor:** Does damage divided up evenly among all affected targets

**Summon Player:** Summons an enemy player.

**Shield Wall:** Reduces the Physical and magical damage taken by the caster by 75% for 20 sec.

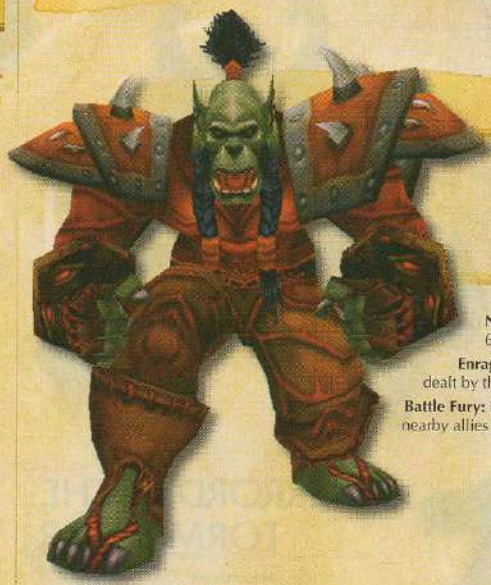


## THADDIUS

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 5492 - 7280 |
| Min - Max HPs | 6662000 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 15 targets, inflicting greater Nature damage to each successive target.

**Ball Lightning**



## THARIL'ZUN

| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 55 - 72 |
| Min - Max HPs | 1713 |
| Min - Max Mana | 618 |
| Min - Max Armor | 829 |

**Net:** Immobilizes an enemy for 6 sec.

**Enrage:** Increases the Physical damage dealt by the caster by 7 for 15 sec.

**Battle Fury:** Increases the attack speed of nearby allies by 25% for 4 min.



## THAELIS THE HUNGERER

| | |
|---|---|
| Min - Max Lvl | 6 |
| Min - Max Dmg | 6 - 8 |
| Min - Max HPs | 115 |
| Min - Max Mana | 126 |
| Min - Max Armor | 150 |



## THAURIS BALGARR

| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 98 - 130 |
| Min - Max HPs | 3758 |
| Min - Max Mana | |
| Min - Max Armor | 3380 |

**Dark Iron Land Mine:** Places a Dark Iron Land Mine on the ground. The next hostile creature to pass near the mine will cause it to explode, inflicting 450 damage on nearby enemies. Mines are unstable and only last for 1 min.

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Net:** Immobilizes an enemy for 6 sec.



## THEKA THE MARTYR

| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 251 - 333 |
| Min - Max HPs | 9595 |
| Min - Max Mana | |
| Min - Max Armor | 2780 |

**Fevered Plague:** Inflicts 403 Nature damage to an enemy, then an additional 18 damage every 5 sec. for 3 min.



## THERAS

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 1172 - 1655 |
| Min - Max HPs | 55890 |
| Min - Max Mana | 6310 |
| Min - Max Armor | 5474 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Spellbreaker:** Inflicts 100% weapon damage and leaves the target wounded, reducing the effectiveness of any spellcasting by 75% for 6 sec.

**Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes 50 damage.

**Spell Reflection:** Magical Spells will be reflected.

## THELDREN

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 403 - 514 |
| Min - Max HPs | 10682 |
| Min - Max Mana | |
| Min - Max Armor | 4830 |



**Intercept:** Charge an enemy, causing 65 damage and stunning it for 3 sec.

**Battle Shout:** The warrior shouts, increasing the attack power of all party members within 20 yards by 193. Lasts 2 min.

**Demoralizing Shout:** Reduces the attack power of all enemies within 10 yards by 140 for 30 sec.

**Mortal Strike:** A vicious strike that deals weapon damage plus 160 and wounds the target, reducing the effectiveness of any healing by 50% for 10 sec.

**Disarm:** Disarm the enemy's weapon for 10 sec.

**Hamstring:** Maims the enemy, causing 45 damage and slowing the enemy's movement by 50% for 15 sec.

**Intimidating Shout:** Shouts at an enemy, paralyzing it with terror for 8 sec. and causing all other nearby enemies to flee in fear.

**Drink Healing Potion:** Uses a Holy elixir to heal the caster.

## THIRD FRAGMENT GUARDIAN

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 757 - 1071 |
| Min - Max HPs | 20958 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |





## THENAN

| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 62 - 83 |
| Min - Max HPs | 1651 |
| Min - Max Mana | |
| Min - Max Armor | 3342 |



## THERADRIM

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Theradrim Guardian | 46 - 47 | 224 - 304 | 5757 - 5970 | | 2780 - 2835 |
| **Knockdown:** 7 to 149 damage to an enemy and its nearest allies, stunning them for 2 sec. Affects up to 3 targets. | | | | | |
| Theradrim Shredding | 45 | 76 - 100 | 1848 | | 2725 |
| **Strike:** Strikes at an enemy, inflicting normal damage plus 71 - 71. | | | | | |

## THISTLEFUR FURBOLGS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Thistlefur Avenger | 23 - 24 | 33 - 46 | 617 - 664 | | 957 - 992 |
| **Vengeance** | | | | | |
| Thistlefur Doo Warder | 23 - 24 | 33 - 46 | 617 - 664 | | 957 - 992 |
| **Frenzied Rage:** Increases the caster's attack speed by 75% for 5 sec., but reduces the Physical damage dealt by 15. | | | | | |
| Thistlefur Pathfinder | 23 - 24 | 33 - 46 | 617 - 664 | | 957 - 992 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Thistlefur Shaman | 23 - 24 | 31 - 43 | 544 - 582 | 581 - 618 | 800 - 829 |
| **Healing Wave:** Calls upon Nature magic to heal an ally. **Bloodlust:** Increases an ally's attack speed by 30% for 30 sec. | | | | | |
| Thistlefur Totemic | 23 - 24 | 31 - 43 | 544 - 582 | 581 - 618 | 800 - 829 |
| **Healing Ward:** Summons a ward that lasts 30 sec. and periodically heals allies in an area around it. | | | | | |
| Thistlefur Ursa | 23 - 24 | 33 - 46 | 617 - 664 | | 957 - 992 |
| **Heroic Strike:** A strong attack that increases melee damage by 32 and causes a high amount of threat. **Battle Stance:** Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled. | | | | | |



## THORA FEATHERMOON

| | |
|---|---|
| Min - Max Lvl | 25 |
| Min - Max Dmg | 61 - 81 |
| Min - Max HPs | 2097 |
| Min - Max Mana | |
| Min - Max Armor | 1026 |



## THREGGIL

| | |
|---|---|
| Min - Max Lvl | 6 |
| Min - Max Dmg | 6 - 8 |
| Min - Max HPs | 115 |
| Min - Max Mana | 126 |
| Min - Max Armor | 150 |

**Strike:** Strikes at an enemy, inflicting weapon damage plus 12.



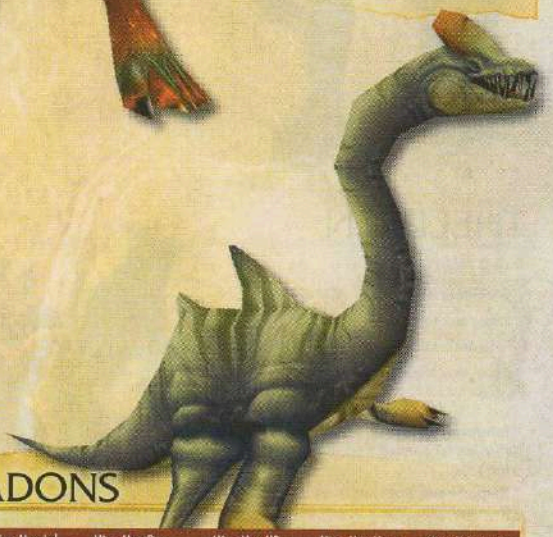
## THORNGRIN THE TENDER

| | |
|---|---|
| Min - Max Lvl | 73 / 73 |
| Min - Max Dmg | 2001 - 2826 / 3394 - 4796 |
| Min - Max HPs | 73788 / 99613 |
| Min - Max Mana | 3309 / 3309 |
| Min - Max Armor | 5954 / 5954 |

**Sacrifice**

**Hellfire:** Ignites the area surrounding the caster, causing Fire damage to himself and 99 to all nearby enemies every 1 sec. Lasts 6 sec.

**Enrage:** Increases the caster's attack speed by 75% and the Physical damage it deals by 75% for 10 sec.



## THRESHADONS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Darkshore Thresher | 12 - 14 | 17 - 27 | 247 - 300 | | 573 - 642 |
| **Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Deep Sea Threshadon | 23 - 25 | 33 - 48 | 617 - 713 | | 957 - 1026 |
| Deep Pool Thresher | 22 - 23 | 54 - 75 | 1686 - 1815 | | 922 - 957 |
| **Tendon Rip:** Reduces an enemy's movement speed by 47% for 8 sec. | | | | | |
| Elder Darkshore Thresher | 16 - 18 | 23 - 35 | 356 - 417 | | 713 - 782 |
| **Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Elder Murk Thresher | 37 - 38 | 51 - 70 | 1603 - 1674 | | 1593 - 1709 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Lake Thresher | 25 | 61 - 81 | 2097 | | 1026 |
| Murk Thresher | 36 - 37 | 50 - 68 | 1532 - 1603 | | 1480 - 1593 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Young Murk Thresher | 34 - 35 | 47 - 64 | 1396 - 1464 | | 1340 - 1373 |
| Young Threshadon | 19 - 20 | 28 - 39 | 449 - 484 | | 817 - 852 |
| **Thrash:** Adds a chance to do two additional attacks | | | | | |



## THRALL

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1830 - 2422 |
| Min - Max HPs | 1055700 |
| Min - Max Mana | 50805 |
| Min - Max Armor | 6193 |

**Chain Lightning**: Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 10 targets, inflicting greater Nature damage to each successive target.

**Shock**: Instantly throws a bolt of lightning at an enemy, inflicting Nature damage.



## THUK THE DEFIANT

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1568 - 2218 |
| Min - Max HPs | 81180 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Boulder:** Hurls a boulder at an enemy, inflicting Physical damage.

**Mortal Wound:** Inflicts 75% weapon damage to an enemy and leaves it wounded, reducing the effectiveness of any healing by 5% for 20 sec.

**Rock Rumble:** Knocks a random players into the air.



## THULE RAVENCLAW

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 25 - 34 |
| Min - Max HPs | 405 |
| Min - Max Mana | 1202 |
| Min - Max Armor | 670 |

**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 21 sec.

**Summon Imp:** Summons an Imp to accompany the caster until dismissed.

**Demon Armor:** Protects the caster, increasing armor by 210, Shadow resistance by 3 and health regeneration for 30 min.

**Hex of Ravenclaw:** Curses an enemy, reducing the Physical damage it deals by 100 and decreasing its magical damage. Also, the curse increases the Physical damage the caster deals by 10 and enhances its magical damage by 20 for 30 sec.



## THUROS LIGHTFINGERS

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 13 - 17 |
| Min - Max HPs | 222 |
| Min - Max Mana | |
| Min - Max Armor | 538 |

**Backstab:** Inflicts normal damage plus 22 to an enemy, but only if attacking from behind.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.



## THUNDER LIZARDS

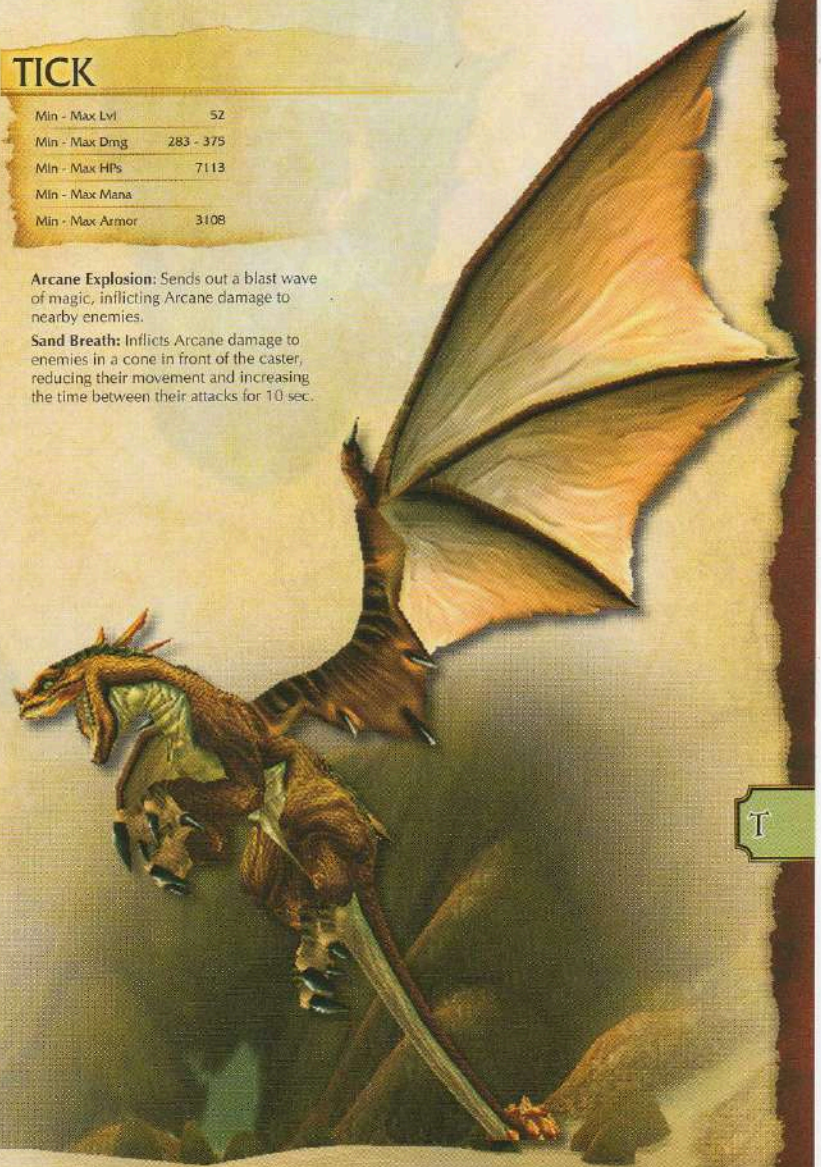
| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Elder Thunder Lizard | 37 - 38 | 51 - 70 | 1536 - 1604 | | 1593 - 1709 |
| **Lizard Bolt**: Inflicts 52 to 58 Nature damage to an enemy. | | | | | |
| Lightning Rider | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Lizard Bolt**: Inflicts 15 to 20 Nature damage to an enemy. | | | | | |
| Raging Cliff Stomper | 18 - 19 | 28 - 35 | 417 - 449 | | 782 - 817 |
| **Rushing Charge**: Increases the caster's movement speed by 77 - 78% for 3 sec. and causes it to inflict an additional 61 - 64 damage on its first attack. **Thunderclap**: Inflicts 22 to 25 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec. | | | | | |
| Raging Thunder Lizard | 33 - 34 | 46 - 63 | 1221 - 1279 | | 1304 - 1340 |
| **Lizard Bolt**: Inflicts 47 to 52 Nature damage to an enemy. **Enrage** | | | | | |
| Thunder Lizard | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Lizard Bolt**: Inflicts 13 to 19 Nature damage to an enemy. | | | | | |
| Thunderhead | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| **Lizard Bolt**: Inflicts 29 to 34 Nature damage to an enemy. | | | | | |
| Thunderstorm | 24 | 34 - 46 | 664 | | 992 |
| **Chained Bolt**: Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell effects up to 3 targets, causing 32 to 36 Nature damage to each. **Thunderclap**: Inflicts 28 to 30 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec. | | | | | |

## TICK

| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 283 - 375 |
| Min - Max HPs | 7113 |
| Min - Max Mana | |
| Min - Max Armor | 3108 |

**Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.

**Sand Breath:** Inflicts Arcane damage to enemies in a cone in front of the caster, reducing their movement and increasing the time between their attacks for 10 sec.



## THURMAN AGAMAND

| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 13 - 17 |
| Min - Max HPs | 198 |
| Min - Max Mana | |
| Min - Max Armor | 512 |



T

# TIDELORD RRURGAZ

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 216 - 286 |
| Min - Max HPs | 9711 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

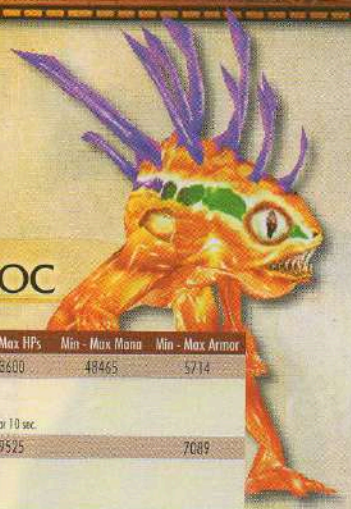
**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 111.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Thunderclap:** Inflicts 197 to 205 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec.

**Demoralizing Shout:** Reduces the melee attack power of nearby enemies by 248 for 30 sec.





# TIDEWALKER MURLOC

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Tidewalker Death-Seer | 71 | 4288 - 6059 | 143600 | 48465 | 5714 |
| **Rejuvenation**: Heals an ally every 3 sec. for 12 sec.<br>**Healing Touch**: Calls upon Nature magic to heal a friendly ally.<br>**Tranquility**: Regenerates all nearby group members for 5088 to 5912 every 2 seconds for 10 sec. | | | | | |
| Tidewalker Harpooner | 71 | 4621 - 6535 | 179525 | | 7089 |
| **Net**: Immobilizes an enemy for 8 sec.<br>**Throw**: Throws a weapon at an enemy, inflicting Physical damage.<br>**Impale**: Inflicts Physical damage to an enemy every 3 sec. for 12 sec. | | | | | |
| Tidewalker Hydromancer | 71 | 3812 - 5386 | 143600 | 48465 | 5714 |
| **Frost Shock**: Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.<br>**Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| Tidewalker Lurker | 71 | 1540 - 2178 | 17952 | | 7089 |
| **Carnivorous Bite**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Tidewalker Shaman | 71 | 3812 - 5386 | 143600 | 48465 | 5714 |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Chain Lightning**: Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 10 targets, inflicting greater Nature damage to each successive target.<br>**Lightning Shield**: Surrounds the caster with 20 bolts of lightning that have 25% chance of striking melee or ranged attackers for 1575 to 2025 damage. Each time the lightning shield strikes, a bolt of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 20 times. | | | | | |
| Tidewalker Warrior | 71 | 5134 - 7261 | 179525 | | 7089 |
| **Bloodthirst**: Instantly attack the target causing 120% of normal weapon damage. In addition, the next 5 successful melee attacks will restore 238 to 262 health. This affect lasts 10 sec.<br>**Uppercut**: Inflicts normal damage plus 450 to an enemy, knocking it back.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Frenzy** | | | | | |



# TIDERESS

| | |
|---|---|
| Min - Max Lvl | 27 |
| Min - Max Dmg | 46 - 53 |
| Min - Max HPs | 828 |
| Min - Max Mana | 732 |
| Min - Max Armor | 916 |
| Frost Resistance: 75 | |

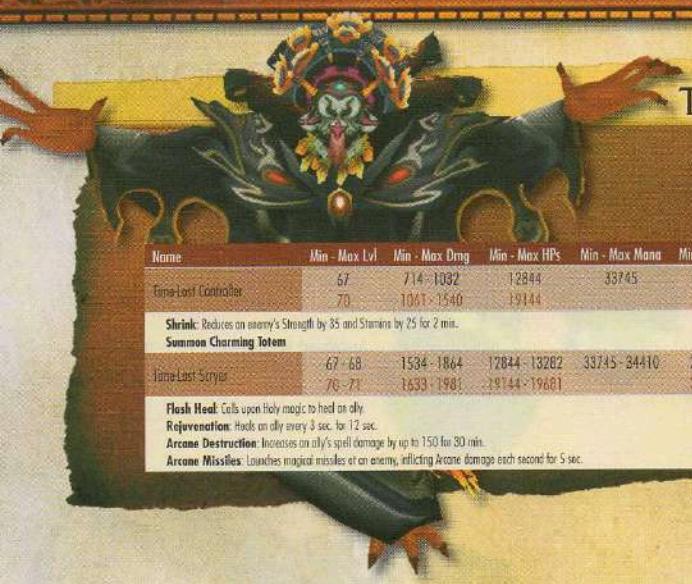
**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Foul Chill:** Increases the Frost damage taken by an enemy by 50 for 2 min.



# TIMBERMAW FURBOLGS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Timbermaw Ancestor | 60 | 90 - 118 | 427 | 5751 | 1923 |
| **Healing Wave**: Calls upon Nature magic to heal an ally.<br>**Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Timbermaw Den Watcher | 49 - 50 | 83 - 112 | 2672 - 2769 | | 2944 - 2999 |
| **Battle Shout**: Increases the melee attack power of nearby party members by 196 - 200 for 2 min. | | | | | |
| Timbermaw Mystic | 52 - 54 | 88 - 122 | 3082 - 3293 | | 3108 - 3216 |
| Timbermaw Pathfinder | 46 - 47 | 77 - 105 | 2399 - 2488 | | 2780 - 2835 |
| **Faerie Fire**: Reduces an enemy's armor by 1104 - 1128 for 1 min. While affected, the target cannot use stealth or invisibility. | | | | | |
| Timbermaw Shaman | 50 - 51 | 59 - 54 | 2016 - 2085 | 4393 - 4506 | 1518 - 1546 |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Lightning Cloud**: Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 76 to 81 Nature damage and inflicting 90 to 97 additional damage every 5 sec.<br>**Healing Wave**: Calls upon Nature magic to heal an ally. | | | | | |
| Timbermaw Totemic | 48 - 49 | 75 - 102 | 2062 - 2138 | 1695 - 1750 | 2344 - 2389 |
| **Healing Ward**: Summons a ward that lasts 30 sec. and periodically heals allies in an area around it.<br>**Elemental Protection Totem**: Summons an Elemental Protection Totem at the caster's feet. Totem lasts 30 sec. and increases nearby party members' resistance to harmful magic. | | | | | |
| Timbermaw Brute | 51 - 52 | 148 - 201 | 2980 - 3082 | | 2305 - 2347 |
| **Thunderclap**: Inflicts 55 to 58 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 55 - 56% for 10 sec. | | | | | |
| Timbermaw Warder | 53 - 54 | 90 - 122 | 3189 - 3293 | | 3163 - 3216 |
| Timbermaw Warrior | 47 - 48 | 79 - 107 | 2488 - 2578 | | 2835 - 2888 |
| **Strike**: Strikes at an enemy, inflicting weapon damage plus 74 - 75.<br>**Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Timbermaw Woodlander | 52 - 53 | 88 - 119 | 3082 - 3189 | | 3108 - 3163 |



# TIME-LOST

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Time-Lost Controller | 67 | 714 - 1032 | 12844 | 33745 | 2976 |
| | 70 | 1061 - 1540 | 19144 | | 3427 |
| **Shrink:** Reduces an enemy's Strength by 35 and Stamina by 25 for 2 min.<br>**Summon Charming Totem** | | | | | |
| Time-Lost Scryer | 67 - 68 | 1534 - 1864 | 12844 - 13282 | 33745 - 34410 | 2976 - 3126 |
| | 70 - 71 | 1633 - 1981 | 19144 - 19681 | | 3427 - 3577 |
| **Flash Heal:** Calls upon Holy magic to heal an ally.<br>**Rejuvenation:** Heals an ally every 3 sec. for 12 sec.<br>**Arcane Destruction:** Increases an ally's spell damage by up to 150 for 30 min.<br>**Arcane Missiles:** Launches magical missiles at an enemy, inflicting Arcane damage each second for 5 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Time-Lost Shadowmage | 69 | 786 - 1139 | 13726 | 35155 | 3277 |
| | 72 | 852 - 1237 | | | 3728 |
| **Shadow Missiles:** Launches shadow missiles at an enemy, inflicting Shadow damage each second for 5 sec.<br>**Curse of the Dark Talon:** Curses an enemy for 30 sec., increasing the Physical damage it takes by 50 and reducing its Stamina by 50. The cursed target has 10% chance of inflicting bleeding damage on it's current target. | | | | | |
| Time-Lost Skettis High Priest | 71 | 238 - 337 | 5744 | 3231 | 5714 |
| **Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.<br>**Flash Heal:** Calls upon Holy magic to heal an ally.<br>**Holy Smite:** Smites an enemy, inflicting Holy damage. | | | | | |
| Time-Lost Skettis Reaver | 70 - 71 | 252 - 363 | 6986 - 7181 | | 6797 - 7089 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.<br>**Enrage:** Increases the Physical damage dealt by the caster by 21 for 15 sec. | | | | | |
| Time-Lost Skettis Worshipper | 70 - 71 | 234 - 337 | 5589 - 5744 | 3155 - 3231 | 5474 - 5714 |
| **Curse of Blood:** Increases the Physical damage taken by an enemy by 70 - 71 for 1 min. | | | | | |

## TIMMY THE CRUEL



| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 908 - 1204 |
| Min - Max HPs | 22968 |
| Min - Max Mana | |
| Min - Max Armor | 3435 |

**Thrash:** Adds a chance to do two additional attacks.

**Ravenous Claw:** Drains 925 to 1075 health from an enemy, transferring it to the caster.

**Enrage:** Physical damage dealt is increased by 58. Attack speed increased by 30%.

## TINKERER GIZLOCK



| | |
|---|---|
| Min - Max Lvl | 48 |
| Min - Max Dmg | 363 - 482 |
| Min - Max HPs | 16496 |
| Min - Max Mana | |
| Min - Max Armor | 2888 |

**Bomb:** Bombs all enemies in a selected area, inflicting Fire damage.

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Goblin Dragon Gun:** Deals 61 to 69 fire damage for 8 sec to all targets in a cone in front of the engineer using the weapon.

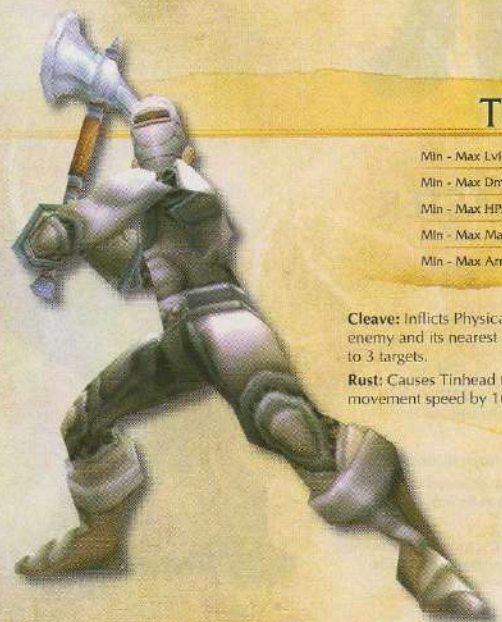
**Flash Bomb:** Causes all Beasts in a 5

## TINKERER SNIGGLES



| | |
|---|---|
| Min - Max Lvl | 16 |
| Min - Max Dmg | 23 - 31 |
| Min - Max HPs | 356 |
| Min - Max Mana | |
| Min - Max Armor | 713 |

## TINHEAD



| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 4182 - 5915 |
| Min - Max HPs | 110700 |
| Min - Max Mana | |
| Min - Max Armor | 10387 |

**Cleave:** Inflicts Physical damage to an enemy and its nearest allies, affecting up to 3 targets.

**Rust:** Causes Tinhead to rust, slowing his movement speed by 10% for 30 sec.

## TOREK

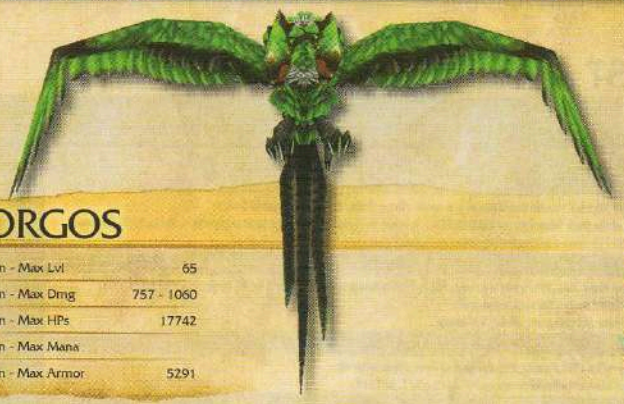


| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 34 - 46 |
| Min - Max HPs | 1302 |
| Min - Max Mana | |
| Min - Max Armor | 992 |

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Thunderclap:** Inflicts 28 to 30 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec.

T



## TORGOS

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 757 - 1060 |
| Min - Max HPs | 17742 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |

**Fevered Disease:** Inflicts 25 Nature damage to an enemy, then an additional 11 damage every 3 sec. for 1 min.

**Gouge:** Inflicts 20 damage to an enemy and stuns it for up to 4 sec. You will automatically stop attacking. Target must be facing you. Any damage received by the stunned target will revive it.

**Gut Rip:** Reduces an enemy's Stamina by 1 for 2 min.



## TOXIC HORROR

| | |
|---|---|
| Min - Max Lvl | 53 - 54 |
| Min - Max Dmg | 90 - 122 |
| Min - Max HPs | 3189 - 3293 |
| Min - Max Mana | |
| Min - Max Armor | 3163 - 3216 |

**Deadly Poison:** Inflicts 90 - 92 Nature damage to nearby enemies every 10 sec. for 2 min.

**Localized Toxin:** Inflicts 16 Nature damage to an enemy every 5 sec. for 1 min.



## TORLOTH THE MAGNIFICENT

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 2910 - 4111 |
| Min - Max HPs | 118060 |
| Min - Max Mana | 49635 |
| Min - Max Armor | 5954 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Shadowfury:** Shadowfury is unleashed, causing 1900 - 2200 Shadow damage and stunning all enemies within 10 yds.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Spell Reflection:** Magical spells will be reflected.



