

King's Field II Enemy List

by Raz198

Updated on Jul 20, 2016

<<< Enemies List >>>

Description:

sp.attacks - means special attacks.

gold modifier - means not exact amount
of gold, but rather average amount of
gold obtained from enemy.

Mantrap HP: 200 ; exp: 9 / 11

Truth Glass description:

Mantrap

A gigantic, carnivorous plant
with many different sub-species.

Mantrap is mobile and preys on
any living organism that produces
heat. Head Eater, which can
swallow a whole human being, is
one variation of this plant.

defense:	offense:
slash: 75	slash: 0
blow : 55	blow : 40
stab : 37	stab : 30

holy : 150
fire : 45
earth: 100
wind : 100
water: 200

strong vs: water, holy

weak vs: stab, fire

sp.attacks: -

gold modifier : 15

Location: Quist, Ancient Battleground,

Forest of Varde, Royal Cemetary

Grave Pot HP: 300 ; exp: 28

Truth Glass description:

Grave Pot

It does not possess any means of direct attack. Instead, it gives out poison to anyone who comes into contact with it. In case of direct contact, the poison will prevail. Its weakness is fire.

defense:

slash: 60

blow : 150

stab : 150

holy : 200

fire : 50

earth: 100

wind : 60

water: 200

strong vs: Blow, Stab, Holy, Water

weak vs: slash, fire, wind

sp.attacks: poison magic

gold modifier : 20

Location: Ancient Battleground, Forest of

Varde, Ralugo

Stool HP : 200 ; exp: 15

Truth Glass description:

Stool

A poisonous mushroom, Stool's perimeter of attack is limited. Don't be fooled by its innocent appearance, it's VERY poisonous! The best defense against its poison is to have a weapon with a long reach, or to use magic.

defense:

slash: 47

blow : 75

stab : 95

holy : 150

fire : 45

earth: 100
wind : 60
water: 200

strong vs: water, holy

weak vs: slash, fire, wind

sp.attacks: poison cloud

gold modifier : 0

Location: Quist, Ancient Battleground,
Forest of Varde

Skeleton HP: 400 ; exp: 36

Truth Glass description:

Skeletons

The bones of the ancient soldiers in Verdite are now controlled by the minions of evil. They have no thought or will of, their own. Some are actually made out of clay that probably contained ancient bones of soldiers.

	offense:	offense:
defense:	stab hit:	slash hit:
slash: 180	slash: 67	slash: 81
blow : 40	blow : 37	blow : 95
stab : 150	stab : 92	stab : 0

holy : 40
fire : 50
earth: 40
wind : 140
water: 160

strong vs: Slash, Stab, water, wind

weak vs: Blow, holy, earth, fire

sp.attacks: -

gold modifier : 20

Location: Quist, Ancient Battleground,
Garrison Barracks, Cave of Shudom,
Royal Cemetary

Red Eye HP: 300 ; exp: 18

Truth Glass description:

Red Eye

Before the Day of the Seal, it was a normal spider. Since then, it has increased in size to a huge monster that will come out of its nest to attack people and other animals. Its weakness is the magical power of water.

defense:	offense:
slash: 105	slash: 0
blow : 55	blow : 50
stab : 60	stab : 60

holy : 90
fire : 80
earth: 200
wind : 200
water: 50

strong vs: earth, wind

weak vs: Blow, Stab, Water, Fire

sp.attacks: -

gold modifier : 13

Location: Quist

Green Slime HP: 300 ; exp: 12

Truth Glass description:

Green Slime

They hate direct sunlight and so live in dark, wet areas. The crescent axe and fire are the most effective weapons against them. They have antidote fluid inside, so if you're poisoned, let them bite you for a cure.

defense:	offense:
slash: 130	slash: 30
blow : 140	blow : 90
stab : 50	stab : 95

holy : 100

fire : 40
earth: 80
wind : 150
water: 200

strong vs: Water, wind

weak vs: Stab, Fire, Earth

sp.attacks: cures poison condition

gold modifier : 25

Location: Garrison Barracks, Path Of Poison,
Path of Thieves, Dwarf Cave

Two Headed Grave Pot HP:350 ; exp: 35

Truth Glass description:

Two Headed Grave Pot
A different variety of Grave Pot,
this one has two heads instead of
one to spew out poison
alternately. Its weakness is also
fire.

