

Fractal Block World (Xar)
Monster Manual
Version 1.01.14

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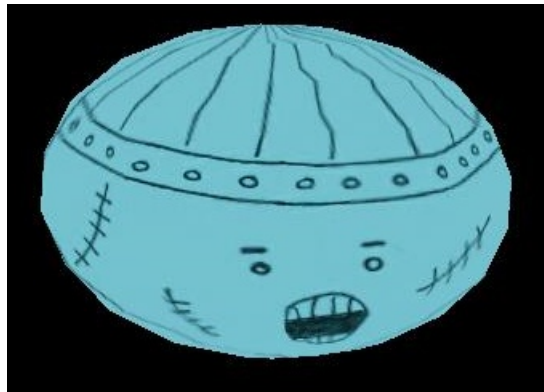
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Chapter 1

Juggernaut Class

Monsters in the juggernaut class drop ammo and upgrades for your cannon weapon.

1.1 Juggernaut



- hp: 10,000
- dps: 10
- drops: large cannon ammo

1.2 Tough Juggernaut



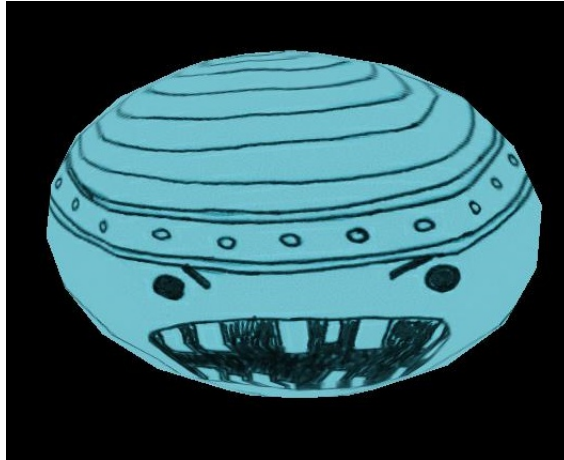
- hp: 50,000
- dps: 15
- drops: large cannon ammo

1.3 Unruly Juggernaut



- hp: 100,000
- dps: 20
- drops: [cannon max ammo upgrade](#)

1.4 Formidable Juggernaut



- hp: 300,000
- dps: 25
- drops: [cannon fire rate upgrade](#)

1.5 I am the Juggernaut



- hp: 1,000,000
- dps: 30
- drops: [huge cannon ammo](#)

Chapter 2

Marine Class

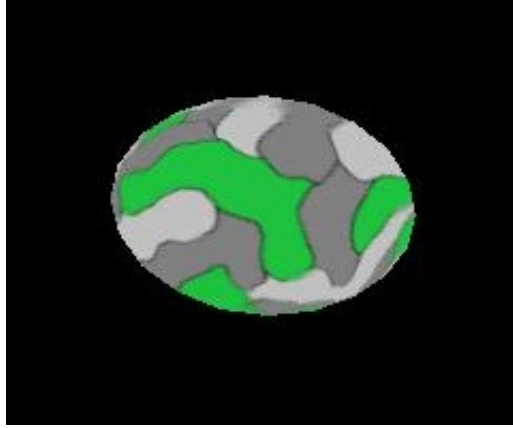
Monsters in the marine class drop ammo for your cannon and minigun.

2.1 Light Marine



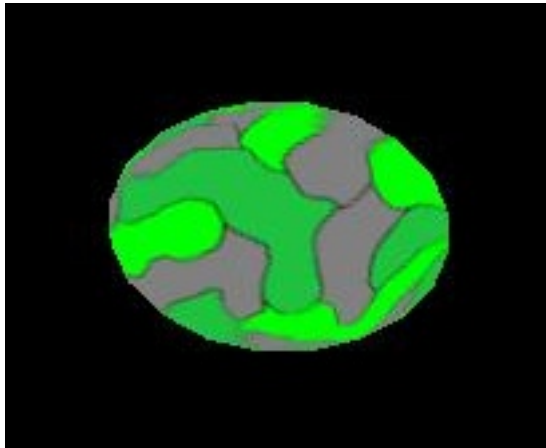
- hp: 32
- dps: 1
- drops: small cannon ammo

2.2 Marine



- hp: 64
- dps: 2
- drops: small minigun ammo

2.3 Heavy Marine



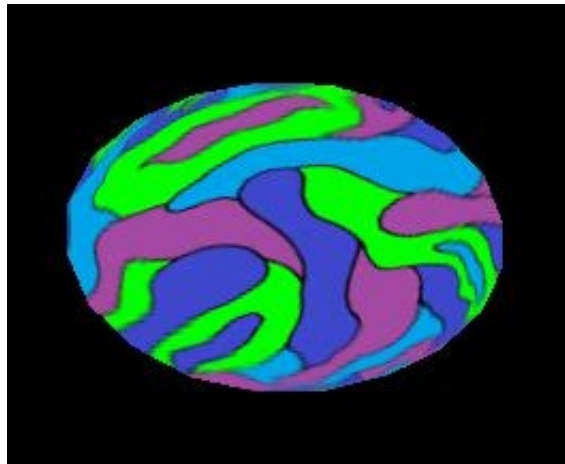
- hp: 128
- dps: 4
- drops: large minigun ammo

2.4 Rebel



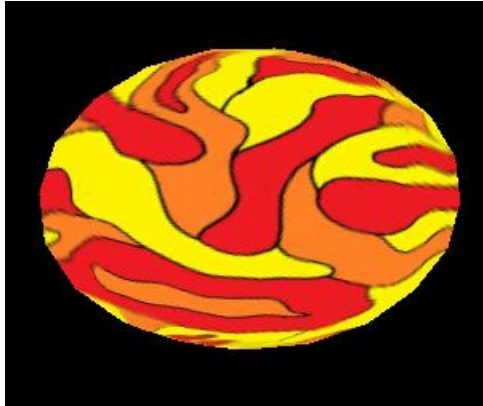
- hp: 500
- dps: 6
- drops: large cannon ammo

2.5 Insurgent



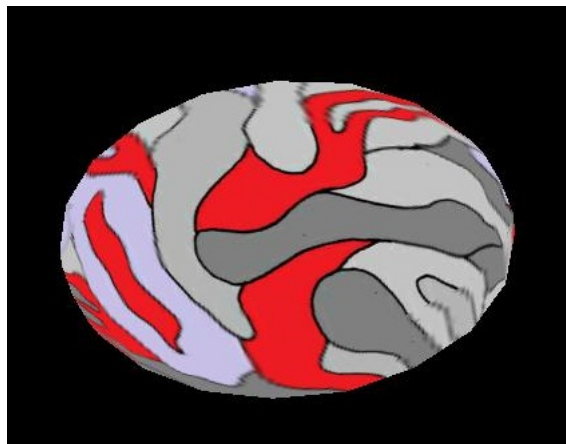
- hp: 1,000
- dps: 8
- drops: large minigun ammo

2.6 Dissident



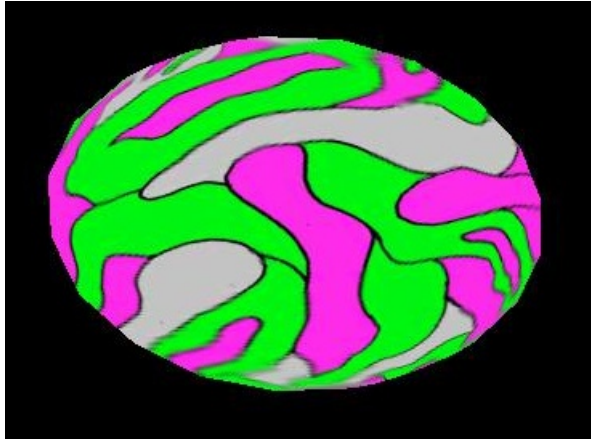
- hp: 5,000
- dps: 10
- drops: large cannon ammo