## TRACHELA

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 301 - 421 |
| Min - Max HPs | 10350 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |

**Fevered Disease:** Inflicts 25 Nature damage to an enemy, then an additional 11 damage every 3 sec. for 1 min.



## TRACKER OF THE HAND

| | |
|---|---|
| Min - Max Lvl | 18 |
| Min - Max Dmg | 73 - 97 |
| Min - Max HPs | 1508 |
| Min - Max Mana | 408 |
| Min - Max Armor | 652 |

**Shoot:** Shoots at an enemy, inflicting Physical damage.



## TORN FIN MURLOC

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Torn Fin Coastrunner | 29 - 30 | 41 - 56 | 950 - 1003 | | 1165 - 1200 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Torn Fin Muckdweller | 28 - 29 | 40 - 54 | 896 - 950 | | 1130 - 1165 |
| **Infected Wound:** Increases the Physical damage taken by an enemy by 5 - 6 for 30 sec. | | | | | |
| Torn Fin Oracle | 30 - 31 | 39 - 54 | 892 - 935 | 852 - 878 | 1004 - 1033 |
| **Healing Wave:** Heals a friendly target for 392 to 458. **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Torn Fin Tidehunter | 31 - 32 | 40 - 55 | 935 - 977 | 878 - 935 | 1033 - 1063 |
| **Frost Nova:** Blasts enemies near the caster for 35 to 40 Frost damage and freezes them in place for up to 8 sec. Damage caused may interrupt the effect. | | | | | |



## TRADE MASTER KOVIC

| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 70 - 93 |
| Min - Max HPs | 2217 |
| Min - Max Mana | 1534 |
| Min - Max Armor | 2211 |

**Fireball:** Inflicts Fire damage to an enemy.

**Slow:** Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec.

**Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 130 Fire damage every 3 sec. for 9 sec.



# TREANTS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blackened Ancient | 27 - 28 | 42 - 49 | 840 - 896 | | 1097 - 1130 |
| Branch Snapper | 25 | 54 - 71 | 713 | | 1026 |
| **Deadly Poison:** Inflicts 42 Nature damage to an enemy every 10 sec. for 2 min.<br>**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back. | | | | | |
| Cloned Ancient | 25 - 26 | 36 - 43 | 640 - 684 | 655 - 693 | 858 - 887 |
| **Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 10 sec. | | | | | |
| Cloned Timberling | 7 | 6 - 9 | 137 | | 239 |
| Corrupted Stomper | 16 - 18 | 23 - 35 | 356 - 417 | | 713 - 782 |
| **Stomp:** Stomps the ground, inflicting normal damage to nearby enemies. | | | | | |
| Corrupted Treant | 11 - 13 | 15 - 24 | 222 - 273 | | 538 - 608 |
| **Stone Skin Passive** | | | | | |
| Crazed Ancient | 27 - 28 | 38 - 52 | 840 - 896 | | 1097 - 1130 |
| **Curse of Thorns:** Curses an enemy for 3 min., giving it 50% chance to take 29 to 53 damage on attack. | | | | | |
| Elder Timbering | 10 - 11 | 12 - 18 | 186 - 208 | 191 - 205 | 426 - 450 |
| **Healing Wave:** Heals a friendly target for 68 to 83.<br>**Lightning Shield:** The caster is surrounded by 3 balls of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 13 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min. Only one Elemental Shield can be active on the Shaman at any one time. | | | | | |
| Evergrove Ancient | 68 | 231 - 325 | 9813 | | 6192 |
| **Trample:** Inflicts normal damage plus 68 to nearby enemies. | | | | | |
| Feral Tender | 3 | 3 | 69 | 79 | 37 |
| **Renew:** Heals self every 3 sec. for 15 sec. | | | | | |
| Great Leatherbeak | 44 | 72 - 96 | 2138 | | 2557 |
| **Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 15 sec. | | | | | |
| Gnarled Thistlestrutt | 48 - 49 | 81 - 110 | 2578 - 2672 | | 4302 - 4385 |
| Ironbark Protector | 57 - 59 | 587 - 810 | 16704 - 17766 | | 6688 - 6903 |
| **Trample:** Inflicts normal damage plus 57 - 59 to nearby enemies.<br>**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.<br>**Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 15 sec. | | | | | |
| Ironbark the Redeemed | 58 | 100 - 132 | 3589 | | 3435 |
| Irontree Stomper | 52 - 53 | 88 - 119 | 3082 - 3189 | | 4629 - 4711 |
| **War Stomp:** Knocks nearby enemies back. | | | | | |
| Irontree Wanderer | 52 - 53 | 88 - 119 | 3082 - 3189 | | 4629 - 4711 |
| Living Grove Defender | 65 - 66 | 200 - 295 | 7392 - 7645 | | 5291 - 5591 |
| **Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 10 sec. | | | | | |
| Mosswood the Ancient | 68 | 231 - 325 | 6542 | | 6192 |
| Petrified Guardian | 57 - 59 | 392 - 540 | 6960 - 7402 | | 5034 - 5196 |
| **Regrowth:** Heals an ally for a fixed amount, then heals additional damage every 3 sec. for 21 sec.<br>**Thorns:** Thorns sprout from the friendly target causing 83 - 86 Nature damage to attackers when hit. Lasts Until Cancelled. | | | | | |
| Petrified Treant | 57 - 59 | 392 - 540 | 8352 - 8883 | | 5034 - 5196 |
| **Harden Skin:** Turns the caster's skin to stone, increasing his armor by 10000 for 10 sec. | | | | | |
| Raven's Wood Leafbeard | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Force of Nature:** Summons Force of Nature to aid the caster in battle. | | | | | |
| Raven's Wood Stonebark | 67 - 68 | 818 - 1205 | 20240 - 20932 | 2933 - 2991 | 4755 - 4995 |
| **Stomp:** Stomps the ground, inflicting normal damage to nearby enemies and knocking them back.<br>**Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 10 sec.<br>**Wild Regeneration:** Heals the caster for 810 - 838 damage every 2 sec. for 10 sec. | | | | | |
| Sapling | 70 | 353 - 500 | 3144 | | 6792 |
| Timbering | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |
| Timbering Bark Ripper | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| **Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Timbering Mire Beast | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Miring Mud:** Immobilizes an enemy for 5 sec. | | | | | |
| Timbering Trampler | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| **Trample:** Inflicts normal damage plus 8 - 9 to nearby enemies. | | | | | |
| Treant Protector | 55 - 56 | 94 - 127 | 3529 - 3644 | | 3271 - 3327 |
| **Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 15 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Treant Spirit | 52 - 53 | 88 - 119 | 3082 - 3189 | | 4629 - 4711 |
| **War Stomp:** Knocks nearby enemies back. | | | | | |
| Unsuspecting Leafbeard | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| Wandering Forest Walker | 44 - 46 | 67 - 95 | 2424 - 2610 | 1483 - 1587 | 2082 - 2255 |
| Nature Resistance: 200 | | | | | |
| **Regrowth:** Heals an ally for a fixed amount, then heals additional damage every 3 sec. for 21 sec. | | | | | |
| Warpwood Crusher | 56 | 719 - 954 | 16194 | | 3327 |
| **Crush Armor:** Bash at an enemy's armor, reducing it by 0 per Crush Armor. Can be applied up to 5 times. Lasts 30 sec.<br>**Trample:** Inflicts Physical damage to nearby enemies. | | | | | |
| Warpwood Guardian | 57 - 58 | 346 - 467 | 6681 - 6891 | 3361 - 3433 | 4076 - 4141 |
| Fire Resistance: -58 | | | | | |
| **Head Crack:** Reduces an enemy's Stamina by 1 for 20 sec.<br>**Pummel:** Pummels an enemy for 45 damage and interrupts the spell being cast for 5 sec.<br>**Regrowth:** Heals an ally for a fixed amount, then heals additional damage every 3 sec. for 21 sec. | | | | | |
| Warpwood Mass Flayer | 52 - 53 | 88 - 119 | 3082 - 3189 | | 3108 - 3163 |
| **Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 15 sec. | | | | | |
| Warpwood Shredder | 53 - 54 | 90 - 122 | 3189 - 3293 | | 3163 - 3216 |
| **Thrash:** Gives the caster 2 extra attacks.<br>**Sunder Armor:** Hacks at an enemy's armor, reducing it by 0 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Warpwood Stomper | 57 - 58 | 465 - 629 | 8352 - 8613 | | 4207 - 4275 |
| Fire Resistance: -58 | | | | | |
| **War Stomp:** Inflicts normal damage plus 62 - 63 to nearby enemies, stunning them for 5 sec.<br>**Thrash:** Adds a chance to do two additional attacks. | | | | | |
| Warpwood Tangler | 55 - 56 | 315 - 425 | 6273 - 6477 | 3175 - 3244 | 3298 - 3354 |
| Fire Resistance: -56 | | | | | |
| **Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 10 sec.<br>**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Warpwood Treant | 54 - 55 | 322 - 437 | 7599 - 7842 | | 4003 - 4071 |
| Fire Resistance: -55 | | | | | |
| **Vicious Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.<br>**Knockdown:** Inflicts 111 to 129 damage to an enemy, stunning it for 2 sec.<br>**Strike:** Strikes at an enemy, inflicting increased melee damage. | | | | | |
| Withered Ancient | 26 - 27 | 37 - 51 | 788 - 840 | | 1061 - 1097 |
| **Curse of Thorns:** Curses an enemy for 3 min., giving it 50% chance to take 28 to 51 damage on attack. | | | | | |
| Withered Green Keeper | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Strike:** Strikes at an enemy, inflicting normal damage plus 17 - 18. | | | | | |
| Withered Protector | 55 - 56 | 94 - 127 | 4182 - 4318 | | 2310 - 2350 |
| **Wither Strike:** Target's health reduced by 10% for 8 sec. | | | | | |
| Withered Treant | 53 - 54 | 113 - 153 | 3189 - 3293 | | 2339 - 2429 |
| **Withered Touch:** Diseases an enemy, inflicting 90 - 92 Shadow damage every 10 sec. and draining 90 - 92 mana every 10 sec., transferring it to the caster. Lasts 3 min. | | | | | |
| Withervine Bark Ripper | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| **Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Withervine Creeper | 36 - 37 | 50 - 68 | 1468 - 1536 | | 1480 - 1593 |
| **Creeping Vines:** Casts on enemy in roots, damaging them and rooting them. This effect will transform into a snare when removed. | | | | | |
| Withervine Mire Beast | 37 - 38 | 51 - 70 | 1536 - 1604 | | 1593 - 1709 |
| **Wither Strike:** Target's health reduced by 10% for 8 sec. | | | | | |
| Withervine Rager | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| **Enrage** | | | | | |

## TREGLA



| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 13 - 17 |
| Min - Max HPs | 198 |
| Min - Max Mana | |
| Min - Max Armor | 512 |

## TRIGORE THE LASHER



| | |
|---|---|
| Min - Max Lvl | 17 |
| Min - Max Dmg | 31 - 42 |
| Min - Max HPs | 482 |
| Min - Max Mana | |
| Min - Max Armor | 748 |

**Thrash:** Adds a chance to do two additional attacks

## TRELOPADES

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1568 - 2218 |
| Min - Max HPs | 88560 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**War Stomp:** Inflicts normal damage plus 36 to nearby enemies, knocking them back.

**Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 168 Fire damage every 3 sec. for 9 sec.

**Mortal Cleave:** Inflicts 150% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

## TRIGUL

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 577 - 816 |
| Min - Max HPs | 43086 - 44280 |
| Min - Max Mana | |
| Min - Max Armor | 7089 |

**Lightning Tether:** Inflicts Nature damage to an enemy for 5 sec.

**Thrash:** Adds a chance to do two additional attacks







## TROGGS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Berserk Trogg | 19 - 20 | 27 - 39 | 449 - 484 | | 817 - 852 |
| **Enrage:** Increases the Physical damage dealt by the caster by 6 for 15 sec. | | | | | |
| Rusty Rockjaw Trogg | 2 | 2 | 55 | | 16 |
| Jagwired Burrower | 26 | 58 - 77 | 1953 | 693 | 887 |
| **Radiation** | | | | | |
| **Radiation Bolt:** Inflicts Nature damage to an enemy, and has a chance of irradiating it. | | | | | |
| **Head Crack:** Reduces an enemy's Stamina by 1 for 20 sec. | | | | | |
| Ragefire Trogg | 13 - 15 | 31 - 49 | 819 - 984 | | 608 - 677 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 23 - 26. | | | | | |

# TROGMA



| | |
|---|---|
| Min - Max Lvl | 65 - 66 |
| Min - Max Dmg | 200 - 295 |
| Min - Max HPs | 5914 - 6116 |
| Min - Max Mana | |
| Min - Max Armor | 5291 - 5591 |

**Kick:** Kicks an enemy for 47 - 48 damage, interrupting the spell being cast for 6 sec.

**Enrage:** Physical damage dealt is increased by 65 - 66. Attack speed increased by 30%.

# TSU'ZEE



| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 652 - 864 |
| Min - Max HPs | 17766 |
| Min - Max Mana | |
| Min - Max Armor | 3489 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

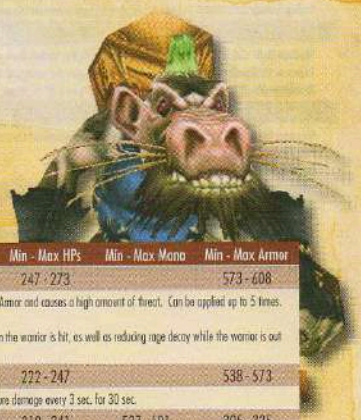
**Gouge:** Inflicts 20 damage to an enemy and incapacitates it for up to 4 sec. You will automatically stop attacking. Target must be facing you. Any damage received by the stunned target will revive it.

**Sinister Strike:** Inflicts normal damage plus 143 - 144 to an enemy.

**Blind:** Blinds the target, causing it to wander confused for up to 10 sec. Any damage caused will remove the effect.

**Backstab:** Inflicts normal damage plus 318 to an enemy, but only if attacking from behind.

# TUNNEL RAT KOBOLDS



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Tunnel Rat Digger | 12 - 13 | 17 - 21 | 247 - 273 | | 573 - 608 |
| **Sunder Armor**: Sunders the target's armor, reducing it by 90 per Sunder Armor and causes a high amount of threat. Can be applied up to 5 times. Lasts 30 sec.<br>**Defensive Stance**: Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min. | | | | | |
| Tunnel Rat Forager | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |
| **Bottle of Poison**: Tosses a bottle of poison at an enemy, inflicting 4 Nature damage every 3 sec. for 30 sec. | | | | | |
| Tunnel Rat Geomancer | 12 - 13 | 15 - 18 | 219 - 241 | 537 - 601 | 305 - 325 |
| **Fire Shield**: Surrounds an ally with a shield of flame that inflicts 5 - 6 Fire damage to nearby enemies every 3 sec. Lasts 1 min.<br>**Quick Flame Ward**: Renders an ally immune to Fire spells for 10 sec.<br>**Fire Blast**: Blasts the enemy for 27 to 35 Fire damage. | | | | | |
| Tunnel Rat Kobold | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |
| **Thrash**: Gives the caster 2 extra attacks. | | | | | |
| Tunnel Rat Scout | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| Tunnel Rat Surveyor | 14 | 20 - 27 | 300 | | 642 |
| Tunnel Rat Vermin | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |

# TUNNELER



| | |
|---|---|
| Min - Max Lvl | 61 - 62 |
| Min - Max Dmg | 159 - 240 |
| Min - Max HPs | 5158 - 5341 |
| Min - Max Mana | |
| Min - Max Armor | 4091 - 4391 |

**Poison:** Hurls poison at an enemy, inflicting Nature damage.

**Bore:** Reduces an enemy's armor by 50% for 20 sec.

**Frenzy**

**Submerged**

**Stand**

# TURTLES



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Ashmaw Fisher | 22 - 23 | 54 - 74 | 1686 - 1815 | | 1814 - 1882 |
| Ashmaw Snapjaw | 23 | 25 - 33 | 1815 | | 1882 |
| **Ravage**: Inflicts normal damage plus 44 to an enemy, stunning it for 3 sec. | | | | | |
| Cavalshell Lurker | 53 - 54 | 90 - 122 | 3189 - 3293 | | 4711 - 4790 |
| Cavalshell Tortoise | 50 - 52 | 85 - 117 | 2880 - 3082 | | 4467 - 4629 |
| Giant Surf Glider | 48 - 50 | 242 - 337 | 6702 - 7199 | | 4302 - 4467 |
| Mudrock Burer | 42 - 43 | 62 - 88 | 1981 - 2059 | | 3342 - 3568 |
| Mudrock Burrower | 39 - 40 | 54 - 74 | 1678 - 1753 | | 2726 - 2921 |
| Mudrock Snapjaw | 36 - 37 | 50 - 68 | 1532 - 1603 | | 2197 - 2366 |
| **Fatal Bite**: Drains 290 - 298 health from an enemy, healing the caster for up to twice that amount. | | | | | |
| Mudrock Spikeshell | 35 - 36 | 49 - 66 | 1403 - 1469 | | 2037 - 2197 |
| **Barbs** | | | | | |
| Mudrock Tortoise | 36 - 37 | 50 - 68 | 1469 - 1536 | | 2197 - 2366 |
| Quiss Snapjaw | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| **Sling Dirt**: Tosses dirt into an enemy's eyes, reducing its chance to hit by 40% for 10 sec. | | | | | |
| Saltwater Snapjaw | 49 - 50 | 83 - 112 | 2672 - 2769 | | 4385 - 4467 |
| Sparkleshell Borer | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |
| **Pierce Armor**: Reduces an enemy's armor by 50% for 20 sec.<br>**Lightning Hide** | | | | | |
| Sparkleshell Snapper | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1340 - 1373 |
| **Lightning Hide**<br>**Head Butt**: Stuns an enemy, rendering it unable to move or attack for 2 sec. | | | | | |
| Sparkleshell Tortoise | 30 - 31 | 42 - 58 | 1050 - 1107 | | 1200 - 1234 |
| **Lightning Hide** | | | | | |
| Steeljaw Snapper | 42 - 43 | 62 - 88 | 1981 - 2059 | | 3342 - 3568 |
| Stalid Snapjaw | 45 - 46 | 76 - 102 | 2310 - 2399 | | 5393 - 5503 |
| **Spikes** | | | | | |
| Surf Glider | 48 - 50 | 80 - 112 | 2577 - 2768 | | 4302 - 4467 |

# TUSKER



| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 1024 - 1444 |
| Min - Max HPs | 32710 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |

**Trample:** Inflicts Physical damage to nearby enemies.

**Stomp:** Stomps the ground, inflicting normal damage to nearby enemies and knocking them back.

**Gore:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

T

# TUTEN'KASH



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 128 - 170 |
| Min - Max HPs | 10688 |
| Min - Max Mana | |
| Min - Max Armor | 1593 |

**Web Spray:** Immobilizes enemies in a cone in front of the caster for 10 sec.

**Thrash:** Adds a chance to do two additional attacks

**Curse of Tuten'kash:** Reduces the casting speed of nearby enemies by 15%, and increases the time between their attacks by 18%. Lasts 15 min.

**Virulent Poison**



# TWILIGHT CULT

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Twilight Acolyte | 22 - 23 | 36 - 48 | 1494 - 1599 | 545 - 581 | 770 - 800 |
| **Heal**: Heal your target for 429 to 494.<br>**Renew**: Heals an ally for 126 - 132 damage every 3 sec. for 20 sec. | | | | | |
| Twilight Assassinator | 23 | 52 - 69 | 1599 | 1162 | 800 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Summon Aqua Guardian**: Summons 1 Aqua Guardian to accompany the caster until dismissed. | | | | | |
| Twilight Avenger | 58 - 59 | 100 - 135 | 3876 - 3997 | | 3435 - 3489 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Enrage**: Physical damage dealt is increased 58 - 59. Attack speed is increased by 30%. | | | | | |
| Twilight Bodyguard | 52 | 280 - 370 | 5691 | 3846 | 2522 |
| **Fist of Ragnaros**: Stuns an enemy, rendering it unable to move or attack for 5 sec.<br>**Seal of Sacrifice**: Places a seal on a party member, causing the caster to split 50% of all damage taken by that party member. Lasts 30 sec.<br>**Pummel**: Pummels an enemy for 45 damage and interrupts the spell being cast for 5 sec. | | | | | |
| Twilight Dark Shaman | 43 - 44 | 62 - 89 | 1648 - 1711 | 1432 - 1483 | 1958 - 2082 |
| **Shrink**: Reduces an enemy's Strength by 13 and Stamina by 13 for 2 min.<br>**Shock**: Instantly throws a bolt of lightning at an enemy, inflicting Nature damage.<br>**Healing Wave**: Calls upon Nature magic to heal an ally. | | | | | |
| Twilight Disciple | 16 - 17 | 22 - 31 | 325 - 350 | 357 - 390 | 596 - 625 |
| **Renew**: Heals the target for 99 over 15 sec.<br>**Heal**: Heal your target for 295 to 343. | | | | | |
| Twilight Elementalist | 23 | 48 - 55 | 1482 | 2164 | 519 |
| **Earth Shock**: Instantly shocks the target with concussive force, causing 117 to 125 Nature damage. It also interrupts spellcasting and prevents any spell in that school from being cast for 2 sec.<br>**Flame Shock**: Instantly sears the target with fire, causing 51 - Fire damage immediately and 48 Fire damage over 12 sec.<br>**Frost Shock**: Instantly shocks the target with frost, causing 92 to 98 Frost damage and slowing movement speed by 50%. Lasts 8 sec. Causes a high amount of threat.<br>**Shock**: Instantly throws a bolt of lightning at the target for 185 - 195 damage. | | | | | |
| Twilight Emissary | 51 - 52 | 201 - 287 | 4812 - 4980 | 9032 - 9300 | 1546 - 1574 |
| **Fury of Ragnaros**: Increases the magical damage dealt by an ally by 25 for 30 min.<br>**Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Arcane Bolt**: Hurls a magical bolt at an enemy, inflicting Arcane damage.<br>**Fireball**: Inflicts Fire damage to an enemy.<br>**Blizzard**: Calls down a blizzard that lasts 10 sec., inflicting 204 - 208 Frost damage every 2 sec. to all enemies in a selected area.<br>**Arcane Explosion**: Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.<br>**Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 612 - 624, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |
| Twilight Fire Guard | 44 - 46 | 72 - 102 | 2138 - 2303 | | 2557 - 2780 |
| Fire Resistance: 150<br>**Fireball Volley**: Inflicts Fire damage to nearby enemies. | | | | | |
| Twilight Flamerender | 60 | 104 - 138 | 4120 | | 3791 |
| **Immolate** | | | | | |
| Twilight Geolord | 59 - 60 | 102 - 138 | 3997 - 4120 | | 3489 - 3791 |
| **Boulder**: Hurls a boulder at an enemy, inflicting Physical damage.<br>**Earth Shock**: Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Twilight Geomancer | 44 - 45 | 50 - 74 | 1496 - 1553 | 3680 - 3801 | 1304 - 1378 |
| **Fireball**: Inflicts Fire damage to an enemy.<br>**Slow**: Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 10 sec.<br>**Rain of Fire**: Calls down a molten rain, burning all enemies in a selected area for 127 - 130 Fire damage every 3 sec. for 9 sec. | | | | | |
| Twilight Idolater | 45 - 46 | 70 - 95 | 1774 - 1842 | 1534 - 1587 | 2211 - 2255 |
| Twilight Loreseeker | 22 - 23 | 51 - 69 | 1494 - 1599 | 1090 - 1162 | 770 - 800 |
| **Slow**: Increases the time between an enemy's attacks by 54% and slows its movement by 60% for 20 sec.<br>**Enlarge**: Increases the Physical damage dealt by an ally by 66 - 69 for 10 sec. | | | | | |
| Twilight Marauder | 58 - 59 | 100 - 135 | 3876 - 3997 | | 3435 - 3489 |
| **Charge**: Charges an enemy, inflicting normal damage plus 75 and stuns the opponent for 2 sec.<br>**Piercing Howl**: Causes all enemies near the warrior to be dazed for 6 sec.<br>**Enrage**: Physical damage dealt is increased 58 - 59. Attack speed is increased by 30%. | | | | | |
| Twilight Master | 60 | 97 - 128 | 3297 | 1684 | 3075 |
| **Chain Lightning**: Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.<br>**Fire Blast**: Inflicts Fire damage to an enemy.<br>**Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| Twilight Overlord | 60 - 61 | 97 - 130 | 3297 - 3395 | 2434 - 2486 | 3075 - 3514 |
| **Chain Lightning**: Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.<br>**Fire Blast**: Inflicts Fire damage to an enemy.<br>**Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| Twilight Prophet | 60 | 90 - 118 | 7369 | 11502 | 1923 |
| **Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.<br>**Chain Lightning**: Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 5 targets, inflicting greater Nature damage to each successive target.<br>**Psychic Scream**: Lets out a psychic scream, causing up to 5 nearby enemies to flee for 4 sec.<br>**Fire Nova**: Inflicts Fire damage to nearby enemies. | | | | | |
| Twilight Reaver | 23 | 56 - 75 | 1815 | | 957 |
| **Arcing Smash**: Lashes out in a vicious arc, inflicting damage to enemies in a cone in front of the caster. | | | | | |
| Twilight Shadowmage | 23 | 39 - 55 | 1482 | 2886 | 519 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Summon Voidwalker**: Summons 1 Voidwalker to accompany the caster until dismissed.<br>**Dominate Mind**: Takes control of a humanoid enemy up to level 38 for 10 sec., but increases the time between its attacks by 100%. | | | | | |
| Twilight Stonecaller | 59 - 60 | 95 - 128 | 3198 - 3297 | 2369 - 2434 | 2832 - 3075 |
| **Summon Earth Elemental**: Summons 1 Earth Elemental to accompany the caster until dismissed.<br>**Petrify**: Stuns an enemy, but increases its armor by 30% for 8 sec.<br>**Fireball**: Inflicts Fire damage to an enemy. | | | | | |
| Twilight Thug | 17 - 18 | 25 - 35 | 386 - 417 | | 748 - 782 |
| **Disarm**: Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.<br>**Battle Stance**: Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled.<br>**Battle Shout**: The warrior shouts, increasing the melee attack power of all party members within 20 yards by 37 - 38. Lasts 2 min. | | | | | |

# TWILIGHT DRAKONAAR

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 2091 - 2957 |
| Min - Max HPs | 88560 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

Fire Resistance: 140, Nature Resistance: 140, Frost Resistance: 140, Shadow Resistance: 140, Arcane Resistance: 140

**Brood Power: Blue:** Deals frost damage and increases the time between attacks by 100%

**Brood Power: Red**: Deals 1315 to 1685 damage every 1 sec.

**Brood Power: Black:** Deals fire damage to target.

**Brood Power: Bronze**: Casting speed reduced by 50%. Time between attacks increased by 33%.

**Brood Power: Green:** Stuns the target.



# TWILIGHT KEEPER EXETER

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 104 - 138 |
| Min - Max HPs | 4120 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |



**Concussion Blow:** A brutal strike that deals weapon damage and stuns the opponent for 5 sec.

**Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.



## TWILIGHT KEEPER HAVUNTH

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 97 - 128 |
| Min - Max HPs | 3541 |
| Min - Max Mana | 2434 |
| Min - Max Armor | 3075 |

**Fire Blast:** Inflicts Fire damage to an enemy.

**Fire Nova:** Inflicts Fire damage to nearby enemies.



## TWILIGHT MARAUDER MORNA

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 208 - 276 |
| Min - Max HPs | 10529 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

**Piercing Howl:** Causes all enemies near the warrior to be dazed for 6 sec.

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 708 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.



## TWILIGHT KEEPER MAYNA

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 73 - 102 |
| Min - Max HPs | 3097 |
| Min - Max Mana | 5751 |
| Min - Max Armor | 1923 |

**Psychic Scream:** Lets out a psychic scream, causing up to 5 nearby enemies to flee for 4 sec.

**Mind Flay:** Inflicts Shadow damage to an enemy and reduces its movement speed for 3 sec.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

## TWILIGHT MASTER XARVOS

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 106 - 140 |
| Min - Max HPs | 4716 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Concussion Blow:** A brutal strike that deals weapon damage and stuns the opponent for 5 sec.

**Mortal Strike:** Inflicts 200% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.





## TWILIGHT LORD EVERUN

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 97 - 128 |
| Min - Max HPs | 3297 |
| Min - Max Mana | 2434 |
| Min - Max Armor | 3075 |

**Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage.

**Fireball:** Inflicts Fire damage to an enemy.



## TWILIGHT'S HAMMER AMBASSADOR

| | |
|---|---|
| Min - Max Lvl | 54 - 55 |
| Min - Max Dmg | 150 - 202 |
| Min - Max HPs | 2634 - 2718 |
| Min - Max Mana | 2041 - 2117 |
| Min - Max Armor | 2610 - 2654 |

**Flame Shock:** Instantly burns an enemy, then inflicts additional Fire damage every 3 sec. for 12 sec.

**Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.

**Shock:** Instantly throws a bolt of lightning at an enemy, inflicting Nature damage.

**Earth Shock:** Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec.

**Amplify Damage:** Increases all forms of damage taken by an enemy by 50% for 10 sec.

**Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 1 for 2 min. Only one curse per warlock can be active on any one target.

**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 648 - 660, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.

**Bloodlust:** Increases an ally's attack speed by 30% for 30 sec.



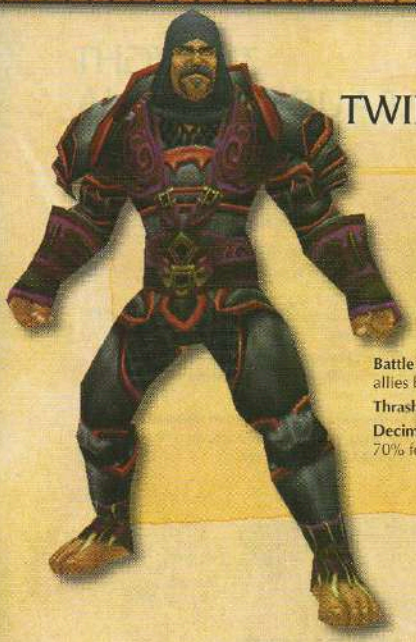
## TWILIGHT LORD KELRIS

| | |
|---|---|
| Min - Max Lvl | 24 |
| Min - Max Dmg | 55 - 72 |
| Min - Max HPs | 4568 |
| Min - Max Mana | 1545 |
| Min - Max Armor | 829 |

**Mind Blast:** Inflicts Shadow damage to an enemy, but causes a high amount of threat.

**Sleep:** Puts nearby enemies to sleep for up to 10 sec. Any damage caused will awaken them.

T



## TWILIGHT'S HAMMER EXECUTIONER

| | |
|---|---|
| Min - Max Lvl | 52 |
| Min - Max Dmg | 353 - 488 |
| Min - Max HPs | 7113 |
| Min - Max Mana | |
| Min - Max Armor | 3108 |

**Battle Fury:** Increases the attack speed of nearby allies by 25% for 4 min.

**Thrash:** Adds a chance to do two additional attacks.

**Decimate:** Reduces a target's chance to block by 70% for 30 sec.

## TYRANTUS

**Terrifying Roar:** Causes nearby enemies to flee in fear for 5 sec.

**Gushing Wound:** Inflicts Physical damage to an enemy every 5 sec. for 25 sec. Removed by any healing effect.

| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 308 - 436 |
| Min - Max HPs | 9335 |
| Min - Max Mana | |
| Min - Max Armor | 7089 |



## TWILIGHT'S HAMMER TORTURER

| | |
|---|---|
| Min - Max Lvl | 50 - 51 |
| Min - Max Dmg | 244 - 330 |
| Min - Max HPs | 5316 - 5502 |
| Min - Max Mana | 3614 - 3728 |
| Min - Max Armor | 2432 - 2477 |

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.





