MONSTER FILE: 01

MONSTER NAME	RARITY	MOVEMENT	LEVEL
GOBLIN	7	Normal	1

ability levels	
STRENGTH	2 (9)
INTELLIGENCE	1 (8)
SENSE	3 (10)

MAXIMUM HP	3~5
MAXIMUM MP	0

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Claw	2 (9)	3	1

DEFENCE VALUE	PROTECTION VALUE
1 (8)	0

SKILL	MP COST	EFFECT
Ⓐ STONE THROWING	0	1 opponent, range 2, hit chance 3 (10), attack power 2 *Stone throwing attack.*

DETAILS: Small, scruffy, cantankerous humanoids. Always alert to the sound of gold coins, or the smell of food. If rendered unable to fight they crumble into dust.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (2G)
Demon	Sneaky	Basic	Gold nuggets
FEATURES			
Loves: money	Loves: food	Hates: water	Equipable

MONSTER FILE: 02

MONSTER NAME	RARITY	MOVEMENT	LEVEL
SHADOW	8	Slow	1

ability levels	
STRENGTH	1 (8)
INTELLIGENCE	3 (10)
SENSE	2 (9)
MAXIMUM HP	2~4
MAXIMUM MP	0

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Strike	1 (8)	1	1

DEFENCE VALUE	PROTECTION VALUE
0 (7)	0

SKILL	MP COST	EFFECT
Ⓜ SPARK	0	1 opponent, range 3, 1~2 points damage (⚡)

DETAILS: They take the shape of a ragged cloak. They are good at hiding in shadows. Their eyes sparkle from the depths of their hoods. When rendered unable to fight they vanish leaving only the cloth.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (2G)
Demon	Cowardly	Basic	Hood
FEATURES			
Hates: sunlight	Loves: shade	Weakness: ⚡	Equipable

MONSTER FILE: 03

MONSTER NAME	RARITY	MOVEMENT	LEVEL
OGRE	9	Normal	2

ability levels	
STRENGTH	5 (12)
INTELLIGENCE	1 (8)
SENSE	3 (10)
MAXIMUM HP	7~10
MAXIMUM MP	2

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Thump	3 (10)	3	1

DEFENCE VALUE	PROTECTION VALUE
1 (8)	0

SKILL	MP COST	EFFECT
Ⓐ POWER BLOW	1	1 opponent, hit chance +1, attack power+1. *An all out blow.*
Ⓐ WRESTLER SLAM	1	1 rank of opponents. Can't be used in consecutive turns. *A two-armed clothesline slam.*

DETAILS: Large demons, over 2m tall. They often have horns, and they are partial to human flesh. Quick to become enraged over the smallest matter. When rendered unable to fight, all but the skeleton evaporates into smoke.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (2G)
Demon	Sneaky	Basic	Gold nuggets
FEATURES			
Loves: money	Loves: food	Hates: water	Equipable

MONSTER FILE: 04

MONSTER NAME	RARITY	MOVEMENT	LEVEL
HOBGOBLIN	11	Normal	2

ability levels	
STRENGTH	3 (10)
INTELLIGENCE	1 (8)
SENSE	3 (10)
MAXIMUM HP	5~7
MAXIMUM MP	0

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Claw	2 (9)	3	1

DEFENCE VALUE	PROTECTION VALUE
2 (9)	1

SKILL	MP COST	EFFECT
◎BERSERKER	0	Self: For the duration of the combat, personality: savage, hit chance +2, attack power +1, defence value -2, protection value -1.

DETAILS: A small humanoid often with a hard rock like skin. Although a type of goblin, they are surprisingly rare.
If rendered unable to fight, they crumble into a pile of dust.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (2G)
Demon	Sneaky	Basic	Gold nuggets
FEATURES			
Loves: money	Loves: food	Hates: water	Equipable

MONSTER FILE: 05

MONSTER NAME	RARITY	MOVEMENT	LEVEL
DARK SHADOW	10	Slow	3

ability levels	
STRENGTH	1 (8)
INTELLIGENCE	6 (13)
SENSE	2 (9)
MAXIMUM HP	3~5
MAXIMUM MP	2

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Rod	4 (11)	3	3

DEFENCE VALUE	PROTECTION VALUE
2 (9)	2

SKILL	MP COST	EFFECT
Ⓜ LIGHTNING	1	all opponents, range 3, 1~2 points damage (⚡)
Ⓜ SPARK	0	1 opponent, range 3, 1~2 points damage (⚡)

DETAILS: They take the shape of a ragged cloak.
Darker than shadow, they wield powerful magic.
When rendered unable to fight they vanish leaving only the cloth.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (6G)
Demon	Cowardly	Basic	Mage hood
FEATURES			
Hates: sunlight	Loves: shade	Weakness: ⚡	Equipable

MONSTER FILE: 6

MONSTER NAME	RARITY	MOVEMENT	LEVEL
GOBLIN KING	8	Normal	3

ability levels	
STRENGTH	3 (10)
INTELLIGENCE	2 (9)
SENSE	3 (10)

MAXIMUM HP	8~11
MAXIMUM MP	3

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Gobsword	4 (11)	4	1

DEFENCE VALUE	PROTECTION VALUE
2 (9)	1

SKILL	MP COST	EFFECT
⓪LEADERSHIP	1	All allies receive a +1 to hit chance and attack power during the course of that turn. The +1 is due to the king's skillful orders.
ⒶGOBARROW	0	1 opponent within a range of 3, is hit with a missile attack at a hit chance of 4(11), and an attack power of 4. It cannot be used in consecutive turns.

DETAILS: Goblin leader, much larger than their underlings. Equipped with sword and bow. Always alert to the sound of gold coins, or the smell of food. If rendered unable to fight they crumble into dust.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (7G)
Demon	Sneaky	Basic	Crown
FEATURES			
Loves: money	Loves: food	Easily excitable	Equipable

MONSTER FILE: 7

MONSTER NAME	RARITY	MOVEMENT	LEVEL
MINOTAUR	10	Normal	4

ability levels	
STRENGTH	6 (13)
INTELLIGENCE	1 (8)
SENSE	4 (11)
MAXIMUM HP	10~13
MAXIMUM MP	4

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Minoaxe	5 (12)	4	1

DEFENCE VALUE	PROTECTION VALUE
4 (11)	2

SKILL	MP COST	EFFECT
Ⓐ SPIN ATTACK	1	1 rank of opponents, range 1, hit chance +1. *Whirling axe attack.*
Ⓐ GORE	1	1 opponent, range 1. The minotaur charges (advances) and gores with his horns. Hit chance4(11), Attack power 5.