2.7 Hired Gun



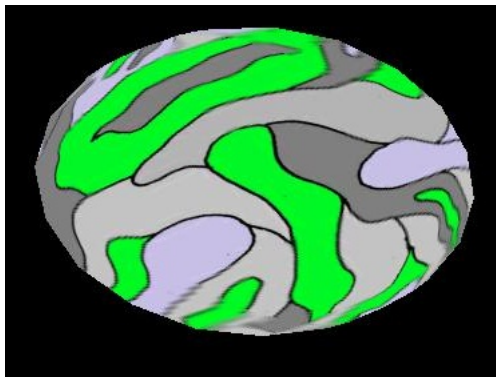
- hp: 10,000
- dps: 12
- drops: small cannon ammo

2.8 Guerilla



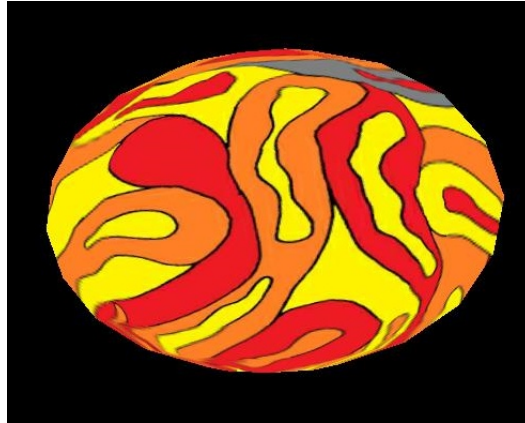
- hp: 50,000
- dps: 15
- drops: large minigun ammo

2.9 Hit Man



- hp: 100,000
- dps: 25
- drops: small minigun ammo

2.10 Mercinary



- hp: 500,000
- dps: 40
- drops: [huge cannon ammo](#)

2.11 Commando



- hp: 1,000,000
- dps: 50
- drops: [huge minigun ammo](#)

Chapter 3

Goon Class

Monsters in the goon class drop ammo for your laser weapon. The most powerful goons drop upgrades. Their projectiles will home toward you, but you can shoot these projectiles down.

3.1 Petite Goon



- hp: 200
- dps: 2
- drops: large laser ammo

3.2 Small Goon



- hp: 500
- dps: 3
- drops: large laser ammo

3.3 Goon



- hp: 1,000
- dps: 4
- drops: large laser ammo

3.4 Large Goon



- hp: 2,000
- dps: 5
- drops: large laser ammo

3.5 Major Goon



- hp: 5,000
- dps: 7
- drops: large laser ammo

3.6 Questionable Goon



- hp: 10,000
- dps: 10
- drops: large laser ammo

3.7 Immoral Goon



- hp: 20,000
- dps: 20
- drops: large laser ammo

3.8 Unsavory Goon



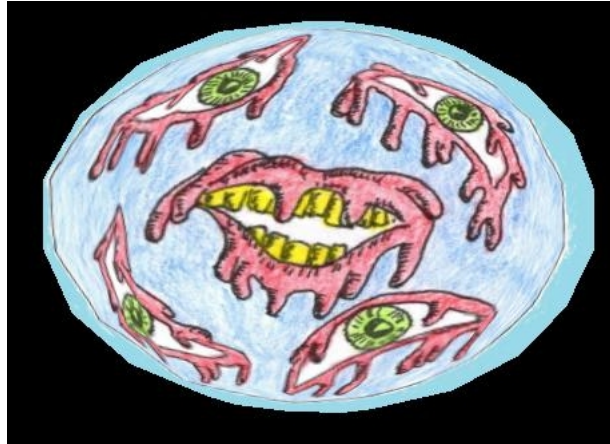
- hp: 50,000
- dps: 30
- drops: large laser ammo

3.9 Evil Goon



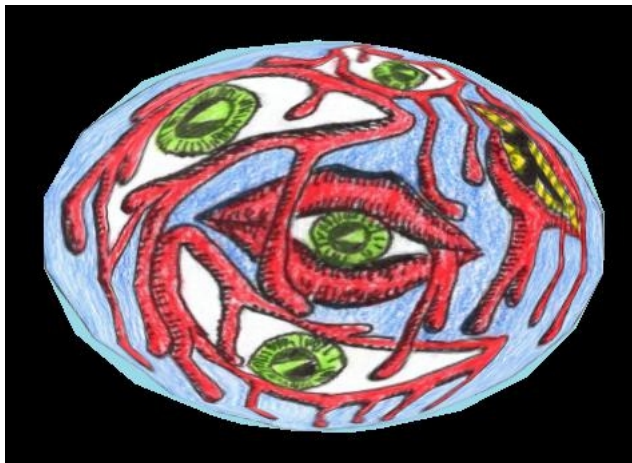
- hp: 100,000
- dps: 40
- drops: large laser ammo

3.10 Despicable Goon



- hp: 200,000
- dps: 50
- drops: large laser ammo

3.11 Maniacal Goon



- hp: 500,000
- dps: 75
- drops: [laser damage upgrade](#)

3.12 Ultimate Goon



- hp: 1,000,000
- dps: 100
- drops: [laser max ammo upgrade](#)

3.13 Hexatrix



- hp: 1,000,000
- dps: 200
- drops: [RejuvenX](#)

Chapter 4

Pirate Class

Monsters in the pirate class drop ammo for your homing rocket launcher.

4.1 Pirate



- hp: 100,000
- dps: 5
- drops: [huge homing ammo](#)

4.2 First Mate



- hp: 300,000
- dps: 10
- drops: [huge homing ammo](#)

4.3 Captain



- hp: 1,000,000
- dps: 15
- drops: [huge homing ammo](#)

Chapter 5

Spider Class

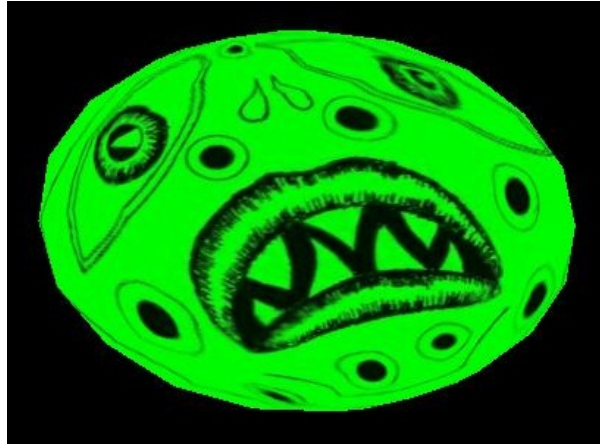
Monsters in the spider class drop ammo for your minigun. The most powerful spiders drop upgrades for your minigun.

5.1 Baby Spider



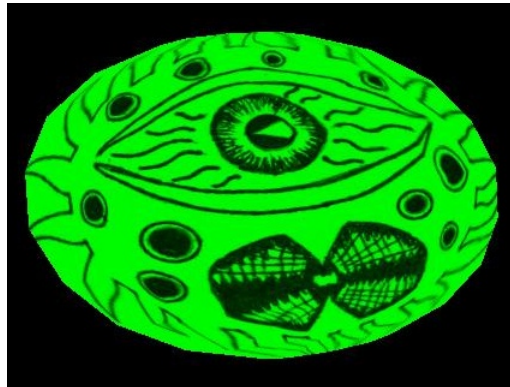
- hp: 10,000
- dps: 30
- drops: large minigun ammo

5.2 Lesser Spider



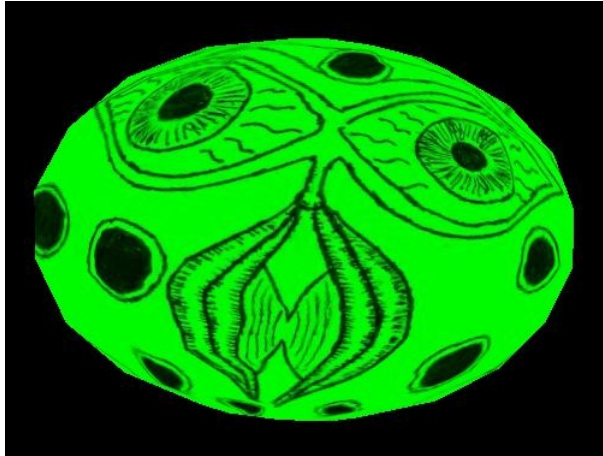
- hp: 50,000
- dps: 40
- drops: large minigun ammo