## TYRANIS MALEM

| | |
|---|---|
| Min - Max Lvl | 36 |
| Min - Max Dmg | 50 - 58 |
| Min - Max HPs | 1208 |
| Min - Max Mana | 1097 |
| Min - Max Armor | 1234 |

**Moonfire:** Burns the enemy for Arcane damage and inflicts additional damage over 12 sec.

**Wrath:** Hurls a bolt of lightning at an enemy, inflicting Nature damage.

## TZERAK

| | |
|---|---|
| Min - Max Lvl | 14 |
| Min - Max Dmg | 22 - 30 |
| Min - Max HPs | 360 |
| Min - Max Mana | |
| Min - Max Armor | 642 |



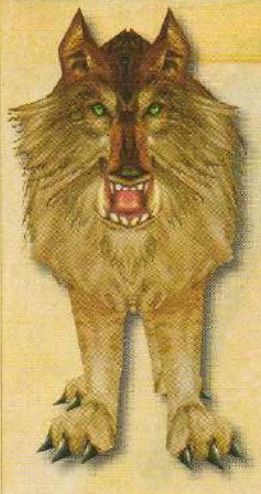


## U'CHA

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 94 - 125 |
| Min - Max HPs | 3398 |
| Min - Max Mana | |
| Min - Max Armor | 3271 |

**Arcing Smash:** Lashes out in a vicious arc, inflicting damage to enemies in a cone in front of the caster.

**Knockdown:** Inflicts 113 to 129 damage to an enemy, stunning it for 2 sec.



## UMBERHOWL

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 703 - 993 |
| Min - Max HPs | 55890 |
| Min - Max Mana | 15775 |
| Min - Max Armor | 5474 |

**Chilling Howl:** Decreases the attack power of nearby enemies by 210 for 15 sec.

**Snarl:** Deals normal damage + 108 - 109 on the next attack.

## UHK'LOC

| | |
|---|---|
| Min - Max Lvl | 52 - 53 |
| Min - Max Dmg | 110 - 149 |
| Min - Max HPs | 3082 - 3188 |
| Min - Max Mana | |
| Min - Max Armor | 3108 - 3163 |

**Battle Shout:** Increases the melee attack power of nearby party members by 212 for 2 min.

**Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back.

**Pummel:** Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec.



## UNBOUND DEVASTATOR

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 1894 - 2678 |
| Min - Max HPs | 48902 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Deafening Roar**

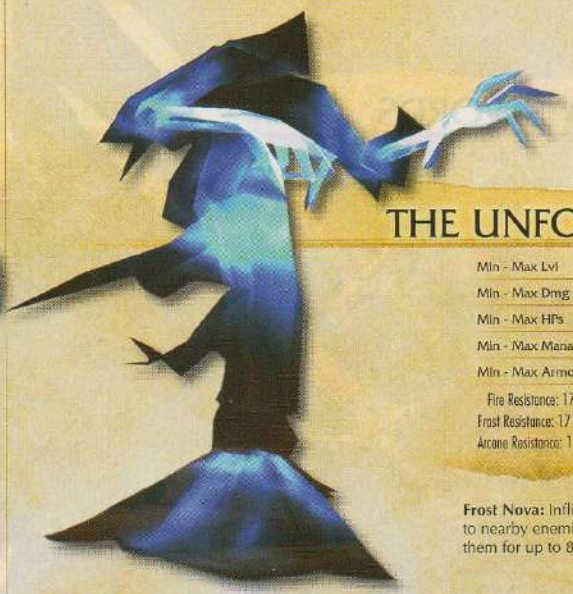
**Devastate**





## ULAG THE CLEAVER

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 15 - 20 |
| Min - Max HPs | 222 |
| Min - Max Mana | |
| Min - Max Armor | 538 |



## THE UNFORGIVEN

| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 362 - 480 |
| Min - Max HPs | 11136 |
| Min - Max Mana | |
| Min - Max Armor | 4064 |

Fire Resistance: 171, Nature Resistance: 171, Frost Resistance: 171, Shadow Resistance: 171, Arcane Resistance: 171

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.



## ULATHEK

| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 91 - 121 |
| Min - Max HPs | 2895 |
| Min - Max Mana | 2241 |
| Min - Max Armor | 2744 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Summon Imp:** Summons an Imp to accompany the caster until dismissed.

**Unholy Frenzy:** Increases an ally's attack speed by 35% for 20 sec., but also inflicts 29 Nature damage to that ally every 2 sec.

## UNHOLY AXE



| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 3238 - 4293 |
| Min - Max HPs | 113184 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 660.

**Mortal Strike:** Inflicts 300% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.



## UNHOLY STAFF

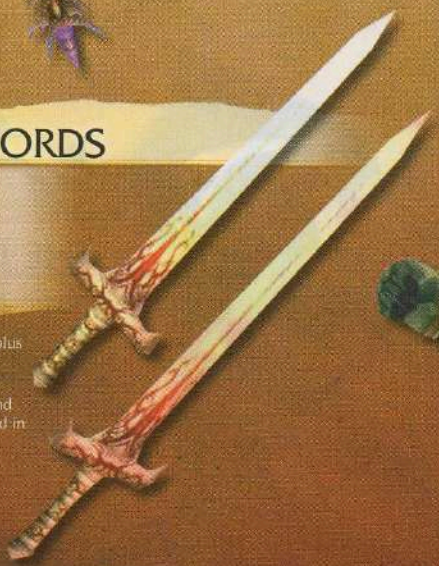
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|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 2328 - 3087 |
| Min - Max HPs | 88032 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Arcane Explosion:** Sends out a blast wave of magic, inflicting Arcane damage to nearby enemies.

**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

**Polymorph:** Transforms an enemy into a sheep, forcing it to wander around for up to 20 sec. While wandering, the sheep cannot attack or cast spells, but regenerates very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on beasts, dragons, giants, humanoids, and critters.

## UNHOLY SWORDS



| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 2794 - 3704 |
| Min - Max HPs | 94320 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Cleave:** Inflicts normal damage plus 305 to an enemy and its nearest allies, affecting up to 10 targets.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Thrash:** Gives the caster 2 extra attacks.



## URDAK

| | |
|---|---|
| Min - Max Lvl | 63 - 64 |
| Min - Max Dmg | 272 - 400 |
| Min - Max HPs | 5527 - 5715 |
| Min - Max Mana | |
| Min - Max Armor | 4691 - 4991 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.



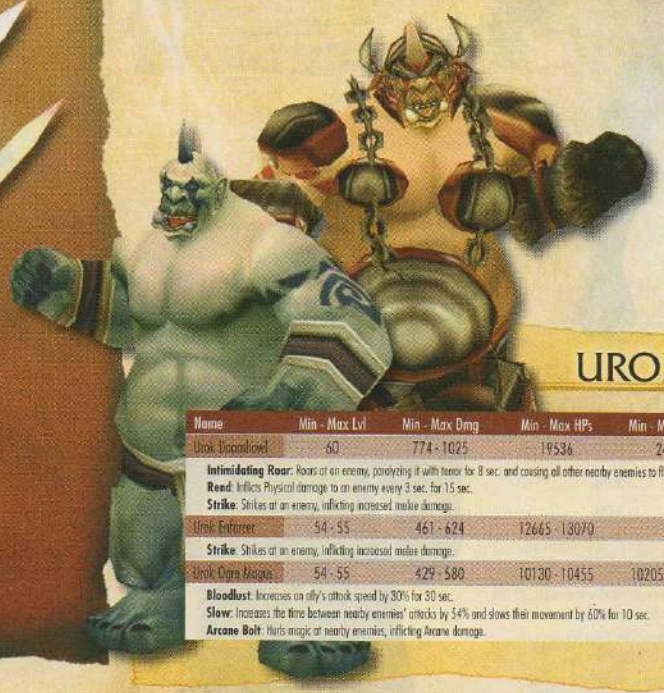
## URGA'ZZ

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 172 - 240 |
| Min - Max HPs | 5341 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Throw Proximity Bomb:** Throws a Proximity Bomb.

**Drill:** Strikes at an enemy, inflicting weapon damage plus 96 - 97.

**Power Burn:** Hits an enemy with an anti power bolt that consumes up to 252-256 mana. For each point of mana consumed by the bolt, the target takes 100 damage.



## UROK OGRES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Urok Bloodhowl | 60 | 774 - 1025 | 19536 | 2434 | 3075 |
| **Intimidating Roar:** Roars at an enemy, paralyzing it with terror for 8 sec. and causing all other nearby enemies to flee in fear. **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. **Strike:** Strikes at an enemy, inflicting increased melee damage. | | | | | |
| Urok Enforcer | 54 - 55 | 461 - 624 | 12665 - 13070 | | 3216 - 3271 |
| **Strike:** Strikes at an enemy, inflicting increased melee damage. | | | | | |
| Urok Ogre Mage | 54 - 55 | 429 - 580 | 10130 - 10455 | 10205 - 10585 | 2610 - 2654 |
| **Bloodlust:** Increases an ally's attack speed by 30% for 30 sec. **Slow:** Increases the time between nearby enemies' attacks by 54% and slows their movement by 60% for 10 sec. **Arcane Bolt:** Hurls magic at nearby enemies, inflicting Arcane damage. | | | | | |

## URSAL THE MAULER



| | |
|---|---|
| Min - Max Lvl | 12 |
| Min - Max Dmg | 17 - 22 |
| Min - Max HPs | 247 |
| Min - Max Mana | |
| Min - Max Armor | 573 |

**Maul:** Adds 21 - 22 damage to the next attack.

## URTRAK



| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 191 - 265 |
| Min - Max HPs | 6705 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |



## URSANGOUS

| | |
|---|---|
| Min - Max Lvl | 25 |
| Min - Max Dmg | 47 - 62 |
| Min - Max HPs | 909 |
| Min - Max Mana | |
| Min - Max Armor | 1026 |

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.



## URUSON

| | |
|---|---|
| Min - Max Lvl | 7 |
| Min - Max Dmg | 9 - 12 |
| Min - Max HPs | 137 |
| Min - Max Mana | |
| Min - Max Armor | 239 |

## URSIUS

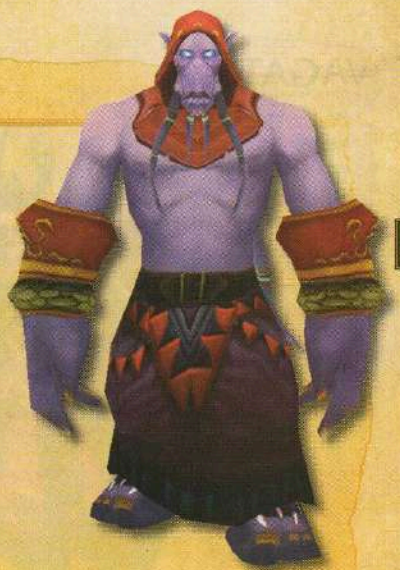


| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 115 - 153 |
| Min - Max HPs | 3374 |
| Min - Max Mana | |
| Min - Max Armor | 2513 |

**Demoralizing Roar:** Reduces the melee attack power of nearby enemies by 125 for 30 sec.

**Maul:** Adds 87 - 88 damage to the next attack.

## UYLARU



| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 234 - 331 |
| Min - Max HPs | 5589 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Flame Shock:** Instantly burns an enemy, then inflicts additional Fire damage every 3 sec. for 12 sec.

**Corrupted Searing Totem:** Summons a Searing Totem with 5 health at your feet for 30 sec that repeatedly attacks an enemy within 20 yards for 50 to 66 Fire damage.



## URSOL'LOK

| | |
|---|---|
| Min - Max Lvl | 31 |
| Min - Max Dmg | 44 - 58 |
| Min - Max HPs | 1258 |
| Min - Max Mana | |
| Min - Max Armor | 1234 |

**Maul:** Adds 100 damage to the next attack.

# VAELASTRASZ THE CORRUPT

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 3844 - 5096 |
| Min - Max HPs | 3331000 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |



**Flame Breath:** Inflicts 3500 to 4500 Fire damage to enemies in a cone in front of the caster.

**Cleave:** Inflicts normal damage plus 315 to an enemy and its nearest allies, affecting up to 10 targets.

**Tail Sweep:** Inflicts 600 to 1000 damage on enemies in a cone behind the caster, knocking them back.

**Burning Adrenaline**

**Essence of the Red**

**Fire Nova:** Inflicts Fire damage to nearby enemies.



# VAGASH

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 15 - 20 |
| Min - Max HPs | 222 |
| Min - Max Mana | |
| Min - Max Armor | 538 |

**Glacial Roar:** Inflicts 33 to 37 Frost damage to nearby enemies, stunning them for 3 sec.

# VA'JASHNI

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 126 - 176 |
| Min - Max HPs | 7476 |
| Min - Max Mana | 7649 |
| Min - Max Armor | 1923 |

**Shadow Word: Pain:** A word of darkness that causes 852 Shadow damage over 18 sec.

**Renew:** Heals the target of 810 damage over 15 sec.

**Power Word: Shield:** Draws on the soul of the party member to shield them, absorbing 942 damage. Lasts 30 sec. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 sec.

**Flash Heal:** Heals a friendly target for 828 to 975.

**Dispel Magic:** Dispels magic on the target, removing 2 harmful spells from a friend or 2 beneficial spells from an enemy.

**Psychic Scream:** The caster lets out a psychic scream, causing 5 enemies within 8 yards to flee for 8 sec. Damage caused may interrupt the effect.

**Drink Healing Potion:** Uses a Holy elixir to heal the caster.



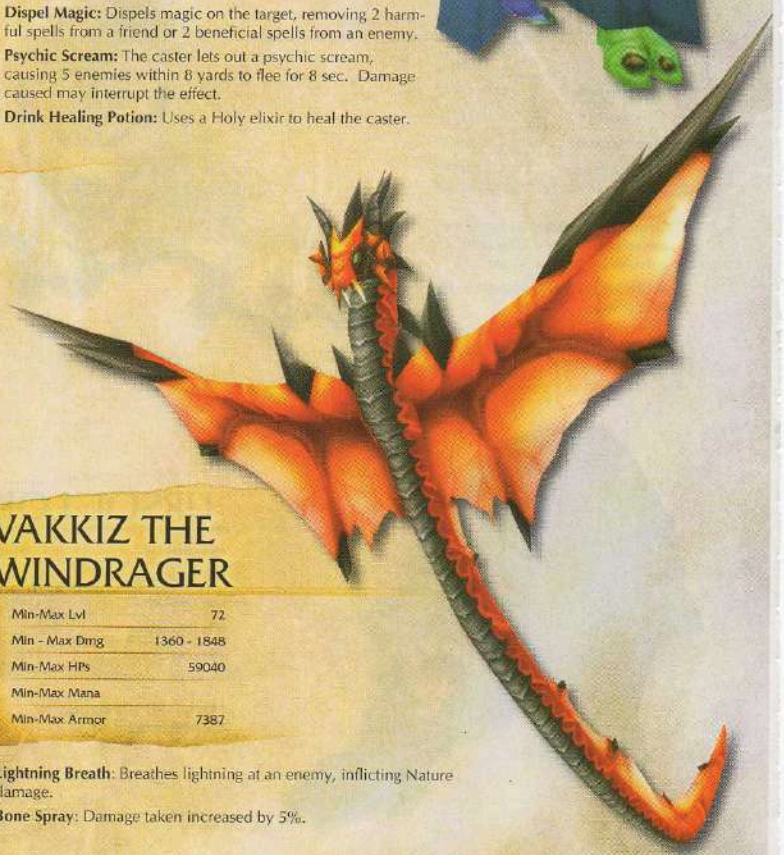
# VAGATH

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 7574 - 10710 |
| Min - Max HPs | 147600 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |



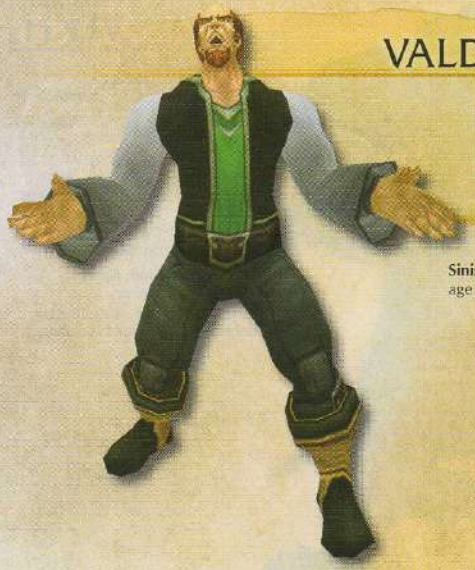
# VAKKIZ THE WINDRAGER

| | |
|---|---|
| Min-Max Lvl | 72 |
| Min - Max Dmg | 1360 - 1848 |
| Min-Max HPs | 59040 |
| Min-Max Mana | |
| Min-Max Armor | 7387 |



**Lightning Breath**: Breathes lightning at an enemy, inflicting Nature damage.

**Bone Spray**: Damage taken increased by 5%.



## VALDRED MORAY

| | |
|---|---|
| Min - Max Lvl | 21 |
| Min - Max Dmg | 31 - 40 |
| Min - Max HPs | 531 |
| Min - Max Mana | |
| Min - Max Armor | 888 |

**Sinister Strike:** Inflicts normal damage plus 2 - 3 to an enemy.



## VAREN THE RECLAIMER

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 231 - 325 |
| Min - Max HPs | 6542 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |



## VARO'THEN'S GHOST

| | |
|---|---|
| Min - Max Lvl | 48 |
| Min - Max Dmg | 81 - 107 |
| Min - Max HPs | 2578 |
| Min - Max Mana | |
| Min - Max Armor | 2888 |

**Curse of Weakness:** Reduces the Physical damage dealt by nearby enemies by 36 for 2 min. Only one curse per warlock can be active on any one target.



## VAL'ZAREQ THE CONQUEROR

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 757 - 1071 |
| Min - Max HPs | 34930 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Shoot:** Shoots at an enemy, inflicting Arcane damage.



## VAREDIS

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 1875 - 2649 |
| Min - Max HPs | 83835 |
| Min - Max Mana | 6310 |
| Min - Max Armor | 5474 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Evasion:** Increases the rogue's chance to dodge by 50% for 10 sec.

**Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes 50 damage.

**Flame Wave:** Summons a line of fire that hits enemies in the way.

**Curse of Flames:** Increases Fire damage taken by 50% for 1 min.

## VAULT WARDER

| | |
|---|---|
| Min - Max Lvl | 39 |
| Min - Max Dmg | 204 - 270 |
| Min - Max HPs | 5836 |
| Min - Max Mana | |
| Min - Max Armor | 17899 |





## VAZRUDEN

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 1086 - 1511 |
| Min - Max HPs | 19228 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Revenge:** Instantly counterattack an enemy for 282 to 313 damage. Revenge must follow a block, dodge, or parry.

**Shield Slam:** Inflicts 144 damage to an enemy, stunning it for 2 sec.

**Vazruden's Mark**



## NAZAN

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 1004 - 1397 |
| Min - Max HPs | 33381 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Fireball:** Inflicts Fire damage to an enemy.

**Fireball:** Inflicts Fire damage to an enemy.



## VEKH

| | |
|---|---|
| Min - Max Lvl | 67 |
| Min - Max Dmg | 245 - 345 |
| Min - Max HPs | 6072 |
| Min - Max Mana | 2933 |
| Min - Max Armor | 4755 |

**Heal:** Calls upon Holy magic to heal an ally.

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel and inflicts normal damage plus 116.



## VEKH'NIR ARAKKOA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Vekh'nir Dreadhawk | 65 - 66 | 186 - 273 | 4731 - 4892 | 2790 - 2846 | 4275 - 4515 |
| **Heal:** Calls upon Holy magic to heal an ally.<br>**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts until cancelled and inflicts normal damage plus 115. | | | | | |
| Vekh'nir Reever | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |
| **Gushing Wound:** Inflicts Physical damage to an enemy every 5 sec. for 25 sec. Removed by any healing effect. | | | | | |
| Vekh'nir Matriarch | 66 | 214 - 301 | 4892 | 2846 | 4515 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Impending Doom:** Inflicts 2500 Shadow damage to target enemy after 30 sec.<br>**Shadow Mend:** Heals friendly target for 228 to 252. | | | | | |
| Vekh'nir Stormcaller | 65 | 186 - 273 | 4731 - 4892 | 2790 - 2846 | 4275 - 4515 |
| **Lightning Tether:** Inflicts Nature damage to an enemy for 5 sec.<br>**Hurricane:** Creates a violent storm in the target area causing 25 Nature damage to enemies every 1 sec, and increasing the time between the attacks of enemies by 67%. Lasts 10 sec. Druid must channel to maintain the spell. | | | | | |



## VECTUS

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 435 - 577 |
| Min - Max HPs | 24420 |
| Min - Max Mana | 4868 |
| Min - Max Armor | 3075 |
| Frost Resistance: 180 | |

**Flamestrike:** Calls down a pillar of flame, burning all enemies in a selected area and inflicting additional damage every 2 sec. for 8 sec.

**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.



## VEKNISS HIVE

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Vekniss Drone | 60 | 208 - 276 | 6104 | | 3791 |
| Vekniss Guardian | 61 | 1587 - 2105 | 62880 | | 4091 |
| **Enrage** | | | | | |
| Vekniss Hive Crawler | 62 | 2158 - 2862 | 97110 | | 4391 |
| **Crippling Poison**<br>**Mind-numbing Poison**<br>**Poison Bolt:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 1 sec. for 10 sec.<br>**Sunder Armor:** Heals at an enemy's armor, reducing it by 1000 per Sunder Armor. Can be applied up to 5 times. Lasts 20 sec. | | | | | |
| Vekniss Soldier | 73 | 847 - 1122 | 81744 | | 4091 |
| **Debilitating Charge:** Charge an enemy - slowing their movement for 8 sec.<br>**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Frenzy Aura:** Increases the attack speed of all nearby party members by 20% and attack damage by 20% | | | | | |
| Vekniss Stinger | 62 | 1295 - 1717 | 64740 | | 4391 |
| Vekniss Warrior | 61 | 1270 - 1684 | 50304 | | 4091 |
| Vekniss Wasp | 60 | 831 - 1103 | 30520 | | 3791 |
| **Itch:** Inflict an itch on the target that eventually turns into a poison. | | | | | |



## VEJREK

| | |
|---|---|
| Min - Max Lvl | 11 |
| Min - Max Dmg | 15 - 20 |
| Min - Max HPs | 222 |
| Min - Max Mana | |
| Min - Max Armor | 538 |

**Sunder Armor:** Sunders the target's armor, reducing it by 90 per Sunder Armor and causes a high amount of threat. Can be applied up to 5 times. Lasts 30 sec.

**Defensive Stance:** Assumes a defensive stance that generates rage when the warrior is hit, as well as reducing rage decay while the warrior is out of combat. Lasts 3 min.



## VEM

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2471 - 3276 |
| Min - Max HPs | 433030 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Berserker Charge:** Charges at an enemy, knocking it back and inflicting normal damage plus 300.

**Knockdown:** Inflicts 153 to 173 damage to an enemy and its nearest allies, stunning them for 2 sec. Affects up to 5 targets.

**Vengeance:** Attack speed increased by 150%. Physical damage increased by 100%.

**Berserk:** Increases the caster's attack speed by 150% and all damage it deals by 500% for 5 min.



## VENG

| | |
|---|---|
| Min - Max Lvl | 47 |
| Min - Max Dmg | 214 - 283 |
| Min - Max HPs | 5970 |
| Min - Max Mana | |
| Min - Max Armor | 2835 |

**Hooked Net:** Immobilizes an enemy for 6 sec. and inflicts Physical damage.

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Multi-Shot:** Fires a volley of missiles at an enemy and its nearby allies, striking up to 3 targets for normal damage plus 176.

## VENERATUS THE MANY

| | |
|---|---|
| Min - Max Lvl | 70 - 70 |
| Min - Max Dmg | 505 - 714 |
| Min - Max HPs | 27944 |
| Min - Max Mana | |
| Min - Max Armor | 6792 - 6792 |



## VENOM STALKER

**Poison Charge:** Charges an enemy and causes poison damage to all within 10 yards of the target.

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 3386 - 4490 |
| Min - Max HPs | 94320 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |





## VENTURE CO.

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Venture Co. Builder | 20 - 21 | 32 - 38 | 494 - 531 | | 852 - 888 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Venture Co. Cutter | 16 - 17 | 25 - 31 | 356 - 386 | | 713 - 748 |
| Venture Co. Deforester | 19 - 20 | 26 - 32 | 379 - 405 | 1118 - 1202 | 442 - 460 |
| **Rain of Fire:** Calls down a fiery rain to burn enemies in the area of effect for Fire damage over 8 sec.<br>**Fireball:** Inflicts Fire damage to an enemy. | | | | | |
| Venture Co. Drone | 22 | 32 - 42 | 573 | | 922 |
| Venture Co. Dredger | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |
| Venture Co. Enforcer | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Battle Shout:** Increases the melee attack power of nearby party members by 64 for 2 min.<br>**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec. | | | | | |
| Venture Co. Engineer | 20 - 21 | 32 - 38 | 494 - 531 | | 852 - 888 |
| **Throw Dynamite:** Inflicts 26 to 36 Fire damage to all enemies in a selected area. | | | | | |
| Venture Co. Foreman | 42 | 62 - 83 | 1981 | | 2246 |
| **Devotion Aura:** Gives 840 additional armor to nearby party members for 4 min. Players may only have one aura on them per paladin at any one time. | | | | | |
| Venture Co. Geologist | 6 - 7 | 6 - 11 | 115 - 131 | 126 - 138 | 150 - 205 |
| Venture Co. Geologist | 35 - 36 | 45 - 61 | 1160 - 1208 | 1067 - 1097 | 1149 - 1234 |
| **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.<br>**Quick Flame Ward:** Renders an ally immune to Fire spells for 10 sec.<br>**Fire Shield II:** Surrounds an ally with a shield of flame that inflicts 16 Fire damage to nearby enemies every 3 sec. Lasts 1 min. | | | | | |
| Venture Co. Grinder | 17 - 18 | 27 - 33 | 386 - 417 | | 748 - 782 |
| **Stunning Strike:** Stuns an enemy for 4 sec. | | | | | |
| Venture Co. Hireling | 5 - 6 | 5 - 9 | 102 - 120 | | 120 - 174 |
| Venture Co. Laborer | 6 - 7 | 13 - 21 | 120 - 137 | | 174 - 239 |
| Venture Co. Logger | 18 - 19 | 31 - 38 | 417 - 449 | | 782 - 817 |
| **Throw:** Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Venture Co. Lookout | 23 | 33 - 44 | 637 | | 957 |
| Venture Co. Lumberjack | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1340 - 1373 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally. | | | | | |
| Venture Co. Machine Smith | 21 - 22 | 33 - 40 | 531 - 573 | | 888 - 922 |
| **Compact Harvest Reaper:** Summons 1 Compact Harvest Reaper to aid the caster in battle for 1 min. | | | | | |
| Venture Co. Mechanic | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1340 - 1373 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage.<br>**Multi-Shot:** Fires a volley of missiles at an enemy and its nearby allies, striking up to 3 targets for normal damage plus 85 - 87. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Venture Co. Mercenary | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| **Shoot:** Shoots at an enemy, inflicting Physical damage. | | | | | |
| Venture Co. Miner | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1340 - 1373 |
| **Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Venture Co. Operator | 19 - 20 | 30 - 37 | 449 - 484 | | 817 - 852 |
| Venture Co. Overboss | 21 - 22 | 33 - 40 | 531 - 573 | | 888 - 922 |
| **Battle Shout:** The warrior shouts, increasing the melee attack power of all party members within 20 yards by 39 - 40. Lasts 2 min.<br>**Intimidating Shout:** The warrior shouts, causing the targeted enemy to cower in fear. Up to 5 total nearby enemies will flee in fear. Lasts 8 sec. | | | | | |
| Venture Co. Overseer | 17 - 18 | 25 - 35 | 386 - 417 | | 748 - 782 |
| **Overseer's Poison:** 8 Nature damage inflicted every 2 sec. | | | | | |
| Venture Co. Patroller | 22 | 32 - 42 | 573 | | 922 |
| Venture Co. Peon | 13 - 14 | 18 - 27 | 273 - 300 | | 608 - 642 |
| Venture Co. Pitmine | 18 - 19 | 26 - 32 | 377 - 404 | 408 - 456 | 652 - 683 |
| **Power Word: Shield:** Wraps an ally in a shield that lasts up to 30 sec., absorbing fixed amount of Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks.<br>**Heal:** Calls upon Holy magic to heal an ally. | | | | | |
| Venture Co. Saboteur | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| Venture Co. Shredder | 37 | 51 - 68 | 1536 | | 1593 |
| Venture Co. Ship Miner | 40 - 41 | 56 - 78 | 1829 - 1902 | | 1964 - 2101 |
| **Dynamite:** Inflicts 220 Fire damage in a 5 yd. radius. | | | | | |
| Venture Co. Supervisor | 9 - 10 | 12 - 17 | 176 - 198 | | 406 - 512 |
| **Battle Shout:** The warrior shouts, increasing the melee attack power of all party members within 20 yards by 19. Lasts 2 min. | | | | | |
| Venture Co. Surveyor | 41 - 42 | 55 - 77 | 1522 - 1585 | 1332 - 1381 | 1727 - 1841 |
| Venture Co. Taskmaster | 7 - 8 | 8 - 14 | 137 - 156 | | 239 - 316 |
| Venture Co. Tinkerer | 40 - 41 | 39 - 66 | 1292 - 1332 | 3191 - 3293 | 1035 - 1098 |
| **Compact Harvest Reaper:** Summons 1 Compact Harvest Reaper to aid the caster in battle for 1 min.<br>**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 480 - 492, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.<br>**Fireball:** Inflicts Fire damage to an enemy. | | | | | |
| Venture Co. Workboss | 36 | 50 - 66 | 1469 | | 1480 |
| **Battle Fury:** Increases the attack speed of nearby allies by 25% for 4 min. | | | | | |
| Venture Co. Worker | 8 - 9 | 20 - 30 | 156 - 176 | | 336 - 406 |

## VERAKU

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 757 - 1071 |
| Min - Max HPs | 20958 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



## VERIDIAN BROODLING

| | |
|---|---|
| Min - Max Lvl | 17 - 18 |
| Min - Max Dmg | 23 - 32 |
| Min - Max HPs | 350 - 377 |
| Min - Max Mana | 390 - 408 |
| Min - Max Armor | 625 - 652 |

**Poison Bolt:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 3 sec. for 10 sec.

## VERDAN THE EVERLIVING

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 277 - 369 |
| Min - Max HPs | 3872 |
| Min - Max Mana | |
| Min - Max Armor | 852 |



**Grasping Vines:** Inflicts Physical damage to nearby enemies, knocking them down and immobilizing them for 10 sec.

## VERIDIAN WHELP

| | |
|---|---|
| Min - Max Lvl | 16 - 17 |
| Min - Max Dmg | 23 - 33 |
| Min - Max HPs | 356 - 386 |
| Min - Max Mana | |
| Min - Max Armor | 713 - 748 |

## VEREK

| | |
|---|---|
| Min - Max Lvl | 53 |
| Min - Max Dmg | 405 - 538 |
| Min - Max HPs | 9812 |
| Min - Max Mana | |
| Min - Max Armor | 3163 |



**Curse of Blood:** Increases the Physical damage taken by an enemy by 53 for 10 min.

**Thrash:** Adds a chance to do two additional attacks

**Enrage:** Physical damage dealt is increased by 53. Attack speed increased by 30%.

## VERIFONIX

| | |
|---|---|
| Min - Max Lvl | 42 |
| Min - Max Dmg | 62 - 83 |
| Min - Max HPs | 1981 |
| Min - Max Mana | |
| Min - Max Armor | 2246 |



**Pierce Armor:** Reduces an enemy's armor by 75% for 20 sec.

## VEROG THE DERVISH

| | |
|---|---|
| Min - Max Lvl | 18 |
| Min - Max Dmg | 20 - 26 |
| Min - Max HPs | 417 |
| Min - Max Mana | |
| Min - Max Armor | 782 |



## VERONIA

| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 242 - 341 |
| Min - Max HPs | 6761 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |



## VEYZHAK THE CANNIBAL

| | |
|---|---|
| Min - Max Lvl | 48 |
| Min - Max Dmg | 101 - 134 |
| Min - Max HPs | 3093 |
| Min - Max Mana | |
| Min - Max Armor | 2888 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Enrage:** Physical damage dealt is increased by 48. Attack speed increased by 30%.



