



**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.

## BACH'LOR

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 - 219
<b>Lesser Heal:</b> 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
<b>Sunder Armor:</b> 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.					
<b>Defensive Stance:</b> 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
<b>Torch Toss</b>					
Bael'dun Officer	26	37 - 49	788		1061
<b>Nimble Reflexes:</b> Increases the caster's chance to parry by 75% for 8 sec.					
<b>Thrash:</b> Gives the caster 2 extra attacks.					
Bael'dun Rifleman	24 - 25	34 - 48	664 - 713		992 - 1026
<b>Shoot:</b> 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.

## 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.



## BANNOK GRIMAXE

Min - Max Lvl	59
Min - Max Dmg	153 - 203
Min - Max HPs	8883
Min - Max Mana	
Min - Max Armor	3489

## BANSHEE

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



## 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.



## 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.



## 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.



## 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 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



## BARNABUS

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



## 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.



## 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.

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## 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.



## 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.



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

## 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
<b>Warp:</b> Teleports the caster behind the target. Also frees the caster from any bonds. <b>Energy Surge:</b> Inflicts Arcane damage to an enemy for 5 sec. <b>Energy Flame:</b> Surrounds the caster with arcane energy, granting a 100% chance of striking melee attackers for 318 damage. The shield expires after 5 sec. <b>Blind:</b> 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
<b>Energy Surge:</b> Inflicts Arcane damage to an enemy for 5 sec. <b>Arcane Missiles:</b> Launches magic missiles at an enemy inflicting Arcane damage each second for 5 sec.					
Bash'ir Controller	70	580 - 768	16200	3155	5474
<b>Holy Nova:</b> 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. <b>Heal:</b> Calls upon Holy magic to heal an ally. <b>Power Word: Shield:</b> 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
<b>Thrash:</b> Adds a chance to do two additional attacks <b>Gaping Maw:</b> Inflicts Physical damage to several nearby enemies every 3 sec. for 15 sec. <b>Infectious Poison:</b> Inflicts 850 to 1150 Nature damage to nearby enemies.					
Bash'ir Harbinger	72	1454 - 2056	118060	19854	5954
<b>Dual Wield:</b> Allows one-hand and off-hand weapons to be equipped in the off-hand. <b>Charge:</b> Charges an enemy, inflicting normal damage plus 100 and stuns the opponent for 2 sec. <b>Spell Reflection</b> <b>Dematerialize Armor:</b> Reduces an enemy's armor by 100% for 8 sec.					
Bash'ir Inquisitor	72	1697 - 2398	88545	19854	5954
<b>Dual Wield:</b> Allows one-hand and off-hand weapons to be equipped in the off-hand. <b>Charge:</b> Charges an enemy, inflicting normal damage plus 100 and stuns the opponent for 2 sec. <b>Spell Reflection</b> <b>Dematerialize Armor:</b> Reduces an enemy's armor by 100% for 8 sec.					
Bash'ir Raider	70 - 71	252 - 363	6986 - 7181		6792 - 7089
<b>Energy Flame:</b> Surrounds the caster with arcane energy, granting a 100% chance of striking melee attackers for 102 - 104 damage. The shield expires after 5 sec. <b>Warp:</b> Teleports the caster behind the target. Also frees the caster from any bonds.					
Bash'ir Reckoner	72	1960 - 2772	36900		7387
<b>Dual Wield:</b> Allows one-hand and off-hand weapons to be equipped in the off-hand. <b>Warp:</b> Teleports the caster behind the target. Also frees the caster from any bonds. <b>Charge:</b> Charges an enemy, inflicting normal damage plus 100 and stuns the opponent for 2 sec. <b>Dematerialize Armor:</b> Reduces an enemy's armor by 100% for 8 sec.					
Bash'ir Spell Thief	70 - 71	234 - 337	5589 - 5744	3155 - 3231	5474 - 5714
<b>Drain Mana:</b> Drains up to 890 mana from an enemy over 5 sec. and transfers it to the caster. <b>Damage Reduction:</b> Magic					
Bash'ir Subprimal	70	464 - 614	12960	3155	5474
<b>Blink:</b> Teleports the caster 20 yd. forward unless something is in the way. Also frees the caster from any bonds. <b>Shadow Bolt:</b> Hurls a bolt of dark magic at an enemy, inflicting Shadow damage.					
Bash'ir Surveyor	72	242 - 343	5903	4964	5954