5.3 Spider



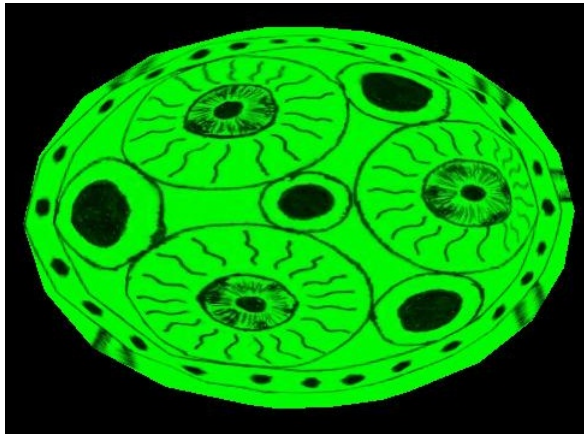
- hp: 100,000
- dps: 50
- drops: [minigun damage upgrade](#)

5.4 Great Spider



- hp: 300,000
- dps: 60
- drops: [minigun max ammo upgrade](#)

5.5 Spider Lord



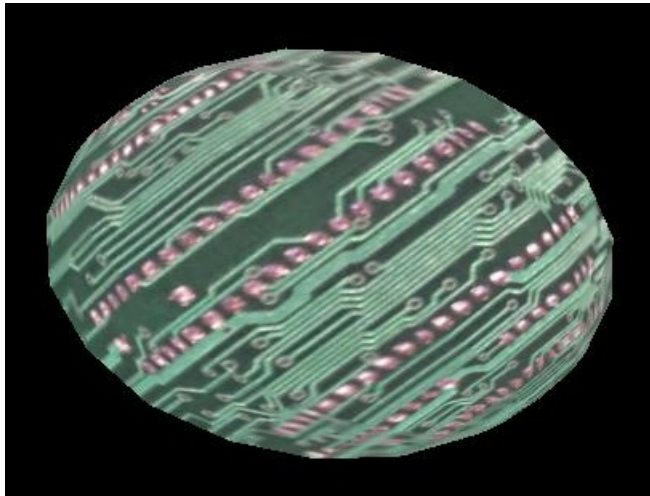
- hp: 500,000
- dps: 70
- drops: [huge minigun ammo](#)

Chapter 6

Science Class

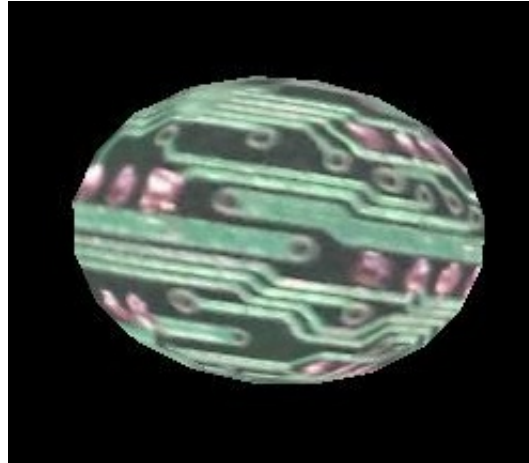
Monsters in the science class drop ammo and upgrades for your EMP weapon.

6.1 Probe



- hp: 50,000
- dps: 40
- drops: 1 EMP ammo

6.2 Satellite



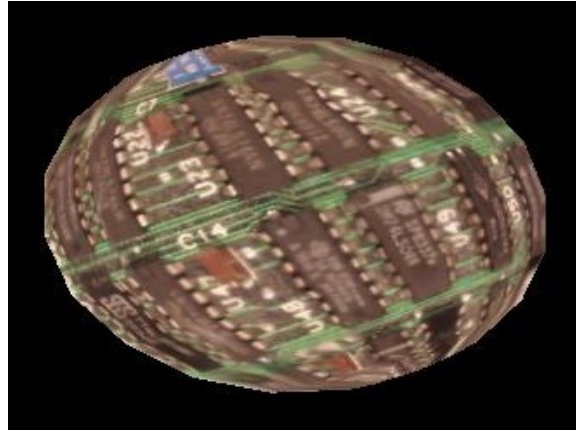
- hp: 50,000
- dps: 10
- drops: 1 EMP ammo

6.3 Sentinel



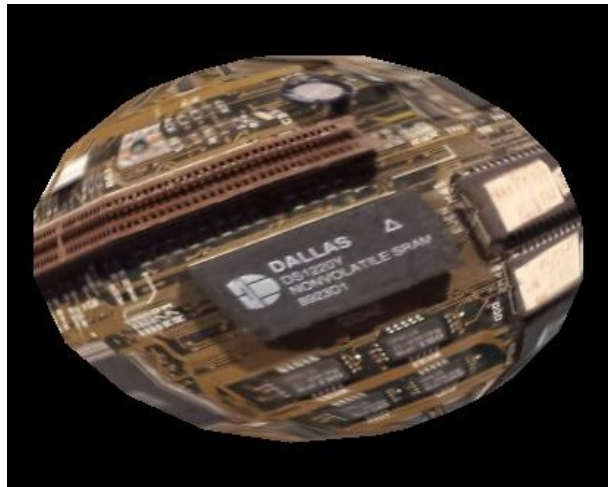
- hp: 10,000
- dps: 30
- drops: [EMP freeze time upgrade](#)

6.4 Laboratory



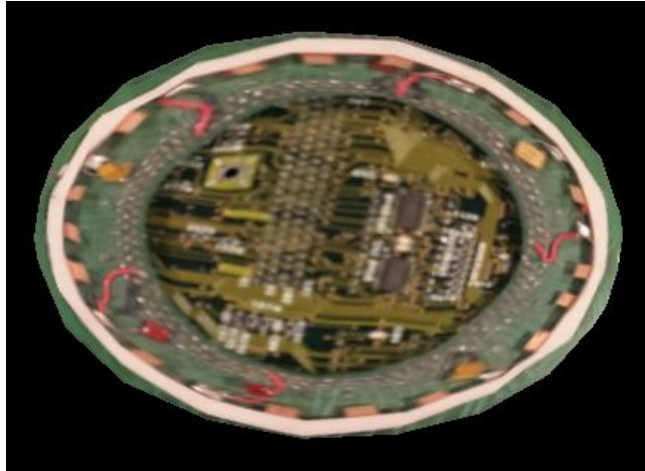
- hp: 100,000
- dps: 30
- drops: **EMP damage upgrade**

6.5 Science Core



- hp: 500,000
- dps: 133
- drops: **EMP max ammo upgrade**

6.6 Mothership



- hp: 1,000,000
- dps: 166
- drops: [EMP radius upgrade](#)

6.7 Mechanized Sheath



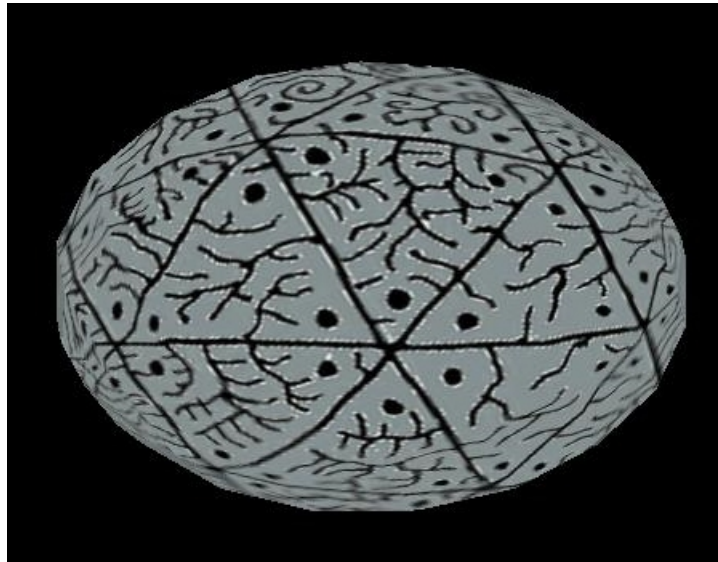
- hp: 1,000,000
- dps: 15
- drops: 1 EMP ammo

Chapter 7

Nuclear Class

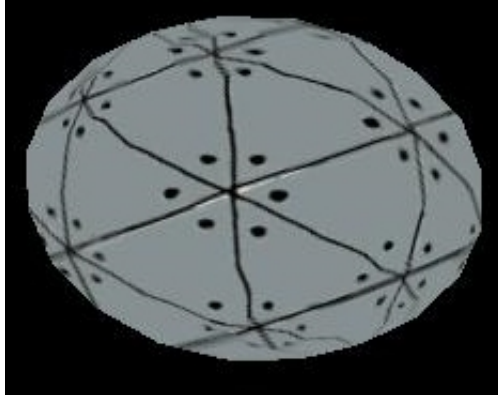
Monsters in the nuclear class drop ammo and upgrades for your nuke weapon.