## VHEL'KUR

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 2272 - 3213 |
| Min - Max HPs | 104790 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



## VILE'REL

| | |
|---|---|
| Min - Max Lvl | 56 |
| Min - Max Dmg | 321 - 425 |
| Min - Max HPs | 9716 |
| Min - Max Mana | 12978 |
| Min - Max Armor | 2699 |



**Heal:** Calls upon Holy magic to heal an ally.

**Prayer of Healing:** Invokes Holy magic to heal nearby party members.

**Power Word: Shield:** Wraps an ally in a shield that lasts up to 30 sec., absorbing a maximum of 383 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks.

**Mind Blast:** Inflicts Shadow damage to an enemy, but causes a high amount of threat.



# VILE FIN MURLOC

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Vile Fin Lakestalker | 18 - 19 | 24 - 34 | 377 - 404 | 408 - 456 | 652 - 683 |
| **Healing Ward**: Summons a ward that lasts 30 sec. and periodically heals allies in an area around it. | | | | | |
| Vile Fin Mirror Oracle | 8 - 9 | 10 - 15 | 148 - 166 | 165 - 178 | 268 - 342 |
| **Shock**: Instantly throws a bolt of lightning at the target for 25 to 27 damage.<br>**Lightning Shield**: The caster is surrounded by 3 balls of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 13 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min. Only one Elemental Shield can be active on the Shaman at any one time.<br>**Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Vile Fin Murkdweller | 9 - 10 | 12 - 17 | 176 - 198 | | 466 - 512 |
| **Backstab**: Inflicts normal damage plus 18 - 20 to an enemy, but only if attacking from behind. | | | | | |
| Vile Fin Murloc | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| Vile Fin Oracle | 19 - 20 | 26 - 36 | 404 - 433 | 456 - 490 | 683 - 712 |
| **Shock**: Instantly throws a bolt of lightning at the target for 63 to 68 damage.<br>**Healing Wave**: Heals a friendly target for 270 to 320. | | | | | |
| Vile Fin Puddlejumper | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| Vile Fin Shorescreeper | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Gouge**: Causes 10 damage, incapacitating the opponent for 4 sec, and turns off your attack. Target must be facing you. Any damage caused will revive the target. Awards 1 combo point.<br>**Backstab**: Inflicts normal damage plus 31 - 32 to an enemy, but only if attacking from behind. | | | | | |
| Vile Fin Shredder | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| **Shred**: Reduces an enemy's armor by 240 for 12 sec. | | | | | |
| Vile Fin Tidecaller | 17 - 18 | 23 - 32 | 350 - 377 | 390 - 408 | 625 - 652 |
| **Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Vile Fin Tidehunter | 13 - 14 | 17 - 25 | 253 - 276 | 264 - 295 | 587 - 537 |
| **Quick Frost Ward**: Renders an ally immune to Frost spells for 10 sec.<br>**Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 156 - 168, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 5 sec. | | | | | |

# VILE STING

| | |
|---|---|
| Min - Max Lvl | 35 |
| Min - Max Dmg | 83 - 110 |
| Min - Max HPs | 3660 |
| Min - Max Mana | |
| Min - Max Armor | 1373 |

**Venom Sting:** Inflicts 350 Nature damage to an enemy, then an additional 19 damage every 5 sec. for 30 sec.

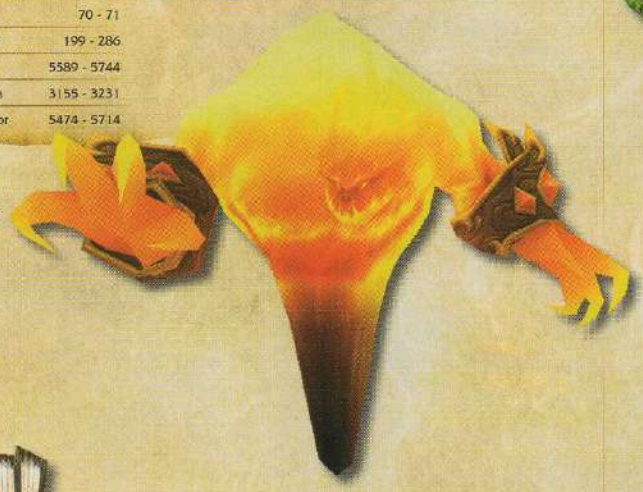




# VILE FIRE-SOUL

| | |
|---|---|
| Min - Max Lvl | 70 - 71 |
| Min - Max Dmg | 199 - 286 |
| Min - Max HPs | 5589 - 5744 |
| Min - Max Mana | 3155 - 3231 |
| Min - Max Armor | 5474 - 5714 |

**Fireball:** Inflicts Fire damage to an enemy.





# VILE PRIESTESS HEXX

| | |
|---|---|
| Min - Max Lvl | 51 |
| Min - Max Dmg | 61 - 85 |
| Min - Max HPs | 2406 |
| Min - Max Mana | 4506 |
| Min - Max Armor | 1546 |

**Hex:** Transforms an enemy into a frog, rendering it unable to attack or cast spells for 10 sec.

**Heal:** Calls upon Holy magic to heal an ally.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

# VILEBRANCH TROLLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Vilebranch Amani'zesi Guard | 50 - 51 | 85 - 114 | 2658 - 2750 | | 2999 - 3052 |
| **Shield Slam**: Inflicts 60 - 61 damage to an enemy, stunning it for 2 sec. | | | | | |
| Vilebranch Ambusher | 47 | 79 - 105 | 2488 | | 2835 |
| **Execute**: Attempts to finish off a wounded enemy, inflicting normal damage plus 378. Execute can only be used on enemies that have 20% or less health. | | | | | |
| Vilebranch Axe Thrower | 45 - 46 | 75 - 102 | 2310 - 2399 | | 2725 - 2780 |
| **Throw**: Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Vilebranch Berserker | 47 - 48 | 79 - 107 | 2388 - 2474 | | 2835 - 2888 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Enrage**: Physical damage dealt is increased by 47. Attack speed increased by 30%. | | | | | |
| Vilebranch Blood Drinker | 49 - 50 | 83 - 112 | 2138 - 2215 | | 2944 - 2999 |
| **Blood Leech**: Drains 49 - 50 health from nearby enemies, healing the caster for up to twice the amount stolen. | | | | | |
| Vilebranch Headhunter | 46 - 47 | 77 - 105 | 2302 - 2388 | | 2780 - 2835 |
| **Throw**: Throws a weapon at an enemy, inflicting Physical damage.<br>**Poisonous Stab**: Inflicts 13 Nature damage to an enemy every 3 sec., increasing the time between its attacks by 25% and its movement by 50% for 15 sec. | | | | | |
| Vilebranch Hideskinner | 48 - 49 | 81 - 110 | 2474 - 2566 | | 2888 - 2944 |
| **Backstab**: Inflicts normal damage plus 87 - 88 to an enemy, but only if attacking from behind.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| Vilebranch Kidnapper | 49 | 83 - 110 | 2672 | | 2944 |
| **Execute**: Attempts to finish off a wounded enemy, inflicting normal damage plus 394. Execute can only be used on enemies that have 20% or less health. | | | | | |
| Vilebranch Scalper | 46 - 47 | 77 - 105 | 2399 - 2488 | | 2780 - 2835 |
| **Execute**: Attempts to finish off a wounded enemy, inflicting normal damage plus 370 - 378. Execute can only be used on enemies that have 20% or less health. | | | | | |
| Vilebranch Shadow Hunter | 48 - 49 | 75 - 102 | 1650 - 1710 | 1695 - 1750 | 2344 - 2389 |
| **Shadow Word: Pain**: Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.<br>**Shadow Shell**: Increases armor for 10 sec.<br>**Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| Vilebranch Shadowcaster | 47 - 48 | 56 - 91 | 1672 - 1732 | 4031 - 4140 | 1434 - 1462 |
| Shadow Resistance: 118 | | | | | |
| **Shrink**: Reduces an enemy's Strength by 14 and Stamina by 14 for 2 min.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Vilebranch Soothsayer | 46 - 47 | 54 - 90 | 1679 - 1741 | 3923 - 4031 | 1406 - 1434 |
| **Healing Wave**: Heals a friendly target for 1007 to 1162.<br>**Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Vilebranch Soul Eater | 49 - 50 | 77 - 104 | 2052 - 2126 | 1750 - 1807 | 2389 - 2432 |
| Shadow Resistance: 250 | | | | | |
| **Soul Bite**: Drains 109 - 111 health and 109 - 111 mana from an enemy, transferring them to the caster.<br>**Dark Offering**: Uses dark magic to heal an ally for 425 - 434. | | | | | |
| Vilebranch Speaker | 61 | 529 - 702 | 3144 | | 4091 |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.<br>**Demoralizing Shout**: Reduces the melee attack power of nearby enemies by 10 for 30 sec.<br>**Enrage**: Physical damage dealt is increased by 61. Attack speed increased by 30%. | | | | | |
| Vilebranch Warrior | 45 - 46 | 76 - 102 | 2218 - 2303 | | 2725 - 2780 |
| **Strike**: Strikes at an enemy, inflicting weapon damage plus 71 - 72. | | | | | |
| Vilebranch Witch Doctor | 46 - 47 | 72 - 98 | 1919 - 1990 | 1587 - 1640 | 2255 - 2300 |
| **Hex**: Transforms an enemy into a chicken, rendering it unable to attack or cast spells for 10 sec.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Healing Wave**: Heals a friendly target for 759 to 874. | | | | | |



## VIM'GOL THE VILE

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 2162 - 3137 |
| Min - Max HPs | 97800 |
| Min - Max Mana | 7196 |
| Min - Max Armor | 3427 |

**Bloodlust:** Increases an ally's attack speed by 30% for 10 sec.

**Unholy Growth:** Damage increased by 100%.



## VOID REAVER

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 8866 - 12522 |
| Min - Max HPs | 4552500 |
| Min - Max Mana | 3387 |
| Min - Max Armor | 8806 |

**Knock Away:** Inflicts normal damage plus 30 to an enemy and knocks it back.

**Pounding:** Pounds the ground, damaging nearby enemies.



## VISCIDUS

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 2356 - 3123 |
| Min - Max HPs | 1998600 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Poison Bolt Volley:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 2 sec. for 10 sec.

**Poison Shock**





## VISCOUS FALLOUT

| | |
|---|---|
| Min - Max Lvl | 28 |
| Min - Max Dmg | 67 - 89 |
| Min - Max HPs | 2559 |
| Min - Max Mana | |
| Min - Max Armor | 1130 |



## VOID BARON GALAXIS

| | |
|---|---|
| Min - Max Lvl | 63 |
| Min - Max Dmg | 181 - 253 |
| Min - Max HPs | 5527 |
| Min - Max Mana | |
| Min - Max Armor | 4691 |

**Absorb Life:** Drains 5000 health from an enemy over 5 sec., transferring it to the caster.

## VOIDCALLERS

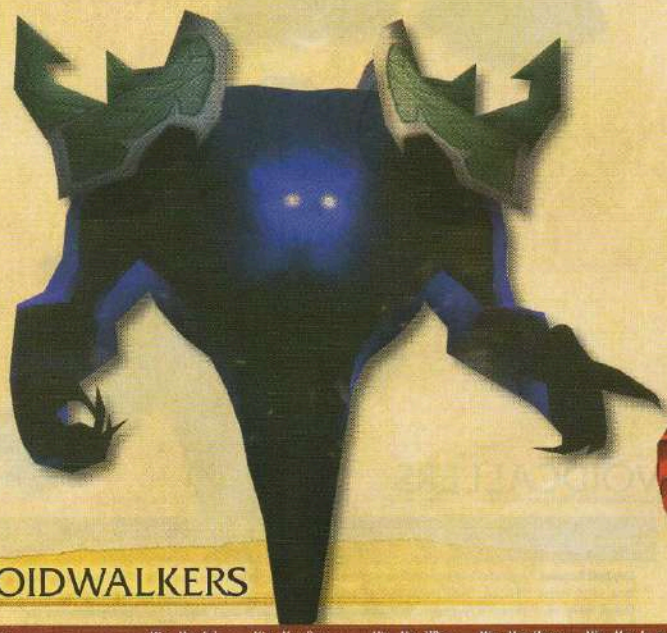
| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Negaton Screamer | 70 | 1640 - 2317 | 39123 | 18930 | 5474 |
| **Elemental Response:** This generic aura self-triggers a different spell for each school of magic that lands on the wearer: Fire: 34192, Frost: 34193, Arcane: 34194, Nature: 34195, Shadow: 34196, Holy: 34197 Physical: 34198.; **Psychic Scream:** Lets out a psychic scream, causing up to 5 nearby enemies to flee for 6 sec. **Fireball Volley:** Inflicts 1063 to 1437 Fire damage to nearby enemies, plus 95 additional damage every 1 seconds for 3 sec.; **Damage Reduction:** Fire **Frostbolt Volley:** Inflicts Frost damage to nearby enemies, reducing their movement speed for 4 sec.; **Damage Reduction:** Frost; **Arcane Volley:** Hurls a magical bolt at an enemy, inflicting Arcane damage.; **Damage Reduction:** Arcane; **Lightning Bolt Volley:** Shoots lightning bolts at nearby enemies, inflicting Nature damage. **Damage Reduction:** Nature; **Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.; **Damage Reduction:** Shadow **Holy Bolt Volley:** Inflicts Holy damage to an enemy.; **Damage Reduction:** Holy | | | | |
| Negaton Warp-Master | 70 | 2430 - 3436 | 41916 | | 8125 |
| **Summon Negaton Field:** Summon a Negaton Field that heals void creatures that stand within it. | | | | | |
| Phasing Voidcaller | 61 - 62 | 159 - 240 | 5158 - 5341 | | 4091 - 4391 |
| **Elemental Response:** This generic aura self-triggers a different spell for each school of magic that lands on the wearer: Fire: 34192, Frost: 34193, Arcane: 34194, Nature: 34195, Shadow: 34196, Holy: 34197 Physical: 34198.; **Shadow Touch:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. **Damage Reduction:** Shadow; **Flame Touch:** Inflicts Fire damage to an enemy; **Damage Reduction:** Fire; **Frost Touch:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.; **Damage Reduction:** Frost; **Arcane Touch:** Hurls a magical bolt at an enemy, inflicting Arcane damage. **Damage Reduction:** Arcane; **Lightning Touch:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 0 targets, inflicting greater Nature damage to each successive target; **Damage Reduction:** Nature; **Holy Touch:** Inflicts Holy damage to an enemy.; **Damage Reduction:** Holy | | | | |
| Vacillating Voidcaller | 61 - 62 | 152 - 223 | 4126 - 4274 | 2486 - 2568 | 2831 - 3085 |
| **Elemental Response:** This generic aura self-triggers a different spell for each school of magic that lands on the wearer: Fire: 34192, Frost: 34193, Arcane: 34194 Nature: 34195, Shadow: 34196, Holy: 34197, Physical: 34198; **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. **Damage Reduction:** Shadow; **Fireball:** Inflicts Fire damage to an enemy; **Damage Reduction:** Fire; **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.; **Damage Reduction:** Frost; **Damage Reduction:** Arcane; **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. **Damage Reduction:** Nature; **Holy Bolt:** Inflicts Holy damage to an enemy; **Damage Reduction:** Holy | | | | |
| Void Traveler | 69 | 341 - 480 | 2704 | 1540 | 5235 |
| **Shadow Nova:** Inflicts Shadow damage to nearby enemies. **Empowering Shadows:** Increases Shadow damage done by up to 60 for 45 sec. Stacks 25 times. | | | | | |
| Void Wanderer | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Voidfiend | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Voidlord | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Voidwraith | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| Voidshrieker | 68 - 69 | 214 - 316 | 5233 - 5409 | 8973 - 9240 | 4995 - 5235 |
| **Elemental Response:** This generic aura self-triggers a different spell for each school of magic that lands on the wearer: Fire: 34192 Frost: 34193 Arcane: 34194 Nature: 34195 Shadow: 34196 Holy: 34197 Physical: 34198 Use this spell IDF on the creature to perform the appropriate action; **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage; **Damage Reduction:** Shadow; **Psychic Scream:** Lets out a psychic scream, causing up to 5 nearby enemies to flee for 4 sec.; **Damage Reduction:** Fire; **Fireball:** Inflicts Fire damage to an enemy; **Damage Reduction:** Frost; **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.; **Damage Reduction:** Arcane; **Damage Reduction:** Nature; **Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage. **Damage Reduction:** Holy; **Holy Bolt:** Inflicts Holy damage to an enemy. | | | | | |

# VOIDHUNTER YAR

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 321 - 452 |
| Min - Max HPs | 10466 |
| Min - Max Mana | 11964 |
| Min - Max Armor | 4995 |

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.
**Fel Shackles:** Immobilizes an enemy for 6 sec.
**Fireball:** Inflicts Fire damage to an enemy.
**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.
**Arcane Bolt:** Hurls a magical bolt at an enemy, inflicting Arcane damage.
**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.
**Holy Smite:** Smites an enemy, inflicting Holy damage.
**Damage Reduction:** Fire
**Damage Reduction:** Frost
**Damage Reduction:** Arcane
**Damage Reduction:** Nature
**Damage Reduction:** Shadow
**Damage Reduction:** Holy





# VOLCHAN

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 484 - 641 |
| Min - Max HPs | 12210 |
| Min - Max Mana | 4868 |
| Min - Max Armor | 3075 |



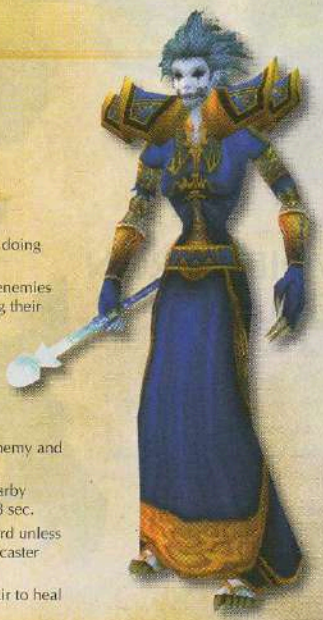
**Flamecrack:** Inflicts 1250 Fire damage to all enemies in a 20 yard area.
**Fire Nova:** Inflicts Fire damage to nearby enemies.

# VOIDWALKERS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Collapsing Voidwalker | 61 - 62 | 159 - 240 | 5158 - 5341 | | 4091 - 4391 |
| **Fear:** Strikes fear in an enemy, causing it to flee in terror for 4 sec. Only 1 target can be feared at a time.<br>**Collapse:** Inflicts Shadow damage to nearby enemies. | | | | | |
| Dimming Voidwraith | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Flying Voidwalker | 60 - 61 | 144 - 210 | 3984 - 4126 | 2434 - 2486 | 3075 - 3316 |
| **Shadowstrike:** Strikes at an enemy, inflicting weapon damage plus 93 - 95.<br>**Void Drain:** Drains the health of all enemies in a 10 yard radius. | | | | | |
| Mind Voidwalker | 60 | 624 - 827 | 13734 | | 3791 |
| **Consuming Shadows:** Causes the caster to periodically inflict 200 Shadow damage to all enemies in a selected area, slowing their movement to 30%. Lasts 15 sec.<br>**Shadow Shock:** Instantly lashes nearby enemies with dark magic, inflicting Shadow damage. | | | | | |
| Rogue Voidwalker | 60 - 61 | 144 - 210 | 3984 - 4126 | 1217 - 1243 | 3075 - 3316 |
| **Shadowstrike:** Strikes at an enemy, inflicting weapon damage plus 93 - 95. | | | | | |
| Voidspawn | 65 - 66 | 186 - 273 | 4731 - 4892 | 2790 - 2846 | 4275 - 4515 |
| **Mind Sear:** Inflicts Shadow damage to an enemy for 3 sec.<br>**Pain Spike:** Causes 75 Shadow damage instantly, but the damage caused will begin healing itself 5 seconds after landing. | | | | | |
| Uncontrolled Voidwalker | 60 - 61 | 144 - 210 | 3984 - 4126 | 2434 - 2486 | 3075 - 3316 |
| **Shadowstrike:** Strikes at an enemy, inflicting weapon damage plus 93 - 95.<br>**Void Drain:** Drains the health of all enemies in a 10 yard radius. | | | | | |
| Unending Voidwraith | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Unstable Voidwalker | 60 | 144 - 199 | 3984 | 1217 | 3075 |
| **Shadowstrike:** Strikes at an enemy, inflicting weapon damage plus 93. | | | | | |
| Unstable Voidwraith | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |

# VOLIDA

| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 126 - 176 |
| Min - Max HPs | 7476 |
| Min - Max Mana | 7648 |
| Min - Max Armor | 1703 |



**Blizzard:** Ice shards pelt the target area doing 1192 Frost damage over 8 sec.
**Cone of Cold:** Inflicts Frost damage to enemies in a cone in front of the caster, reducing their movement speed for 8 sec.
**Ice Block:** You become encased in a block of ice, protecting you from all physical attacks and spells for 10 sec, but during that time you cannot attack, move or cast spells.
**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.
**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.
**Blink:** Teleports the caster 20 yd. forward unless something is in the way. Also frees the caster from any bonds.
**Drink Healing Potion:** Uses a Holy elixir to heal the caster.



# VOODOO TROLLS

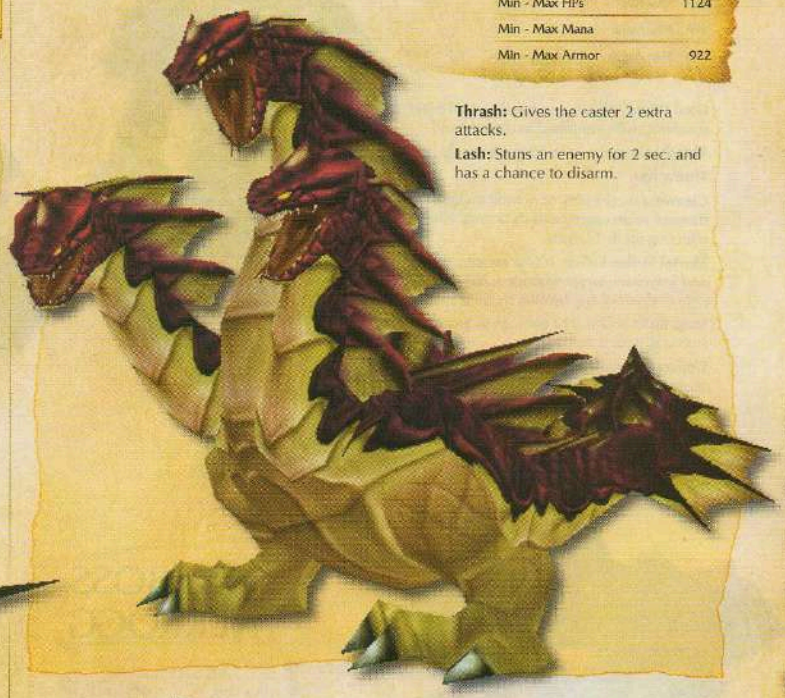
| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Voodoo Servant | 70 | 35 - 46 | 972 | 3155 | 5474 |
| **Lightning Blast:** Inflicts 142 to 158 Nature damage to enemies in a cone in front of the caster. | | | | | |
| Voodoo Slave | 60 | 484 - 641 | 12210 | 9736 | 3075 |
| **Lightning Blast:** Inflicts 142 to 158 Nature damage to enemies in a cone in front of the caster. | | | | | |
| Voodoo Spirit | 60 | 1559 - 2068 | 3052 | | 3791 |
| **Spirit Burst** | | | | | |
| Voodoo Troll | 8 - 9 | 10 - 15 | 148 - 166 | 165 - 178 | 268 - 342 |
| **Lightning Shield:** The caster is surrounded by 3 balls of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 13 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min. Only one Elemental Shield can be active on the Shaman at any one time. | | | | | |
| **Healing Wave:** Heals a friendly target for 66 to 81. | | | | | |

# VORSHA THE LASHER

| | |
|---|---|
| Min - Max Lvl | 22 |
| Min - Max Dmg | 64 - 85 |
| Min - Max HPs | 1124 |
| Min - Max Mana | |
| Min - Max Armor | 922 |

**Thrash:** Gives the caster 2 extra attacks.

**Lash:** Stuns an enemy for 2 sec. and has a chance to disarm.





# VORAKEM DOOMSPEAKER

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 240 - 334 |
| Min - Max HPs | 8548 |
| Min - Max Mana | 2568 |
| Min - Max Armor | 3555 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Flame Wave:** Summons a line of fire that hits enemies in the way.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.

**Enrage:** Physical damage dealt is increased by 62. Attack speed increased by 30%.



# VULTROS

| | |
|---|---|
| Min - Max Lvl | 26 |
| Min - Max Dmg | 46 - 61 |
| Min - Max HPs | 788 |
| Min - Max Mana | |
| Min - Max Armor | 1061 |

**Swoop:** Inflicts normal damage plus 37 to enemies in a cone in front of the caster, stunning them for 2 sec.





# VORLUS VILEHOOF

| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 13 - 17 |
| Min - Max HPs | 198 |
| Min - Max Mana | |
| Min - Max Armor | 512 |

# VYRAL THE VILE

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 99 - 130 |
| Min - Max HPs | 3395 |
| Min - Max Mana | 2486 |
| Min - Max Armor | 3316 |

**Shadow Shock:** Instantly lashes an enemy with dark magic, inflicting Shadow damage.

**Fireball:** Inflicts Fire damage to an enemy.

## WAR MASTER VOONE

| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 748 - 992 |
| Min - Max HPs | 28710 |
| Min - Max Mana | |
| Min - Max Armor | 3435 |



**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Thrash:** Gives the caster 2 extra attacks.

**Throw Axe**

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Mortal Strike:** Inflicts 300% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**Snap Kick:** Inflicts 232 damage to an enemy, stunning it for 2 sec.

**Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back.

**Pummel:** Pummels an enemy for 45 damage and interrupts the spell being cast for 5 sec.

## WARBRINGER O'MROGG

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1610 - 2277 |
| Min - Max HPs | 153135 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |



**Thunderclap:** Inflicts 938 to 1062 Nature damage to nearby enemies, reducing their attack speed by 35% and slowing their movement by 35% for 10 sec.

**Fear:** Strikes fear into all nearby enemies, causing them to flee in terror for 3 sec.

**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.

## WARBOSS NEKROGG

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 159 - 221 |
| Min - Max HPs | 5158 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |



**Bloodthirst:** Instantly attack the target causing 120% of normal weapon damage. In addition, the next 5 successful melee attacks will restore 238 to 262 health. This effect lasts 10 sec.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Bonechewer Bite:** Inflicts 110% weapon damage to an enemy and infects them with Bonechewer Rot.