DETAILS: Giant humanoid over 3m in height, with the head of a bull. When encountered it will seek to gore opponents with its horns, or slice them with its giant axe. If rendered unable to fight they crumble into dust, leaving only the bones.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (8G)
Demon	Savage	Incapable	Minoaxe
FEATURES			
Giant	Loves: alcohol	Hates: mazes	Equipable

MONSTER FILE: 8

MONSTER NAME	RARITY	MOVEMENT	LEVEL
OGRE BATTLER	11	Normal	5

ability levels	
STRENGTH	7 (14)
INTELLIGENCE	2 (9)
SENSE	5 (12)

MAXIMUM HP	MAXIMUM MP
11~16	5

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Ogre axe	6 (13)	5	1

DEFENCE VALUE	PROTECTION VALUE
5 (12)	2

SKILL	MP COST	EFFECT
ⒶSPIN ATTACK	1	1 rank of opponents, range 1, hit chance +1. *Whirling axe attack.*
ⒶSMASH	1	Hit chance +2, attack power +1 against 1 opponent. *Strikes an almighty blow.*

DETAILS: Large demons, over 2m tall. They often have horns, and they are partial to human flesh. Quick to become enraged over the smallest matter.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (10G)
Demon	Savage	Basic	Ogre axe
FEATURES	Hates: Finding things	Loves: strength	Equipable
Giant			

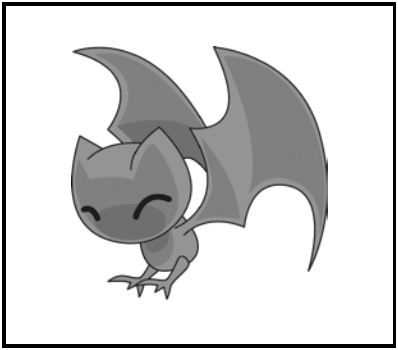
MONSTER FILE: 9

MONSTER NAME
GIANT BAT

RARITY 5

Fast
MOVEMENT

1
LEVEL



ability levels	
STRENGTH	3 (10)
INTELLIGENCE	0 (7)
SENSE	4 (11)
MAXIMUM HP	2~4
MAXIMUM MP	1

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Claw	2 (9)	3	1

DEFENCE VALUE	PROTECTION VALUE
3 (10)	0

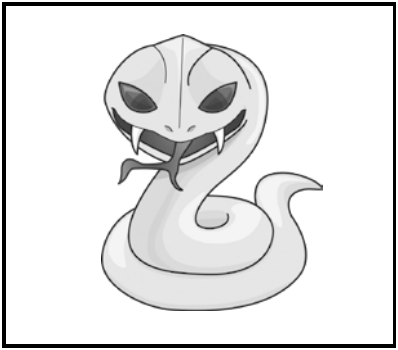
SKILL	MP COST	EFFECT
ⒶSWOOP	1	Drops from above on 1 opponent, range 1, hit chance +1, attack power +1.

DETAILS: Giant bats with a 2m wingspan. They sleep hanging from the rafters of high ceilinged areas. While sleeping, they can only be hit with spears or missile weapons.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (2G)
Chimera	Natural	Incapable	Fangs
FEATURES			
Flying	Supersense: hearing	Hates: sunlight	Hangs from ceiling

MONSTER FILE: 10

MONSTER NAME	RARITY	MOVEMENT	LEVEL
GIANT SNAKE (CONSTRICTOR)	6	Normal	1



ability levels	
STRENGTH	3 (10)
INTELLIGENCE	0 (7)
SENSE	4 (11)

MAXIMUM HP	3~6
MAXIMUM MP	0

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Bite	2 (9)	3	1

DEFENCE VALUE	PROTECTION VALUE
2 (9)	1

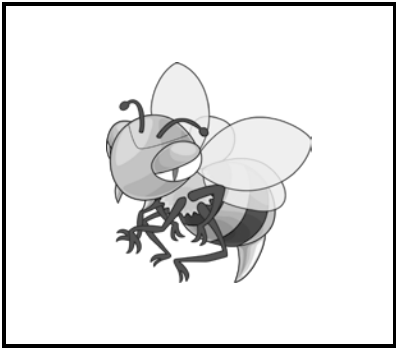
SKILL	MP COST	EFFECT
◎CRUSH	0	1 opponent, range 1, roll against the creature's sense. If the snake wins, it inflicts 1 point of damage and the (captive) is pinned by the snake.
◎SWALLOW	0	1 (captive) opponent. Roll against the creature's strength. If the snake wins, it inflicts 2 points of damage.

DETAILS: giant snake over 3m from tip to tail. They like to hide in holes. Certain species have a poisonous bite.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (2G)
Chimera	Natural	Incapable	Fangs
FEATURES			
Weakness: ❄	Supersense: Vibration tracking	Hates: sudden Temperature change	Loves: frogs

MONSTER FILE: 11

MONSTER NAME	RARITY	MOVEMENT	LEVEL
KILLER BEE	7	Normal	2



ability levels	
STRENGTH	2 (9)
INTELLIGENCE	0 (7)
SENSE	5 (12)

MAXIMUM HP	3~6
MAXIMUM MP	0

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Sting	3 (10)	3	1

DEFENCE VALUE	PROTECTION VALUE
2 (9)	1

SKILL	MP COST	EFFECT
Ⓐ PARALYSIS STING	0	1 opponent, when calculating hit chance, the target must resist against paralysis with an adjusted score of 10 or be paralyzed. *Injects a paralyzing poison with its sting.*

DETAILS: Poisonous giant bees about 1m in length. They emit a telltale droning sound. Highly sensitive to intrusions on their territory they will instantaneously attack any such trespassers.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (3G)
Chimera	Savage	Incapable	Paralysis stinger
FEATURES			
Flying	Likes: flower nectar	Supersense: smell	