defense:
slash: 60
blow : 150
stab : 150

holy : 200
fire : 50
earth: 100
wind : 60
water: 200

strong vs: Blow, Stab, Holy, Water

weak vs: Slash, Fire, Wind

sp.attacks: poison magic

gold modifier : 25

Location: Forest of Varde, Ralugo

Reaper HP: 450 ; exp: 45

Truth Glass description:

Reaper

A living organism made up of several hands. It is neither plant nor animal. Because of its affinity for people, gold coins and jewelry are often discovered in its stomach.

defense:

slash: 85

blow : 65

stab : 120

holy : 150

fire : 80

earth: 100

wind : 160

water: 200

strong vs: Water, Wind

weak vs: Blow, Slash, Fire

sp.attacks: -

gold modifier : 50

Location: Ancient Battleground, Garrison

Barracks, Forest of Varde

Undead Born HP: 300 ; exp: 29

Truth Glass description:

Undead Born

Unlike other skeletons, these are simply ghosts. They lack offensive power. They were probably ordinary citizens before their death.

defense:

slash: 140

blow : 30

stab : 150

holy : 30

fire : 40

earth: 30

wind : 100

water: 120

strong vs: Stab, Slash, Water

weak vs: Blow, holy, earth, fire

sp.attacks: darkness

gold modifier : 0

Location: Garrison Barracks, Dwarf Cave

Grave Shadow HP: 200 ; exp: 10

Truth Glass description:

Grave Shadow

They began to appear after the King's transformation. They have no thought of their own, only scattered and fragmented thoughts with the instinct to kill by the only means they have.

defense:

slash: 50

blow : 60

stab : 10

holy : 30

fire : 50

earth: 80

wind : 80

water: 15

strong vs: Earth, Wind

weak vs: Stab, Water, holy

sp.attacks: darkness

gold modifier : 0

Location: Path Of Poison, Cason Village

Race HP: 180 ; exp: 18

Truth Glass description:

Race

These are a stronger, more intelligent version of the Grave Shadow. Race wander around seeking to be embodied in the living.

defense:
slash: 50
blow : 60
stab : 10

holy : 30
fire : 50
earth: 80
wind : 80
water: 50

strong vs: Earth, Wind

weak vs: Stab, holy

sp.attacks: curse

gold modifier : 0

Location: Ancient Battleground, Garrison

Barracks, Path of Thieves, Cason

Village, Hill of Prayer

Skull Soldier HP: 500 ; exp: 55

Truth Glass description:

Skull Soldier
Those knights who fought as
soldiers for Verdite and died in
battle have been resurrected by
the King to do his evil bidding.

defense:
slash: 180
blow : 50
stab : 150

holy : 40
fire : 50
earth: 40
wind : 140
water: 160

strong vs: Slash, Stab, Water

weak vs: Blow, holy, Earth, Fire

sp.attacks: -

gold modifier : 25

Location: Ancient Battleground, Garrison

Barracks, Cave of Shudom, Path of Thieves

Ruin of the High Elves, Royal Cemetary

Head Eater HP: 500 ; exp: 40

Truth Glass description:

Head Eater

A sub-species of Marrtrap, Head Eater restricts its diet to man. When a Head Eater swallows a person, they are swallowed whole, and the person inside is kept there indefinitely without being digested. Some made it their profession to hunt Head Eaters.

defense:

slash: 100
blow : 80
stab : 40

holy : 200
fire : 50
earth: 100
wind : 60
water: 200

strong vs: Holy, Water

weak vs: Stab, Fire, Wind

sp.attacks: poison attack

gold modifier : 30

Location: Ralugo, Lake Noel, Cason

Village, Royal Cemetary

Stool (Large) HP : 500 ; exp: 53

Truth Glass description:

See Stool

defense:

slash: 47
blow : 75
stab : 95

holy : 150
fire : 45
earth: 100
wind : 60
water: 200

strong vs: water, holy

weak vs: slash, fire, wind

sp.attacks: poison cloud

gold modifier : 0

Location: Forest of Varde

Skull Master HP: 600 ; exp: 228

Truth Glass description:

Skull Masters

They are powerful skeletons which used to be warlocks. During their lifetime of strict discipline, some were tempted to the evil path of magic. After death these unfortunate souls wander as the undead. Their weakness is fire.