## WARBRINGER RAZUUN

| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 246 - 348 |
| Min - Max HPs | 6491 |
| Min - Max Mana | 3080 |
| Min - Max Armor | 5235 |



**Fel Fireball:** Inflicts Fire damage to an enemy.

**Mind Warp:** Increases the mana cost of spells cast by 200%.

## WARBRINGER ARIX'AMAL

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 176 - 245 |
| Min - Max HPs | 5129 |
| Min - Max Mana | 2568 |
| Min - Max Armor | 3555 |



**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Fel Fire:** Chance to deal 78 damage on hit.

**Cutdown:** Inflicts normal damage plus 50 to an enemy, knocking it back.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Flame Wave:** Summons a line of fire that hits enemies in the way.

## WARCHIEF BLACKHAND

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 1121 - 1585 |
| Min - Max HPs | 150000 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



**Cleave:** An instant strike that inflicts 4000 Physical Damage to Human units adjacent and in front of Warchief Blackhand.

**Bloodlust:** Increases damage dealt by 50% for all nearby Orc Pieces. Lasts 10 sec.

## WARCHIEF KARGATH BLADEFIST

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1388 - 1963 |
| Min - Max HPs | 167895 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |



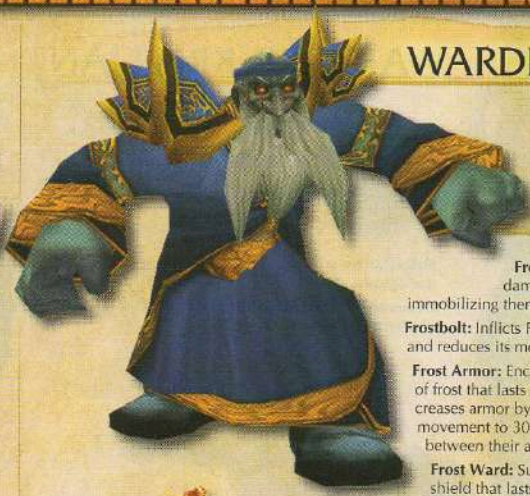
**Sweeping Strikes:** Causes the caster's next 5 melee attacks to strike an additional nearby enemy. This battle frenzy is tiring, however, and lasts 10 sec. at most.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Double Attack Blade Dance**

## WARDER STILGISS

| | |
|---|---|
| Min - Max Lvl | 54 |
| Min - Max Dmg | 300 - 397 |
| Min - Max HPs | 8104 |
| Min - Max Mana | 10205 |
| Min - Max Armor | 2610 |



**Frost Nova:** Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.

**Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.

**Frost Armor:** Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 648, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%.

**Frost Ward:** Surrounds the caster with a shield that lasts 1 min. and can absorb a fixed amount of Frost damage.

## WARLEADER KRAZZILAK

| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 189 - 251 |
| Min - Max HPs | 5544 |
| Min - Max Mana | |
| Min - Max Armor | 2725 |



**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.

**Infected Wound:** Increases the Physical damage taken by an enemy by 21 for 5 min.

**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.

**Backhand:** Backhands an enemy, stunning it for 2 sec.

## WARCHIEF REND BLACKHAND

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 842 - 1116 |
| Min - Max HPs | 32370 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |



**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 666.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Mortal Strike:** Inflicts 300% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 122 for 2 min.

## WARLORD KALITHRESH

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1699 - 2403 |
| Min - Max HPs | 147600 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |



**Spell Reflection:** Encases you in magic, causing spells to be reflected back upon their target 100% of the time for 8 sec.

**Head Crack:** Reduces an enemy's Stamina by 72 for 20 sec.

**Impale:** Inflicts Physical damage to an enemy every 3 sec. for 12 sec.

## WARD GUARDIAN

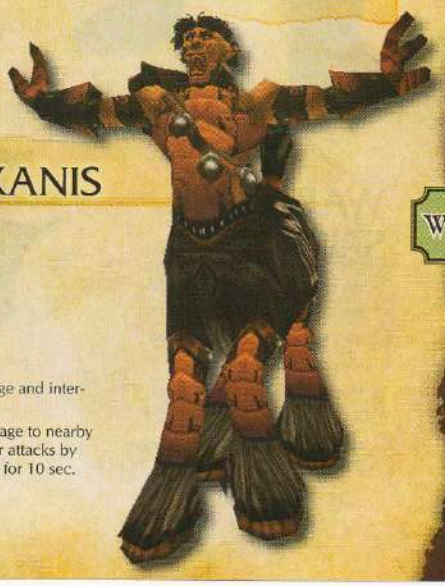
| | |
|---|---|
| Min - Max Lvl | 26 |
| Min - Max Dmg | 58 - 77 |
| Min - Max HPs | 1953 |
| Min - Max Mana | 2079 |
| Min - Max Armor | 887 |



**Healing Wave:** Heals a friendly target for 536 to 622.

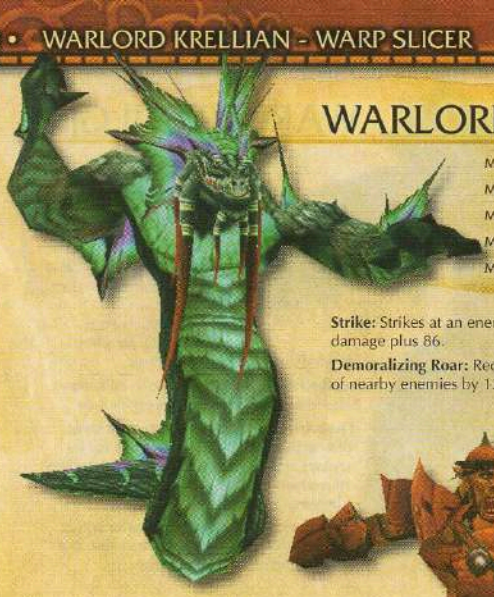
## WARLORD KOLKANIS

| | |
|---|---|
| Min - Max Lvl | 9 |
| Min - Max Dmg | 12 - 16 |
| Min - Max HPs | 176 |
| Min - Max Mana | |
| Min - Max Armor | 406 |



**Pummel:** Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec.

**Thunderclap:** Inflicts 24 to 26 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec.



## WARLORD KRELLIAN

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 94 - 125 |
| Min - Max HPs | 3398 |
| Min - Max Mana | |
| Min - Max Armor | 3271 |

**Strike:** Strikes at an enemy, inflicting weapon damage plus 86.

**Demoralizing Roar:** Reduces the melee attack power of nearby enemies by 120 for 30 sec.



## WARLORD THRESH'JIN

| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 125 - 165 |
| Min - Max HPs | 3876 |
| Min - Max Mana | |
| Min - Max Armor | 3435 |

**Whirlwind:** Attacks nearby enemies in a whirlwind of steel that lasts 2 sec. and inflicts normal damage plus 107.

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 456 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.



## WARLORD KROM'ZAR

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 70 - 94 |
| Min - Max HPs | 1452 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

**Strike:** Strikes at an enemy, inflicting weapon damage plus 33.



## WARMAUL CHEF BUFFERLO

| | |
|---|---|
| Min - Max Lvl | 65 |
| Min - Max Dmg | 400 - 589 |
| Min - Max HPs | 17742 |
| Min - Max Mana | |
| Min - Max Armor | 5291 |

**Shoulder Charge:** Charges an enemy, inflicting normal damage plus 1.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Tenderize:** Hacks at an enemy's armor, reducing it by 1560 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Filet:** Inflicts 300% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec. Healing effects reduced by 50%.



## WARLORD MORKH

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 159 - 221 |
| Min - Max HPs | 5158 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**Riposte Stance:** Assumes a defensive stance that reflects attacks when the warrior is hit. Lasts 10 sec.

**Kick:** Kicks an enemy for 43 damage, interrupting the spell being cast for 6 sec.

**Enrage:** Physical damage dealt is increased by 61. Attack speed increased by 30%.



## WARMAUL OGRES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Warmaul Brute | 66 - 67 | 137 - 202 | 6116 - 6326 | | 5591 - 5892 |
| **Uppercut:** Inflicts normal damage plus 50 to an enemy, knocking it back. | | | | | |
| Warmaul Champion | 67 | 1763 - 2480 | 101216 | | 5892 |
| **Mortal Strike:** Inflicts 300% weapon damage and leaves the target wounded, reducing the effectiveness of any healing by 50% for 5 sec. **Sundering Cleave:** Hacks at the armor of an enemy and its nearby allies, affecting up to 3 targets. A target's armor is reduced by 1608 per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.; **Charge:** Charges an enemy, inflicting normal damage and stuns the opponent for 2 sec. **Battle Shout:** Increases the melee attack power of nearby friendly targets by 305 for 2 min. | | | | | |
| Warmaul Reaver | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |
| **Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally. | | | | | |
| Warmaul Shaman | 65 - 66 | 186 - 273 | 4731 - 4892 | 2790 - 2846 | 4275 - 4515 |
| **Searching Totem:** Summons a Searching Totem at the caster's feet. Totem lasts 35 sec. and attacks a nearby enemy every 2 sec.; **Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.; **Healing Wave:** Calls upon Nature magic to heal an ally. | | | | | |
| Warmaul Warlock | 66 - 67 | 195 - 287 | 4892 - 5060 | 2846 - 2933 | 4515 - 4755 |
| **Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage; **Summon Imp:** Summons an Imp to accompany the caster until dismissed. | | | | | |



## WARLORD SRISS'TIZ

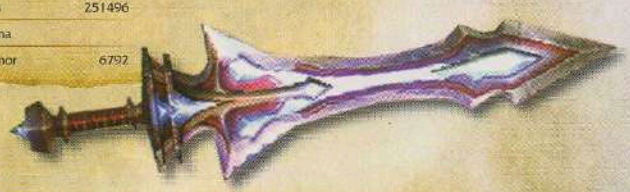
| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 13 - 17 |
| Min - Max HPs | 198 |
| Min - Max Mana | |
| Min - Max Armor | 512 |

**Watery Strike:** Strikes at an enemy, inflicting weapon damage plus 18 - 19.

## WARP SLICER

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 3787 - 5355 |
| Min - Max HPs | 251496 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 16 sec.





## WARP STALKERS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Blackwind Warp Chaser | 69 - 70 | 242 - 357 | 6761 - 6986 | | 6492 - 6792 |
| **Warp:** Teleports the caster behind the target. Also frees the caster from any bonds. **Venomous Bite:** Spits poison at an enemy, inflicting Nature damage, then additional damage every 2 sec. for 10 sec. **Phasing Invisibility** | | | | | |
| Bladestalker | 70 - 71 | 252 - 363 | 6986 - 7181 | | 6792 - 7089 |
| **Warp:** Teleports the caster behind the target. Also frees the caster from any bonds. **Phase Burst:** Increases movement speed by 10% for 5 min. **Phasing Invisibility** | | | | | |
| Dagger-tail Lizard | 71 - 73 | 257 - 375 | 7181 - 7588 | | 7089 - 7684 |
| **Warp:** Teleports the caster behind the target. Also frees the caster from any bonds. **Phase Burst:** Increases movement speed by 10% for 5 min. **Phasing Invisibility** | | | | | |
| Fel Stalker | 70 - 70 | 2522 - 3567 | 104799 | | 6792 |
| Fire Resistance: 175, Nature Resistance: 175, Frost Resistance: 175, Shadow Resistance: 175, Arcane Resistance: 175 | | | | | |
| **Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage. | | | | | |
| Warp Beast | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| Warp Chaser | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Warp:** Teleports the caster behind the target. Also frees the caster from any bonds. **Venomous Bite:** Spits poison at an enemy, inflicting Nature damage, then additional damage every 2 sec. for 10 sec. **Phasing Invisibility** | | | | | |
| Warp Hunter | 64 - 65 | 191 - 281 | 5715 - 5914 | | 4991 - 5291 |
| **Warp:** Teleports the caster behind the target. Also frees the caster from any bonds. **Phase Burst:** Increases movement speed by 10% for 5 min. **Phasing Invisibility** | | | | | |
| Warp Stalker | 63 - 64 | 168 - 247 | 4422 - 4572 | 2620 - 2705 | 3795 - 4036 |
| **Slow:** Increases the time between an enemy's attacks by 25% and slows its movement by 25% for 10 sec. **Warp:** Teleports the caster behind the target. Also frees the caster from any bonds. **Phase Burst:** Increases movement speed by 10% for 5 min. **Phasing Invisibility** | | | | | |



## WASPS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Foreglow Stinger | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Fatal Sting:** Stings an enemy and inflicts additional Nature damage every 2 sec. for 12 sec. Caster must be very badly wounded in order to cast this spell. **Glowing Blood:** Reduces an enemy's armor for 1 min. While affected, the target cannot use stealth or invisibility. | | | | | |
| Lightning Wasp | 70 - 71 | 252 - 363 | 6986 - 7181 | | 6792 - 7089 |
| **Electric Skin:** Surrounds the caster with charged skin that has a 100% chance of striking melee or ranged attackers for 140 - 142 damage. Thus, the shield expires after 10 min. | | | | | |
| Lykul Hatchling | 51 - 53 | 86 - 119 | 344 - 368 | | 3052 - 3163 |
| Lykul Stinger | 64 | 687 - 960 | 16574 | | 4991 |
| Lykul Wasp | 63 | 652 - 909 | 16028 | | 4691 |
| **Poison Spit:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. **Enrage:** Physical damage dealt is increased by 63. Attack speed increased by 30%. | | | | | |
| Umbraglow Stinger | 60 - 61 | 143 - 221 | 4979 - 5158 | | 3791 - 4091 |
| **Stinging Rush:** Charges an enemy, inflicting normal damage plus 500 **Glowing Blood:** Reduces an enemy's armor by 0 for 1 min. While affected, the target cannot use stealth or invisibility. | | | | | |

## WARP-GATE ENGINEER

| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 231 - 341 |
| Min - Max HPs | 6761 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |

**Sundering Swipe:** Swipes at an enemy, dealing weapon damage and reducing the target's armor by 828 per Sundering Swipe. Can be applied up to 5 times. Lasts 30 sec.



## WATCHKEEPER GARGOLMAR

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 603 - 838 |
| Min - Max HPs | 33381 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Overpower:** Instantly overpowers an enemy, causing weapon damage plus 93. Can only be used after the target dodges. Overpower cannot be blocked, dodged, or parried.

**Mortal Wound:** Inflicts 150% weapon damage to an enemy and leaves it wounded, reducing the effectiveness of any healing by 5% for 20 sec.

**Surge:** Charges an enemy, inflicting 90 to 110 damage to the target and any of its nearby allies, as well as knocking them all back.

**Retaliation:** Instantly counterattack any enemy that strikes you in melee for 15 sec. Melee attacks made from behind cannot be counterattacked.



## WARP-RAIDER NESAAD

| | |
|---|---|
| Min - Max Lvl | 69 |
| Min - Max Dmg | 290 - 409 |
| Min - Max HPs | 8113 |
| Min - Max Mana | |
| Min - Max Armor | 6492 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Energy Flux:** Periodically deals 43 to 47 Arcane damage to nearby enemies.





## WATCHMAN DOOMGRIP

| | |
|---|---|
| Min - Max Lvl | 54 |
| Min - Max Dmg | 429 - 568 |
| Min - Max HPs | 10130 |
| Min - Max Mana | 4082 |
| Min - Max Armor | 2610 |

**Sunder Armor:** Hacks at an enemy's armor, reducing it by 424per Sunder Armor. Can be applied up to 5 times. Lasts 30 sec.

**Drink Healing Potion:** Uses a Holy elixir to heal the caster.

# WATER ELEMENTALS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Acolyte of Water | 70 | 252 - 357 | 6786 | | 6792 |
| Ak'anal Servant | 23 | 37 - 49 | 1599 | 1162 | 800 |
| **Frostbolt Volley**: Inflicts 226 to 240 Frost damage to nearby enemies, reducing their movement speed by 50% for 8 sec. | | | | | |
| **Frost Nova**: Blasts enemies near the caster for 33 to 37 Frost damage and freezes them in place for up to 8 sec. Damage caused may interrupt the effect. | | | | | |
| Aqueous Lord | 72 | 6057 - 7194 | 442800 | | 7387 |
| **Vile Slime** | | | | | |
| **Crashing Wave** | | | | | |
| Aqueous Spawn | 70 | 2786 - 3309 | 62874 | | 6792 |
| **Sludge Nova**: Shoots poison at a group of enemies, inflicting Nature damage, then additional damage every sec. | | | | | |
| Aqueous Surger | 70 | 5015 - 5956 | 104790 | | 6792 |
| **Poison Bolt Volley**: Shoots poison at an enemy, inflicting Nature damage, then additional damage every 2 sec. for 6 sec. | | | | | |
| Bewailed Water Elemental | 23 - 25 | 33 - 41 | 544 - 622 | 581 - 655 | 800 - 858 |
| Frost Resistance: 75 | | | | | |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| **Foul Chill**: Increases the Frost damage taken by an enemy by 50 for 2 min. | | | | | |
| Bloodscale Elemental | 62 - 63 | 52 - 76 | 1602 - 1658 | | 4391 - 4691 |
| Bloodscale Sentry | 62 - 63 | 54 - 73 | 1618 - 1666 | | 4391 - 4691 |
| Boiling Elemental | 27 - 28 | 58 - 79 | 840 - 896 | | 1097 - 1130 |
| Fire Resistance: 84, Frost Resistance: 28 | | | | | |
| **Steam Jet**: Inflicts 33 - 37 Frost damage to nearby enemies, reducing their chance to hit by 30% for 10 sec. | | | | | |
| Coalrag Water Elemental | 70 | 351 - 497 | 16767 | 3155 | 5474 |
| **Water Bolt Volley**: Hurls a watery bolt at all nearby enemies within 35, inflicting 95 to 115 Frost damage. | | | | | |
| Colossus Rager | 70 | 757 - 1071 | 27944 | | 6792 |
| Corrupt Mirror Manifestation of Water | 22 | 30 - 39 | 508 | 545 | 770 |
| **Frost Nova**: Blasts enemies near the caster for 21 - 24 Frost damage and freezes them in place for up to 8 sec. Damage caused may interrupt the effect. | | | | | |
| **Frost Shock**: Instantly shocks the target with frost, causing 91 to 97 Frost damage and slowing movement speed by 50%. Lasts 8 sec. Causes a high amount of threat. | | | | | |
| Corrupt Water Spirit | 19 - 20 | 28 - 39 | 449 - 484 | | 617 - 852 |
| Corrupted Water Elemental | 70 | 75 - 106 | 559 | 3155 | 5474 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| **Shadowform**: Assumes a Shadowform, increasing Shadow damage dealt by 20% and reducing melee damage taken by 20%. Shadowform lasts until cancelled. | | | | | |
| Crashing Wave Spirit | 70 - 71 | 244 - 350 | 7266 - 7467 | 3155 - 3231 | 5474 - 5714 |
| **Water Bolt**: Hurls a watery bolt at an enemy, inflicting 54 to 66 Frost damage. | | | | | |
| Elder Lake Creeper | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |
| **Moss Covered Feet**: Makes an enemy likely to fall down when hit. Lasts 3 min. | | | | | |
| **Entangling Roots**: Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 15 sec. | | | | | |
| Elder Lake Skulker | 16 - 17 | 22 - 31 | 325 - 350 | 357 - 390 | 596 - 625 |
| **Moss Covered Hands**: Makes an enemy likely to drop its weapon. Lasts 3 min. | | | | | |
| **Wild Regeneration**: Heals the caster for 23 to 37 damage every 2 sec. for 20 sec. | | | | | |
| Enraged Water Spirit | 68 - 69 | 171 - 253 | 5756 - 5950 | 2991 - 3080 | 4995 - 5235 |
| **Stormbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| Enraged Watery Soul | 68 - 69 | 2 - 3 | 65 - 68 | | 6192 - 6492 |
| Fathom Lurker | 71 | 6777 - 9585 | 379525 | | 7089 |
| **Knock Away**: Inflicts normal damage plus 30 to an enemy and knocks it back. | | | | | |
| Fouled Water Spirit | 18 - 19 | 40 - 48 | 396 - 424 | 408 - 456 | 652 - 683 |
| Frost Resistance: 75 | | | | | |
| **Bloodbolt**: Inflicts Fire damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| **Bloodmyst Chill**: Increases the Fire damage taken by an enemy by 20 for 2 min. | | | | | |
| Guardian Water Elemental | 50 | 169 - 224 | 11075 | | 2999 |
| Hydroling | 57 | 20 - 26 | 418 | | 3380 |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Hydrospawn | 57 | 592 - 785 | 22270 | 6723 | 2744 |
| **Riptide** | | | | | |
| **Massive Geyser** | | | | | |
| **Submersion**: Reduces the Stamina of nearby enemies by 10 for 1 min. | | | | | |
| Lake Spirit | 64 - 65 | 177 - 260 | 4572 - 4731 | 2705 - 2790 | 4036 - 4275 |
| **Water Bolt**: Hurls a watery bolt at an enemy, inflicting 54 to 66 Frost damage. | | | | | |
| Lake Surger | 65 - 66 | 223 - 328 | 4731 - 4892 | 2790 - 2846 | 4275 - 4515 |
| **Surge**: Charges an enemy, inflicting normal damage. | | | | | |
| Lesser Water Elemental | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| Mire Lord | 42 | 147 - 195 | 2476 | | 2246 |
| Murk Spawn | 64 - 66 | 191 - 295 | 5715 - 6116 | | 4991 - 5591 |
| **Poison Bolt**: Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. | | | | | |
| Murk Splash | 47 - 49 | 79 - 110 | 2488 - 2672 | | 2835 - 2944 |
| Mud Lurker | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| Plague Ravager | 55 - 56 | 71 - 95 | 3529 - 3644 | | 3271 - 3327 |
| **Thrash**: Adds a chance to do two additional attacks | | | | | |
| Purified Water Elemental | 71 | 770 - 1089 | 10772 | | 7089 |
| Scalding Elemental | 28 - 29 | 59 - 81 | 896 - 950 | | 1130 - 1165 |
| Fire Resistance: 87, Frost Resistance: 29 | | | | | |
| **Scald**: Scalds an enemy for Fire damage, stunning it for 4 sec. | | | | | |
| Scorned Spirit of Water | 70 | 252 - 357 | 6986 | | 6792 |
| Sea Elemental | 48 - 49 | 81 - 110 | 2578 - 2672 | | 2888 - 2944 |
| Frost Resistance: 120 | | | | | |
| Sea Spray | 47 - 48 | 79 - 107 | 2488 - 2578 | | 2835 - 2888 |
| Frost Resistance: 125 | | | | | |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| **Geyser**: Knocks nearby enemies back and reduces their movement speed by 50% for 5 sec. | | | | | |
| Serpentshrine Lurker | 70 | 7574 - 10710 | 1047900 | | 6792 |
| **Poison Bolt Volley**: Shoots poison at an enemy, inflicting Nature damage, then additional damage every 2 sec. for 8 sec. | | | | | |
| Serpentshrine Tidecaller | 71 | 4288 - 6059 | 86160 | 48465 | 5714 |
| **Water Bolt Volley**: Hurls a watery bolt at all nearby enemies within 35, inflicting 2250 to 2750 Frost damage. | | | | | |
| **Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Tidal Surger | 70 | 1289 - 1821 | 33534 | 3155 | 5474 |
| **Water Spout** | | | | | |
| **Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Underbog Lurker | 62 - 63 | 861 - 1262 | 15489 - 16028 | | 4391 - 4691 |
| Underbog Shambler | 62 - 63 | 720 - 1055 | 12395 - 12824 | 5136 - 5240 | 3555 - 3795 |
| **Itchy Spores**: Infects the target with itchy spores that will explode into a full-on disease in 10 seconds. | | | | | |
| **Fungal Regrowth**: Heals an ally for a fixed amount, then heals additional damage every 3 sec. for 21 sec. | | | | | |
| Undersea Rager | 71 | 257 - 363 | 7181 | | 7089 |
| Water Spirit | 18 | 7 - 9 | 104 | | 782 |
| Water Walker Elemental | 71 | 1797 - 2541 | 107715 | | 7089 |
| **Water Bolt**: Hurls a watery bolt at an enemy, inflicting 189 to 231 Frost damage. | | | | | |
| **Surge**: Charges an enemy, inflicting normal damage. | | | | | |
| **Spell Reflection** | | | | | |
| Watery Aspect | 33 - 35 | 46 - 64 | 1110 - 1220 | | 1304 - 1373 |

# WATOOSUN OF THE WATER

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 125 - 165 |
| Min - Max HPs | 4050 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Watoosun's Polluted Essence | 66 - 66 | 210 - 295 | 6116 - 6116 | | 5591 - 5591 |

**Acidic Splash**: Inflicts normal damage plus 30 to an enemy, then an additional 45 Nature damage every 3 sec. for 35 sec. Reduces armor by 24. Stacks up to 7 times.

# WEAVER

| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 169 - 224 |
| Min - Max HPs | 11075 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |

**Wing Flap:** Strikes enemies in a cone in front of the caster, knocking them back.

**Acid Breath:** Inflicts 255 Nature damage and an additional 16 damage every 5 sec. to enemies in a cone in front of the caster. Lasts 45 sec.



## WEEGLI BLASTFUSE



| | |
|---|---|
| Min - Max Lvl | 43 |
| Min - Max Dmg | 77 - 102 |
| Min - Max HPs | 16645 |
| Min - Max Mana | |
| Min - Max Armor | 2397 |

**Bomb:** Bombs all enemies in a selected area, inflicting Fire damage.

**Goblin Land Mine:** Places the Goblin Land Mine on the ground. It will explode for 450 fire damage the next time a hostile creature passes near it.

**Shoot:** Shoots at an enemy, inflicting Physical damage.

## WHITEBARK'S SPIRIT



| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 16 - 22 |
| Min - Max HPs | 257 |
| Min - Max Mana | |
| Min - Max Armor | 389 |

**Withered Touch:** Diseases an enemy, inflicting 17 Shadow damage every 10 sec. and draining 17 mana every 10 sec., transferring it to the caster. Lasts 3 min.

**Entangling Roots:** Entangles an enemy in roots, inflicting Nature damage every 3 sec. and immobilizing it for up to 2 sec.