MONSTER FILE: 12

MONSTER NAME	RARITY	MOVEMENT	LEVEL
GIANT SNAKE (POISONOUS)	8	Normal	2

ability levels	
STRENGTH	3 (10)
INTELLIGENCE	0 (7)
SENSE	4 (11)
MAXIMUM HP	4~7
MAXIMUM MP	0

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Bite	3 (10)	3	1

DEFENCE VALUE	PROTECTION VALUE
2 (9)	1

SKILL	MP COST	EFFECT
⓪CRUSH	0	1 opponent, range 1, roll against the creature's sense. If the snake wins, it inflicts 1 point of damage and the (captive) is pinned by the snake.
⓪SWALLOW	0	1 (captive) opponent. Roll against the creature's strength. If the snake wins, it inflicts 2 points of damage.
ⒶPOISON BITE	0	1 opponent, when calculating hit chance, the target can resist with an adjusted score of 11 using strength Failure to resist results in one point of damage.

DETAILS: A giant snake over 3m from tip to tail. They like to hide in holes. Possessed of a poisonous fangs, it is very difficult to stem blood loss from the resulting bite.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (3G)
Chimera	Natural	Incapable	Poison fangs
FEATURES Weakness: ❄	Supersense: vibration tracking	Hates: sudden temperature change	Loves: frogs

MONSTER FILE: 13

MONSTER NAME
VAMPIRE BAT

RARITY 9

Fast
MOVEMENT

3
LEVEL

ability levels	
STRENGTH	3 (10)
INTELLIGENCE	0 (7)
SENSE	5 (12)
MAXIMUM HP	6~10
MAXIMUM MP	4

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Claw	3 (10)	4	1

DEFENCE VALUE	PROTECTION VALUE
4 (11)	0

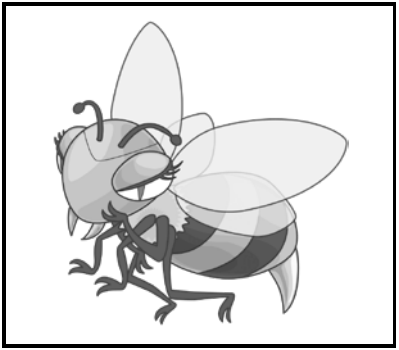
SKILL	MP COST	EFFECT
Ⓐ SWOOP	1	Drops from above on 1 opponent, range 1, hit chance +1, attack power +1.
Ⓢ BLOOD SUCKING	1	Self. When the bat inflicts 1 or more points of damage on an opponent, it can restore 1 of its own HP.

DETAILS: Giant bats with a 2m wingspan and equipped with blood sucking fangs. They sleep hanging from the rafters of high ceilinged areas.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (4G)
Chimera	Natural	Incapable	Vampire fangs
FEATURES			
Flying	Supersense: hearing	Loves: blood	Hangs from ceiling

MONSTER FILE: 14

MONSTER NAME	RARITY	MOVEMENT	LEVEL
QUEEN BEE	8	Normal	4



ability levels	
STRENGTH	2 (9)
INTELLIGENCE	0 (7)
SENSE	5 (12)
MAXIMUM HP	8~13
MAXIMUM MP	5

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Sting	4 (11)	4	1

DEFENCE VALUE	PROTECTION VALUE
3 (10)	1

SKILL	MP COST	EFFECT
ⓞPHEROMONE	1	+1 to both hit chance and attack power for all killer bees for the duration of the turn.
ⒶPARALYSIS STING	0	1 opponent, when calculating hit chance, the target must resist against paralysis with an adjusted score of 10 or be paralyzed.
ⓢGENERATE KILLER BEE	1	(reinforcement) At the end of the turn, place a fresh killer bee in the front rank.

DETAILS: Poisonous giant bees about 1m in length. They emit a telltale droning sound. Highly sensitive to intrusions on their territory they will instantaneously attack any such trespassers.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (6G)
Chimera	Savage	Incapable	Royal jelly
FEATURES			
Flying	Likes: flower nectar	Supersense: smell	

MONSTER FILE: 15

MONSTER NAME	RARITY	MOVEMENT	LEVEL
MEDUSA	11	Normal	5

ability levels

STRENGTH	3 (10)
INTELLIGENCE	5 (12)
SENSE	4 (11)

MAXIMUM HP	13~18
MAXIMUM MP	5

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Bite	5 (12)	4	1

DEFENCE VALUE	PROTECTION VALUE
4 (11)	1

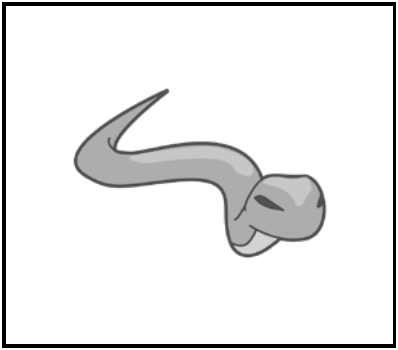
SKILL	MP COST	EFFECT
⓪PETRIFYING GAZE	0	1 opponent, resist (petrification) at an adjusted 12 or better. If equipped with a mirror, the intended target can make a roll against sense to try to reflect the gaze.
ⒶMULTIPLE ATTACK	1	The medusa can attack 2 times at a hit chance of -1 each with her snake hair. The attacks do not have to be on the same opponent.
ⓢGENERATE STONE SNAKE	1	(reinforcement) At the end of the turn, place a fresh stone snake (medusa) in the front rank.