defense:

slash: 250
blow : 120
stab : 200

holy : 70
fire : 160
earth: 200
wind : 200
water: 180

strong vs: Slash, Stab, Earth, Wind

weak vs: Blow, holy

sp.attacks: MP steal magic ; summons

skeletons

gold modifier : 40

Location: Path of Thieves

Crooked Demon HP: 600 ; exp: 59

Truth Glass description:

Crooked Demon

King Harvine created these evil creatures which possess the power of wind. Some lost control due to the existing power of the island, and after sacrificing many soldiers, Harvine was forced to destroy them.

defense:

slash: 120

blow : 90

stab : 110

holy : 100

fire : 200

earth: 100

wind : 20

water: 150

strong vs: Slash, Stab, Fire, Water

weak vs: Blow, Wind

sp.attacks: Wind Cutter

gold modifier : 15

Location: Palace of Wind

Scythe HP: 1000 ; exp: 78

Truth Glass description:

Scythe

A demon summoned by Garnabus, Scythe has a high intelligence & can use various magic attacks. He attacks opponents with a large Scythe that paralyzes enemies and then continues attacking them after they are stunned.

defense:

slash: 140

blow : 50

stab : 130

holy : 80

fire : 40

earth: 120

wind : 120

water: 90

strong vs: Slash, Stab, Earth, Wind

weak vs: Blow, Fire, holy

sp.attacks: darkness ; paralysis

gold modifier : 30

Location: Palace of Wind, Path of

Thieves, Passage of Death

Salamander HP: 400 ; exp: 70

Truth Glass description:

Salamanders

These are made by Thedek, Fire Mage, as a room decoration.

These decorations, after their master went into hiding, began to spew fire at anything that moves.

defense:

slash: 45

blow : 45

stab : 45

holy : 150

fire : 200

earth: 150

wind : 150

water: 150

strong vs: Fire, Holy, Earth, Wind, Water

weak vs: Slash, Blow, Stab

sp.attacks: Fire Ball

gold modifier : 0

Location: Palace of Wind

Virulent HP: 300 ; exp: 82

Truth Glass description:

Virulents

These creatures were created by

GarnabUs to be his bodyguards.
They are defenseless against
arrows.

defense:

slash: 150
blow : 150
stab : 80

holy : 100
fire : 200
earth: 150
wind : 150
water: 200

strong vs: Slash, Blow, Fire, Water

weak vs: Stab, Holy

sp.attacks: Fire Storm

gold modifier : 0

Location: Palace of Wind, Maze Temple of
Orladin

Gable HP: 200 ; exp: 45

Truth Glass description:

Gables

Thedek made these for King
Harvine. Unfortunately, they
were not very useful - They are
easily destroyed by arrows.

defense:

slash: 130
blow : 130
stab : 55

holy : 100
fire : 150
earth: 100
wind : 100
water: 100

strong vs: Slash, Blow, Fire

weak vs: Stab

sp.attacks: Fire Ball

gold modifier : 0

Location: Palace of Wind

Clay Golem HP: 500 ; exp: 73

Truth Glass description:

Clay Golem

Evil creatures created out of clay by Shudom, they multiplied too rapidly and began to lose their intelligence. Shudom abandoned them when the Golems began to attack him.

defense:

slash: 105

blow : 150

stab : 50

holy : 90

fire : 150

earth: 90

wind : 200

water: 120

strong vs: Blow, Wind, Fire

weak vs: Stab, Holy, Earth

sp.attacks: -

gold modifier : 0

Location: Cave of Shudom, Dwarf Cave

Promeus Golem HP: 2400 ; exp: 257

Truth Glass description:

Premeus Golem

The Golems were created to find Promeus for Shudom. Once the Golem finds it, the Promeus is integrated into the Golem's body. A Promeus Golem is immune to most attacks and magics of the earth. It has a most effective defense.

defense:

slash: 120

blow : 150

stab : 130

holy : 90
fire : 150
earth: 500
wind : 200
water: 120

strong vs: Blow, Earth, Wind, Fire

weak vs: Holy

sp.attacks: Stones

gold modifier : 0

Location: Cave of Shudom, Valley of Garan

Guard HP: 800 ; exp: 80

Truth Glass description:

Guards

These semi-living creatures were created by Oladin to be his servants. Even after the death of Orladin, they have been doing their odd jobs. They possess no offensive power but have strong life power.