7.1 Compromised Nuclear Silo



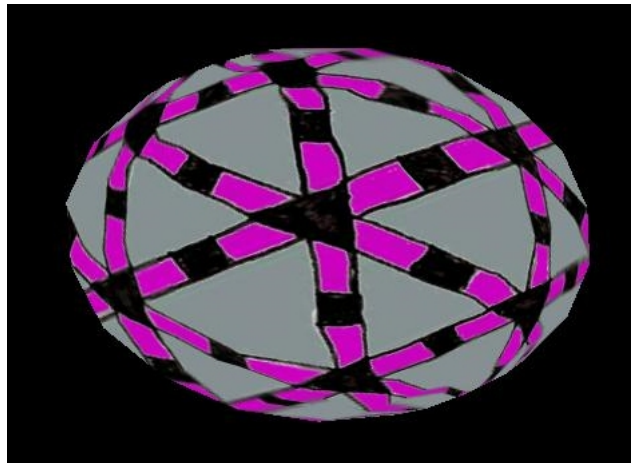
- hp: 10,000
- dps: 20
- drops: 1 nuke ammo

7.2 Nuclear Silo



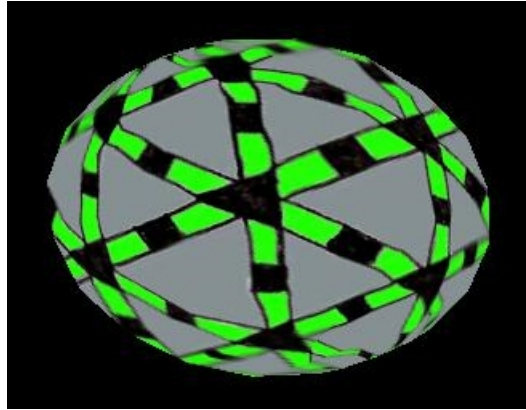
- hp: 10,000
- dps: 20
- drops: 1 nuke ammo

7.3 Nuclear Ore Mining Location



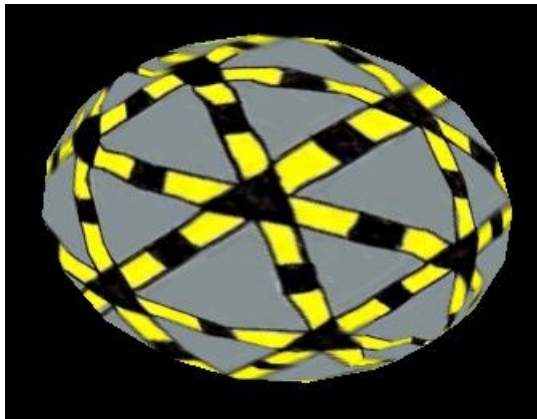
- hp: 200,000
- dps: 125
- drops: [nuke radius upgrade](#)

7.4 Nuclear Refinery



- hp: 100,000
- dps: 125
- drops: [nuke projectile speed upgrade](#)

7.5 Nuclear Cyclotron



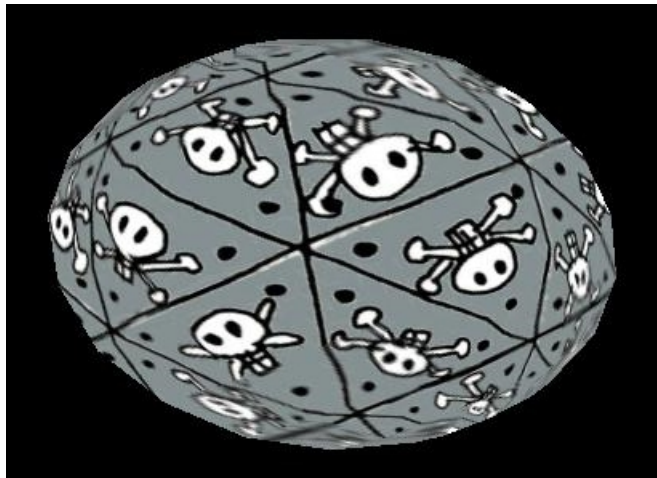
- hp: 500,000
- dps: 150
- drops: [nuke max ammo upgrade](#)

7.6 Nuclear Launch Facility



- hp: 1,000,000
- dps: 187
- drops: [nuke damage upgrade](#)

7.7 Nuclear Doomsday Shelter



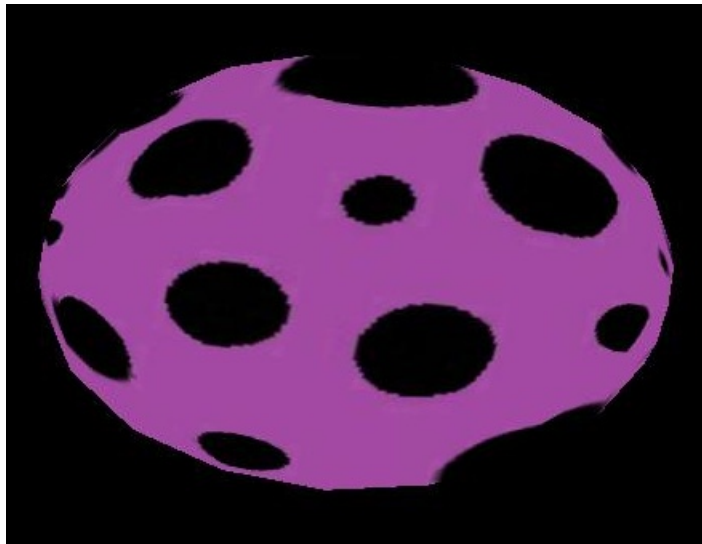
- hp: 1,000,000
- dps: 30
- drops: 1 nuke ammo

Chapter 8

Mystical Class

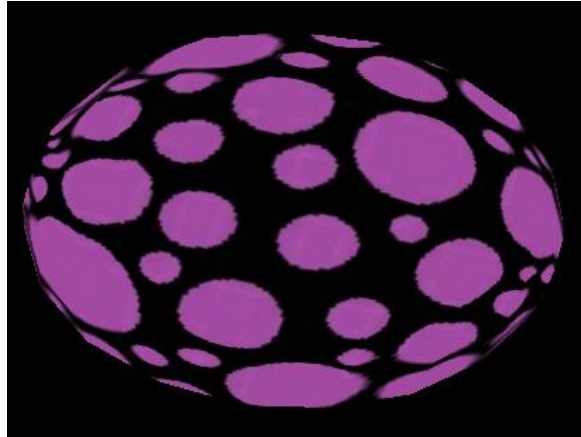
Monsters in the mystical class drop upgrades for your dark hole weapon. These monsters deal damage even without having a line of sight to the player.