DETAILS: A chimera which appears as a woman with stone snakes for hair. Some people say that medusa may have originally been humans who were the victims of a curse.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (12G)
Chimera	Varies by individual	Conversant	Ruby Eye
FEATURES			
Drone master	Weakness: ❄	Hates: sudden temperature change	

MONSTER FILE: 16

MONSTER NAME	RARITY	MOVEMENT	LEVEL
STONE SNAKE (MEDUSA)	11	Normal	5



ability levels	
STRENGTH	3 (10)
INTELLIGENCE	0 (7)
SENSE	4 (11)

MAXIMUM HP	MAXIMUM MP
5~8	0

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Bite	4 (11)	4	1

DEFENCE VALUE	PROTECTION VALUE
3 (10)	1

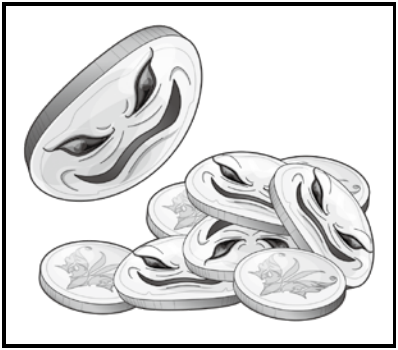
SKILL	MP COST	EFFECT
Ⓐ PETRIFYING BITE	0	1 opponent, resist (petrification) at an adjusted 11 or better. *The snake injects petrifying venom through its fangs.*

DETAILS: A stone snake of around 1m from tip to tail. Usually they live on the Medusa's head.However, when they drop to the ground they fight independently of their master.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (2G)
Chimera	Savage	Incapable	Fangs
FEATURES			
Drone monster	Weakness: ❄	Hates: sudden temperature change	

MONSTER FILE: 17

MONSTER NAME	RARITY	MOVEMENT	LEVEL
KILLER COIN	12	Normal	1



ability levels	
STRENGTH	0 (7)
INTELLIGENCE	0 (7)
SENSE	2 (9)

MAXIMUM HP	4~7
MAXIMUM MP	0

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Body blow	1 (8)	3	1

DEFENCE VALUE	PROTECTION VALUE
2 (9)	1

SKILL	MP COST	EFFECT
Ⓜ MINI BEAM	0	1 file of opponents, range 3, 1 point of damage. A magical beam makes a penetrating attack

DETAILS: Magical creatures originally created in ancient times to protect treasure hordes. They feed off the magical energy of their wretched victims.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (2G)
Magical creature	Natural	Incapable	Coin
FEATURES			
Mimicry: coins	Always found in a group		

MONSTER FILE: 18

MONSTER NAME
MIMIC

RARITY 13

Slow
MOVEMENT

LEVEL 2

ability levels

STRENGTH	5 (12)
INTELLIGENCE	0 (7)
SENSE	3 (10)

MAXIMUM HP	8~11
MAXIMUM MP	0

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Tentacle attack	3 (10)	2	2

DEFENCE VALUE	PROTECTION VALUE
0 (7)	0

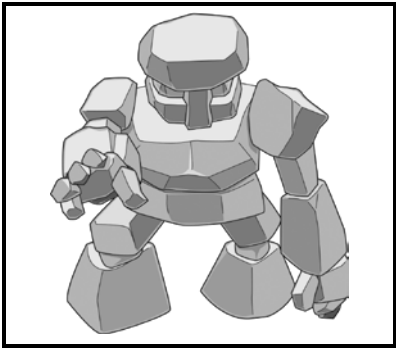
SKILL	MP COST	EFFECT
◎EAT	0	1 opponent, range 2, roll against the opponent's strength. If the mimic wins, it captures the opponent by swallowing them.
◎LOCK TIGHT	0	Self. + 2 to protection value until opened. The mimic can open at any time.
ⓢDISSOLVE	0	At the end of each turn, the mimic's captive sustains 1 point of damage the captive begins to slowly be digested by the monster.

DETAILS: Living treasure chests created as an aggressive form of theft prevention. Normally found closed, they slowly and quietly shuffle closer to their prey, whom they then attempt to capture and digest.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (3G)
Magical creature	Natural	Incapable	3 core
FEATURES			
Loves: alcohol	Mimicry: treasure chest	Hates: sand	

MONSTER FILE: 19

MONSTER NAME	RARITY	MOVEMENT	LEVEL
ROCK GOLEM	11	Slow	3



ability levels	
STRENGTH	6 (13)
INTELLIGENCE	1 (8)
SENSE	2 (9)
MAXIMUM HP	10~15
MAXIMUM MP	3

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Thump	4 (11)	4	1

DEFENCE VALUE	PROTECTION VALUE
1 (8)	1

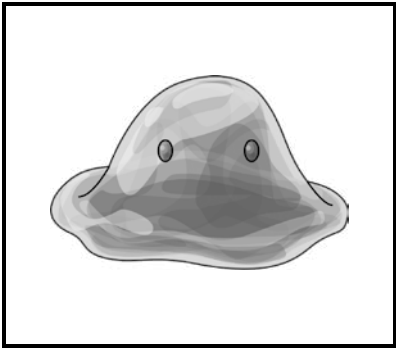
SKILL	MP COST	EFFECT
Ⓜ BEAM	1	1 file of opponents, range 3, 1~2 points damage. *Fires a magic beam*

DETAILS: A stone colossus standing over 5m tall. Created to guard treasure, they will never abandon the area they are protecting.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (5G)
Magical creature	Loyal	Incapable	5core
FEATURES			
Giant	Mimicry: stone statue	Gives warning	

MONSTER FILE: 20

MONSTER NAME	RARITY	MOVEMENT	LEVEL
SLIME	12	Slow	3



ability levels

STRENGTH	5 (12)
INTELLIGENCE	0 (7)
SENSE	4 (11)

MAXIMUM HP	6~11
MAXIMUM MP	0

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Dissolve	4 (11)	2*	1

DEFENCE VALUE	PROTECTION VALUE
2 (9)	3

SKILL	MP COST	EFFECT
JELLY STATE	—	The permanent nature of slime has the following effects: Targets protection value is negated. If attacked by 🔥, the slime's protection value is negated
ⓞENGULF	0	The slime flattens out and raps around 1 rank of opponents, range 1. Roll against the creature's strength. If the slime wins, it captures the opponents.
ⓢDISSOLVE	0	At the end of the turn, the slime's captive sustains 1 point of damage.Captives are slowly digested by the monster in this way.