defense:

slash: 200
blow : 200
stab : 100

holy : 80
fire : 200
earth: 200
wind : 200
water: 200

strong vs: Slash, Blow,
Fire, Earth, Wind, Water

weak vs: Stab, Holy

sp.attacks: darkness/Slow

gold modifier : 40

Location: Cave of Shudom, Maze Temple of

Orladin

Garth HP: 300 ; exp: 77

Truth Glass description:

Garth

Archmages all make similar creatures for defense and for decorations. Garth was created by Shudom. He is an imitation of Thedek, but is quite inferior to him.

defense:

slash: 150

blow : 150

stab : 40

holy : 100

fire : 200

earth: 150

wind : 150

water: 200

strong vs: Slash, Blow, Fire, Water

weak vs: Stab, Holy

sp.attacks: Stone

gold modifier : 0

Location: Cave of Shudom, Maze Temple of

Orladin

Para Stool 600 HP : 45 exp

Truth Glass description:

Para Stool

A different variety of Stool, the Para Stool emits poison which causes complete paralysis. One must stay away from it by any means. Effective attacks are the same as for Stool.

defense:

slash: 57

blow : 82

stab : 95

holy : 150

fire : 50

earth: 100
wind : 100
water: 200

strong vs: Stab, Water, Holy

weak vs: Slash, Fire

sp.attacks: Paralysis cloud

gold modifier : 0

Location: Ralugo, Lake Noel, Valley of

Garan, Ruin of the High Elves

Poison Red Eye HP: 300 ; exp: 68

Truth Glass description:

Poison Red Eye
This is the other variation of
the Red Eye. It has an equally
nasty bite, but this one also
contains poison. Like the Red
Eye, its weakness is the magical
power of water.

defense:
slash: 110
blow : 85
stab : 60

holy : 105
fire : 80
earth: 200
wind : 200
water: 50

strong vs: Slash, Earth, Wind

weak vs: Stab, Water, Fire

sp.attacks: poison magic

gold modifier : 30

Location: Ralugo, Lake Noel

Raymire HP: 1000 ; exp: 153

Truth Glass description:

Raymire

It is an evil creature created by Orladin to defend the stationary posts. It has water power and resistance against ordinary weapons.

defense:

slash: 210

blow : 230

stab : 210

holy : 170

fire : 290

earth: 210

wind : 330

water: 260

strong vs: Blow, Wind, Fire, Water

weak vs: Holy

sp.attacks: Haze

gold modifier : 0

Location: Path Of Poison, Maze Temple of

Orladin

Alchemine HP: 800 ; exp: 161

Truth Glass description:

Alchemine

It is an evil creature created by Orladin. It has fire power and resistance against magic. It protects the maze palace of Orladin by sneaking behind trespassers and killing them without a sound.

defense:

slash: 260

blow : 240

stab : 250

holy : 175

fire : 380

earth: 210

wind : 230

water: 240

strong vs: Slash, Fire

weak vs: Holy

sp.attacks: Fire Ball, Fire Storm

gold modifier : 0

Location: Path Of Poison, Place of Beginning

Skull Trap HP: 850 ; exp: 113

Truth Glass description:

Skull Trap

These traps have the shape of skeletons, but they are not real bones - they were made by Orladin to cast the spell of darkness on intruders.

defense:

slash: 150

blow : 150

stab : 90

holy : 100

fire : 200

earth: 150

wind : 150

water: 150

strong vs: Fire

weak vs: Stab, Holy

Sp. Attacks: darkness

gold modifier : 0

Location: Path Of Poison, Maze Temple of

Orladin

Log Stalker HP: 700 ; exp: 72

Truth Glass description:

Log Stalker

The dried up logs in the woods became living things after the King's dramatic change. They were possessed by demons and now will

assault people with magic and
with their sharp branches. Their
weakness is fire.

defense:

slash: 150
blow : 160
stab : 200

holy : 125
fire : 80
earth: 225
wind : 175
water: 200

strong vs: Stab, Earth, Water

weak vs: Fire, Holy

sp.attacks: Water Ball

gold modifier : 27

Location: Lake Noel, Dwarf Cave, Ruin
of the High Elves

Shell Dragon HP: 300 ; exp: 105

Truth Glass description:

Shell Dragon
Resembling a big turtle, Shell
Dragon is impermeable once in a
defensive position. Because of
his defensive shell, it is also
impossible to attack from the
side or back. Not to worry, a
front attack, won' t hurt - much.

