MONSTER FILE: A1

MONSTER NAME
ELECTRIC FISH

RARITY 8

Normal
MOVEMENT

1
LEVEL

ability levels	
STRENGTH	2 (9)
INTELLIGENCE	0 (7)
SENSE	3 (10)

MAXIMUM HP	4~6
MAXIMUM MP	0

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

DEFENCE VALUE	PROTECTION VALUE
2 (9)	0

SKILL	MP COST	EFFECT
◎ELECTRIC SHOCK	0	anyone within range of 1. Check against strength. Failure to get an adjusted 11 or higher results in 1 point of electric damage (lightning)
Ⓢ ELECTRIC CREATURE	0	Self. If it receives lightning damage, for the duration of the combat it will receive a bonus of +1 to attack power.

DETAILS: A fish that stores electricity in its body. Moving in shoals, the fish release electric charges when they feel threatened. At this point the fish attack in waves releasing electricity from their mouths.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (1G)
Chimera	Natural	Incapable	Thunderstone
FEATURES			
Underwater	Mimicry: Fish		

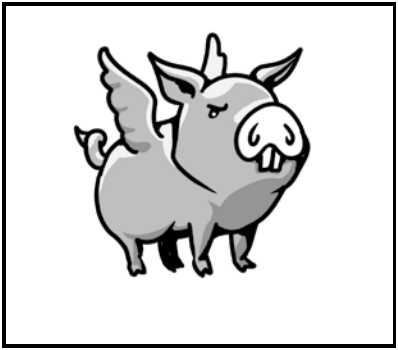
MONSTER FILE: A2

MONSTER NAME
FLYING PIG

RARITY 11

Fast
MOVEMENT

2
LEVEL



ability levels

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

MAXIMUM HP	8~12
MAXIMUM MP	1

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
BODY SLAM	4 (11)	3	1

DEFENCE VALUE	PROTECTION VALUE
2 (9)	1

SKILL	MP COST	EFFECT
DELICIOUS	-	Indiscriminate. No 'hungry' character can resist trying to kill this monster.
S BLOOD SUCKING	1	Indiscriminate. If the pig sustains fire damage, everyone within 1 range must get a 13 checking against strength, or become 'hungry'

DETAILS: A pig with small wings. Anyone who takes in the smell when the pig is scorched by fire, becomes instantly ravenous.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (5G)
Chimera	Natural	Incapable	Magic Meat
FEATURES			
Flying	Loves: Giant Beans	supersense: smell	weakness: 🔥

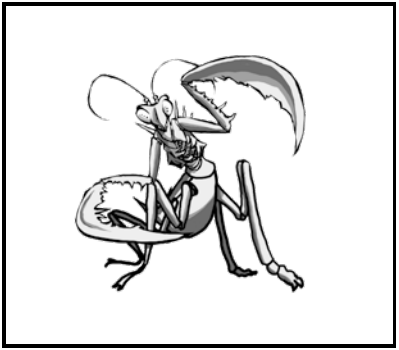
MONSTER FILE: A3

MONSTER NAME
KILLER MANTIS

RARITY 9

Fast
MOVEMENT

2
LEVEL



ability levels

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

MAXIMUM HP	4~8
MAXIMUM MP	1

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

DEFENCE VALUE	PROTECTION VALUE
3 (10)	1

SKILL	MP COST	EFFECT
◎PARALYSE WITH FEAR	1	All within range 1, check against strength. If the mantis wins, the opponent is frozen with fear.

DETAILS: A giant mantis around 1m in length. It raises its pincers aloft, and holds them in place until it strikes. Undaunted even when outmatched in size, it leaps forward to slash its prey.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (3G)
Chimera	Natural	Incapable	Pincer
FEATURES Flying	Loves: Hiding In Beetle Bushes		

MONSTER FILE: A4

MONSTER NAME
GIANT MANTIS

RARITY 10

Fast
MOVEMENT

3
LEVEL

ability levels

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

MAXIMUM HP	8~12
MAXIMUM MP	4

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
TEAR APART	4 (11)	4	2

DEFENCE VALUE	PROTECTION VALUE
3 (10)	1

SKILL	MP COST	EFFECT
Ⓐ WHIRLING STRIKE	2	1 enemy, range 1, 2 attacks at -1 attack power. *Whirls both pincers in an elaborate attacking move.*
⓪ PARALYSE WITH FEAR	1	All within range 1, check against strength. If the mantis wins, the opponent is frozen with fear.