<b>Stasis Field:</b> Places the target in a Stasis Field stunning the target. <b>Arcane Blast:</b> Blasts an enemy with Arcane magic, inflicting normal damage plus 451 to 461 and knocking the enemy back. <b>Slow:</b> 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
<b>Petrify:</b> Stuns an enemy, but increases its armor by 30% for 8 sec.					
Ambereye Reaver	41 - 42	59 - 83	1902 - 1981		2101 - 2246
<b>Petrify:</b> Stuns an enemy, but increases its armor by 30% for 8 sec. <b>Cleave:</b> Inflicts 110% of normal melee damage to an enemy and its nearest allies, affecting up to 3 targets.					
Blockened Basilisk	23 - 24	36 - 43	617 - 664		957 - 992
<b>Crystalline Slumber:</b> 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
<b>Crystalline Slumber:</b> Stuns an enemy, rendering it unable to move or attack for 15 sec.					
Craghide Basilisk	68 - 69	231 - 341	6542 - 6761		6192 - 6492
<b>Hypnotic Gaze:</b> Stuns an enemy, rendering it unable to move or attack for 6 sec.					
Crystal Spine Basilisk	34 - 35	47 - 64	1279 - 1342		1988 - 2037
<b>Crystal Gaze:</b> Stuns an enemy, rendering it unable to move or attack for 6 sec.					
Dampscale Basilisk	62 - 63	172 - 253	5341 - 5527		4391 - 4691
<b>Glare:</b> Incapacitates an enemy, rendering it unable to move or attack for 6 sec.					
Dampscale Devourer	63 - 64	181 - 267	5527 - 5715		4691 - 4991
<b>Chomp:</b> Bites an enemy, inflicting Physical damage.					
Glasshide Basilisk	42 - 43	62 - 88	1981 - 2059		2246 - 2397
<b>Crystal Flash:</b> 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
<b>Crystal Gaze:</b> Stuns an enemy, rendering it unable to move or attack for 6 sec.					
Glasshide Petrifier	48 - 49	80 - 109	2577 - 2672		2888 - 2944
<b>Petrify:</b> Stuns an enemy, but increases its armor by 30% for 8 sec.					
Grishnath Basilisk	67	220 - 310	6326		23892 - 23892
<b>Soften:</b> Reduces armor by 11000.					
Gritjaw Basilisk	31 - 32	44 - 60	1107 - 1163		1234 - 1270
<b>Crystalline Slumber:</b> Stuns an enemy, rendering it unable to move or attack for 15 sec.					
Hulking Gritjaw Basilisk	35 - 36	58 - 79	1464 - 1532		1373 - 1480
<b>Crystalline Slumber:</b> 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
<b>Crystal Flash:</b> 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
<b>Chomp:</b> Bites an enemy, inflicting Physical damage.					
Ironspine Gazer	63 - 64	199 - 293	6079 - 6286		5691 - 5991
<b>Hypnotic Gaze:</b> Stuns an enemy, rendering it unable to move or attack for 6 sec.					
Ironspine Petrifier	62 - 63	172 - 253	5341 - 5527		4391 - 4691
<b>Glare:</b> 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
<b>Reflection:</b> Gives the caster 100% chance to reflect harmful spells for 5 sec. <b>Crystalline Slumber:</b> Stuns an enemy, rendering it unable to move or attack for 15 sec.					
Marshall Threshalisk	61 - 62	159 - 240	5158 - 5341		4091 - 4391
<b>Threshalisk Charge:</b> Charges an enemy, inflicting normal damage plus 0.					
Rogestone Trampler	62 - 63	190 - 278	5875 - 6080		4391 - 4691
<b>Enrage:</b> Increases the Physical damage dealt by the caster by 19 for 15 sec. <b>Trample:</b> Inflicts normal damage plus 62 - 63 to nearby enemies.					
Rogestone Threshalisk (Bas)	62 - 63	189 - 277	5875 - 6079		4391 - 4691
<b>Enrage:</b> Increases the Physical damage dealt by the caster by 19 for 15 sec. <b>Threshalisk Charge</b>					
Redstone Basilisk	47 - 48	79 - 107	2488 - 2578		2835 - 2888
Fire Resistance: 100					
<b>Crystal Gaze:</b> Stuns an enemy, rendering it unable to move or attack for 6 sec.					
Redstone Crystallide	51 - 52	86 - 117	2980 - 3082		3052 - 3108
Fire Resistance: 100					
<b>Crystal Flash:</b> Stuns enemies in a cone in front of the caster, rendering them unable to move or attack for 15 sec.					
Ruon Weald Basilisk	66	210 - 295	6116		5591
Saltstone Basilisk	30 - 31	42 - 58	1050 - 1107		1200 - 1234
<b>Crystalline Slumber:</b> Stuns an enemy, rendering it unable to move or attack for 15 sec.					
Saltstone Crystallide	32 - 33	42 - 57	977 - 1021	935 - 963	1063 - 1091
<b>Mana Burn:</b> 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
<b>Crystal Gaze:</b> Stuns an enemy, rendering it unable to move or attack for 6 sec.					
Scalded Basilisk	67 - 68	220 - 325	6326 - 6542		5892 - 6192
<b>Heat Wave:</b> 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 Belly	45	76 - 100	2218		4059
<b>Crystal Flash:</b> 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
<b>Crystalline Slumber:</b> Stuns an enemy, rendering it unable to move or attack for 15 sec.					
Singed Basilisk	25 - 26	39 - 46	734 - 788		1026 - 1061
<b>Crystalline Slumber:</b> Stuns an enemy, rendering it unable to move or attack for 15 sec.					
Stone Maw Basilisk	31 - 32	44 - 60	1107 - 1163		1831 - 1884
<b>Crystal Gaze:</b> Stuns an enemy, rendering it unable to move or attack for 6 sec.					
Thrastrail Basilisk	41 - 42	59 - 83	1902 - 1981		2101 - 2246
<b>Lash:</b> Stuns an enemy for 2 sec. and has a chance to disarm.					