DETAILS: A semi-transparent gelatinous blob.
A vicious predator which will attempt to consume anything that moves.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (6G)
Magical creature	Savage	Incapable	6 core
FEATURES			
Weakness: 🔥	Mimicry: pool of water	Can stick to ceilings	Loves: oil

MONSTER FILE: 21

MONSTER NAME	RARITY	MOVEMENT	LEVEL
ALRAUNE	12	Normal	4

ability levels	
STRENGTH	4 (11)
INTELLIGENCE	4 (11)
SENSE	5 (12)

MAXIMUM HP	9~15
MAXIMUM MP	7

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Tentacle attack	5 (12)	4	2

DEFENCE VALUE	PROTECTION VALUE
4 (11)	0

SKILL	MP COST	EFFECT
⓪ENTANGLE	0	1 rank of opponents, range 1, roll against the creature's sense. If the Alraune wins, it inflicts 1 point of damage and the (captive) is pinned by the Alraune.
ⓢPOLLEN	0	1 (captive) opponent. At the end of the turn, the captive opponent must make an adjusted roll of 13 using strength. Failure causes (drunkenness) and 1 point of damage.
ⓢGENERATE TENTACLE	1	(reinforcement) At the end of the turn, place a fresh tentacle in the front rank.

DETAILS: These plants, which take the form of women, were originally created for decorative purposes. Taking on the guise of beautiful women, they use their tentacles to grasp their prey before feasting on them.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (10G)
Magical creature	Sneaky	Conversant	Ruby Flower
FEATURES			
Drone master	Mimicry: beautiful woman	Loves: men	Hates: 🔥

MONSTER FILE: 22

MONSTER NAME
TENTACLE (ALRAUNE)

RARITY 12

Normal
MOVEMENT

4
LEVEL

ability levels	
STRENGTH	4 (11)
INTELLIGENCE	0 (7)
SENSE	5 (12)

MAXIMUM HP	3~6
MAXIMUM MP	0

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Tentacle attack	4 (11)	4	2

DEFENCE VALUE	PROTECTION VALUE
3 (10)	0

SKILL	MP COST	EFFECT
◎BIND	0	1 Opponent, range 1, roll against the creature's sense. If the tentacle wins, it inflicts 1 point of damage and the (captive) is pinned by the tentacle.
◎SWALLOW	0	1 (Captive) opponent. Roll against the creature's strength. If the tentacle wins, it inflicts 3 points of damage. Even if it loses it inflicts 1 point of damage.

DETAILS: Alraune tentacles spring up from the ground and ensnare their prey. If the alraune itself is destroyed, the tentacles become lifeless.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (1G)
Magical creature	Natural	Incapable	Vine
FEATURES			
Drone monster	Mimicry: plant	Hates: 🔥	

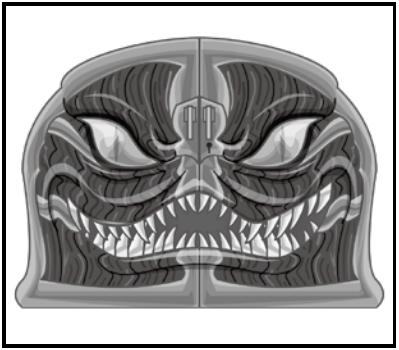
MONSTER FILE: 23

MONSTER NAME
ASSAULT DOOR

RARITY 14

Fixed
MOVEMENT

4
LEVEL



ability levels

STRENGTH	7 (14)
INTELLIGENCE	0 (7)
SENSE	5 (12)

MAXIMUM HP	11~17
MAXIMUM MP	0

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Darting tongue	5 (12)	5	3

DEFENCE VALUE	PROTECTION VALUE
2 (9)	3

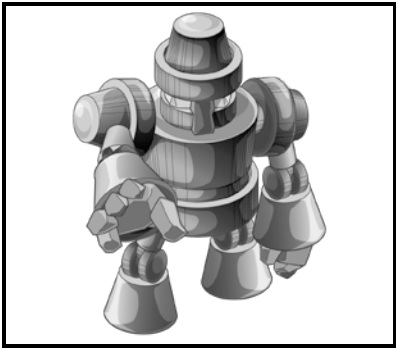
SKILL	MP COST	EFFECT
SOFT INTERIOR	—	Self. Any attacks made by captives treat the protection value of the door as 0.
◎GOBBLE UP	0	The enormous mouth attempts to devour 1 rank of opponents, range 1. Roll against the creature's strength. If the door wins, it captures the opponents.
Ⓢ DISSOLVE (STRONG)	0	At the end of the turn, the mimic's captive sustains 2 points of damage. *They begin to be digested by the monster.*

DETAILS: Magical doors originally created to guard areas. Anyone who approaches to get a closer look is swallowed by the door's huge mouth. The mouth is surprisingly soft on the inside.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (10G)
Magical creature	Natural	Incapable	10 core
FEATURES			
Giant	Mimicry: door	Hates: hot spices	Loves: blood

MONSTER FILE: 24

MONSTER NAME	RARITY	MOVEMENT	LEVEL
IRON GOLEM	13	Slow	5



ability levels	
STRENGTH	7 (14)
INTELLIGENCE	2 (9)
SENSE	3 (10)

MAXIMUM HP	13~19
MAXIMUM MP	5

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Thump	12 (5)	5	1

DEFENCE VALUE	PROTECTION VALUE
3 (10)	3

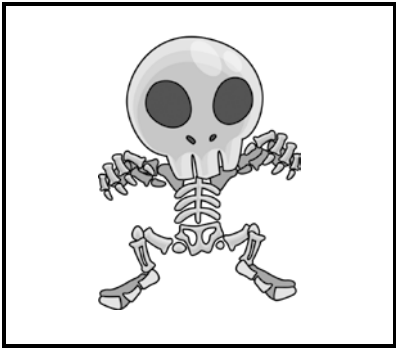
SKILL	MP COST	EFFECT
Ⓜ MEGA BEAM	2	1 file of opponents, range 3, 2~3 points damage. *Fires a magic beam*
Ⓐ WRESTLER SLAM	1	A two-armed clothesline slam on 1 rank of opponents. Can't be used in consecutive turns.