## WENDIGO

| | |
|---|---|
| Min - Max Lvl | 6 - 7 |
| Min - Max Dmg | 7 - 12 |
| Min - Max HPs | 120 - 137 |
| Min - Max Mana | |
| Min - Max Armor | 174 - 239 |
| Frost Resistance: 40 | |

**Frost Breath:** Inflicts 8 to 14 Frost damage to an enemy.

## WILD FEL STALKER



| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 1474 - 2084 |
| Min - Max HPs | 30352 |
| Min - Max Mana | |
| Min - Max Armor | 7684 |

**Wild Bite:** Deals 500 to 5000 damage to the target. This strike ignores armor.

**Determination:** Removes all negative effects from the caster.

**Threaten:** Adds a large amount of threat to the target.

## WHISPER



| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 12 - 16 |
| Min - Max HPs | 186 |
| Min - Max Mana | 191 |
| Min - Max Armor | 426 |

**Psychic Scream:** Lets out a psychic scream, causing up to 5 nearby enemies to flee for 6 sec.

## WILDSPAWN SATYR



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Wildspawn Betrayer | 55 - 56 | 338 - 458 | 7842 - 8097 | | 3271 - 3327 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |
| **Shadow Shot**: Shoots an enemy, inflicting Shadow damage. | | | | | |
| **Exploding Shot**: Inflicts normal damage plus 25 to an enemy and any of its nearby allies. All damage inflicted is based on Fire magic. | | | | | |
| **Knockdown**: Inflicts 113 to 130 damage to an enemy, stunning it for 2 sec. | | | | | |
| Wildspawn Felsworn | 55 - 56 | 292 - 393 | 5490 - 5667 | 7519 - 7809 | 1658 - 1686 |
| Shadow Resistance: 168 | | | | | |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| **Shadow Shield**: Surrounds the caster with a shield woven of Shadow magic. The shield lasts 30 sec., absorbs up to 1100 - 1120 Physical or magical damage, and inflicts 55 - 56 damage to melee attackers. | | | | | |
| **Shadow Word: Pain**: Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec. | | | | | |
| **Chaotic Focus**: Randomly increases the Magical damage dealt by the caster by up to 1 to 75 for 30 min. | | | | | |
| **Fear**: Strikes fear in an enemy, causing it to flee in terror for 4 sec. Only 1 target can be feared at a time. | | | | | |
| Wildspawn Hellcaller | 56 - 57 | 330 - 447 | 6477 - 6681 | 4326 - 4482 | 2699 - 2744 |
| Fire Resistance: 171 | | | | | |
| **Rain of Fire**: Calls down a molten rain, burning all enemies in a selected area for 325 - 330 Fire damage every 3 sec. for 9 sec. | | | | | |
| **Fireball**: Inflicts Fire damage to an enemy. | | | | | |
| Wildspawn Imp | 56 | 96 - 127 | 3644 | | 3327 |
| Fire Resistance: 168 | | | | | |
| **Fire Blast**: Inflicts Fire damage to an enemy. | | | | | |
| Wildspawn Rogue | 56 - 57 | 266 - 360 | 8097 - 8352 | | 3327 - 3380 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| **Rupture**: Inflicts Physical damage to an enemy every 2 sec. for 10 sec. | | | | | |
| **Sinister Strike**: Inflicts normal damage plus 833 to 967 to an enemy. | | | | | |
| Wildspawn Satyr | 55 - 56 | 338 - 458 | 7842 - 8097 | | 4071 - 4141 |
| **Strike**: Strikes at an enemy, inflicting increased melee damage. | | | | | |
| **Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |
| **Battle Shout**: Increases the melee attack power of nearby party members by 220 - 224 for 2 min. | | | | | |
| **Enrage**: Physical damage dealt is increased by 56. Attack speed reduces by 30%. | | | | | |
| Wildspawn Shadowstalker | 56 | 259 - 343 | 8097 | | 3327 |
| **Slowing Poison**: Increases time between attacks by 25%. Reduces movement by 66%. | | | | | |
| **Backstab**: Inflicts normal damage plus 404 - 404 to an enemy, but only if attacking from behind. | | | | | |
| Wildspawn Trickster | 56 - 57 | 330 - 447 | 6477 - 6681 | 3244 - 3361 | 2699 - 2744 |
| Arcane Resistance: 171 | | | | | |
| **Curse of Weakness**: Reduces the Physical damage dealt by an enemy by 1 for 2 min. Only one curse per warlock can be active on any one target. | | | | | |
| **Curse of Impotence**: Decreases the Magical damage dealt by the target by 1 for 2 min. | | | | | |
| **Evasion**: Increases the caster's chance to dodge by 25%. Lasts until cancelled. | | | | | |
| **Paralyzing Poison**: Stuns an enemy, rendering it unable to move or attack for 8 sec. | | | | | |

# WIND HOWLER



| | |
|---|---|
| Min - Max Lvl | 23 - 24 |
| Min - Max Dmg | 25 - 34 |
| Min - Max HPs | 484 - 521 |
| Min - Max Mana | |
| Min - Max Armor | 957 - 992 |



# WIND SERPENTS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Cloud Serpent | 25 - 26 | 33 - 46 | 640 - 684 | 655 - 693 | 858 - 887 |
| Nature Resistance: 54 | | | | | |
| **Lightning Bolt**: Blasts an enemy with lightning for 155 to 166 Nature damage. | | | | | |
| Cobalt Serpent | 68 | 1177 - 1657 | 31398 | 14955 | 4995 |
| **Lightning Breath**: Breathes lightning at an enemy, inflicting Nature damage.<br>**Wing buffet**: Inflicts 2188 to 2812 damage to enemies in a cone in front of the caster, knocking them back.<br>**Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 6 sec. | | | | | |
| Elder Cloud Serpent | 27 - 29 | 36 - 50 | 724 - 812 | 732 - 811 | 916 - 975 |
| Nature Resistance: 58 | | | | | |
| **Lightning Bolt**: Blasts an enemy with lightning for 157 to 169 Nature damage.<br>**Chain Lightning**: Hurls a lightning bolt at the enemy, dealing 181 to 211 Nature damage and then jumping to additional nearby enemies. Each jump reduces the damage by 30%. Affects 3 total targets. | | | | | |
| Fekwort Scalewing | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| **Poison Spit**: Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. | | | | | |
| Greater Thunderhawk | 23 - 24 | 31 - 43 | 544 - 582 | 581 - 618 | 800 - 829 |
| Nature Resistance: 24 | | | | | |
| **Thunderclap**: Inflicts 27 to 30 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec. | | | | | |
| Noxious Slayer | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| **Poison Burst**: Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. | | | | | |
| Noxious Reaver | 37 - 38 | 51 - 70 | 1536 - 1604 | | 1593 - 1709 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec.<br>**Swoop**: Inflicts normal damage plus 50 - 51 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Noxious Shredder | 38 - 39 | 53 - 72 | 1674 - 1751 | | 1709 - 1834 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec.<br>**Thrash**: Gives the caster 2 extra attacks. | | | | | |
| Rogue Vale Screecher | 44 - 46 | 72 - 102 | 2228 - 2399 | | 2557 - 2780 |
| **Sonic Burst**: Inflicts normal damage plus 110 - 115 on nearby enemies, preventing them from spellcasting for 6 sec. | | | | | |
| Scalewing Serpent | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| **Lightning Strike**: Blasts an enemy with lightning, inflicting Nature damage. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Scalesong Soarer | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| Sacrificial | 61 | 1270 - 1684 | 44016 | | 4091 |
| **Soul Tap**: Burns 500 mana every 2 sec. for 12 sec. Target cannot cast spells for this duration.<br>**Thrash**: Adds a chance to do two additional attacks<br>**Fear**: Strikes fear in an enemy, causing it to flee in terror for 6 sec. Only 1 target can be feared at a time.<br>**Enrage**: Increases the caster's attack speed by 60% and the Physical damage it deals by 120 for 2 min. | | | | | |
| Spawn of Hakkar | 49 | 256 - 340 | 6414 | | 7944 |
| **Acid of Hakkar**: Inflicts Nature damage to an enemy every 2 sec. for 1 min. | | | | | |
| Swiftwing Shredder | 68 - 69 | 231 - 341 | 6542 - 6761 | | 6192 - 6492 |
| **Lightning Breath**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Lightning Shield**: Surrounds the caster with 3 balls of lightning that have 50% chance of striking melee or ranged attackers for 136 - 138 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times. | | | | | |
| Thunderhawk Cloudscraper | 20 - 22 | 27 - 39 | 442 - 508 | 490 - 545 | 712 - 770 |
| Nature Resistance: 22 | | | | | |
| **Thunderclap**: Inflicts 24 to 28 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 40% for 10 sec. | | | | | |
| Thunderhawk Hatchling | 18 - 20 | 24 - 36 | 302 - 346 | 408 - 490 | 652 - 712 |
| Nature Resistance: 20 | | | | | |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Lightning Shield**: The caster is surrounded by 3 balls of lightning. When a spell, melee or ranged attack hits the caster, the attacker will be struck for 29 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min. Only one Elemental Shield can be active on the Shaman at any one time. | | | | | |
| Vale Screecher | 41 - 43 | 59 - 88 | 1902 - 2059 | | 2101 - 2397 |
| **Sonic Burst**: Inflicts normal damage plus 103 - 108 on nearby enemies, preventing them from spellcasting for 6 sec. | | | | | |
| Venomous Cloud Serpent | 26 - 28 | 37 - 52 | 788 - 896 | | 1061 - 1130 |
| Nature Resistance: 56 | | | | | |
| **Deadly Poison**: Inflicts 44 - 47 Nature damage to an enemy every 10 sec. for 2 min. | | | | | |
| Wushte Pawne | 25 | 36 - 48 | 713 | | 1026 |
| Young Arkani | 20 | 29 - 39 | 484 | | 852 |



# WINDFURY HARPY

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Windfury Harpy | 7 - 8 | 11 - 17 | 137 - 156 | | 95 - 122 |
| Windfury Matriarch | 10 - 11 | 12 - 18 | 186 - 208 | 191 - 205 | 426 - 450 |
| **Healing Wave**: Heals a friendly target for 68 to 83.<br>**Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage. | | | | | |
| Windfury Sorceress | 9 - 10 | 10 - 15 | 160 - 178 | 350 - 382 | 219 - 270 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 2 sec. | | | | | |
| Windfury Wind Witch | 8 - 9 | 10 - 15 | 148 - 166 | 165 - 178 | 268 - 342 |
| **Gust of Wind**: Stuns nearby enemies, rendering them unable to move or attack for 4 sec.<br>**Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage. | | | | | |



# WINDSHEAR KOBOLDS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Windshear Digger | 21 - 22 | 31 - 42 | 531 - 573 | | 888 - 922 |
| Windshear Geomancer | 20 - 21 | 27 - 32 | 413 - 441 | 1202 - 1272 | 460 - 480 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Fevered Fatigue**: Reduces an enemy's Intellect by 6 and its Spirit by 6 for 30 min. | | | | | |
| Windshear Overlord | 21 - 22 | 33 - 40 | 531 - 573 | | 888 - 922 |
| **Battle Fury**: Increases the attack speed of nearby allies by 25% for 4 min.<br>**Fevered Fatigue**: Reduces an enemy's Intellect by 6 and its Spirit by 6 for 30 min. | | | | | |
| Windshear Stonecutter | 22 - 23 | 35 - 41 | 573 - 617 | | 922 - 957 |
| Windshear Tunnel Rat | 19 - 20 | 30 - 37 | 449 - 484 | | 817 - 852 |
| **Fevered Fatigue**: Reduces an enemy's Intellect by 6 and its Spirit by 6 for 30 min. | | | | | |
| Windshear Vermin | 20 - 21 | 32 - 38 | 494 - 531 | | 852 - 888 |



## WINTERFALL FURBOLGS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Winterfall Ambusher | 56 - 57 | 161 - 218 | 3644 - 3758 | | 3327 - 3380 |
| **Winterfall Firewater**: Increases the caster's melee attack power by 70 for 20 min. | | | | | |
| Winterfall Den Watcher | 55 - 56 | 94 - 127 | 3529 - 3644 | | 3271 - 3327 |
| **Winterfall Firewater**: Increases the caster's melee attack power by 70 for 20 min. | | | | | |
| Winterfall Pathfinder | 53 - 54 | 90 - 122 | 3189 - 3293 | | 3163 - 3216 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Faerie Fire**: Reduces an enemy's armor by 24 for 1 min. While affected, the target cannot use stealth or invisibility.<br>**Winterfall Firewater**: Increases the caster's melee attack power by 70 for 20 min. | | | | | |
| Winterfall Runner | 57 | 164 - 218 | 3758 | | 3380 |
| Winterfall Shaman | 56 - 57 | 89 - 120 | 2915 - 3006 | 2163 - 2241 | 2699 - 2744 |
| **Healing Touch**: Calls upon Nature magic to heal an ally.<br>**Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Lightning Shield**: Surrounds an ally with 3 bolts of lightning that have 50% chance of striking melee or ranged attackers for 112 - 114 damage. Each time the lightning shield strikes, a bolt of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 3 times.<br>**Winterfall Firewater**: Increases the caster's melee attack power by 70 for 20 min. | | | | | |
| Winterfall Totemic | 54 - 55 | 86 - 116 | 2634 - 2718 | 2041 - 2117 | 2610 - 2654 |
| **Earthbind Totem**: Summons an Earthbind Totem that lasts 45 sec. and periodically reduces the movement speed of nearby enemies to 50% of normal.<br>**Moonflare Totem**: Summons a Moonflare Totem at the caster's feet. Totem lasts 5 sec. and inflicts Arcane damage to nearby enemies every 4 sec.<br>**Winterfall Firewater**: Increases the caster's melee attack power by 70 for 20 min. | | | | | |
| Winterfall Ursa | 57 - 58 | 164 - 222 | 3758 - 3876 | | 3380 - 3435 |
| **Winterfall Firewater**: Increases the caster's melee attack power by 70 for 20 min. | | | | | |



## WITCH DOCTOR MAI'JIN

| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 72 - 95 |
| Min - Max HPs | 1689 |
| Min - Max Mana | 1587 |
| Min - Max Armor | 2255 |

**Magma Totem:** Summons a Magma Totem with 5 health at the feet of the caster that causes 22 Fire damage to creatures within 8 yards every 2 seconds.

**Healing Ward:** Summons a ward that lasts 30 sec. and periodically heals allies in an area around it.

## WITCH DOCTOR ZUM'RAH

| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 187 - 247 |
| Min - Max HPs | 10745 |
| Min - Max Mana | 6348 |
| Min - Max Armor | 2255 |



**Healing Wave:** Calls upon Nature magic to heal an ally.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Ward of Zum'rah:** Casts a Ward of Zum'rah totem, which lasts 20 sec. and periodically summons a Skeleton of Zum'rah. Each Skeleton lasts 20 sec.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.



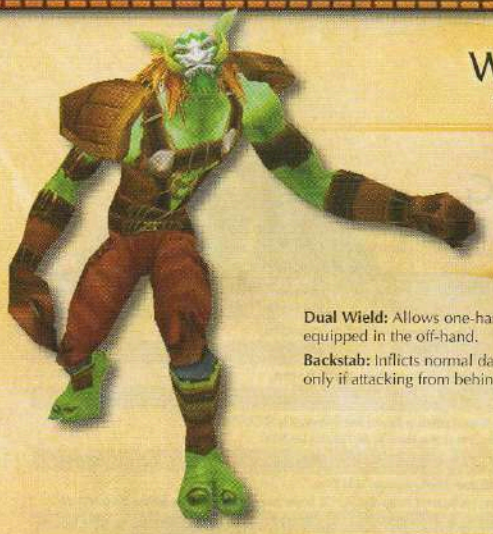
## WITCHWING HARPY

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Witchwing Ambusher | 17 - 18 | 25 - 35 | 386 - 417 | | 748 - 782 |
| **Exploit Weakness**: Inflicts normal damage plus 33 to 37 on an enemy, but only if attacking from behind. | | | | | |
| Witchwing Harpy | 14 - 15 | 20 - 29 | 300 - 328 | | 642 - 677 |
| **Curse of Mending**: Curses an enemy for 3 min., giving it 20% chance to heal its target by 7 on attack. | | | | | |
| Witchwing Ragefeather | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| **Slowing Poison**: Increases the time between an enemy's attacks by 25% and slows its movement by 30% for 25 sec.<br>**Exploit Weakness**: Inflicts normal damage plus 29 to 33 on an enemy, but only if attacking from behind. | | | | | |
| Witchwing Slayer | 16 - 17 | 23 - 33 | 356 - 386 | | 713 - 748 |
| **Demoralizing Shout**: Reduces the melee attack power of nearby enemies by 10 for 30 sec.<br>**Execute**: Attempts to finish off a wounded enemy, inflicting normal damage plus 130 - 138. Execute can only be used on enemies that have 20% or less health. | | | | | |
| Witchwing Windcaller | 17 - 18 | 23 - 32 | 350 - 377 | 390 - 408 | 625 - 652 |
| **Enveloping Winds**: Surrounds an enemy with a cyclone for up to 10 sec. If the target takes any damage, it will break free of the imprisoning winds. | | | | | |



## WITHERBARK TROLLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Witherbark Axe Thrower | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Throw**: Throws a weapon at an enemy, inflicting Physical damage.<br>**Wither Touch**: Reduces an enemy's Stamina by 16 and Spirit by 16 for 2 min. | | | | | |
| Witherbark Berserker | 36 - 37 | 50 - 68 | 1469 - 1536 | | 1480 - 1593 |
| **Enrage**: Increases the Physical damage dealt by the caster by 11 for 15 sec.<br>**Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Wither Touch**: Reduces an enemy's Stamina by 16 and Spirit by 16 for 2 min. | | | | | |
| Witherbark Caller | 45 - 46 | 65 - 88 | 1618 - 1679 | 3801 - 3923 | 1378 - 1406 |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Summon Witherbark Felhunter**: Summons 1 Witherbark Felhunter to aid the caster in battle for 4 min. | | | | | |
| Witherbark Headhunter | 34 - 35 | 47 - 64 | 1279 - 1342 | | 1340 - 1373 |
| **Wither Touch**: Reduces an enemy's Stamina by 16 and Spirit by 16 for 2 min.<br>**Net**: Immobilizes an enemy for 6 sec.<br>**Execute**: Attempts to finish off a wounded enemy, inflicting normal damage plus 274 - 282. Execute can only be used on enemies that have 20% or less health. | | | | | |
| Witherbark Hideskinner | 42 - 43 | 62 - 88 | 1981 - 2059 | | 2246 - 2397 |
| **Backstab**: Backstab the target, causing 150% weapon damage plus 90 to the target. Must be behind the target.<br>**Poison**: Inflicts Nature damage every 3 sec. | | | | | |
| Witherbark Soldier | 44 - 45 | 59 - 83 | 2138 - 2218 | | 2557 - 2725 |
| **Heroic Strike**: A strong attack that increases melee damage by 97 - 99 and causes a high amount of threat.<br>**Battle Stance**: Assumes a balanced combat stance that generates rage when the warrior is hit, as well as when the warrior strikes an opponent. Lasts Until Cancelled. | | | | | |
| Witherbark Sniper | 40 - 41 | 56 - 78 | 1829 - 1902 | | 1964 - 2101 |
| **Execute**: Attempts to finish off a wounded enemy, inflicting normal damage plus 322 - 330. Execute can only be used on enemies that have 20% or less health.<br>**Throw**: Throws a weapon at an enemy, inflicting Physical damage. | | | | | |
| Witherbark Shadow Hunter | 35 - 36 | 45 - 61 | 1160 - 1208 | 1067 - 1097 | 1149 - 1234 |
| **Silence**: Silences an enemy, preventing it from casting spells for 5 sec.<br>**Shadow Word**: Pain: A word of darkness that causes 234 Shadow damage over 18 sec.<br>**Curse of Weakness**: Target's melee attack power is reduced by 82 for 2 min. Only one Curse per Warlock can be active on any one target. | | | | | |
| Witherbark Shadowcaster | 31 - 32 | 37 - 51 | 847 - 882 | 2253 - 2362 | 674 - 694 |
| **Summon Imp**: Summons an Imp to accompany the caster until dismissed.<br>**Summon Felhunter**: Summons a Felhunter under the command of the Warlock.<br>**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Witherbark Speaker | 61 | 493 - 652 | 2515 | 12430 | 3316 |
| **Superior Healing Ward**: Summons a ward that lasts 30 sec. and periodically heals allies in an area around it.<br>**Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Earth Shock**: Shocks an enemy with concussive force, inflicting Nature damage and interrupting the spell being cast for 2 sec.<br>**Frost Shock**: Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.<br>**Healing Wave**: Calls upon Nature magic to heal an ally. | | | | | |
| Witherbark Troll | 30 - 31 | 42 - 58 | 1050 - 1107 | | 1200 - 1234 |
| **Wither Touch**: Reduces an enemy's Stamina by 16 and Spirit by 16 for 2 min. | | | | | |
| Witherbark Venomblood | 43 | 67 - 88 | 2059 | | 2397 |
| **Rancid Blood**: Gives the caster 15% chance to deal 40 Shadow damage to nearby enemies when the caster is successfully hit. Lasts until cancelled. | | | | | |
| Witherbark Witch Doctor | 33 - 34 | 43 - 58 | 1021 - 1064 | 963 - 1007 | 1091 - 1121 |
| **Magma Totem**: Summons a Magma Totem with 5 health at the feet of the caster that causes 22 Fire damage to creatures within 8 yards every 2 seconds.<br>**Healing Ward**: Summons a ward that lasts 30 sec. and periodically heals allies in an area around it. | | | | | |
| Witherbark Zealot | 41 - 42 | 59 - 83 | 1902 - 1981 | | 2101 - 2246 |
| **Enrage**: Physical damage dealt is increased by 41. Attack speed increased by 30%. | | | | | |



## WITHERHEART THE STALKER

| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 95 - 125 |
| Min - Max HPs | 2218 |
| Min - Max Mana | |
| Min - Max Armor | 2725 |

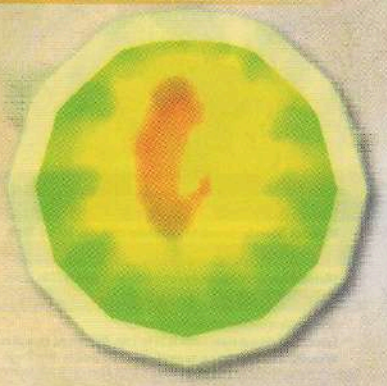
**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Backstab:** Inflicts normal damage plus 81 to an enemy, but only if attacking from behind.

## WITNESS OF DOOM

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 126 - 179 |
| Min - Max HPs | 349 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Invisibility Detection:** Ability to see stealthed or invisible units.



## WOLVES

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Black Wing | 18 - 19 | 45 - 63 | 1251 - 1347 | | 782 - 817 |
| **Wavering Will:** Increases the time between an enemy's attacks speed by 25%, slows its casting speed by 20%, and slows its movement by 20%. Lasts 1 min. | | | | | |
| Bloodsnout Worg | 16 - 17 | 26 - 37 | 356 - 386 | | 713 - 748 |
| Coyote | 10 - 11 | 13 - 20 | 198 - 222 | | 512 - 538 |
| Coyote Packleader | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |
| **Furious Howl:** Increases the Strength of nearby party members by 6 for 15 sec. | | | | | |
| Crag Coyote | 35 - 36 | 49 - 66 | 1403 - 1469 | | 1373 - 1480 |
| Dark Worg | 64 - 65 | 191 - 281 | 5715 - 5914 | | 4991 - 5291 |
| **Carnivorous Bite:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Dire Wolf | 73 | 531 - 751 | 22764 | | 7684 |
| **Growl:** Taunt the target, increasing the likelihood the creature will focus attacks on you. | | | | | |
| Diseased Wolf | 53 - 54 | 90 - 122 | 3189 - 3293 | | 3163 - 3216 |
| **Infected Wound:** Increases the Physical damage taken by an enemy by 12 for 30 sec. | | | | | |
| Elder Crag Coyote | 39 - 40 | 54 - 74 | 1678 - 1753 | | 1834 - 1964 |
| Ember Worg | 51 - 52 | 99 - 135 | 2980 - 3082 | | 3052 - 3108 |
| **Infected Bite:** Inflicts 15 Nature damage to an enemy every 10 sec. and increases the Physical damage it takes by 5 for 3 min. | | | | | |
| Enraged Stanley | 24 | 45 - 59 | 664 | | 992 |
| **Savage Rage:** Increases the caster's attack speed by 50% for 4 sec. | | | | | |
| Fellpaw Ravager | 51 - 52 | 86 - 117 | 2980 - 3082 | | 3052 - 3108 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| **Infected Wound:** Increases the Physical damage taken by an enemy by 12 for 30 sec. | | | | | |
| Fellpaw Scavenger | 49 - 50 | 83 - 112 | 2672 - 2769 | | 2944 - 2999 |
| **Infected Wound:** Increases the Physical damage taken by an enemy by 11 for 30 sec. | | | | | |
| **Tendon Rip:** Reduces an enemy's movement speed by 70% for 8 sec. | | | | | |
| Fellpaw Wolf | 47 - 48 | 79 - 107 | 2488 - 2578 | | 2835 - 2888 |
| **Infected Wound:** Increases the Physical damage taken by an enemy by 11 for 30 sec. | | | | | |
| Feral Crag Coyote | 37 - 38 | 51 - 70 | 1536 - 1604 | | 1593 - 1709 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Ghostpaw Alpha | 27 - 28 | 30 - 41 | 840 - 896 | | 1097 - 1130 |
| Ghostpaw Howler | 23 - 24 | 33 - 46 | 617 - 664 | | 957 - 992 |
| **Blood Howl:** Increases the Physical damage taken by nearby enemies by 9 for 15 sec. | | | | | |
| Ghostpaw Runner | 19 - 20 | 28 - 39 | 449 - 484 | | 817 - 852 |
| Giant Ember Worg | 55 - 56 | 113 - 153 | 3529 - 3644 | | 3271 - 3327 |
| **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Gray Forest Wolf | 7 - 8 | 8 - 12 | 137 - 156 | | 239 - 316 |
| Longtooth Howler | 43 - 44 | 67 - 96 | 2059 - 2138 | | 2397 - 2557 |
| Longtooth Runner | 40 - 41 | 56 - 78 | 1829 - 1902 | | 1964 - 2101 |
| Lupine Horror | 20 | 50 - 66 | 1452 | | 852 |
| **Summon Lupine Delusions:** Summons 2 Lupine Delusions to aid the caster in battle for 4 min. | | | | | |
| Mangy Silvermane | 41 - 42 | 59 - 83 | 1902 - 1981 | | 2101 - 2246 |
| Mangy Wolf | 5 - 6 | 5 - 8 | 102 - 120 | | 120 - 174 |
| Mist Howler | 22 | 26 - 34 | 573 | | 922 |
| **Terrifying Howl:** Causes nearby enemies to flee in fear for 3 sec. | | | | | |
| **Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| **Tendon Rip:** Reduces an enemy's movement speed by 46% for 8 sec. | | | | | |
| Mottled Worg | 11 - 12 | 16 - 25 | 222 - 247 | | 538 - 573 |
| Prairie Stalker | 7 - 8 | 7 - 10 | 137 - 156 | | 239 - 316 |
| Prairie Wolf | 5 - 6 | 4 - 7 | 102 - 120 | | 120 - 174 |
| **Threatening Growl:** Reduces an enemy's Strength by 2 and Agility by 2 for 30 sec. | | | | | |

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Prairie Wolf Alpha | 9 - 10 | 8 - 12 | 176 - 198 | | 406 - 512 |
| **Threatening Growl:** Reduces an enemy's Strength by 32 and Agility by 4 for 30 sec. | | | | | |
| Rabid Crag Coyote | 42 - 43 | 62 - 88 | 1981 - 2059 | | 2246 - 2397 |
| **Rabies:** Reduces the rate of an enemy's health regeneration by 50%, in addition to lowering its Strength by 13 and its Agility by 13, for 10 min. | | | | | |
| **Infected Wound:** Increases the Physical damage taken by an enemy by 10 for 30 sec. | | | | | |
| Rabid Dire Wolf | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| **Rabies:** Reduces the rate of an enemy's health regeneration by 50%, in addition to lowering its Strength by 7 and its Agility by 7, for 10 min. | | | | | |
| Ragged Timber Wolf | 2 | 2 | 55 | | 16 |
| Ragged Young Wolf | 1 | 1 | 42 | | 15 |
| Razormane Wolf | 11 - 12 | 15 - 22 | 222 - 247 | | 538 - 573 |
| Scorchfield Worg | 53 - 54 | 230 - 311 | 3189 - 3293 | | 3163 - 3216 |
| Silvermane Howler | 45 - 46 | 76 - 102 | 2310 - 2399 | | 2725 - 2780 |
| Silvermane Stalker | 47 - 48 | 79 - 107 | 2488 - 2578 | | 2835 - 2888 |
| Silvermane Wolf | 43 - 44 | 67 - 96 | 2059 - 2138 | | 2397 - 2557 |
| Slavering Ember Worg | 53 - 54 | 103 - 140 | 3188 - 3292 | | 3163 - 3216 |
| **Tendon Rip:** Reduces an enemy's movement speed by 70% for 8 sec. | | | | | |
| Slavering Worg | 18 - 19 | 27 - 37 | 1251 - 1347 | | 782 - 817 |
| Snarler | 42 | 62 - 83 | 1981 | | 2246 |
| Fire Resistance: 100, Nature Resistance: 100, Frost Resistance: 100, Shadow Resistance: 100, Arcane Resistance: 100 | | | | | |
| **Fade Out:** Turns the caster invisible for 2 sec. | | | | | |
| Snow Tracker Wolf | 6 - 7 | 7 - 12 | 120 - 137 | | 174 - 239 |
| Starving Dire Wolf | 19 - 20 | 28 - 39 | 449 - 484 | | 817 - 852 |
| Starving Winter Wolf | 8 - 9 | 10 - 16 | 156 - 176 | | 316 - 406 |
| **Crazed Hunger:** Increases the caster's attack speed by 30% for 6 sec. | | | | | |
| Tenkkor Wolf Spirit | 63 - 64 | 181 - 267 | 5527 - 5715 | | 4691 - 4991 |
| **Furious Howl:** Increases the Strength of nearby party members by 15 for 15 sec. | | | | | |
| **Snarl:** Adds 98 normal damage on the next attack. | | | | | |
| Thunderland Dire Wolf | 65 - 66 | 200 - 295 | 5914 - 6116 | | 5291 - 5591 |
| **Threatening Growl:** Reduces an enemy's Strength by 22 and Agility by 22 for 30 sec. | | | | | |
| Timber | 10 | 13 - 17 | 198 | | 512 |
| **Rabies:** Reduces the rate of an enemy's health regeneration by 50%, in addition to lowering its Strength by 3 and its Agility by 3, for 10 min. | | | | | |
| Timber Wolf | 2 | 2 | 55 | | 16 |
| Timber Worg | 62 - 63 | 172 - 253 | 5341 - 5527 | | 4391 - 4691 |
| **Chilling Howl:** Decreases the attack power of nearby enemies by 210 for 15 sec. | | | | | |
| **Snarl:** Adds 98 normal damage on the next attack. | | | | | |
| Timber Worg Alpha | 63 - 64 | 181 - 267 | 5527 - 5715 | | 4691 - 4991 |
| **Furious Howl:** Increases the Strength of nearby party members by 15 for 15 sec. | | | | | |
| **Snarl:** Adds 98 normal damage on the next attack. | | | | | |
| Vilebranch Raiding Wolf | 50 - 51 | 71 - 97 | 2215 - 2292 | | 2999 - 3052 |
| **Thrash:** Gives the caster 2 extra attacks. | | | | | |
| Vilebranch Wolf | 46 - 47 | 208 - 283 | 5757 - 5970 | | 2780 - 2835 |
| **Tendon Rip:** Reduces an enemy's movement speed by 70% for 8 sec. | | | | | |
| Vilebranch Wolf Pup | 46 - 47 | 77 - 105 | 2399 - 2488 | | 2780 - 2835 |
| Winter Wolf | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| Wolfguard Worg | 20 | 22 - 29 | 494 | | 852 |
| Worg | 10 - 11 | 14 - 22 | 198 - 222 | | 512 - 538 |
| Young Black Ravager | 23 - 24 | 33 - 456 | 617 - 664 | | 957 - 992 |
| Young Scavenger | 1 | 1 | 42 | | 15 |
| Young Wolf | 1 | 1 | 42 | | 15 |





## WOLF MASTER NANDOS

| | |
|---|---|
| Min - Max Lvl | 21 |
| Min - Max Dmg | 101 - 134 |
| Min - Max HPs | 3126 |
| Min - Max Mana | |
| Min - Max Armor | 888 |

**Call Bleak Worg:** Summons 1 Bleak Worg to aid the caster in battle for 4 min.

**Call Slavering Worg:** Summons 1 Slavering Worg to aid the caster in battle for 4 min.

**Call Lupine Horror:** Summons 1 Lupine Horror to aid the caster in battle for 4 min.

## WORG MASTER KRUUSH

| | |
|---|---|
| Min-Max Lvl | 60 |
| Min - Max Dmg | 107 - 147 |
| Min-Max HPs | 3734 |
| Min-Max Mana | |
| Min-Max Armor | 3791 |

**Hemorrhage:** Deals weapon damage plus 100 and increases the Physical damage taken by an enemy by 15 for 10 sec.

**Enrage:** Physical damage dealt is increased by 60. Attack speed is increased by 30%.



## WOLLSTONECRAFT

| | |
|---|---|
| Min - Max Lvl | 61 |
| Min - Max Dmg | 687 - 790 |
| Min - Max HPs | 31440 |
| Min - Max Mana | |
| Min - Max Armor | 4091 |

**War Stomp:** Inflicts normal damage plus 66 to nearby enemies, stunning them for 5 sec.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.

**Thunderclap:** Inflicts 194 to 202 Nature damage to nearby enemies, increasing the time between their attacks by 33% and slowing their movement by 60% for 10 sec.