DETAILS: A giant mantis around 3m in length. It waits patiently in cover until prey comes near, whereupon it freezes its prey with fear and then tears it to pieces

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (2G)
Chimera	Natural	Incapable	Giant Pincer
FEATURES			
Flying	Loves: Kata Beetles	Giant	Hides In Cover

MONSTER FILE: A5

MONSTER NAME	RARITY	MOVEMENT	LEVEL
COCKATRICE	12	Normal	4

ability levels	
STRENGTH	7 (14)
INTELLIGENCE	0 (7)
SENSE	3 (10)
MAXIMUM HP	11~14
MAXIMUM MP	4

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

DEFENCE VALUE	PROTECTION VALUE
4 (11)	1

SKILL	MP COST	EFFECT
⓪PARALYSIS BREATH	2	Enemy file, range 3. Check against strength. Failure results in 3 damage and the prey must resist with a 12 or be petrified.
ⒶPOISON FANGS	0	Attack on one enemy. A successful hit means the victim must attempt to resist the poison with a 13. Failure results in 1 point of damage.

DETAILS: A 2m long monstrous bird, with a poisonous snake for a tail. Anyone who inhales the cockatrice's breath may be turned to stone. Cockatrice are very partial to the common rue herb.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (9G)
Chimera	Natural	Incapable	Stone Lung
FEATURES Weakness: Ice	Loves: Common Rue Herb	Giant	Flying

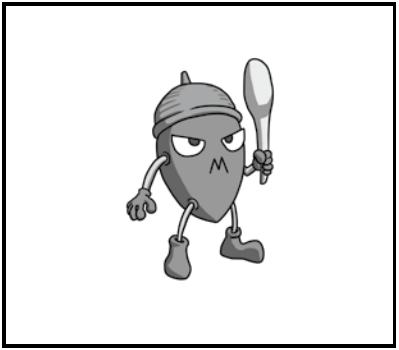
MONSTER FILE: A6

MONSTER NAME
ACORN WARRIOR

RARITY 9

Slow
MOVEMENT

2
LEVEL



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

MAXIMUM HP	5~9
MAXIMUM MP	1

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

DEFENCE VALUE	PROTECTION VALUE
3 (10)	1

SKILL	MP COST	EFFECT

DETAILS: A soldier that sheds neither blood nor tears, created from an acorn. Its approach is simple, if you don't understand it, bash it.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (3G)
Magical Creature	Natural	Incapable	Magic Acorn
FEATURES			
Dangles From Trees	Loves: Shimmering Water	Hides In Cover	

MONSTER FILE: A7

MONSTER NAME
ACORN SLING SOLDIE

RARITY 9

Slow
MOVEMENT

2
LEVEL

ability levels

STRENGTH	2 (9)
INTELLIGENCE	2 (9)
SENSE	4 (11)

MAXIMUM HP	4~7
MAXIMUM MP	1

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
SLING	3 (10)	4	3

DEFENCE VALUE	PROTECTION VALUE
3 (10)	1

SKILL	MP COST	EFFECT

DETAILS: A soldier that sheds neither blood nor tears, created from an acorn. Skilled in the use of the sling

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (3G)
Magical Creature	Natural	Incapable	Magic Acorn
FEATURES			
Dangles From Trees	Loves: Shimmering Water	Hides In Cover	

MONSTER FILE: A8

MONSTER NAME	RARITY	MOVEMENT	LEVEL
MINI SLIME	11	Slow	2

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

MAXIMUM HP	4~8
MAXIMUM MP	0

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

DEFENCE VALUE	PROTECTION VALUE
2 (9)	2

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
ⓔENVELOP	0	1 enemy, range 1. The slime has a contest of strength with its opponent. If it wins it captures its opponent by enveloping it.
ⓢ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. If it finds a lone human target it will try to attack them, but they can be warded off with torches.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (2G)
Magical creature	Savage	Incapable	2 core
FEATURES Weakness: 🔥	Mimicry: puddle	cling to ceilings	Loves: oil

MONSTER FILE: A9

MONSTER NAME	RARITY	MOVEMENT	LEVEL
CARNIDOOR	13	Fixed	2

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
Long tongue	4 (11)	4	3

DEFENCE VALUE	PROTECTION VALUE
2 (9)	2

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	0	At the end of the turn, the mimic's captive sustains 1 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 (3G)
Magical creature	Natural	Incapable	3 core
FEATURES			
Mimicry: door	Hates: hot spices	Loves: blood	