DETAILS: An iron giant standing over 6m tall. Given the difficulty of creating golems from iron, only the most powerful wizards can attempt it.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (15G)
Magical creature	Loyal	Incapable	15 core
FEATURES			
Giant	Mimicry: metal statue	Weakness: electricity	Gives warning

MONSTER FILE: 25

MONSTER NAME	RARITY	MOVEMENT	LEVEL
SKELETON	9	Normal	2



ability levels	
STRENGTH	3 (10)
INTELLIGENCE	0 (7)
SENSE	2 (9)
MAXIMUM HP	5~7
MAXIMUM MP	0

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Thump	2 (9)	3	1

DEFENCE VALUE	PROTECTION VALUE
2 (9)	1

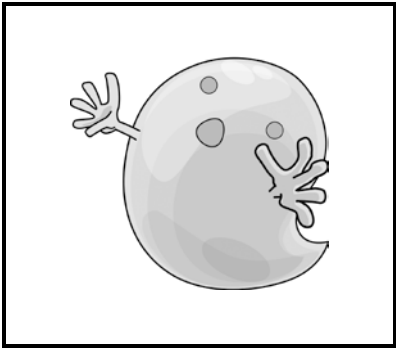
SKILL	MP COST	EFFECT
Ⓐ CLING	0	1 opponent. A successful attack means that the opponent is (captive) if the skeleton wins a battle of strength.
ⒶGNAW	0	1 (captive) opponent. An attack which cannot be dodged. *The skeleton gnaws on its captive victim.*
ⓈREVIVE	0	If no one is doing a (SEARCH) on a Skeleton which has been rendered unable to fight, on a roll of 4+ on 1D, the Skeleton regains 1 HP.

DETAILS: An animated skeleton, an enemy to all living things.
It can be immobilized by destroying the bones which contain its malicious spirit.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (2G)
Undead	Savage	Incapable	Bones
FEATURES			
Equipable	Weakness: holy water	Makes a rattling sound	

MONSTER FILE: 26

MONSTER NAME	RARITY	MOVEMENT	LEVEL
GHOST	10	Normal	3



ability levels

STRENGTH	0 (7)
INTELLIGENCE	4 (11)
SENSE	4 (11)

MAXIMUM HP	6~8
MAXIMUM MP	0

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Spirit drain	2 (9)	2*	1

DEFENCE VALUE	PROTECTION VALUE
2 (9)	0

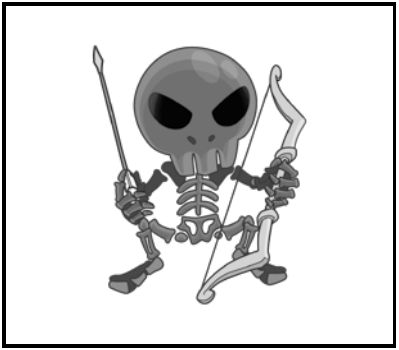
SKILL	MP COST	EFFECT
GHOST STATE	—	Self. Protection value cannot be used against a ghost's attacks. It is invulnerable to attacks unless the weapons are enchanted or have holy water applied.
Ⓜ SPIRIT FIRE	0	1 opponent, range 3, 1-2 points damage(🔥).
⓪ TELEPATHY	0	1 ally. Range 1. The ghost can telepathically and instantaneously share what it thinks or senses with an ally. Either side may break the link at any point.

DETAILS: A spirit that has been unable to find rest, and is doomed to wander this world.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (5G)
Undead	Varies by individual	Capable	Memento
FEATURES			
Flying	Weakness: holy water	Can pass through things	

MONSTER FILE: 27

MONSTER NAME	RARITY	MOVEMENT	LEVEL
SKULL ARCHER	10	Normal	3



ability levels	
STRENGTH	3 (10)
INTELLIGENCE	0 (7)
SENSE	4 (11)
MAXIMUM HP	5~8
MAXIMUM MP	1

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Cursed bow	4 (11)	4	3

DEFENCE VALUE	PROTECTION VALUE
2 (9)	1

SKILL	MP COST	EFFECT
Ⓐ ARROW RAIN	1	All opponents. Attack at -1 to hit chance *1 shot releases a flurry of arrows.*
Ⓢ REVIVE	0	If no one is doing a (SEARCH) on a Skull archer which has been rendered unable to fight, on a roll of 4+ on 1D, the Skuii archer regains 1 HP.

DETAILS: A skeletal bowman. It will attempt to shoot any living thing.
It can be immobilized by destroying the bones which contain its malicious spirit.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (5G)
Undead	Savage	Incapable	Cursed bow
FEATURES			
Equipable	Weakness: holy water	Makes a rattling sound	

MONSTER FILE: 28

MONSTER NAME
SKELETON KNIGHT

RARITY 10

Normal
MOVEMENT

4
LEVEL

ability levels

STRENGTH	5 (12)
INTELLIGENCE	0 (7)
SENSE	3 (10)

MAXIMUM HP	8~13
MAXIMUM MP	2

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Cursed sword	4 (11)	4	1

DEFENCE VALUE	PROTECTION VALUE
3 (10)	2

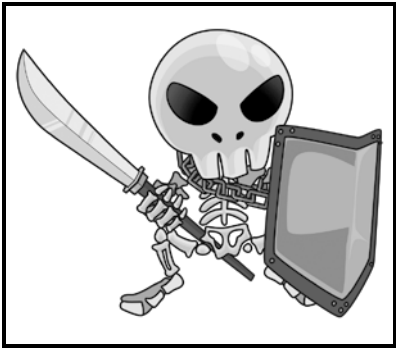
SKILL	MP COST	EFFECT
Ⓐ SPIN ATTACK	1	1 rank of opponents, range 1, hit chance +1. *Whirling sword attack*
Ⓢ REVIVE	0	If no one is doing a (SEARCH) on a Skeleton knight which has been rendered unable to fight, on a roll of 4+ on 1D, the Skeleton kight regains 1 HP.

DETAILS: An animated skeleton, an enemy to all living things.
It can be immobilized by destroying the bones which contain its malicious spirit.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (6G)
Undead	Savage	Incapable	Cursed sword
FEATURES			
Equipable	Weakness: holy water	Makes a rattling sound	

MONSTER FILE: 29

MONSTER NAME	RARITY	MOVEMENT	LEVEL
SKELETON LORD	10	Normal	5



ability levels	
STRENGTH	5 (12)
INTELLIGENCE	3 (10)
SENSE	4 (11)

MAXIMUM HP	10~18
MAXIMUM MP	4

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Naginata	4 (11)	5	2

DEFENCE VALUE	PROTECTION VALUE
4 (11)	2

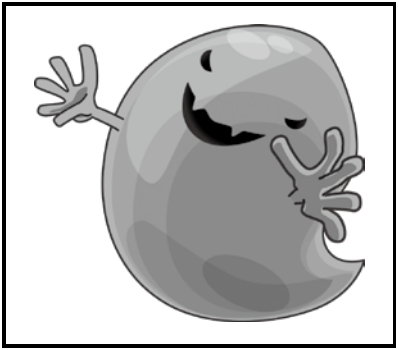
SKILL	MP COST	EFFECT
⓪LEADERSHIP	1	All allies receive a +1 to hit chance and attack power during the course of that turn.
ⒶSKEWER	1	1 file of opponents, range 3, hit chance +2
ⓢREVIVE	0	If no one is doing a (SEARCH) on a Skeleton lord which has been rendered unable to fight, on a roll of 4+ on 1D, the Skeleton lord regains 1 HP.