8.1 Fanatic



- hp: 10,000
- dps: 5
- drops: [dark hole max ammo upgrade](#)

8.2 Disciple



- hp: 50,000
- dps: 10
- drops: [dark hole projectile speed upgrade](#)

8.3 Mystic



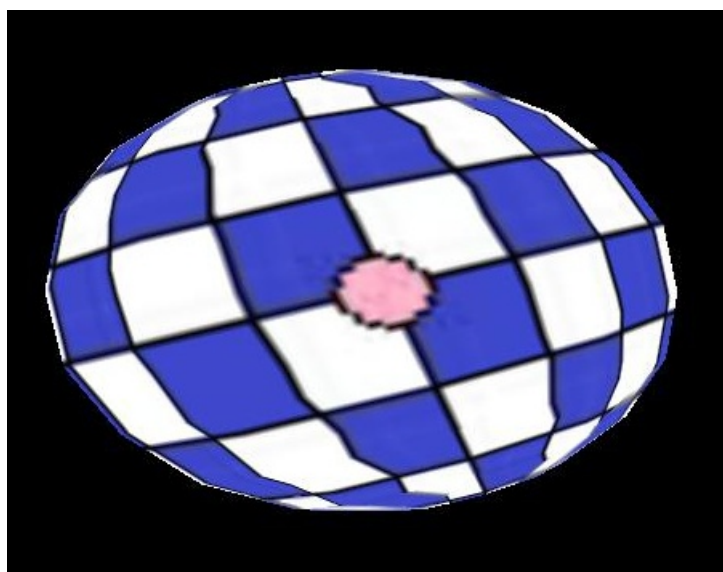
- hp: 100,000
- dps: 15
- drops: [dark hole damage upgrade](#)

Chapter 9

Collapsed Class

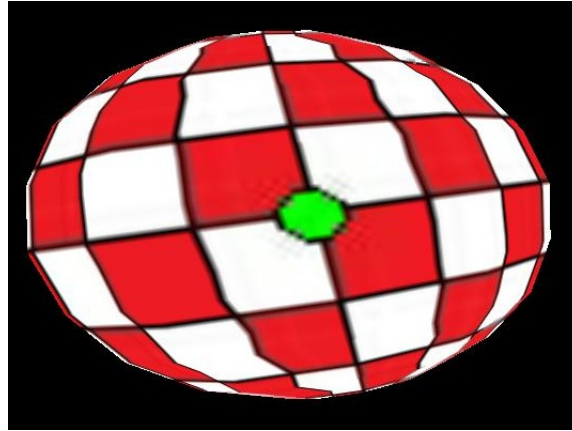
Monsters in the collapsed class all deal 100 damage per second and they drop health boxes.

9.1 Collapsed Spirit



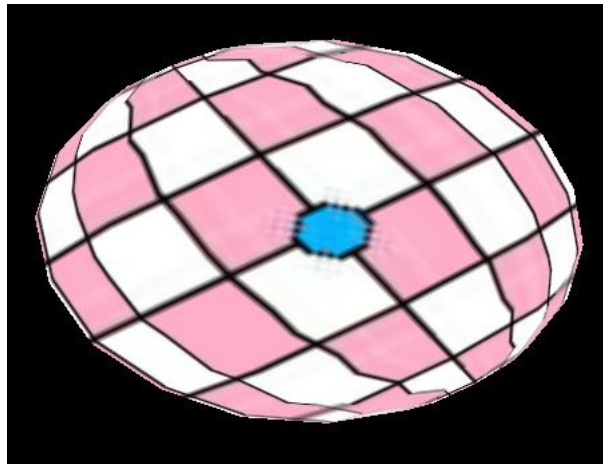
- hp: 10,000
- dps: 100
- drops: mega health

9.2 Collapsed Angel



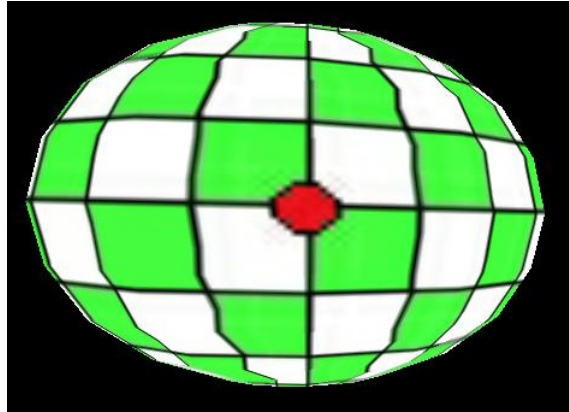
- hp: 50,000
- dps: 100
- drops: mega health

9.3 Collapsed Archangel



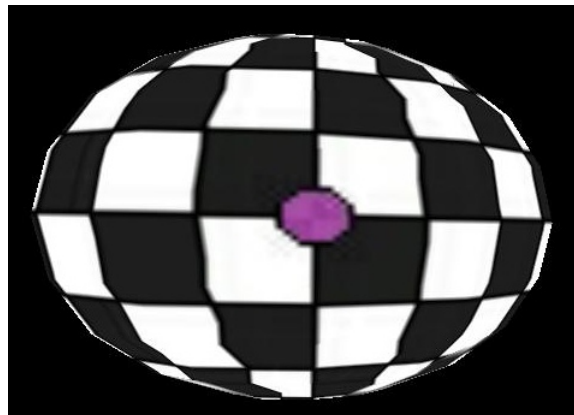
- hp: 100,000
- dps: 100
- drops: mega health

9.4 Collapsed Soul



- hp: 500,000
- dps: 100
- drops: mega health

9.5 Collapsed Star



- hp: 1,000,000
- dps: 100
- drops: mega health

Chapter 10

Money Creature Class

Monsters in the money creature class drop gold.