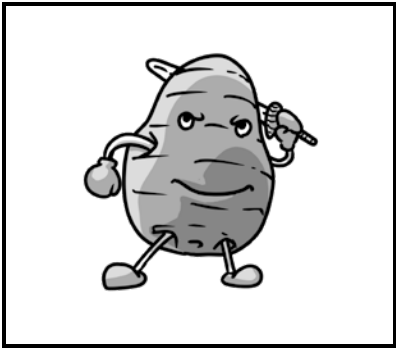
MONSTER FILE: A10

MONSTER NAME
POTATO WARRIOR

RARITY 10

Slow
MOVEMENT

3
LEVEL



ability levels

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

MAXIMUM HP	10~14
MAXIMUM MP	0

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Potato sword	4 (11)	4	2

DEFENCE VALUE	PROTECTION VALUE
3 (10)	0

SKILL	MP COST	EFFECT
MAGICAL BODY	—	Self. Can use HP instead of MP to activate skills.
Ⓜ POTATO GRENADE	1	Anyone within a range of 1 takes 1-2 points of fire damage.

DETAILS: These creatures are the result of a magical experiment gone wrong. Long ago, a wizard from the magical kingdom era tried to create potatoes that would cook themselves. The potatoes came to life, and are now accomplished at military manoeuvers.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (2G)
Magical creature	Natural	Incapable	Magical potato
FEATURES Weakness: ϟ	Buried in the soil	Loves: water play	

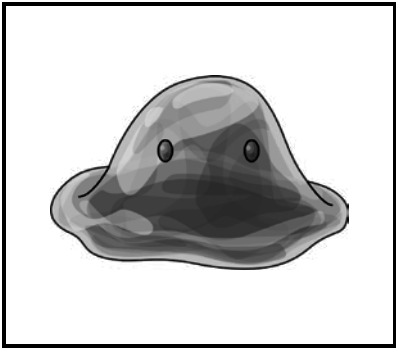
MONSTER FILE: A11

MONSTER NAME
RED SLIME

RARITY 13

Slow
MOVEMENT

4
LEVEL



ability levels

STRENGTH	4 (11)
INTELLIGENCE	0 (7)
SENSE	6 (13)

MAXIMUM HP	8~14
MAXIMUM MP	0

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Slime bullet	4 (11)	2*	2

DEFENCE VALUE	PROTECTION VALUE
4 (11)	1

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
Ⓐ SLIME SPRAY	0	1 rank of enemies, range 1. Attacks at -1 to hit chance.
Ⓢ FLAME	0	Self. If damaged by fire, it will attack at + 1 to damage (🔥) itself for the remainder of the combat.

DETAILS: A mutant slime with a red nucleus. It is covered with an oily film and has a flammable constitution. It is also more flexible and nimble than other slimes.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (7G)
Magical creature	Savage	Incapable	7 core
FEATURES Weakness: 🔥	Mimicry: puddle	cling to ceilings	Loves: oil

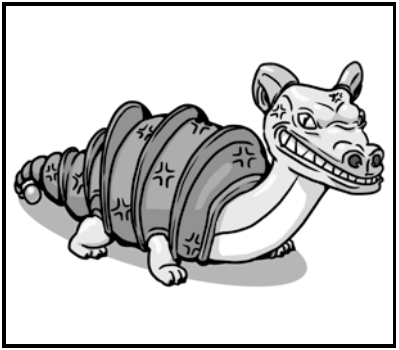
MONSTER FILE: A12

MONSTER NAME
MOODY DRAGON

RARITY 10

Normal
MOVEMENT

3
LEVEL



ability levels	
STRENGTH	6 (13)
INTELLIGENCE	1 (8)
SENSE	3 (10)

MAXIMUM HP	9~13
MAXIMUM MP	3

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Body slam	4 (11)	4	1

DEFENCE VALUE	PROTECTION VALUE
3 (10)	1

SKILL	MP COST	EFFECT
⓪FIRE BREATH	1	1 file of opponents, range 3. Roll against the dragon using (strength). If the dragon wins, the victim sustains 2 points of damage. Even if the dragon loses the victim still sustains 1 point of damage.(🔥)
ⒶRAM	1	1 enemy, range 1. Attacks while advancing
ⓢ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 permanently irritable dragon around 5 m in length. Often munching on magic stones.It has a sensitive spot underneath the neck. If that is attacked, the creature becomes enraged.

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (10G)
Dragon	Frenzied	Incapable	Large magic stone
FEATURES			
Giant	Loves: Magic stones	Weakness: sensitive spot	dives under the soil