defense:

slash: 150
blow : 150
stab : 150

holy : 150
fire : 50
earth: 150
wind : 150
water: 200

strong vs: Water

weak vs: Fire

sp.attacks: -

gold modifier : 0

Location: Ruin of the High Elves,

Valley of Garan

Puppet HP: 1000 ; exp: 105

Truth Glass description:

Puppet

Puppet is a doll, but Orladin gave life to it. It moves around but is not effective as an offensive or defensive fighter.

defense:

slash: 170

blow : 180

stab : 165

holy : 160

fire : 180

earth: 220

wind : 280

water: 250

strong vs: Blow, Wind, Water

weak vs: Holy

sp.attacks: shoots crystals

gold modifier : 100

Location: Path of Thieves, Maze Temple

of Orladin

Hell Worm HP: 500 ; exp: 54

Truth Glass description:

Hell Worms

They dwell In the land of Garan and have large, strong jaws with big, poisoned teeth. Hell Worms

consume the earth as their source
of nourishment, and oftentimes,
Verdite and other forms of jewels
can be found in their bodies.

defense:

slash: 60

blow : 80

stab : 100

holy : 100

fire : 40

earth: 200

wind : 200

water: 150

strong vs: Stab, Earth, Wind

weak vs: Slash, Blow, Fire, Holy

sp.attacks: poison attack

gold modifier : 25

Location: Dwarf Cave

Garan Lizard HP: 800 ; exp: 112

Truth Glass description:

Garan Lizard

Giant lizards in leather armor,
they live in the valley of Garan
attacking those who come seeking
the precious metal, Promeus. Upon
killing them, you can see they
also have a voracious appetite
for human flesh.

defense:

slash: 140

blow : 120

stab : 90

holy : 100

fire : 200

earth: 500

wind : 200

water: 250

strong vs: Slash, Earth, Water

weak vs: Stab, Holy

sp.attacks: Wind Cutter, Tornado

gold modifier : 40

Location: Dwarf Cave, Field of Ice

Valley of Garan

Hell Worm (large) HP: 1500 ; exp: 87

Truth Glass description:

see Hell Worm

defense:

slash: 60

blow : 80

stab : 100

holy : 100

fire : 40

earth: 200

wind : 200

water: 150

strong vs: Stab, Earth, Wind

weak vs: Slash, Blow, Fire, Holy

sp.attacks: poison attack

gold modifier : 25

Location: Dwarf Cave

Skull Fighter HP: 500 ; exp: 99

Truth Glass description:

Skull Fighters

Spirits of those who died but
were prevented from dying.

They will commence repeated
attacks against any casting of
a spell. They sometimes appear
in the form of a loved one or
even ones' self.

defense:

slash: 110

blow : 50

stab : 90

holy : 60

fire : 40
earth: 200
wind : 200
water: 200

strong vs: Earth, Wind, Water

weak vs: Blow, Fire, Holy

sp.attacks: -

gold modifier : 0

Location: Passage of Death

Polaris HP: 900 ; exp: 85

Truth Glass description:

Polaris
Also known as the Ice Demon, it has the powers of wind and water. Under the King's power, it killed many people before the Day of the Seal. Since then, it has been frozen and will remain thus until its master's command awakens it.

defense:
slash: 150
blow : 150
stab : 50

holy : 100
fire : 70
earth: 200
wind : 200
water: 200

strong vs: Earth, Wind, Water

weak vs: Stab, Fire, Holy

sp.attacks: Wind Cutter, Snow Storm

gold modifier : 50

Location: Field of Ice (after Lyn's gone)

Garan Tess HP: 1000 ; exp: 135

Truth Glass description:

Garan Tess

They were the descendants of the legendary tribe of Garan. Unlike their ancestors who refused to use magic and fought with their own physical strength, Garan Tess will use the magic of earth.

defense:

slash: 150

blow : 180

stab : 120

holy : 105

fire : 120

earth: 500

wind : 200

water: 200

strong vs: Blow, Earth,

weak vs: Stab, Holy, Fire

sp.attacks: Stones, Earth Wave

gold modifier : 5

Location: Field of Ice, Valley of Garan

Lua Stone HP: 1200 ; exp: 132

Truth Glass description:

Lua Stone

A long time ago, a shrine was erected to honor Turcotte Ichrius, a High Elf. The stone statue created to guard this temple is called Lua Stone.