10.1 Goblin



- hp: 32
- dps: 1
- drops: none

10.2 Imp



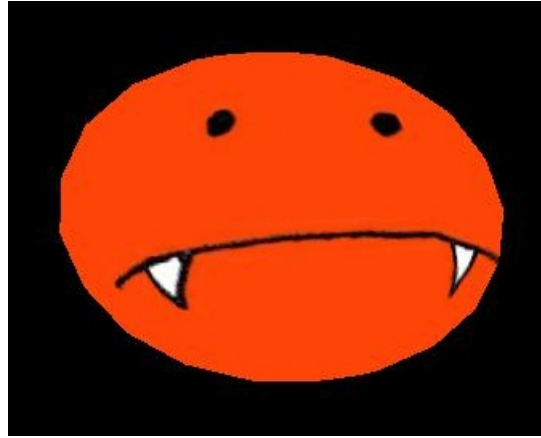
- hp: 32
- dps: 1
- drops: 1 gold

10.3 Gnole



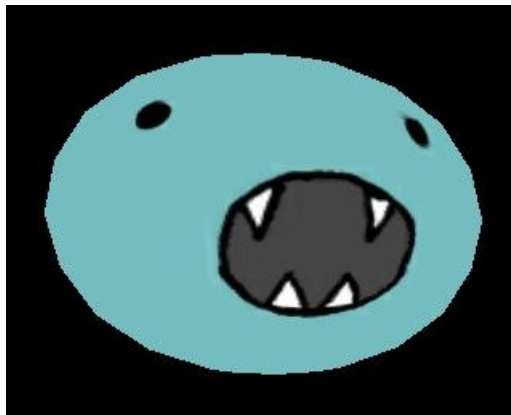
- hp: 200
- dps: 4
- drops: 2 gold

10.4 Demon



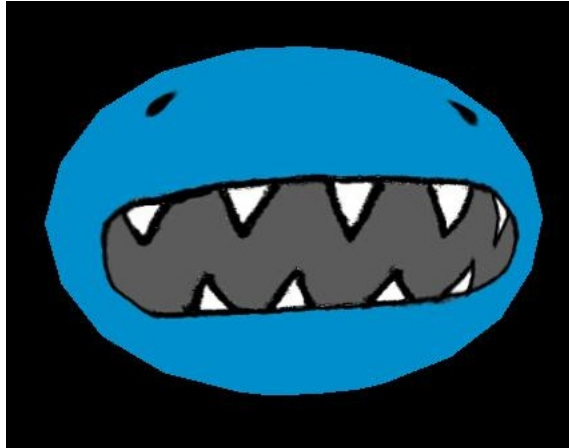
- hp: 1,000
- dps: 10
- drops: 3 gold

10.5 Orc



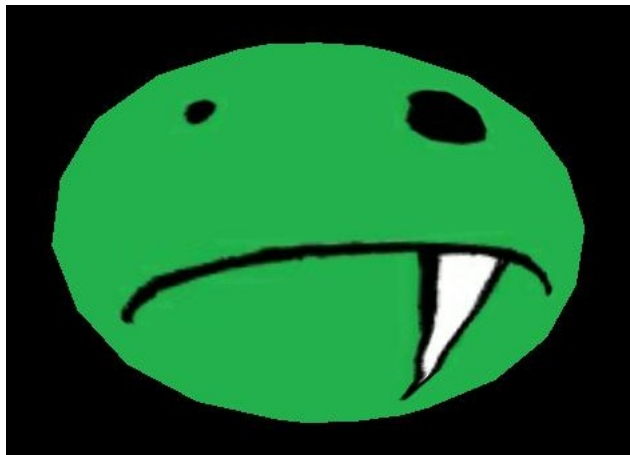
- hp: 5,000
- dps: 20
- drops: 5 gold

10.6 Troll



- hp: 50,000
- dps: 40
- drops: 10 gold

10.7 Hobgoblin



- hp: 200,000
- dps: 60
- drops: 20 gold

10.8 Ogre



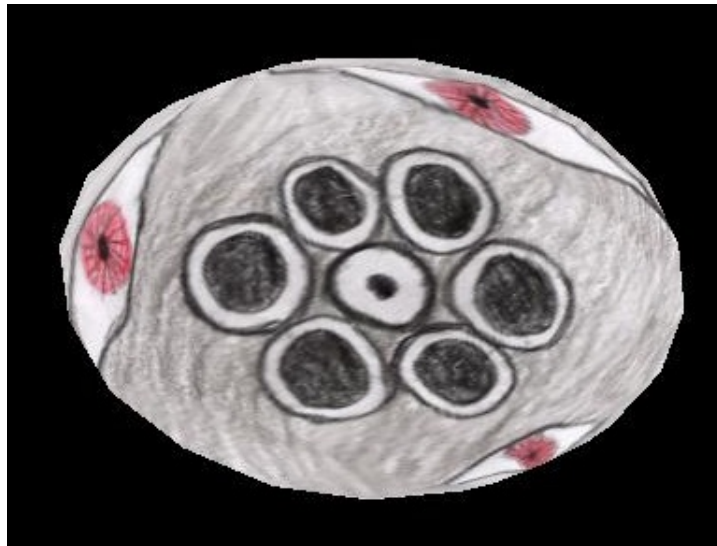
- hp: 500,000
- dps: 80
- drops: 30 gold

Chapter 11

Menace Class

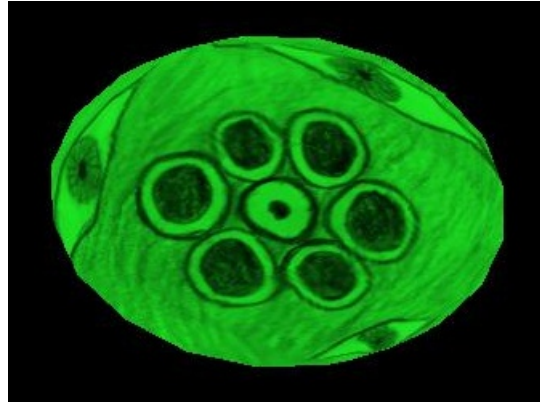
Monsters in the menace class mostly do 20 damage per second and they drop nothing.

11.1 Menace



- hp: 300
- dps: 20
- drops: none

11.2 Arch Menace Male



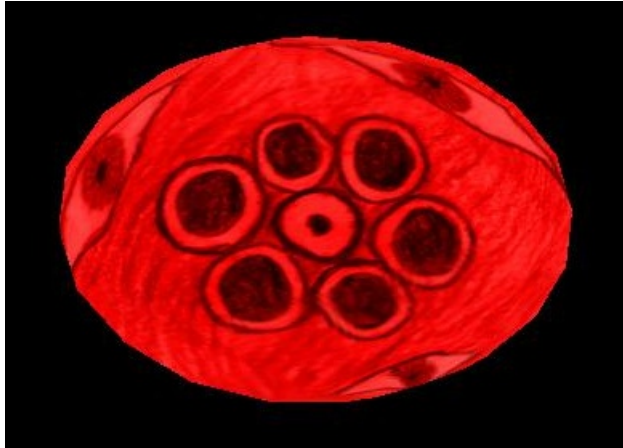
- hp: 10,000
- dps: 20
- drops: none

11.3 Arch Menace Female



- hp: 20,000
- dps: 10
- drops: none

11.4 Vile Menace



- hp: 100,000
- dps: 20
- drops: none

Chapter 12

Fly-Like Classes

The following classes of monsters are all similar:

- Gnat
- Fly
- Mosquito
- Locust
- Plague
- **Virus**

These monsters do not drop anything. Monsters in these classes can only attack you if you are at most 32 block lengths away. They also respawn after **one minute** (whereas typical monsters take an hour to respawn). The Virus class is identical to the plague class, except

Virus monsters are immune to EMP.

Here is the damage per second of each class:

- Gnat → 0.5 dps
- Fly → 1.0 dps
- Mosquito → 2.0 dps

- Locust → 4.0 dps
- Plague → 20.0 dps
- Virus → 20.0 dps

For each monster in one of these classes, there may be an adjective in front of the name of the monster: either no adjective, strong, biblical, or eternal. Here is what these adjectives mean:

- no adjective → 250 health
- strong → 1,000 health
- biblical → 10,000 health
- eternal → 1,000,000 health

Chapter 13

Bee-Like Classes

The Bee, Wasp, and Hornet classes are similar. There is a normal and a queen version within each class. The queen can be distinguished by its larger radius. The queen has 100 times the health as a normal monster in its class. Often there is a queen surrounded by a swarm of normal monsters in the same class.

13.1 Bee

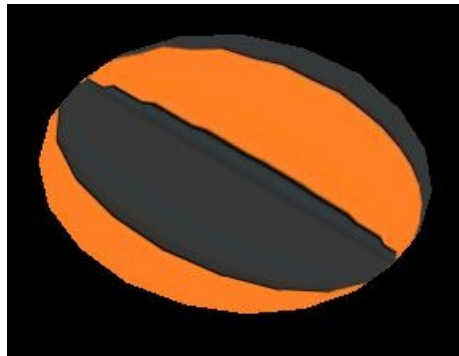


- hp: 100
- dps: 0.5
- drops: none

13.2 Queen Bee

- hp: 10,000
- dps: 2
- drops: 3 gold

13.3 Wasp



- hp: 1,000
- dps: 4
- drops: 2 gold

13.4 Queen Wasp

- hp: 100,000
- dps: 16
- drops: 10 gold

13.5 Hornet



- hp: 10,000
- dps: 16
- drops: 5 gold

13.6 Queen Hornet

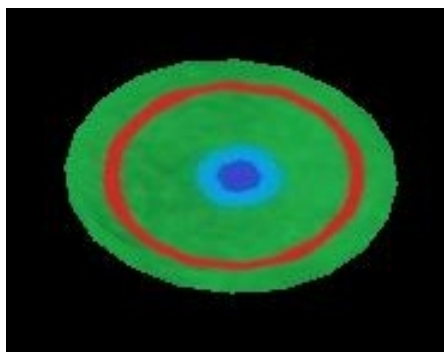
- hp: 1,000,000
- dps: 64
- drops: 50 gold

Chapter 14

Guardian Class

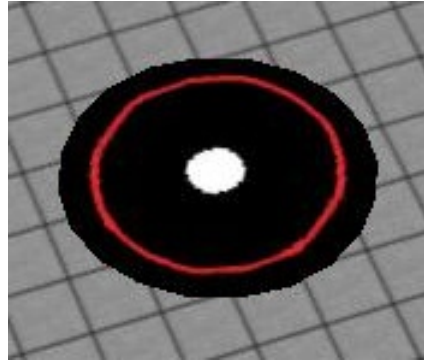
Monsters in the guardian class do at least 100 damage per second and drop nothing.

14.1 Minor Guardian



- hp: 100,000
- dps: 100
- drops: none

14.2 Guardian



- hp: 1,000,000
- dps: 100
- drops: none

14.3 Night Guard



- hp: 1,000,000,000
- dps: 1,000
- drops: none

14.4 Enforcer



- hp: 1,000,000,000
- dps: 10,000
- drops: none

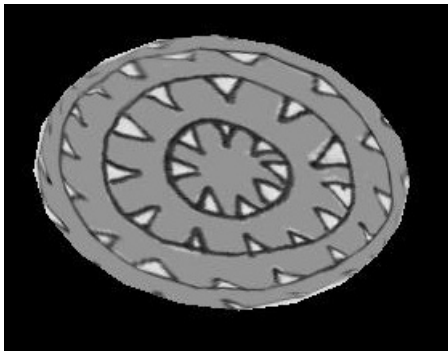
The enforcer is immune to EMP and being frozen by a laser.