## WORGEN

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Crazed Worgen | 20 | 29 - 39 | 484 | | 852 |
| Moonrage Armorer | 14 - 15 | 35 - 50 | 900 - 984 | | 951 - 1003 |
| Shadow Resistance: 5 | | | | | |
| Moonrage Bloodhowler | 15 - 16 | 22 - 31 | 328 - 356 | | 677 - 713 |
| **Blood Howl**: Increases the Physical damage taken by nearby enemies by 6 for 15 sec. | | | | | |
| Moonrage Darkrunner | 11 - 12 | 11 - 17 | 222 - 247 | | 538 - 573 |
| Moonrage Darksoul | 13 - 14 | 18 - 27 | 273 - 300 | | 608 - 642 |
| Shadow Resistance: 40 | | | | | |
| **Enrage**: Physical damage is increased by 13. Attack speed increased by 30%. | | | | | |
| Moonrage Elder | 14 - 15 | 32 - 46 | 828 - 903 | 295 - 326 | 537 - 566 |
| Shadow Resistance: 5 | | | | | |
| **Shadow Word**: Pain: A word of darkness that causes 66 Shadow damage over 18 sec. | | | | | |
| Moonrage Glutton | 12 - 13 | 17 - 24 | 247 - 273 | | 573 - 608 |
| **Blood Leech**: Drains 14 health from an enemy, transferring it to the caster. | | | | | |
| Moonrage Leatherworker | 14 - 15 | 35 - 50 | 900 - 984 | | 951 - 1003 |
| Shadow Resistance: 5 | | | | | |
| Moonrage Sentry | 14 - 15 | 35 - 50 | 900 - 984 | | 642 - 677 |
| Shadow Resistance: 5 | | | | | |
| **Demoralizing Shout**: Reduces the melee attack power of nearby enemies by 30 for 30 sec.<br>**Battle Roar**: Increases the Physical damage dealt by nearby party members by 5 for 1 min. | | | | | |
| Moonrage Tailor | 14 - 15 | 35 - 50 | 900 - 984 | | 642 - 677 |
| Shadow Resistance: 5 | | | | | |
| **Expose Weakness**: Increases the Physical damage taken by an enemy by 16 for 5 sec. | | | | | |
| Moonrage Watcher | 13 - 14 | 37 - 54 | 819 - 900 | | 608 - 642 |
| Shadow Resistance: 5 | | | | | |
| Moonrage Whitescalp | 10 - 11 | 12 - 18 | 186 - 208 | 191 - 205 | 546 - 582 |
| Frost Resistance: 40 | | | | | |
| **Frost Armor**: Encases the caster in a layer of frost that lasts 30 min. The thick ice increases armor by 120, slows melee attackers' movement to 30%, and increases the time between their attacks by 25%. | | | | | |
| Nightbane Dark Runner | 28 - 29 | 40 - 54 | 896 - 950 | | 1130 - 1165 |
| **Exploit Weakness**: Inflicts normal damage plus 55 to 59 on an enemy, but only if attacking from behind. | | | | | |
| Nightbane Shadow Weaver | 27 - 28 | 36 - 49 | 724 - 769 | 732 - 756 | 916 - 946 |
| Shadow Resistance: 56 | | | | | |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.<br>**Shadow Word**: Pain: A word of darkness that causes 234 Shadow damage over 18 sec. | | | | | |
| Nightbane Tainted One | 30 - 31 | 39 - 54 | 892 - 935 | 852 - 878 | 1004 - 1033 |
| Shadow Resistance: 60 | | | | | |
| **Tainted Howl**: Gives nearby allies 35% chance to poison an enemy on hit. Lasts 2 min. | | | | | |
| Nightbane Vile Fang | 29 - 30 | 41 - 56 | 950 - 1003 | | 1165 - 1200 |
| **Infected Wound**: Increases the Physical damage taken by an enemy by 6 for 30 sec. | | | | | |
| Nightbane Worgen | 26 - 27 | 37 - 51 | 787 - 840 | | 1061 - 1097 |



## WOODPAW GNOLLS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Woodpaw Alpha | 43 - 44 | 67 - 96 | 2059 - 2138 | | 2397 - 2557 |
| Nature Resistance: 22 | | | | | |
| **Enrage**: Physical damage dealt is increased by 43. Attack speed increased by 30%. | | | | | |
| Woodpaw Brute | 41 - 42 | 99 - 140 | 1902 - 1981 | | 1486 - 1588 |
| Nature Resistance: 21 | | | | | |
| Woodpaw Mongrel | 40 - 41 | 56 - 78 | 1829 - 1902 | | 1964 - 2101 |
| Nature Resistance: 20 | | | | | |
| **Contagion of Rot**: Increases the time between an enemy's attacks by 33% and its casting by 25%, as well as adding 5% chance to spread the contagion to an ally when hit. Lasts 4 min. | | | | | |
| Woodpaw Mystic | 42 - 43 | 58 - 82 | 1585 - 1648 | 1381 - 1432 | 1841 - 1958 |
| Nature Resistance: 21 | | | | | |
| **Lightning Bolt**: Blasts an enemy with lightning, inflicting Nature damage.<br>**Healing Wave**: Heals a friendly target for 747 to 862. | | | | | |
| Woodpaw Reaver | 42 - 43 | 72 - 102 | 1981 - 2059 | | 2246 - 2397 |
| Nature Resistance: 21 | | | | | |
| **Cleave**: A sweeping attack that does your weapon damage plus 10 to the target and his nearest ally.<br>**Berserker Stance**: Assumes an aggressive stance that generates rage when the warrior strikes an opponent. Lasts 4 min. | | | | | |
| Woodpaw Trapper | 41 - 42 | 59 - 83 | 1902 - 1981 | | 2101 - 2246 |
| Nature Resistance: 21 | | | | | |
| **Net**: Immobilizes an enemy for 6 sec.<br>**Shoot**: Shoots at an enemy, inflicting Physical damage. | | | | | |



# WORMS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Bone Crawler | 64 - 65 | 191 - 281 | 5715 - 5914 | | 4991 - 5291 |
| **Poison**: Hurls poison at an enemy, inflicting Nature damage. | | | | | |
| **Bore**: Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Crust Burster | 59 - 60 | 122 - 196 | 4142 - 4979 | | 3489 - 3791 |
| **Poison**: Hurls poison at an enemy, inflicting Nature damage. | | | | | |
| **Bore**: Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Deep Borer | 46 - 47 | 77 - 105 | 1919 - 1990 | | 2780 - 2835 |
| **Thrash**: Adds a chance to do two additional attacks | | | | | |
| Dredge Crusher | 57 - 58 | 98 - 132 | 3758 - 3876 | | 3380 - 3435 |
| **Lash**: Stuns an enemy for 2 sec. and has a chance to disarm. | | | | | |
| Dredge Striker | 55 - 56 | 94 - 127 | 3137 - 3239 | | 3271 - 3327 |
| **Charge**: Charges an enemy, inflicting normal damage plus 75 and stuns the opponent for 2 sec. | | | | | |
| Dredge Worm | 50 - 51 | 169 - 229 | 3987 - 4126 | | 2999 - 3052 |
| **Venom Spit**: Spits poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. | | | | | |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| **Dredge Sickness**: Reduces all attributes of nearby enemies by 25% for 5 min. | | | | | |
| Earthborer | 13 - 14 | 28 - 40 | 819 - 900 | | 608 - 642 |
| **Earthborer Acid**: Eats away at an enemy's armor, reducing it by 104 per application. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Greater Crust Burster | 67 | 220 - 310 | 6959 | | 5892 |
| **Poison**: Hurls poison at an enemy, inflicting Nature damage. | | | | | |
| Marauding Crust Burster | 59 - 60 | 122 - 196 | 4142 - 4979 | | 3489 - 3791 |
| **Inhale**: Pulls player to enemy and reduces their movement speed for 6 sec. | | | | | |
| **Poison**: Hurls poison at an enemy, inflicting Nature damage. | | | | | |
| Nature Dune Sifter | 64 - 65 | 191 - 281 | 5715 - 5914 | | 4991 - 5291 |
| **Poison**: Hurls poison at an enemy, inflicting Nature damage. | | | | | |
| **Bore**: Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Murk Worm | 47 - 48 | 222 - 300 | 5970 - 6186 | | 2835 - 2888 |
| **Slowing Poison**: Time between attacks increased by 25%. Movement reduced 57%. | | | | | |
| Rock Borer | 40 - 41 | 56 - 78 | 1829 - 1902 | | 1964 - 2101 |
| **Tunneler Acid**: Eats away at an enemy's armor, reducing it by 320 per application. Can be applied up to 5 times. Lasts 30 sec. | | | | | |
| Rock Worm | 41 - 42 | 59 - 83 | 1902 - 1981 | | 3125 - 3342 |
| **Acid Spit**: Inflicts Nature damage to an enemy. | | | | | |
| Sandworm | 63 | 989 - 1311 | 166559 | | 4691 |
| **Worm Sweep**: Inflicts 600 to 1000 damage on enemies in a cone in front of the caster, knocking them back. | | | | | |
| **Worm Blast**: Inflicts Physical damage to an enemy. | | | | | |
| Silt Devourer | 54 - 55 | 92 - 125 | 3293 - 3398 | | 3216 - 3271 |
| Young Crust Burster | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| **Rush**: Rushes an enemy, reducing movement speed by 70 and interrupting spells for 5 sec. | | | | | |
| **Poison Bolt**: Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec. | | | | | |

# WRAITHS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Angered Netherwraith | 70 | 469 - 662 | 11178 | 6310 | 5474 |
| Shadow Resistance: 75, Arcane Resistance: 100 | | | | | |
| **Arcane Bolt**: Hurls a magical bolt at an enemy, inflicting Arcane damage. | | | | | |
| **Shadow Blast**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| **Damage Amplification**: Holy | | | | | |
| **Damage Amplification**: Nature | | | | | |
| Blood Wraith | 55 - 56 | 94 - 127 | 3529 - 3644 | | 3271 - 3327 |
| **Curse of Blood**: Increases the Physical damage taken by an enemy by 55 for 10 min. | | | | | |
| **Blood Leech**: Drains 55 health from nearby enemies, healing the caster for up to twice the amount stolen. | | | | | |
| Cold Wraith | 54 - 55 | 86 - 116 | 2634 - 2718 | 2041 - 2117 | 2610 - 2654 |
| Frost Resistance: 165 | | | | | |
| **Cone of Cold**: Inflicts Frost damage to enemies in a cone in front of the caster, reducing their movement speed for 8 sec. | | | | | |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |
| **Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec. | | | | | |
| Dark Shade | 60 | 187 - 248 | 9156 | | 3791 |
| **Shadow Bolt Volley**: Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies. | | | | | |
| Darkwraith | 9 - 10 | 8 - 13 | 184 - 205 | 350 - 382 | 219 - 270 |
| **Enrage**: Physical damage dealt is increased by 13. Attack speed is increased by 30%. | | | | | |
| Doom Wraith | 54 - 55 | 276 - 374 | 12665 - 13070 | | 3216 - 3271 |
| **Impending Doom**: Inflicts 2000 Shadow damage to nearby enemies after 10 sec. | | | | | |
| Dreadwhisper | 58 | 100 - 132 | 3876 | | 3435 |
| **Veil of Shadow**: Reduces healing effects for an enemy by 75% for 15 sec. | | | | | |
| **Shadow Bolt Volley**: Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies. | | | | | |
| **Altered Cauldron Toxin**: Damage dealt is decreased by 20%. | | | | | |
| Enraged Wraith | 9 - 10 | 6 - 9 | 56 - 62 | 350 - 382 | 219 - 270 |
| **Enrage** | | | | | |
| Hungering Wraith | 56 - 58 | 96 - 132 | 3644 - 3876 | | 3327 - 3435 |
| **Debilitating Touch**: Reduces an enemy's Strength by 20 and its Stamina by 20 for 2 min. | | | | | |
| **Enrage**: Increases the caster's attack speed by 60% and the Physical damage it deals by 110 - 114 for 2 min. | | | | | |
| Illusionary Phantasm | 31 | 74 - 98 | 3018 | | 2428 |
| Lesser Phantasm | 22 | 5 - 6 | 562 | | 922 |
| Magram Specter | 38 - 39 | 53 - 72 | 1604 - 1678 | | 1709 - 1834 |
| **Curse of the Fallen Magram**: Increases all forms of damage taken by an enemy by 15% for 15 min. | | | | | |
| Minor Phantasm | 14 | 3 - 4 | 300 | | 642 |
| Nether Wraith | 70 | 351 - 497 | 8384 | 3155 | 5474 |
| **Arcane Bolt**: Hurls a magical bolt at an enemy, inflicting Arcane damage. | | | | | |
| Wrath Phantom | 60 - 61 | 97 - 130 | 244 - 252 | 2434 - 2486 | 3075 - 3316 |
| **Screams of the Past**: Silences nearby enemies, preventing them from casting spells for 5 sec. | | | | | |



# WRATH GUARD

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Wrath Corruptor | 70 - 72 | 234 - 343 | 5589 - 5903 | 3155 - 3309 | 5474 - 5954 |
| **Corruption**: Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec. | | | | | |
| **Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage. | | | | | |
| Wrath Fiend | 71 - 72 | 257 - 370 | 7181 - 7380 | | 7089 - 7387 |
| **Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| **Fel Flames**: Inflicts Fire damage to enemies in a cone in front of the caster. Then inflicts further Fire damage over 3 sec. | | | | | |
| Wrath Hound | 70 - 71 | 189 - 272 | 6986 - 7181 | | 6792 - 7089 |
| **Charge**: Charges an enemy, inflicting normal damage plus 75 and stuns the opponent for 2 sec. | | | | | |
| **Double Breath**: Inflicts Fire damage to enemies in a cone in front of the caster. | | | | | |
| Wrath Lord | 70 | 234 - 331 | 6148 | 3155 | 5474 |
| **Flame Wave**: Summons a line of fire that hits enemies in the way. | | | | | |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |
| **Cleave**: Inflicts 110% of normal melee damage to an enemy and its nearest ally. | | | | | |
| Wrath Master | 71 | 2850 - 4030 | 143620 | | 7089 |
| Wrath Priestess | 68 - 69 | 214 - 316 | 5233 - 5409 | 2991 - 3080 | 4995 - 5235 |
| **Rain of Chaos**: Calls down a molten rain, burning all enemies in a selected area for 36 Fire damage every 3 sec. for 9 sec. | | | | | |
| **Summon Fel Imp**: Summons an imp to accompany the caster until dismissed. | | | | | |
| Wrath Reaver | 71 - 72 | 1284 - 1848 | 57448 - 59040 | | 7089 - 7387 |
| **War Stomp**: Inflicts normal damage plus 36 to nearby enemies, knocking them back. | | | | | |
| Wrath Speaker | 70 - 71 | 234 - 337 | 5589 - 5744 | 3155 - 3231 | 5474 - 5714 |
| **Rain of Chaos**: Calls down a molten rain, burning all enemies in a selected area for 36 Fire damage every 3 sec. for 9 sec. | | | | | |
| **Curse of Weakness**: Reduces the Physical damage dealt by an enemy by 36 for 36 min. Only one curse per warlock can be active on any one target. | | | | | |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand. | | | | | |

## WRATHBRINGER LAZ-TARASH



| | |
|---|---|
| Min - Max Lvl | 71 |
| Min - Max Dmg | 257 - 363 |
| Min - Max HPs | 7181 |
| Min - Max Mana | |
| Min - Max Armor | 7089 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Glaive:** Throws a glaive at an enemy, inflicting Physical damage.

**Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.

## WRATH-SCRYER SOCCOTHRATES



| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 2091 - 2957 |
| Min - Max HPs | 132840 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

**Knock Away:** Inflicts normal damage to nearby enemies and knocks them back.

**Felfire Shock:** Instantly burns an enemy, then inflicts additional Fire damage every 3 sec. for 12 sec.

**Fel Immolation:** Burns nearby enemies for 414 to 456 fire damage every 3 seconds.



## WRATHFIN NAGA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Wrathfin Myrmidon | 64 | 762 - 1066 | 16574 | | 4991 |
| **Coral Cut:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Wrathfin Sentry | 64 | 762 - 1066 | 16574 | | 4991 |
| **Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec. **Strike:** Strikes at an enemy, inflicting weapon damage plus 99 - 100. | | | | | |
| Wrathfin Warrior | 64 | 762 - 1066 | 16574 | | 4991 |
| **Shield Bash:** Bashes an enemy with the caster's shield, inflicting Physical damage and interrupting the spell being cast for 8 sec. **Strike:** Strikes at an enemy, inflicting weapon damage plus 99 - 100. **Enrage:** Physical damage increased by 64. Attack speed increased by 30%. | | | | | |

## WRATHSTALKER



| | |
|---|---|
| Min - Max Lvl | 68 - 69 |
| Min - Max Dmg | 761 - 1126 |
| Min - Max HPs | 26168 - 27044 |
| Min - Max Mana | |
| Min - Max Armor | 6192 - 6492 |

**Flame Wave:** Summons a line of fire that hits enemies in the way.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.

**Enrage:** Physical damage dealt is increased by 68. Attack speed increased by 30%.



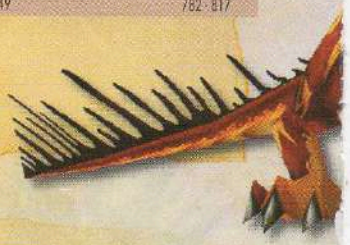
## WRATHSCALE NAGA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Wrathscale Marauder | 13 - 14 | 18 - 27 | 273 - 300 | | 608 - 642 |
| **Pummel:** Pummels an enemy for 15 damage and interrupts the spell being cast for 5 sec. | | | | | |
| Wrathscale Myrmidon | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 14 - 16. | | | | | |
| Wrathscale Naga | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| **Hamstring:** Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec. | | | | | |
| Wrathscale Raider | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| Wrathscale Screamer | 12 - 13 | 12 - 18 | 219 - 241 | 537 - 601 | 305 - 325 |
| **Scream:** Increases the time between an enemy's attacks by 10% and its movement by 10%. Lasts 6 sec. | | | | | |
| Wrathscale Serpent Guard | 7 - 8 | 9 - 14 | 137 - 156 | | 239 - 316 |
| Wrathscale Shorestalker | 12 - 13 | 25 - 37 | 247 - 273 | | 573 - 608 |
| **Strike:** Strikes at an enemy, inflicting weapon damage plus 21 - 23. | | | | | |
| Wrathscale Siren | 7 - 8 | 6 - 10 | 126 - 143 | 289 - 319 | 132 - 172 |
| **Screech:** Reduces the attack power of nearby enemies by 20 - 25. **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 3 sec. | | | | | |
| Wrathscale Sorceress | 13 - 14 | 13 - 20 | 241 - 263 | 601 - 710 | 325 - 344 |
| **Frostbolt:** Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec. | | | | | |



## WRATHTAIL NAGA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Wrathtail Myrmidon | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| **Strike**: Strikes at an enemy, inflicting weapon damage plus 33 - 35.<br>**Rend**: Inflicts Physical damage to an enemy every 3 sec. for 15 sec. | | | | | |
| Wrathtail Priestess | 20 - 21 | 27 - 38 | 442 - 473 | 490 - 510 | 712 - 740 |
| **Sleep**: Puts an enemy to sleep for up to 10 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.<br>**Heal**: Calls upon Holy magic to heal an ally. | | | | | |
| Wrathtail Razortail | 19 - 20 | 26 - 36 | 404 - 433 | 456 - 490 | 683 - 712 |
| **Thorns**: Thorns sprout from the friendly target causing 6 Nature damage to attackers when hit. Lasts 10 min.<br>**Pierce Armor**: Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Wrathtail Sea Witch | 19 - 20 | 26 - 36 | 404 - 433 | 456 - 490 | 683 - 712 |
| **Mana Burn**: Hits an enemy with an anti-mana bolt that consumes up to 80 to 88 mana. For each point of mana consumed by the bolt, the target takes 1.0 damage.<br>**Lightning Blast**: Blasts an enemy with lightning for 83 - 91 Nature damage. | | | | | |
| Wrathtail Sorceress | 18 - 19 | 23 - 32 | 354 - 379 | 1020 - 1118 | 422 - 442 |
| **Frostbolt**: Inflicts Frost damage to an enemy and reduces its movement speed for 4 sec.<br>**Frost Nova**: Inflicts Frost damage to nearby enemies, immobilizing them for up to 8 sec.<br>**Quick Frost Ward**: Renders an ally immune to Frost spells for 10 sec. | | | | | |
| Wrathtail Wave Rider | 18 - 19 | 26 - 37 | 417 - 449 | | 782 - 817 |





## WRATHWALKER

| | |
|---|---|
| Min - Max Lvl | 67 - 68 |
| Min - Max Dmg | 204 - 301 |
| Min - Max HPs | 5060 - 5233 |
| Min - Max Mana | 2933 - 2991 |
| Min - Max Armor | 4755 - 4995 |

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Flame Wave:** Summons a line of fire that hits enemies in the way.

## WYRM FROM BEYOND

| | |
|---|---|
| Min - Max Lvl | 66 |
| Min - Max Dmg | 210 - 295 |
| Min - Max HPs | 6116 |
| Min - Max Mana | |
| Min - Max Armor | 5591 |

**Phase Slip:** Frees the caster from any bonds.

**Mana Burn:** Hits an enemy with an anti-mana bolt. For each point of mana consumed by the bolt, the target takes .5 damage.



## WUSHOOLAY

| | |
|---|---|
| Min - Max Lvl | 73 |
| Min - Max Dmg | 2300 - 3045 |
| Min - Max HPs | 293150 |
| Min - Max Mana | 31440 |
| Min - Max Armor | 3795 |

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 10 targets, inflicting greater Nature damage to each successive target.

**Forked Lightning:** Inflicts 1157 to 1343 Nature damage to enemies in a cone in front of the caster.

**Lightning Cloud:** Creates a cloud of lightning that lasts 15 sec., blasting all enemies in a selected area for 463 to 537 Nature damage and inflicting 875 to 1125 additional damage every 5 sec.



## WYRMKIN DREAMWALKER

| | |
|---|---|
| Min - Max Lvl | 42 - 43 |
| Min - Max Dmg | 58 - 82 |
| Min - Max HPs | 1585 - 1648 |
| Min - Max Mana | 1381 - 1432 |
| Min - Max Armor | 1841 - 1958 |
| Nature Resistance: 100 | |



**Sleep:** Puts an enemy to sleep for up to 10 sec. Any damage caused will awaken the target. Only one target can be asleep at a time.

**Thorns Aura:** Causes 20 - 21 Nature damage to any creature that strikes a nearby party member.

**Rejuvenation:** Heals an ally every 3 sec. for 12 sec.

# WYRMKIN FIREBRAND



| | |
|---|---|
| Min - Max Lvl | 61 - 62 |
| Min - Max Dmg | 394 - 532 |
| Min - Max HPs | 7545 - 7770 |
| Min - Max Mana | 4972 - 5136 |
| Min - Max Armor | 3316 - 3555 |
| Fire Resistance: 186 | |

**Fireball Volley**: Inflicts Fire damage to nearby enemies.

**Scorch**: Scorches an enemy for Fire damage.

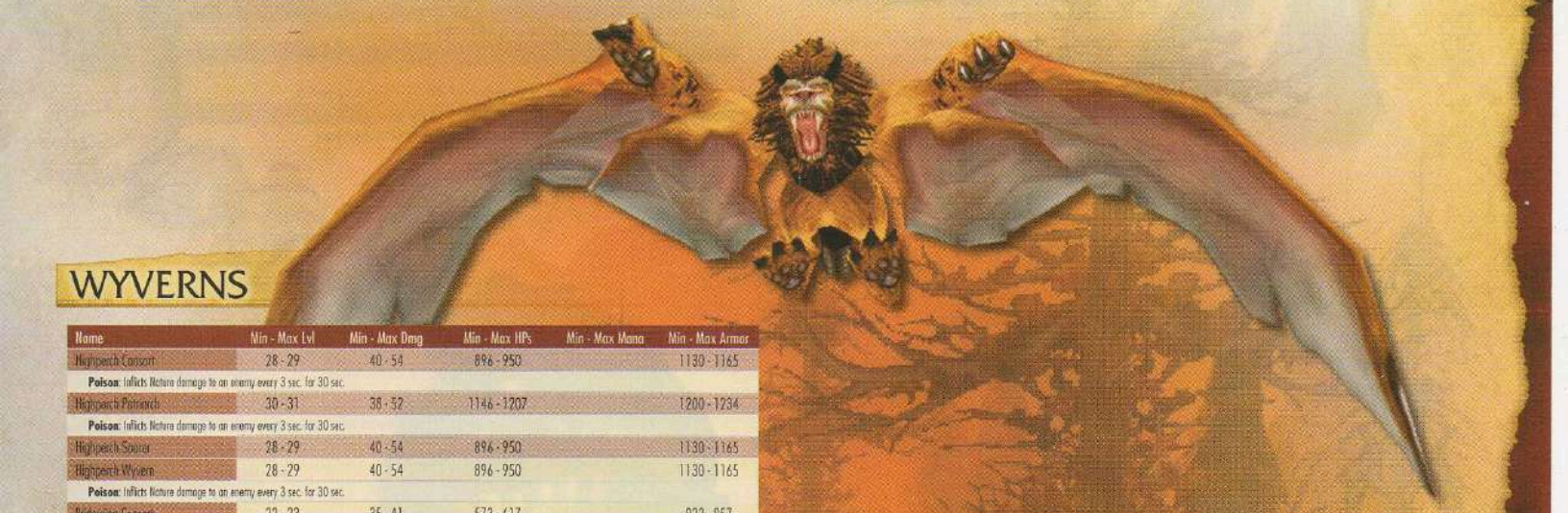
**Rain of Fire**: Calls down a molten rain, burning all enemies in a selected area for 354 - 360 Fire damage every 3 sec. for 9 sec.

**Shadow Bolt**: Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.



# WYRMCULTISTS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Wyrmcult Acolyte | 67 - 68 | 204 - 301 | 5313 - 5495 | 2933 - 2991 | 4289 - 4505 |
| **Incinerate**: Deals 74 to 86 Fire damage to your target.<br>**Power Word: Shield**: Wraps an oily fir e shield that lasts up to 30 sec., absorbing a maximum of 917 - 931 Physical or magical damage. While the shield holds, spells will not be interrupted by Physical attacks.<br>**Fireball**: Inflicts Fire damage to an enemy.<br>**Fire Nova**: Inflicts Fire damage to nearby enemies. | | | | | |
| Wyrmcult Ambusher | 66 | 107 - 150 | 4281 | | 5591 |
| **Hamstring**: Inflicts 20% weapon damage to an enemy, reducing its movement speed by 60% for 10 sec.<br>**Strike**: Strikes at an enemy, inflicting weapon damage plus 102 - 103.<br>**Net**: Immobilizes an enemy for 6 sec. | | | | | |
| Wyrmcult Aspirant | 70 | 252 - 357 | 6986 | | 6792 |
| **Whirlwind**: Attacks nearby enemies in a whirlwind of steel that inflicts normal damage plus 119.<br>**Enrage**: Physical damage is increased by 66. Attack speed increased by 30%. | | | | | |
| Wyrmcult Blackwhelp | 67 - 68 | 245 - 361 | 4048 - 4186 | 2933 - 2991 | 4755 - 4995 |
| **Fireball**: Inflicts Fire damage to an enemy. | | | | | |
| Wyrmcult Blessed | 67 - 68 | 204 - 301 | 5060 - 5233 | 2933 - 2991 | 4755 - 4995 |
| Fire Resistance: 244 - 245<br>**Fireball**: Inflicts Fire damage to an enemy.<br>**Fire Nova**: Inflicts Fire damage to nearby enemies. | | | | | |
| Wyrmcult Broodling | 66 - 67 | 58 - 86 | 1468 - 1518 | 2846 - 2933 | 4515 - 4755 |
| **Fireball**: Inflicts Fire damage to an enemy. | | | | | |
| Wyrmcult Hawker | 66 - 67 | 210 - 310 | 6116 - 6326 | | 5591 - 5892 |
| **Whirlwind**: Attacks nearby enemies in a whirlwind of steel that inflicts normal damage plus 115 - 116.<br>**Enrage**: Physical damage is increased by 66. Attack speed increased by 30%. | | | | | |
| Wyrmcult Hunter | 66 - 67 | 166 - 244 | 4892 - 5060 | 2846 - 2933 | 4515 - 4755 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Serpent Sting**: Stings the target, causing 60 Nature damage over 15 sec. Only one Sting per Hunter can be active on any one target. | | | | | |
| Wyrmcult Poacher | 66 - 67 | 166 - 244 | 4892 - 5060 | 2846 - 2933 | 4515 - 4755 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Net**: Immobilizes an enemy for 6 sec. | | | | | |
| Wyrmcult Provisioner | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Torch**: Strikes at an enemy, inflicting weapon damage plus 125.<br>**Kick**: Kicks an enemy for 49 - 50 damage, interrupting the spell being cast for 6 sec. | | | | | |
| Wyrmcult Scout | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Shoot**: Shoots at an enemy, inflicting Physical damage.<br>**Fireball**: Inflicts Fire damage to an enemy.<br>**Fire Nova**: Inflicts Fire damage to nearby enemies. | | | | | |
| Wyrmcult Zealot | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Dual Wield**: Allows one-hand and off-hand weapons to be equipped in the off-hand.<br>**Cutdown**: Inflicts normal damage plus 50 to an enemy, knocking it back.<br>**Fireball**: Inflicts Fire damage to an enemy.<br>**Fire Nova**: Inflicts Fire damage to nearby enemies.<br>**Enrage**: Physical damage is increased by 68. Attack speed increased by 30%. | | | | | |



# WYVERNS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Highperch Consort | 28 - 29 | 40 - 54 | 896 - 950 | | 1130 - 1165 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Highperch Patriarch | 30 - 31 | 38 - 52 | 1146 - 1207 | | 1200 - 1234 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Highperch Soarer | 28 - 29 | 40 - 54 | 896 - 950 | | 1130 - 1165 |
| Highperch Wyvern | 28 - 29 | 40 - 54 | 896 - 950 | | 1130 - 1165 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Pridewing Consort | 22 - 23 | 35 - 41 | 573 - 617 | | 922 - 957 |
| Pridewing Patriarch | 25 | 39 - 44 | 713 | | 1026 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Pridewing Skyhunter | 23 - 24 | 36 - 43 | 617 - 664 | | 957 - 992 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec.<br>**Swoop**: Inflicts normal damage plus 33 - 35 to enemies in a cone in front of the caster, stunning them for 2 sec. | | | | | |
| Pridewing Soarer | 21 - 22 | 33 - 40 | 531 - 573 | | 888 - 922 |
| Pridewing Wyvern | 21 - 22 | 33 - 40 | 531 - 573 | | 888 - 922 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Young Pridewing | 19 - 20 | 30 - 37 | 449 - 484 | | 817 - 852 |
| **Poison**: Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |

## XABRAXXIS

| | |
|---|---|
| Min - Max Lvl | 19 |
| Min - Max Dmg | 28 - 32 |
| Min - Max HPs | 404 |
| Min - Max Mana | 456 |
| Min - Max Armor | 683 |

**Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 10 for 2 min. Only one curse per warlock can be active on any one target.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

**Enrage:** Physical damage dealt is increased by 19. Attack speed increased by 30%.





## XAVATHRAS

| | |
|---|---|
| Min - Max Lvl | 54 |
| Min - Max Dmg | 92 - 122 |
| Min - Max HPs | 3293 |
| Min - Max Mana | |
| Min - Max Armor | 3216 |

**Rend:** Inflicts Physical damage to an enemy every 3 sec. for 15 sec.

**Enrage:** Physical damage dealt is increased by 54. Attack speed increased by 30%.



## XANDIVIOUS

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 651 - 749 |
| Min - Max HPs | 20720 |
| Min - Max Mana | 7704 |
| Min - Max Armor | 3555 |

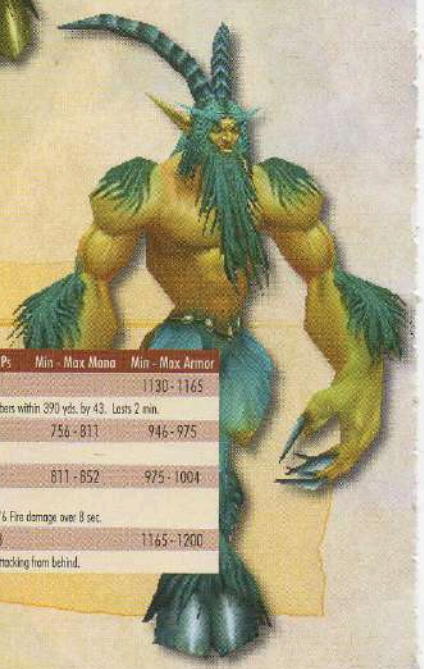
**Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 31 for 2 min. Only one curse per warlock can be active on any one target.