DETAILS: A skeletal lord. A leader of men while alive, it now leads a host of skeleton warriors.
It can be immobilized by destroying the bones which contain its malicious spirit.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (20G)
Undead	Savage	Incapable	Naginata
FEATURES			
Equipable	Weakness: holy water	Makes a rattling sound	

MONSTER FILE: 30

MONSTER NAME	RARITY	MOVEMENT	LEVEL
WRAITH	11	Normal	5



ability levels	
STRENGTH	0 (7)
INTELLIGENCE	6 (13)
SENSE	4 (11)
MAXIMUM HP	12~16
MAXIMUM MP	4

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Spirit drain	3 (10)	3*	1

DEFENCE VALUE	PROTECTION VALUE
3 (10)	0

SKILL	MP COST	EFFECT
GHOST STATE	—	Self. Protection value cannot be used against a ghost's attacks. It is invulnerable to attacks unless the weapons are enchanted or have holy water applied.
Ⓜ FIREWALL	2	1 rank of opponents, range 3, 2-3 points damage(🔥).
◎ NIGHTMARE	1	1 opponent. Range 1. Roll against the wraith using (intelligence). If the ghost wins, the victim falls (asleep), sustains 1 point of damage, and is made to experience a terrible nightmare.

DETAILS: A spirit that has been unable to find rest, and is doomed to wander this world.
An implacable foe of all living things.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (5G)
Undead	Savage	Incapable	Memento
FEATURES			
Flying	Weakness: holy water	Can pass through things	

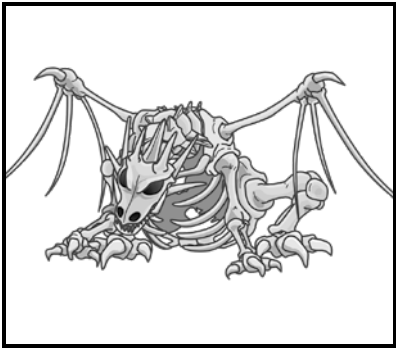
MONSTER FILE: 31

MONSTER NAME
SKULL DRAGON

RARITY 14

Normal
MOVEMENT

5
LEVEL



ability levels	
STRENGTH	6 (13)
INTELLIGENCE	0 (7)
SENSE	5 (12)

MAXIMUM HP	14~20
MAXIMUM MP	4

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Bite	5 (12)	4	1

DEFENCE VALUE	PROTECTION VALUE
4 (11)	2

SKILL	MP COST	EFFECT
⓪STUN BREATH	2	1 file of opponents, range 3. Roll against the dragon using (strength). If the dragon wins, the victim sustains 3 points of damage, and must roll an adjusted 12 or better to avoid paralysis.
ⒶTAIL SWEEP	1	1 rank of opponents. Range 1, attack with an attack power of +1.
ⓢREVIVE	0	If no one is doing a (SEARCH) on a skull dragon which has been rendered unable to fight, on a roll of 4+ on 1D, it regains 1 HP.

DETAILS: A skeletal dragon, animated by malicious energy. It uses its cavernous frame to generate a shock wave emitted as a stunning roar.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (15G)
Undead	Savage	Incapable	White orb
FEATURES			
Flying	Giant	Weakness: holy water	Makes a rattling sound

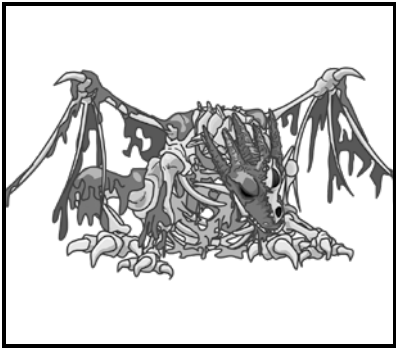
MONSTER FILE: 32

MONSTER NAME
DRAGON ZOMBIE

RARITY 13

Slow
MOVEMENT

6
LEVEL



ability levels

STRENGTH	8 (15)
INTELLIGENCE	0 (7)
SENSE	4 (11)

MAXIMUM HP	17~25
MAXIMUM MP	6

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Bite	6 (13)	4	1

DEFENCE VALUE	PROTECTION VALUE
5 (12)	2

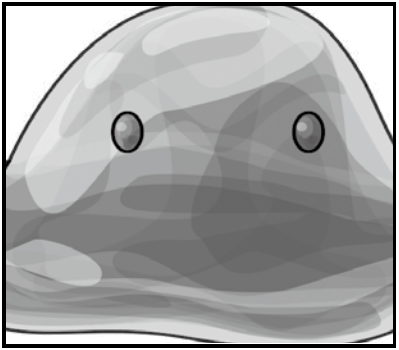
SKILL	MP COST	EFFECT
⓪PUTRID BREATH	2	1 file of opponents, range 3. Roll against the dragon using (strength). If the dragon wins, the victim sustains 3 points of damage, And suffers a penalty of -1 on protection value for the duration of the combat due to nausea.
ⒶTAIL SWEEP	1	1 rank of opponents. Range 1, attack with an attack power of +1.
ⓢPUTREFYING STENCH	0	The rancid stench of the dragon causes 1 point of damage to anything within a range of 2 by making it rot.