defense:

slash: 160

blow : 190

stab : 105

holy : 110

fire : 130

earth: 200

wind : 160

water: 200

strong vs: Blow, Earth, Water

weak vs: Stab, Holy, Fire

sp.attacks: Stone

gold modifier : 0

Location: Ruin of the High Elves

Drago Newt HP: 1650 ; exp: 151

Truth Glass description:

DragoNewt

He is not an evil creature but will obey the DragoMaster. He is a combination of man and dragon. His creator is called the Dragon of Fire. This is assumed by observing his power of fire.

defense:

slash: 250

blow : 280

stab : 290

holy : 230

fire : 410

earth: 405

wind : 420

water: 410

strong vs: Wind, Fire, Water, Earth

weak vs: Holy

sp.attacks: series of Fireballs

gold modifier : 0

Location: Castle First floor

Face Trap HP: 500 ; exp: 108

Truth Glass description:

Face Trap

Orladin's subordinates set this trap. If anyone comes within sight of it, the door will open automatically, and the Face will come out and assault the intruder with arrows.

defense:

slash: 200
blow : 200
stab : 100

holy : 300
fire : 350
earth: 350
wind : 350
water: 350

strong vs: all magic

weak vs: Stab

sp.attacks: Arrow

gold modifier : 0

Location: Maze Temple of Orladin

Crannell HP: 670 ; exp: 138

Truth Glass description:

Crannell
Created by Orladin, it possesses high intelligence and powerful magic. Its life force is weak, but magic is ineffective against it, so you must approach it with a sword. Getting close to it will be difficult.

defense:
slash: 250
blow : 190
stab : 250

holy : 190
fire : 290
earth: 340
wind : 300
water: 300

strong vs: Earth, Wind, Water, Fire

weak vs: Blow, Holy

sp.attacks: Light Needle, Snow Storm

gold modifier : 0

Location: Place of Beginning

Graine HP: 500 ; exp: 101

Truth Glass description:

Graine

He was created by Orladin to protect his Maze Temple. All the creatures of this type have a common weakness. They are defenseless against arrows.

defense:

slash: 150

blow : 150

stab : 50

holy : 950

fire : 950

earth: 950

wind : 950

water: 950

strong vs: all magic

weak vs: Stab

sp.attacks: Light Needle

gold modifier : 0

Location: Place of Beginning

Flare HP: 500 ; exp: 120

Truth Glass description:

Flare

The Maze Temple of Orladin is not connected to the lava flow. This must have come in from a different source.

defense:

slash: 150

blow : 150

stab : 50

holy : 950

fire : 950

earth: 950

wind : 950

water: 950

strong vs: all magic

weak vs: Stab

sp.attacks: keeps Alchemines to reborn quickly

gold modifier : 0

Location: Place of Beginning

Gast HP: 1000 ; exp: 53

Truth Glass description:

Gasts

They are the spirits of those who died in fear. They attack not because of hatred but because the fear forces them to.

defense:

slash: 160

blow : 150

stab : 100

holy : 40

fire : 40

earth: 140

wind : 140

water: 140

strong vs: Slash, Blow

weak vs: Holy, Fire

sp.attacks: steals MP

gold modifier : 0

Location: Passage of Death, Castle Basement

Gatekeeper HP: 910 ; exp: 88

Truth Glass description:

Gatekeepers

These are dead bodies of those who died protecting the castle. These ghosts have only one thought, that is, they will do anything to protect the castle.

defense:

slash: 90
blow : 150
stab : 100

holy : 80
fire : 150
earth: 150
wind : 100
water: 100

strong vs: Blow, Fire, Earth

weak vs: Slash, Holy

sp.attacks: Slow, Snow Storm

gold modifier : 25

Location: Castle First floor, Castle Basement

Scythe (large) HP: 3000 ; exp: 185

Truth Glass description:

see Scythe

defense:
slash: 140
blow : 50
stab : 130

holy : 80
fire : 40
earth: 120
wind : 120
water: 90

strong vs: Slash, Stab, Earth, Wind

weak vs: Blow, Fire, holy

sp.attacks: darkness ; paralysis

gold modifier : 30

Location: Hill of Prayer

Mummy HP: 1400 ; exp: 124

Truth Glass description:

Mummy

In the past in Verdite,
mummification was practiced for
burial. Since the King's undoing,
the Mummies have been called back
from the grave. Once it is
awakened, it will attack whoever
disturbed its sleep.