**Shadow Word: Pain:** Utters a word of darkness, inflicting Shadow damage to an enemy every 3 sec. for 18 sec.

**Enrage:** Physical damage dealt is increased by 62. Attack speed increased by 30%.

**Blast Wave:** Unleashes a wave of flame, inflicting Fire damage to nearby enemies and reducing their movement speed for 6 sec.

**Aura of Rot:** Causes the caster to automatically inflict 150 Nature damage every 2 sec. to nearby enemies. The aura lasts until cancelled.



## XAVIAN SATYR

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Xavian Betrayer | 28 - 29 | 40 - 54 | 896 - 950 | | 1130 - 1165 |
| **Battle Shout:** The warrior shouts, increasing the melee attack power of all party members within 390 yds. by 43. Lasts 2 min. | | | | | |
| Xavian Felsworn | 28 - 29 | 37 - 50 | 769 - 812 | 756 - 811 | 946 - 975 |
| **Corruption:** Corrupts the target, causing 221 Shadow damage over 18 sec. | | | | | |
| Xavian Hellcaller | 29 - 30 | 38 - 52 | 812 - 852 | 811 - 852 | 975 - 1004 |
| **Fireball:** Inflicts Fire damage to an enemy. **Rain of Fire:** Calls down a fiery rain to burn enemies in the area of effect for 172 - 176 Fire damage over 8 sec. | | | | | |
| Xavian Rogue | 29 - 30 | 41 - 56 | 950 - 1003 | | 1165 - 1200 |
| **Exploit Weakness:** Inflicts normal damage plus 57 to 59 on an enemy, but only if attacking from behind. | | | | | |

## XAVARIC

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 87 - 116 |
| Min - Max HPs | 2718 |
| Min - Max Mana | 2117 |
| Min - Max Armor | 2654 |





## XELETH

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 234 - 331 |
| Min - Max HPs | 5589 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Tongue Lash:** Inflicts 1018 to 1182% weapon damage and leaves the target wounded, increasing the effectiveness of any spells cast against the target by 50% for 6 sec.

**Focused Bursts:** Inflicts magical damage to an enemy for 12 sec.

## XIL'XIX

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 108 - 143 |
| Min - Max HPs | 4208 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Berserker Charge:** Charges at an enemy, knocking it back and inflicting normal damage plus 150.



## XOROTHIAN DREADSTEED

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 647 - 859 |
| Min - Max HPs | 32370 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

Fire Resistance: 75, Nature Resistance: 75, Frost Resistance: 75, Shadow Resistance: 75

**Torch:** Burns all enemies in a selected area and inflicts additional Fire damage every 2 sec. for 8 sec.

**Flame buffet:** Inflicts 61 to 63 Fire damage to an enemy and increases the Fire damage it takes by 62 for 20 sec.

**Berserker Charge:** Charges at an enemy, knocking it back and inflicting normal damage plus 300.



## XIRKOS, OVERSEER OF FEAR

| | |
|---|---|
| Min - Max Lvl | 68 |
| Min - Max Dmg | 1536 - 2166 |
| Min - Max HPs | 65420 |
| Min - Max Mana | |
| Min - Max Armor | 6192 |



## XT:4

| | |
|---|---|
| Min - Max Lvl | 23 |
| Min - Max Dmg | 36 - 41 |
| Min - Max HPs | 617 |
| Min - Max Mana | |
| Min - Max Armor | 957 |



## XT:9

| | |
|---|---|
| Min - Max Lvl | 23 |
| Min - Max Dmg | 36 - 41 |
| Min - Max HPs | 617 |
| Min - Max Mana | |
| Min - Max Armor | 957 |



## YARROG BANESHADOW

| | |
|---|---|
| Min - Max Lvl | 5 |
| Min - Max Dmg | 5 - 6 |
| Min - Max HPs | 98 |
| Min - Max Mana | 138 |
| Min - Max Armor | 105 |

**Corruption:** Corrupts the target, causing 39 Shadow damage over 12 sec.

**Immolate:** Burns the enemy for 10 Fire damage and then an additional 20 Fire damage over 15 sec.



## YENNIKU

| | |
|---|---|
| Min - Max Lvl | 41 |
| Min - Max Dmg | 59 - 78 |
| Min - Max HPs | 1902 |
| Min - Max Mana | |
| Min - Max Armor | 2101 |



## YETI

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Cave Yeti | 30 - 31 | 42 - 58 | 1050 - 1107 | | 1200 - 1234 |
| Feral Scar Yeti | 43 - 44 | 68 - 98 | 1802 - 1871 | | 2397 - 2557 |
| Ferocious Yeti | 31 - 32 | 44 - 60 | 1107 - 1163 | | 1234 - 1270 |
| **Enrage:** Physical damage dealt is increased by 31. Attack speed increased by 30%. | | | | | |
| Giant Yeti | 33 - 34 | 46 - 63 | 1221 - 1279 | | 1304 - 1340 |
| Frost Resistance: 68 | | | | | |
| **Frost Breath:** Inflicts 62 to 68 Frost damage to an enemy. | | | | | |
| Hulking Feral Scar | 45 - 46 | 95 - 128 | 2495 - 2591 | | 2725 - 2780 |
| Ice Thistle Matriarch | 56 - 57 | 96 - 130 | 3644 - 3758 | | 3327 - 3380 |
| Frost Resistance: 114 | | | | | |
| **Ice Blast** | | | | | |
| **Rushing Charge:** Increases the caster's movement speed by 115 - 116% for 3 sec. and causes it to inflict an additional 175 - 178 damage on its first attack. | | | | | |
| Ice Thistle Patriarch | 57 - 58 | 98 - 132 | 3758 - 3876 | | 3380 - 3435 |
| Frost Resistance: 116 | | | | | |
| **Ice Blast:** Stunned. | | | | | |
| **Frost Breath:** Inflicts 110 to 116 Frost damage to an enemy. | | | | | |
| Ice Thistle Yeti | 55 - 56 | 94 - 127 | 3529 - 3644 | | 3271 - 3327 |
| Frost Resistance: 112 | | | | | |
| **Ice Blast:** Stunned. | | | | | |
| **Tendon Rip:** Reduces an enemy's movement speed by 25% for 8 sec. | | | | | |



| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Lurking Feral Scar | 46 | 97 - 128 | 2591 | | 2780 |
| Mountain Yeti | 32 - 33 | 45 - 61 | 1163 - 1221 | | 1270 - 1304 |
| Frost Resistance: 66 | | | | | |
| **Frost Breath:** Inflicts 60 to 66 Frost damage to an enemy. | | | | | |
| Rage Scar Yeti | 46 - 47 | 77 - 105 | 2399 - 2488 | | 2780 - 2835 |
| **Enrage:** Physical damage dealt is increased by 45. Attack speed increased by 30%. | | | | | |
| Rogue Ice Thistle | 53 - 55 | 90 - 125 | 3189 - 3398 | | 3163 - 3271 |
| Frost Resistance: 110 | | | | | |
| **Ice Blast:** Stunned. | | | | | |
| **Tendon Rip:** Reduces an enemy's movement speed by 70% for 8 sec. | | | | | |
| Young Wendigo | 5 - 6 | 4 - 6 | 102 - 120 | | 120 - 174 |
| Frost Resistance: 40 | | | | | |
| **Frost Breath:** Inflicts 6 to 12 Frost damage to an enemy. | | | | | |

## YOR

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 3787 - 5355 |
| Min - Max HPs | 244343 |
| Min - Max Mana | |
| Min - Max Armor | 6792 |

**Stomp:** Stomps the ground, inflicting normal damage to nearby enemies and knocking them back.

**Double Breath:** Inflicts Fire damage to enemies in a cone in front of the caster.





## YOWLER

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 29 - 39 |
| Min - Max HPs | 494 |
| Min - Max Mana | |
| Min - Max Armor | 852 |

## ZAELDARR THE OUTCAST

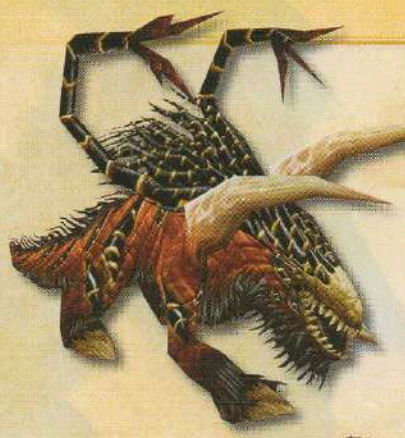


| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 94 - 125 |
| Min - Max HPs | 3398 |
| Min - Max Mana | |
| Min - Max Armor | 3271 |

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.

**Knockdown:** Inflicts 141 to 161 damage to an enemy and its nearest allies, stunning them for 2 sec. Affects up to 5 targets.

## ZAMAN



| | |
|---|---|
| Min - Max Lvl | 50 |
| Min - Max Dmg | 338 - 449 |
| Min - Max HPs | 11075 |
| Min - Max Mana | |
| Min - Max Armor | 2999 |

## ZAKK



| | |
|---|---|
| Min - Max Lvl | 60 |
| Min - Max Dmg | 143 - 196 |
| Min - Max HPs | 4979 |
| Min - Max Mana | |
| Min - Max Armor | 3791 |

## ZANDRAS

| | |
|---|---|
| Min - Max Lvl | 70 |
| Min - Max Dmg | 234 - 331 |
| Min - Max HPs | 6148 |
| Min - Max Mana | 3155 |
| Min - Max Armor | 5474 |

**Fel Shackles:** Immobilizes an enemy for 6 sec.



## ZALAS WITHERBARK



| | |
|---|---|
| Min - Max Lvl | 40 |
| Min - Max Dmg | 52 - 69 |
| Min - Max HPs | 1410 |
| Min - Max Mana | 2566 |
| Min - Max Armor | 1619 |

**Polymorph: Sheep:** Transforms the enemy into a helpless sheep that cannot cast spells or attack and movement speed is reduced by 60% for up to 10 sec.

**Chains of Ice:** Forms icy chains around the enemy, locking the target in place for 20 sec.

**Wither Touch:** Reduces an enemy's Stamina by 20 and Spirit by 20 for 2 min.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

## ZANZIL THE OUTCAST



| | |
|---|---|
| Min - Max Lvl | 46 |
| Min - Max Dmg | 72 - 95 |
| Min - Max HPs | 1919 |
| Min - Max Mana | 1587 |
| Min - Max Armor | 2255 |

**Ward of Zanzil:** Casts a Ward of Zanzil totem, which lasts 20 sec. and periodically summons a Skeleton of Zum'rah. Each Skeleton lasts 20 sec.

**Lightning Bolt:** Blasts an enemy with lightning, inflicting Nature damage.

**Lava Spout Totem:** Summons a Lava Spout Totem at the caster's feet. Totem lasts 20 sec. and inflicts 165 Fire damage to nearby enemies every 3 sec.

## ZALAZANE



| | |
|---|---|
| Min - Max Lvl | 10 |
| Min - Max Dmg | 12 - 16 |
| Min - Max HPs | 186 |
| Min - Max Mana | 191 |
| Min - Max Armor | 426 |

**Shrink:** Reduces an enemy's Strength by 3 and Stamina by 3 for 2 min.

**Healing Wave:** Heals a friendly target for 68 to 82.

## ZARCSIN

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1456 - 2056 |
| Min - Max HPs | 118060 |
| Min - Max Mana | 33090 |
| Min - Max Armor | 5954 |

**Fel Flames:** Inflicts 210 Fire damage to enemies in a cone in front of the caster. Then inflicts further Fire damage over 3 sec.

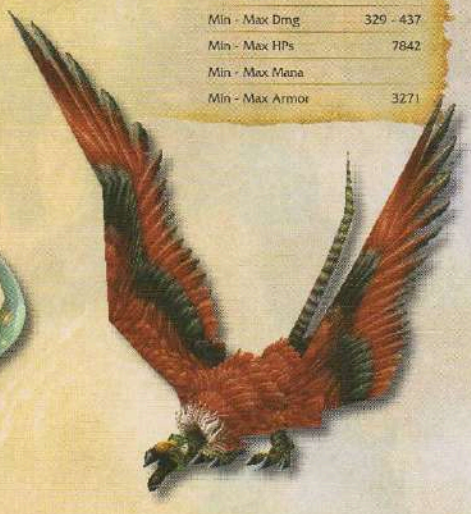
**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

**Enrage:** Increases the caster's attack speed by 60% and the Physical damage it deals by 20% for 10 min.



## ZARICOTL

| | |
|---|---|
| Min - Max Lvl | 55 |
| Min - Max Dmg | 329 - 437 |
| Min - Max HPs | 7842 |
| Min - Max Mana | |
| Min - Max Armor | 3271 |



## ZAXXIS

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Zaxxis Ambusher | 67 | 220 - 310 | 6326 | | 5892 |
| Zaxxis Raider | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| **Energy Flare:** Surrounds the caster with arcane energy, granting a 100% chance of striking melee attackers for 96 damage. The shield expires after 5 sec. | | | | | |
| Zaxxis Spell-Thief | 67 - 68 | 220 - 325 | 6326 - 6542 | | 5892 - 6192 |
| Zaxxis Stalker | 68 | 231 - 325 | 6542 | | 6192 |
| **Warp:** Teleports the caster behind the target. Also frees the caster from any bonds. **Backstab:** Inflicts normal damage plus 122 to an enemy, but only if attacking from behind. | | | | | |



## ZEALOT LOR'KHAN

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 1205 - 1596 |
| Min - Max HPs | 90650 |
| Min - Max Mana | 20544 |
| Min - Max Armor | 3555 |

**Dispel Magic:** Dispels magic on an ally, removing 1 harmful spell.

**Disarm:** Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.

**Lightning Shield:** Surrounds the caster with 20 balls of lightning that have 25% chance of striking melee or ranged attackers for 496 damage. Each time the lightning shield strikes, a ball of lightning dissipates. Thus, the shield expires after 10 min. or after it has struck 20 times.

**Great Heal:** Calls upon Holy magic to heal an ally.



## ZEALOT ZATH

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 1295 - 1717 |
| Min - Max HPs | 113295 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

**Kick:** Kicks an enemy for 88 damage, interrupting the spell being cast for 6 sec.

**Gouge:** Inflicts 20 damage to an enemy and incapacitates it for up to 4 sec. You will automatically stop attacking. Target must be facing you. Any damage received by the stunned target will revive it.

**Sinister Strike:** Inflicts normal damage plus 154 to an enemy.

**Blind:** Blinds the target, causing it to wander confused for up to 10 sec. Any damage caused will remove the effect.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.



## ZEKKIS

| | |
|---|---|
| Min - Max Lvl | 48 |
| Min - Max Dmg | 101 - 134 |
| Min - Max HPs | 3093 |
| Min - Max Mana | |
| Min - Max Armor | 4302 |
| Shadow Resistance: 120 | |



**Curse of Blood:** Increases the Physical damage taken by an enemy by 24 for 2 min.

**Contagion of Rot:** Increases the time betwen an enemy's attacks by 33% and its casting by 25%, as well as adding 5% chance to spread the contagion to an ally when hit. Lasts 4 min.

## ZERILLIS

| | |
|---|---|
| Min - Max Lvl | 45 |
| Min - Max Dmg | 189 - 251 |
| Min - Max HPs | 5544 |
| Min - Max Mana | |
| Min - Max Armor | 2725 |



**Frost Shot:** Shoots at an enemy, inflicting 26 - 27 additional Frost damage and slowing its movement by 60% for 10 sec.

**Shoot:** Shoots at an enemy, inflicting Physical damage.

**Net:** Immobilizes an enemy for 6 sec.

## ZELEMAR THE WRATHFUL

| | |
|---|---|
| Min - Max Lvl | 20 |
| Min - Max Dmg | 89 - 113 |
| Min - Max HPs | 2420 |
| Min - Max Mana | |
| Min - Max Armor | 852 |



## ZEVRAX

| | |
|---|---|
| Min - Max Lvl | 18 |
| Min - Max Dmg | 23 - 30 |
| Min - Max HPs | 354 |
| Min - Max Mana | |
| Min - Max Armor | 422 |



**Immolate:** Burns an enemy, then inflicts additional Fire damage every 3 sec. for 15 sec.

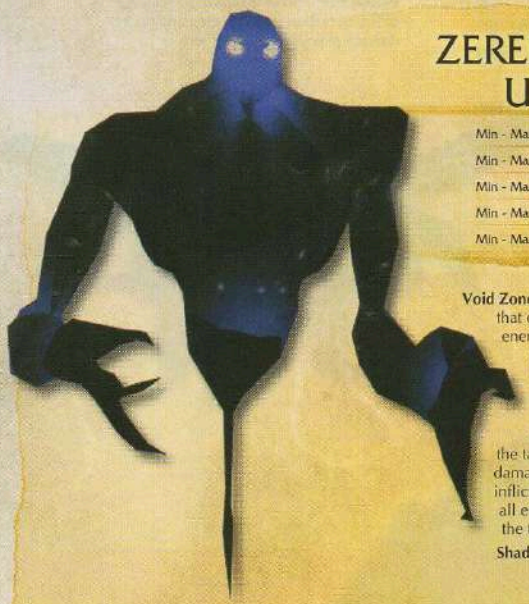
**Corruption:** Corrupts nearby enemies, inflicting Shadow damage every 3 sec. for 24 sec.

**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Curse of Weakness:** Reduces the Physical damage dealt by an enemy by 9 for 2 min. Only one curse per warlock can be active on any one target.

## ZEREKETH THE UNBOUND

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1455 - 2056 |
| Min - Max HPs | 118060 |
| Min - Max Mana | 33090 |
| Min - Max Armor | 5954 |



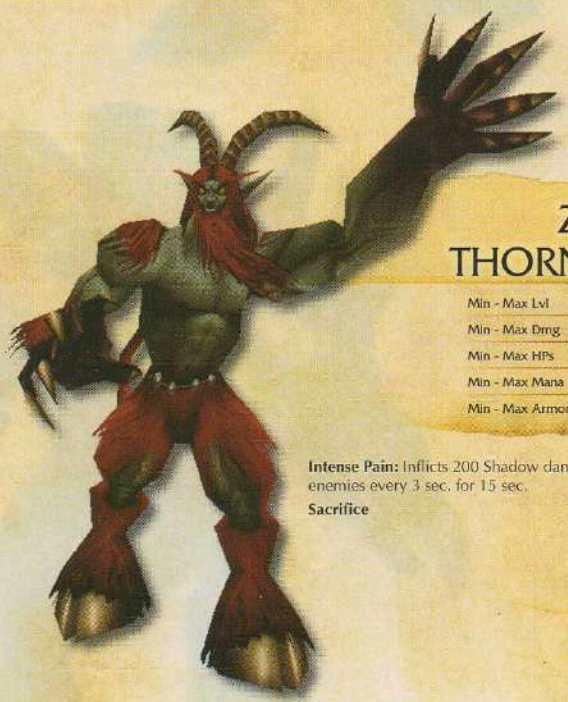
**Void Zone:** Summon a Void Zone that deals shadow damage to enemies that stand within it

**Seed of Corruption:** Imbeds a demon seed in the enemy target, causing 2400 Shadow damage over 18 sec. When the target takes 2500 total damage, the seed will detonate, inflicting Shadow damage to all enemies within 10 yards of the target.

**Shadow Nova**

## ZEVRIM THORNHOOF

| | |
|---|---|
| Min - Max Lvl | 57 |
| Min - Max Dmg | 636 - 844 |
| Min - Max HPs | 22272 |
| Min - Max Mana | |
| Min - Max Armor | 3380 |



**Intense Pain:** Inflicts 200 Shadow damage to nearby enemies every 3 sec. for 15 sec.

**Sacrifice**

## ZHERVA

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Zhevra Charger | 17 - 18 | 25 - 35 | 386 - 417 | | 748 - 782 |
| Zhevra Courier | 20 - 21 | 29 - 40 | 494 - 531 | | 852 - 888 |
| Zhevra Runner | 13 - 14 | 18 - 27 | 273 - 300 | | 608 - 642 |

## ZNORT

| | |
|---|---|
| Min - Max Lvl | 39 |
| Min - Max Dmg | 8 - 11 |
| Min - Max HPs | 219 |
| Min - Max Mana | |
| Min - Max Armor | 1834 |

**Cleave:** A sweeping attack that does your weapon damage plus 5 to the target and his nearest ally.

**Berserker Stance:** Assumes an aggressive stance that generates rage when the warrior strikes an opponent. Lasts 4 min.

## ZIGGURAT PROTECTOR

**Mortal Strike:** Inflicts 150% weapon damage to an enemy and leaves it wounded, reducing the effectiveness of any healing by 50% for 5 sec.

**Incapacitating Shout:** Reduces the movement speed of nearby enemies by 60% for 1 min.

**Snap Kick:** Inflicts 232 damage to an enemy, stunning it for 2 sec.

**Dismounting Blast:** Knocks an enemy back, forcing it to dismount.

**Dual Wield:** Allows one-hand and off-hand weapons to be equipped in the off-hand.

| | |
|---|---|
| Min - Max Lvl | 58 |
| Min - Max Dmg | 100 - 132 |
| Min - Max HPs | 3589 |
| Min - Max Mana | |
| Min - Max Armor | 3435 |

## ZOLO

| | |
|---|---|
| Min - Max Lvl | 49 |
| Min - Max Dmg | 154 - 204 |
| Min - Max HPs | 8550 |
| Min - Max Mana | 2625 |
| Min - Max Armor | 2389 |

**Atal'ai Skeleton Totem:** Casts an Atal'ai Totem, which lasts 1 min. and periodically summons an Atal'ai Skeleton. Each Skeleton lasts 30 sec.

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target.

## ZORA

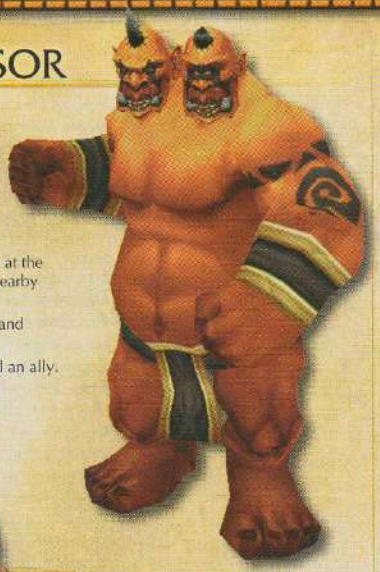
| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 397 - 527 |
| Min - Max HPs | 8883 |
| Min - Max Mana | |
| Min - Max Armor | 3489 |

**Poison Bolt:** Shoots poison at an enemy, inflicting Nature damage, then additional damage every 5 sec. for 10 sec.

## Z'KRAL

| | |
|---|---|
| Min - Max Lvl | 62 |
| Min - Max Dmg | 172 - 240 |
| Min - Max HPs | 5341 |
| Min - Max Mana | |
| Min - Max Armor | 4391 |

## ZORBO THE ADVISOR



| | |
|---|---|
| Min - Max Lvl | 66 |
| Min - Max Dmg | 195 - 273 |
| Min - Max HPs | 4892 |
| Min - Max Mana | 2846 |
| Min - Max Armor | 4515 |

**Scorching Totem:** Summons a Scorching Totem at the caster's feet. Totem lasts 35 sec. and attacks a nearby enemy every 2 sec.

**Frost Shock:** Inflicts Frost damage to an enemy and reduces its movement speed for 8 sec.

**Healing Wave:** Calls upon Nature magic to heal an ally.

## ZUL'LOR



| | |
|---|---|
| Min - Max Lvl | 49 |
| Min - Max Dmg | 116 - 153 |
| Min - Max HPs | 16035 |
| Min - Max Mana | |
| Min - Max Armor | 2944 |

**Frailty:** Reduces all attributes of nearby enemies by 10 for 1 min.

**Cleave:** Inflicts 110% of normal melee damage to an enemy and its nearest ally.



## ZUKK'ASH HIVE

| Name | Min - Max Lvl | Min - Max Dmg | Min - Max HPs | Min - Max Mana | Min - Max Armor |
|---|---|---|---|---|---|
| Zukk'ash Stinger | 45 - 46 | 76 - 102 | 2310 - 2399 | | 2725 - 2780 |
| Zukk'ash Tunneler | 45 - 46 | 76 - 102 | 2310 - 2399 | | 2725 - 2780 |
| **Pierce Armor:** Reduces an enemy's armor by 50% for 20 sec. | | | | | |
| Zukk'ash Wasp | 44 - 45 | 72 - 100 | 2138 - 2218 | | 2557 - 2725 |
| **Poison:** Inflicts Nature damage to an enemy every 3 sec. for 30 sec. | | | | | |
| Zukk'ash Warder | 44 - 45 | 72 - 100 | 2138 - 2218 | | 2557 - 2725 |

## ZULUHED THE WHACKED

| | |
|---|---|
| Min - Max Lvl | 72 |
| Min - Max Dmg | 1419 - 1881 |
| Min - Max HPs | 85560 |
| Min - Max Mana | |
| Min - Max Armor | 7387 |

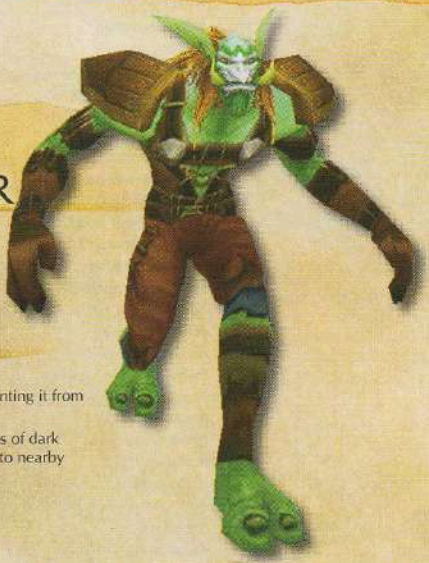
**Shadow Bolt:** Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.

**Rain of Fire:** Calls down a molten rain, burning all enemies in a selected area for 925 to 1075 Fire damage every 2 sec. for 6 sec.

**Demon Portal:** Opens a portal into the Twisting Nether that periodically summons demonic minions to aid the caster in battle for 35 sec.



## ZUL'AREK HATEFOWLER



| | |
|---|---|
| Min - Max Lvl | 43 |
| Min - Max Dmg | 67 - 88 |
| Min - Max HPs | 2059 |
| Min - Max Mana | |
| Min - Max Armor | 2397 |

**Silence:** Silences an enemy, preventing it from casting spells for 5 sec.

**Shadow Bolt Volley:** Hurls missiles of dark magic, inflicting Shadow damage to nearby enemies.

## ZUL'BRIN WARPBRANCH



| | |
|---|---|
| Min - Max Lvl | 59 |
| Min - Max Dmg | 87 - 115 |
| Min - Max HPs | 2799 |
| Min - Max Mana | 5598 |
| Min - Max Armor | 1770 |

**Hex:** Transforms an enemy into a frog, rendering it unable to attack or cast spells for 5 sec.

**Healing Wave:** Calls upon Nature magic to heal an ally.

**Chain Lightning:** Strikes an enemy with a lightning bolt that arcs to another nearby enemy. The spell affects up to 3 targets, inflicting greater Nature damage to each successive target.

**Flame Shock:** Instantly burns an enemy, then inflicts additional Fire damage every 3 sec. for 12 sec.

## ZZARC' VUL



| | |
|---|---|
| Min - Max Lvl | 30 |
| Min - Max Dmg | 42 - 56 |
| Min - Max HPs | 1050 |
| Min - Max Mana | |
| Min - Max Armor | 1200 |

**Low Swipe:** Stuns an enemy and reduces its movement speed by 50%, in addition to increasing the caster's melee damage by 15. Lasts 12 sec.

7:XT 4

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