Chapter 15

Lamprey Class

Monsters in the lamprey class have a million health and do a lot of damage per second. Also, **lampreys are immune to EMP.**

15.1 Lamprey



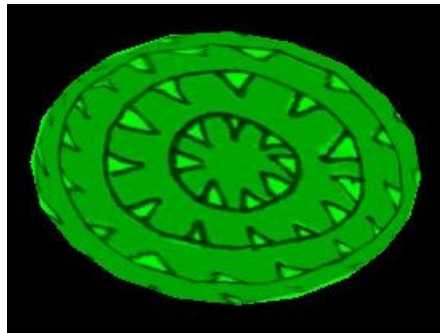
- hp: 1,000,000
- dps: 100
- drops: 50 gold

15.2 Yellow Lamprey



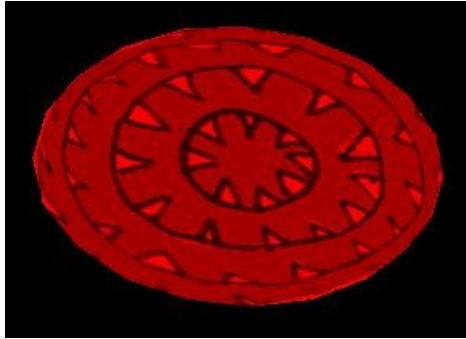
- hp: 1,000,000
- dps: 200
- drops: 50 gold

15.3 Green Lamprey



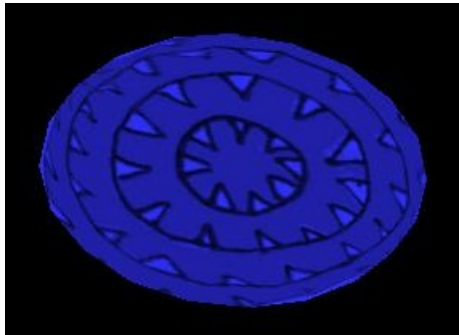
- hp: 1,000,000
- dps: 300
- drops: 50 gold

15.4 Red Lamprey



- hp: 1,000,000
- dps: 500
- drops: 50 gold

15.5 Blue Lamprey



- hp: 1,000,000
- dps: 1000
- drops: 50 gold

Chapter 16

Beholder Class

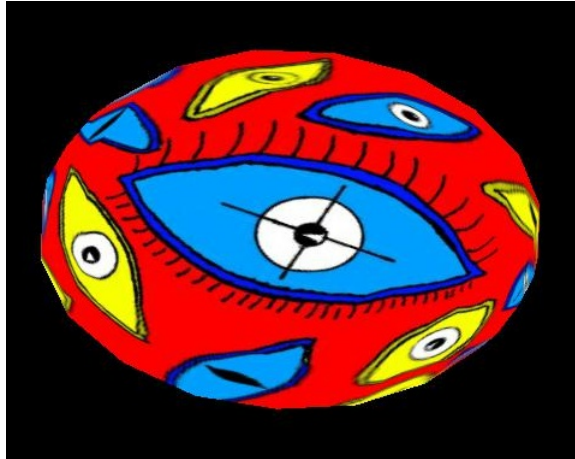
Monsters in the beholder class only damage you when you are smaller than them. Also, they take little damage when you are the same size as them.

16.1 Minor Beholder



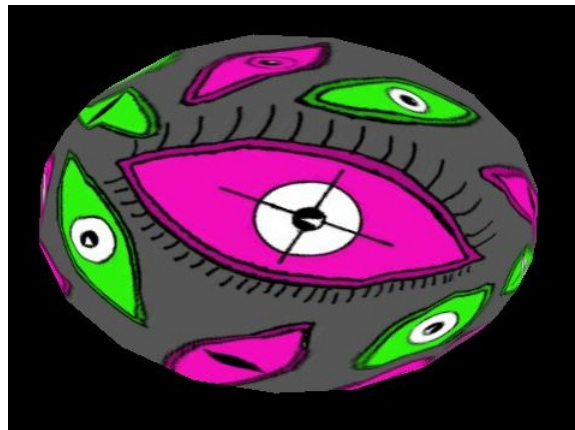
- hp: 100,000
- dps: 200
- drops: 10 gold

16.2 Lesser Beholder



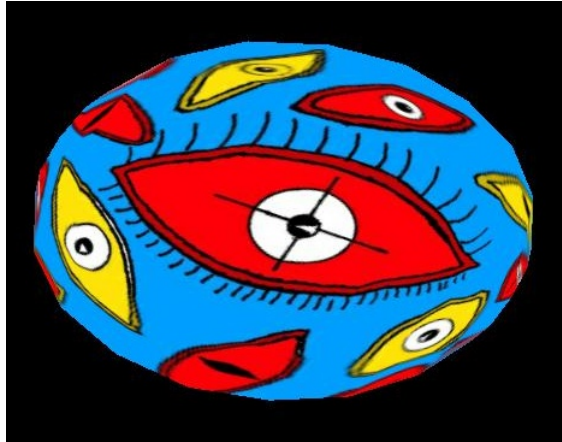
- hp: 300,000
- dps: 300
- drops: 20 gold

16.3 Beholder



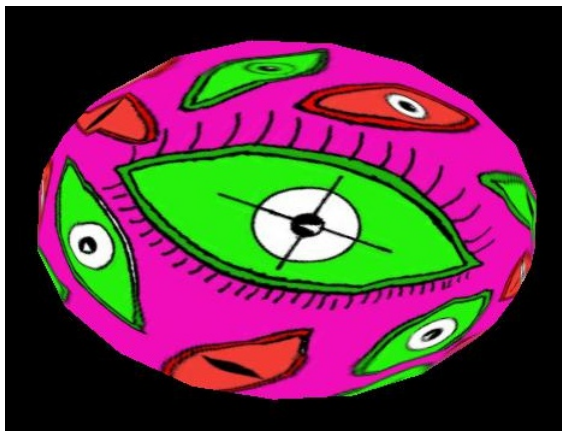
- hp: 1,000,000
- dps: 400
- drops: 30 gold

16.4 Greater Beholder



- hp: 3,000,000
- dps: 500
- drops: 50 gold

16.5 Major Beholder



- hp: 10,000,000
- dps: 600
- drops: 100 gold

Chapter 17

Sliver Class

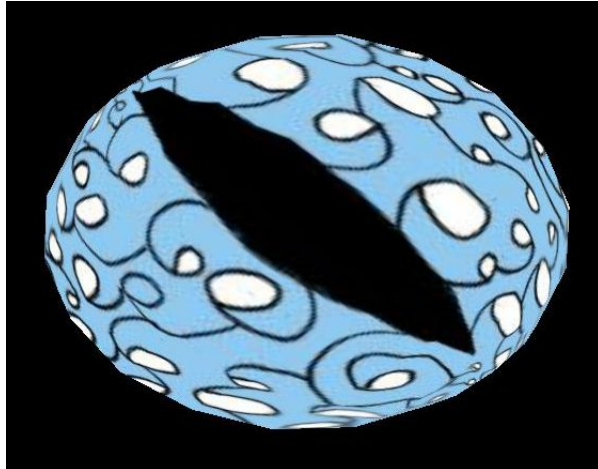
Monsters in the sliver class are immune to EMP but not to being frozen by a laser. It is intended that you use your laser to freeze them and not try to kill them.