defense:

slash: 150

blow : 150

stab : 80

holy : 60

fire : 60

earth: 150

wind : 150

water: 150

strong vs: Slash, Blow

weak vs: Stab, Holy, Fire

sp.attacks: Slow condition attack

gold modifier : 75

Location: Royal Cemetary First level

Living Statue HP: 1400 ; exp: 100

Truth Glass description:

Living Statue

The stone statue which was given
life through a spell. He makes an
excellent guard, for he simply
stands as a stone until an
invader appears. He is high on
defense and low on offense.

defense:

slash: 140

blow : 130

stab : 100

holy : 90

fire : 80

earth: 60

wind : 80

water: 80

strong vs: Slash

weak vs: Stab, Earth, Fire, Wind, Water

sp.attacks: Wind Cutter

gold modifier : 0

Location: Royal Cemetary First level,

Castle First floor

Merrill Ur HP: 3000 ; exp: 1800

Truth Glass description:

Merrill Ur

He used to be admired by many
Elves because of his devotion to
Seath and his superior fighting
skills. He is now dreaded as he
came back as an "Undead". He
wanders around mournfully seeking
Guyra's will in the cemetery.

defense:

slash: 290

blow : 250

stab : 210

holy : 280

fire : 440

earth: 460

wind : 450

water: 470

strong vs: Slash, Fire, Wind, Earth, Water

weak vs: Stab

sp.attacks: series of Light Needles

gold modifier : 0

Location: Royal Cemetary First level

Demon Lord HP: 1600 ; exp: 235

Truth Glass description:

Demon Lord

He is an evil creature created
mainly by Guyra. There are
several variations. This type is
the final, perfected variation.

defense:
slash: 300
blow : 380
stab : 290

holy : 230
fire : 390
earth: 580
wind : 360
water: 320

strong vs: Blow, Earth, Fire, Wind

weak vs: Holy

sp.attacks: Blue Lightning Bolt,

series of Water Balls

gold modifier : 0

Location: Sleeping Quarters of Guyra

Death Fighter HP: 1300 ; exp: 137

Truth Glass description:

Death Fighter

Death Fighters are the armor of soldiers killed by Black Knights. They are controlled by Seath, and have risen to fight again - remembering the hatred they died with. They are quick and will not cease fighting until destroyed.

defense:
slash: 120
blow : 80
stab : 100

holy : 120
fire : 150
earth: 150
wind : 140
water: 130

strong vs: Fire, Earth

weak vs: Blow

sp.attacks: series of Fireballs,

series of Wind Cutters

gold modifier : 0

Location: Sleeping Quarters of Guyra

Living Statue (large) HP: 2000 ; exp: 200

Truth Glass description:

see Living Statue

defense:

slash: 140

blow : 130

stab : 100

holy : 90

fire : 80

earth: 60

wind : 80

water: 80

strong vs: Slash

weak vs: Stab, Earth, Fire, Wind, Water

sp.attacks: Wind Cutter

gold modifier : 0

Location: Sleeping Quarters of Guyra

Death Knight HP: 2400 ; exp: 160

Truth Glass description:

Death Knight

Unlike the Death Fighter, the Death Knight used to be a Knight of noble origin. He's a tremendous fighter with high magical power and is one of the most perfectly balanced undead creatures serving Seath

defense:

slash: 390

blow : 270

stab : 280

holy : 130

fire : 430

earth: 350

wind : 450

water: 350

strong vs: Slash, Wind, Fire

weak vs: Holy

sp.attacks: series of Big Ice Crystals

gold modifier : 75

Location: Castle First floor

Drago Master HP: 2300 ; exp: 373

Truth Glass description:

DragoMaster

This is a title of very high rank. No one knows why Drago Newt, who is more powerful than the King, obeys King Alfred who is merely a human.

defense:

slash: 320

blow : 240

stab : 290

holy : 270

fire : 445

earth: 460

wind : 460

water: 450

strong vs: Earth, Wind, Water, Fire

weak vs: Holy

sp.attacks: Lightning Bolt, Sound Rings

gold modifier : 0

Location: Castle First floor

Wall Ghost HP: 500 ; exp: 70

Truth Glass description:

Wall Ghost

Those living in the castle were bound inside the walls by an evil spell.

defense:
slash: 50
blow : 50
stab : 50

holy : 160
fire : 180
earth: 195
wind : 155
water: 175

strong vs: Earth, Fire, Water

weak vs: Slash, Blow, Stab

sp.attacks: poison magic

gold modifier : 0

Location: Castle Basement

Blood Demon Face HP: 1000 ; exp: 135

Truth Glass description:

Blood Demon
He started out as a fairly small demon but has steadily increased in size as he has gobbled up the souls of people in the castle. His favorite tactic is to drag the enemies into utter darkness and then devour them.

defense:
slash: 150
blow : 150
stab : 150

holy : 180
fire : 160
earth: 190
wind : 210
water: 195

strong vs: Wind, Water, Earth

weak vs: Slash, Blow, Stab

sp.attacks: darkness

gold modifier : 0

Location: Castle Basement

Blood Demon Hands HP: 600 ; exp: 85

Truth Glass description:

see Blood Demon Face

defense:

slash: 45

blow : 45

stab : 80

holy : 170

fire : 150

earth: 200

wind : 160

water: 200

strong vs: Earth, Water

weak vs: Slash, Blow, Stab

sp.attacks: steals MP

gold modifier : 0

Location: Castle Basement

Imperial Guard HP: 1800 ; exp: 193

(red; with helmet)

Truth Glass description:

see Imperial Guard

defense:

slash: 240

blow : 320

stab : 230

holy : 210

fire : 380

earth: 365

wind : 390

water: 395

strong vs: Water, Wind, Fire

weak vs: Stab, Slash, Holy

sp.attacks: Flash Bolt

gold modifier : 0

Location: Castle Second floor

Imperial Guard HP: 1500 ; exp: 170

Truth Glass description:

Imperial Guards

They are the knights selected to protest the King. They will never retreat in battle and are highly motivated with undivided loyalty to the King. Tragically they ended up following the Evil King without hesitation.

defense:

slash: 340

blow : 310

stab : 290

holy : 205

fire : 380

earth: 430

wind : 375

water: 360

strong vs: Earth, Fire, Wind

weak vs: Holy

sp.attacks: Double Water Balls

gold modifier : 0

Location: Castle Second floor

Jean Alfred Forester, HP: 5000 ; exp: 0
the Swordsmaster

Truth Glass description:

Jean Alfred Forester, the
Swordsmaster

The son of Houser Forester, he was crowned King of Verdite when he saved the kingdom from the demons which arose from the royal cemetery. He is called the Holy King because he obtained the Holy Sword of Light, "Moonlight Sword."

defense:
slash: 360
blow : 280
stab : 250

holy : 435
fire : 590
earth: 590
wind : 590
water: 590

strong vs: Fire, Earth, Wind, Water

weak vs: Stab, Holy

sp.attacks: 5 Water Blasts, Vertical Line,

White Crystal Cone, White Lightning Bolt

gold modifier : 0

Location: Castle Second floor

Seath HP: 7000 ; exp: 0

Truth Glass description:

Seath

Seath, the White Dragon who was worshipped by the High Elves, was created when Vallad split himself into two beings. Seath and Guyra forgot their missions soon after being created and began an epic battle for control of the world.

defense:
slash: 380
blow : 340
stab : 320

holy : 310
fire : 800
earth: 800
wind : 800
water: 800

strong vs: Fire, Earth, Wind, Water

weak vs: Stab, Holy

sp.attacks: series of White Flash Bolts,

series of Rainbow Needles, series of

Ice Blue Needles, series of White Sound Rings

gold modifier : 0

Location: Castle Second floor

BONUS

Ichrius' guard HP: 750 ; exp: 500

Truth Glass description:

Ichrius' Guards

They were created along with
Ichrius' equipment and their duty
is to protect this equipment.
They have highly skilled
fighting abilities and cannot
be defeated easily.

defense:

slash: 150

blow : 150

stab : 150

holy : 100

fire : 100

earth: 100

wind : 100

water: 100

strong vs: Slash, Blow, Stab

weak vs: -

gold modifier : 0

Location: don't exist in the game.

(Ralugo, Cason, Hill of Prayer)

NPC HP: 1600

defense:

slash :600

blow : 600

stab : 600

holy : 600

fire : 600

earth: 600

wind : 600

water: 600

Note: game has two immortal NPC: Ed Edmund,

Lyn Reinhardt

Star in the Quist HP: 200

defense:

slash : 50

blow : 300

stab : 300

holy : 300

fire : 300

earth: 300

wind : 300

water: 300

Note: So, break up the star in the Quist
is more easier with swords than with
other weapon.

(I think you must kill the star in 1 hit
or it will not break.)

Created by Raz198.

Copyright 2015 Raz198.