DETAILS: A dragon corpse of over 10m long, which is animated by malicious energy. It is said that the stench from the dragon is so foul as to begin to rot anything that approaches it.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (20G)
Undead	Savage	Incapable	Black orb
FEATURES			
Flying	Giant	Weakness: holy water	Intense stink

MONSTER FILE: 33

MONSTER NAME	RARITY	MOVEMENT	LEVEL
MEGA SLIME	12	Slow	6



ability levels

STRENGTH	8 (15)
INTELLIGENCE	0 (7)
SENSE	1 (8)

MAXIMUM HP	15~25
MAXIMUM MP	0

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Dissolve	6 (13)	4*	1

DEFENCE VALUE	PROTECTION VALUE
2 (9)	4

SKILL	MP COST	EFFECT
JELLY STATE	—	The permanent nature of slime has the following effects: Targets protection value is negated. If attacked by 🔥, the slime's protection value is negated
ⓞENGULF	0	The Mega slime flattens out and raps around 1 rank of opponents, range 1. Roll against the creature's strength. If the slime wins, it captures the opponents.
ⓢDISSOLVE (STRONG)	0	At the end of the turn, the slime's captive sustains 2 point of damage.*Victims are digested by the monster.*

DETAILS: A vicious predator which will attempt to consume anything that moves.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (20G)
Magical creature	Savage	Incapable	20 core
FEATURES			
Weakness: 🔥	Mimicry: lake	Giant	Loves: oil

MONSTER FILE: 34

MONSTER NAME	RARITY	MOVEMENT	LEVEL
LICH	14	Normal	6

ability levels	
STRENGTH	3 (10)
INTELLIGENCE	9 (16)
SENSE	3 (10)

MAXIMUM HP	20~??
MAXIMUM MP	20

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Staff of power	5(12)	5	3

DEFENCE VALUE	PROTECTION VALUE
5 (12)	1

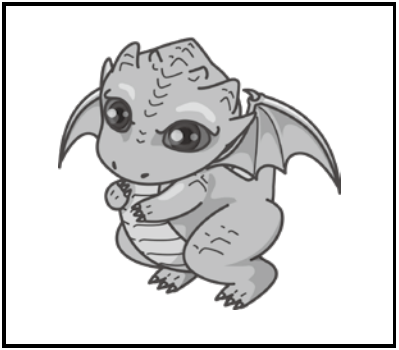
SKILL	MP COST	EFFECT
Ⓜ FIREBOLT	2	1 file of opponents, range 3, 2~3 points of damage Projects a fiery magical lightning bolt. (🔥) (⚡)
Ⓜ DARKNESS	3	All opponents, range 3, 1~2 points of damage. Defence value of the targets is reduced by 1 for the duration of the combat.
Ⓜ METEOR STRIKE	10	Once the Lich has cast the spell, it takes 7 turns for the strike to be delivered. It arrives at the end of that turn, causing 10 points of damage to all opponents.

DETAILS: A wizard king from the time of the ancient magical civilization. The wizard made themselves undead by a profane ritual.A scholar of magic, who believes that only magic can restore happiness to the world.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (50G)
Undead	Romanticist	Conversant	Staff of power
FEATURES			
Loves: magic	Weakness: holy water	Makes a rattling sound	Equipable

MONSTER FILE: 35

MONSTER NAME	RARITY	MOVEMENT	LEVEL
DRAGON PUPPY	12	Normal	4



ability levels	
STRENGTH	5 (12)
INTELLIGENCE	3 (10)
SENSE	4 (11)
MAXIMUM HP	10~??
MAXIMUM MP	5~??

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Bite	4 (11)	4	1

DEFENCE VALUE	PROTECTION VALUE
3 (10)	2

SKILL	MP COST	EFFECT
◎ FLAME BREATH	2	1 file of opponents, range 3. Roll against the dragon using (strength). If the dragon wins, the victim sustains 4 points of damage. Even if the dragon loses the victim still sustains 2 points of damage.(🔥)
◎WAIL	1	Any living thing within a Range of 3, has to roll against the dragon using (sense). If the dragon wins, the victim is rendered (drunk). and bursts out crying.
Ⓢ DRAGON RAGE	0	Self. When HP have been reduced by half, or the dragon has been attacked in its sensitive spot,For the remainder of the combat it fights at +1 to hit chance, defence value and attack power.

DETAILS: A 1m long dragon puppy. It will immediately pounce on anything bright or sweet that catches its interest. It has a sensitive spot under the neck, and will become enraged if attacked there.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (10G)
Dragon	Spoilt	Conversant	Mini orb
FEATURES			
Flying	Loves: shiny things	Loves: sweet things	Weakness: sensitive spot

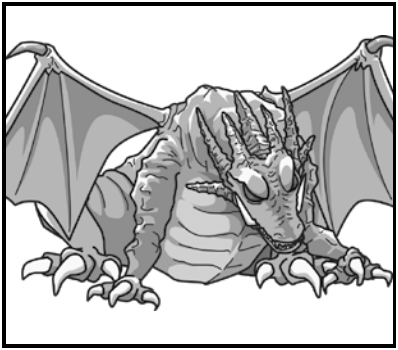
MONSTER FILE: 36

MONSTER NAME
DRAGON

RARITY 12

Fast
MOVEMENT

LEVEL 7



ability levels

STRENGTH	10 (17)
INTELLIGENCE	6 (13)
SENSE	8 (15)

MAXIMUM HP	20~??
MAXIMUM MP	10~??

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Bite	7 (14)	5	1

DEFENCE VALUE	PROTECTION VALUE
5 (12)	3

SKILL	MP COST	EFFECT
⓪FLAME BREATH	2	1 file of opponents, range 3. Roll against the dragon using (strength). If the dragon wins, the victim sustains 4 points of damage. Even if the dragon loses the victim still sustains 2 points of damage.(🔥)
ⒶTAIL SWEEP	1	1 rank of opponents. Range 1, attack with an attack power of +1.
ⓢDRAGON RAGE	0	Self. When HP have been reduced by half, or the dragon has been attacked in its sensitive spot, For the remainder of the combat it fights at +1 to hit chance, defence value and attack power.

DETAILS: A mighty dragon of over 10m long. It considers others more favourably depending on how much treasure they have. It has a sensitive spot under the neck, and will be driven to a frenzied rage if attacked there.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (100G)
Dragon	Confident	Conversant	Orb
FEATURES			
Flying	Giant	Loves: treasure	Weakness: sensitive spot