## BATS

Name	Min - Max Lvl	Min - Max Dmg	Min - Max HPs	Min - Max Mana	Min - Max Armor
Blind Hunter	27	65 - 87	4000		1097
Blood Seeker	20	50 - 66	1452		852
<b>Expose Weakness:</b> Increases the Physical damage taken by an enemy by 20 for 5 sec.					
Bloodseeker Bat	60	130 - 172	5341		3791
<b>Charge:</b> Charges an enemy, inflicting normal damage plus 0 and stuns the opponent.					
Dark Screacher	50 - 51	135 - 183	2215 - 2292		2999 - 3052
<b>Sonic Burst:</b> Inflicts normal damage plus 125 - 128 on nearby enemies, preventing them from spellcasting for 6 sec.					
<b>Aural Shock:</b> 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
<b>Frenzied Dive:</b> 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
<b>Ravage:</b> Inflicts normal damage plus 3 - 3 to an enemy, stunning it for 2 sec.					
Greater Kraul Bat	26	63 - 83	2250		1061
<b>Sonic Burst:</b> 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					
<b>Wing Beat:</b> Strikes enemies near the caster, knocking them back and slowing their movement by 50% for 8 sec.					
<b>Sonic Blast:</b> Emits a piercing shriek, inflicting 2520 to 3080 physical damage and stunning the target for 5 sec. Threat is reduced while stunned.					
Kraul Bat	26	63 - 83	2250		1061
Lesser Scourgebat	16 - 18	23 - 35	356 - 417		713 - 782
<b>Disease Touch:</b> 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
<b>Sonic Burst:</b> 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
<b>Slow Poison:</b> Increases time between attacks by 25% and reduces movement speed by 65% for 25 sec.					
Plaguebat	53 - 55	90 - 125	3189 - 3398		3163 - 3271
<b>Terrifying Scream:</b> Causes nearby enemies to flee in fear and reduces movement speed by 50% for 4 sec.					
Plagued Bat	60	624 - 827	10682		3791
<b>Putrid Bite:</b> Increases the damage taken by an enemy by 120 for 30 sec.					
Rabid Shrike Bat	38 - 39	121 - 166	4185 - 4377		1709 - 1834
<b>Sonic Burst:</b> Inflicts normal damage plus 95 - 98 on nearby enemies, preventing them from spellcasting for 6 sec.					
<b>Rabies:</b> 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.					
Ressan the Needler	11	15 - 20	278		538
<b>Sonic Burst:</b> Inflicts normal damage plus 28 on nearby enemies, preventing them from spellcasting for 6 sec.					
Shadowbat	69 - 70	1450 - 2142	20283 - 20958		6492 - 6792
<b>Dark Shriek:</b> 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
<b>Sonic Burst:</b> 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
<b>Ravage:</b> Inflicts normal damage plus 4 to an enemy, stunning it for 2 sec.					
Vampiric Mistbat	13 - 15	18 - 29	273 - 328		608 - 677
<b>Draining Touch:</b> Drains health from an enemy, transferring it to the caster.					
Vampiric Shadowbat	71	3081 - 4357	43086		7089
<b>Draining Touch:</b> Attacks have a chance to steal the target's health.					
Vile Bat	20	50 - 66	1452		852
<b>Disarm:</b> Disarms an enemy, forcing it to stop wielding its weapon for 5 sec.					
<b>Diving Sweep:</b> Inflicts normal damage plus 30 to an enemy and its nearest allies, affecting up to 3 targets.					

## 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

## 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.