17.1 Minor Sliver



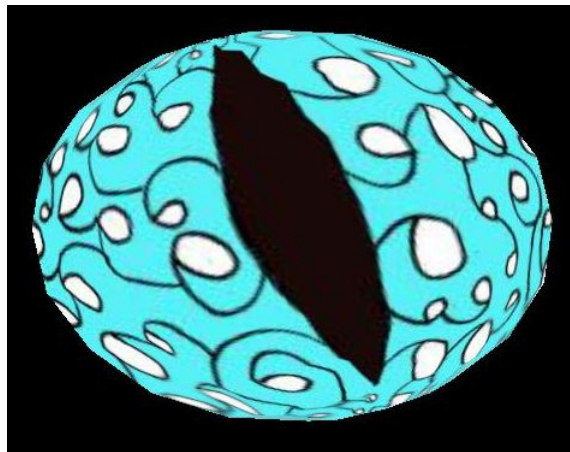
- hp: 300,000
- dps: 100
- drops: 20 gold

17.2 Lesser Sliver



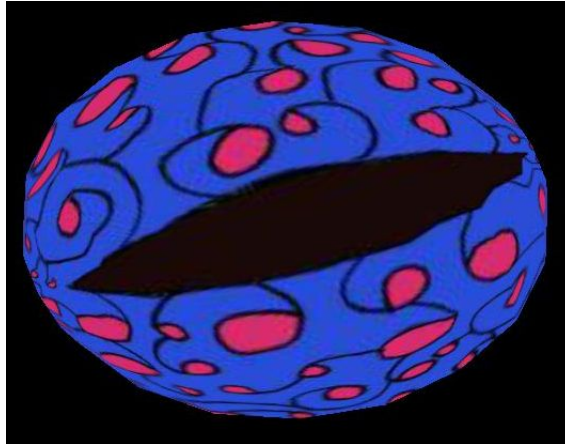
- hp: 1,000,000
- dps: 300
- drops: 30 gold

17.3 Sliver



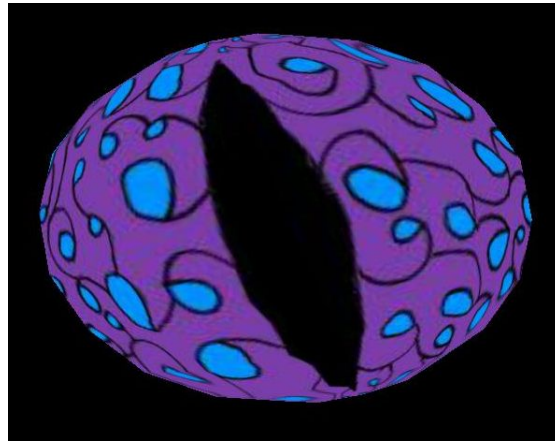
- hp: 3,000,000
- dps: 1,000
- drops: 50 gold

17.4 Greater Sliver



- hp: 10,000,000
- dps: 3,000
- drops: 100 gold

17.5 Major Sliver



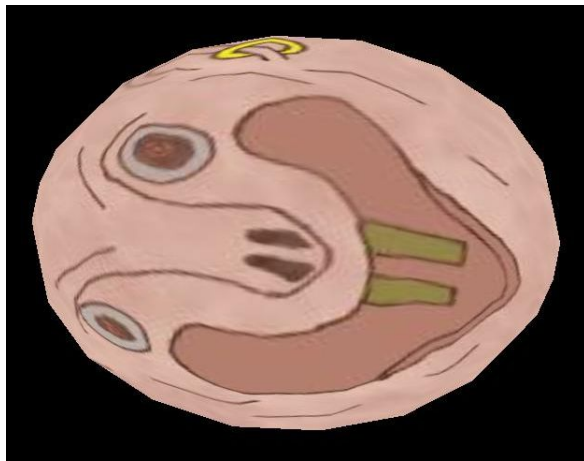
- hp: 30,000,000
- dps: 10,000
- drops: 200 gold

Chapter 18

Rat Class

Rats only deal damage to you when they are very close to you. **Killing rats gives you a lot of experience.** Rats are immune to EMP (but not to being frozen by a laser).

18.1 Minor Rat



- hp: 10,000
- dps: 100
- drops: none

18.2 Lesser Rat



- hp: 30,000
- dps: 300
- drops: none

18.3 Rat



- hp: 100,000
- dps: 1,000
- drops: none

18.4 Rat



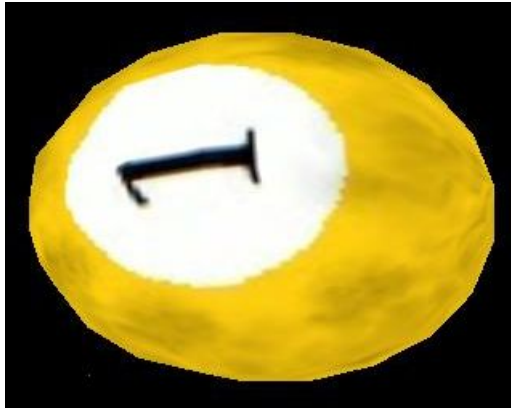
- hp: 300,000
- dps: 3,000
- drops: none

Chapter 19

Pool Ball Class

Pool balls are immune to EMP and being frozen by a laser. Unlike most other monsters, these move towards you. Once they are close enough to you, they kill you instantly. The higher the number of the ball, the faster it moves. These are inspired by the Eight Ball monster in the 1993 game “Ken’s Labyrinth”.

19.1 Pool Ball 1



- hp: 1,000,000,000
- dps: ∞
- drops: none

19.2 Pool Ball 2



- hp: 1,000,000,000
- dps: ∞
- drops: none

19.3 Pool Ball 3



- hp: 1,000,000,000
- dps: ∞
- drops: none

19.4 Pool Ball 4



- hp: 1,000,000,000
- dps: ∞
- drops: none

19.5 Pool Ball 5



- hp: 1,000,000,000
- dps: ∞
- drops: none

19.6 Pool Ball 6



- hp: 1,000,000,000
- dps: ∞
- drops: none

19.7 Pool Ball 7



- hp: 1,000,000,000
- dps: ∞
- drops: none

19.8 Pool Ball 8



- hp: 1,000,000,000
- dps: ∞
- drops: none

Chapter 20

Other Monsters

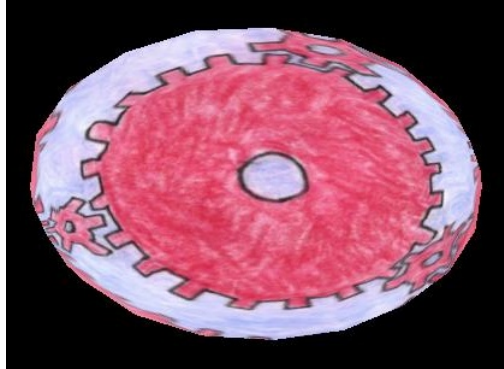
20.1 Gremlin



- hp: 10
- dps: 50
- drops: none

Gremlins give additional experience.

20.2 Goliath



- hp: 200,000
- dps: 30
- drops: none

20.3 Blood Boy



- hp: 1,000,000
- dps: 0
- drops: none

20.4 Dragoon



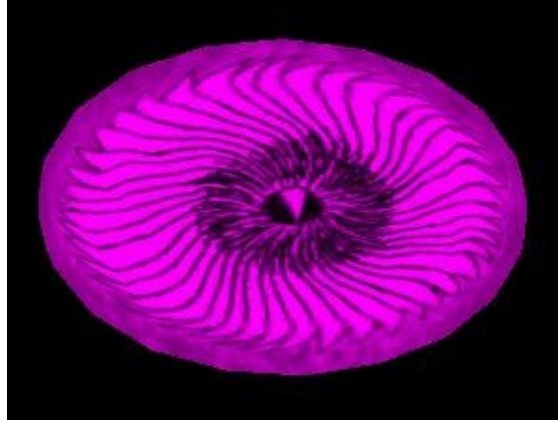
- hp: 10,000
- dps: 10
- drops: none

20.5 Vulcan



- hp: 1,000
- dps: 10
- drops: none

20.6 War Vulcan



- hp: 1,000
- dps: 100
- drops: none

20.7 Overseer



- hp: 8
- dps: 10
- drops: none

An overseer only damages you when you are smaller than it.

20.8 Overlord



- hp: 1000
- dps: 50
- drops: none

An overlord only damages you when you are smaller than it. It is very hard to damage an overlord when you are smaller than it.

20.9 Blue Abomination



- hp: 2,000,000
- dps: 1000
- drops: none

20.10 Anti Blue Abomination



- hp: 2,000,000
- dps: 100
- drops: none

20.11 Inner Core



- hp: 5,000,000
- dps: 300
- drops: none

An inner core also spawns inner core minions.

20.12 Inner Core Minion



- hp: 100,000
- dps: 100
- drops: none

20.13 Clockwork Watchman



- hp: unknown
- dps: unknown
- drops: none