Basilisk			L	evel 2
	HP:	15	MP:	0
	STR:	2	DEF:	1
	MAG:	0	RES:	1
College College	AGI:	3	Size:	M
Lick: 1d DMG			Drops: 1	.50 Gil

Lick: 1d DMG
Resilient: 
Weak: 
Weak:

## Stonetouch

Whenever you successfully Attack a target he makes a DC 7 check and suffers Immobile for 3 rounds upon failure.

Minotaur Level 4							
	HP:	37	MP:	18			
R	STR:	3	DEF:	2			
	MAG:	0	RES:	0			
	AGI:	2	Size:	М			
Morning Star: 3d DMG Drops: 100 G							
Resilient: 🕲 🐧							
Earthsplitter							
MP: 6 Target: 3u (line) Time: 0r Range: Self							
All enemies in the target area suffer 2d+6 earth dam-							
age.							
Beef Up				<b>^</b>			

Whenever you current HP falls below half of its maximum, you gain EnSTR until the end of the battle.

### Level 6 Ogre HP: 75 MP: 40 STR: DEF: 4 4 RES: 2 MAG: 1 AGI: Size: L

# Beatdown

MP: 5 Target: Single Time: 0r Range: Weapon Make an Attack where the target has Advantage on the evasion check. If the Attack is successful, you automatically score a Critical Hit.

# Berserk

MP: 6 Target: Single Time: 1r Range: Self For the next 3 rounds you can make 2 Attacks as your action on each turn. However, you cannot perform any other action as long as this effect is active.

# **Change Stance**

At the end of each turn you can take one of the following stances that lasts until the end of your next turn:

**Offensive Stance:** Whenever an enemy rolls a 5 or less on the evasion against your Attack, you score a Critical Hit.

**Defensive Stance:** Whenever an enemy successfully hits you with an Attack, you can immediately make an Attack on him.

#### Midgardsormr Level 7 HP: 130 MP: 90 STR: 6 DEF: 4 MAG: 2 RES: 3 AGI: Size: L

Tail: 3d DMG, 2u RangeDrops: 800 GilImmune: <a href="#">Immune: <a href="#">Weak: <a href="#">Weak: <a href="#">©</a>

Bite

MP: 4 Target: Single Time: 0r Range: 2u Make an Attack against the target. If you hit, the target makes a DC 9 check and also suffers Poison for 3 rounds upon failure.

# Constrict

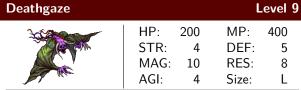
MP: 6 Target: Single Time: 0r Range: 2u Make an Attack against the target. If you hit, the target makes a DC 9 check and also suffers Immobile for 3 rounds upon failure.

## Burrow

MP: 12 Target: 2u Time: 0r Range: 5u You burrow into the ground where you cannot be targeted by enemies. At the start of your next turn, you emerge at a location of your choice within 5u and cause 4d damage to all enemies within 2u.

### Prey

Whenever you successfully Attack a target that is suffering from a Status Effect, you automatically score a Critical Hit.



Claw: 4d DMG Drops: 2000 Gil Resilient: 8 Weak: 8

Immune: All Status Effects

# Mega-Doom

MP: 50 Target: 3u Time: 1r Range: 5u All enemies within the target area make a DC 8 check. Each target that fails suffers KO after 3 rounds.

# Blizzaga

MP: 12 Target: Single Time: 2r Range: 5u Deal 6d ice damage to the target.

Retreat

MP: 0 Target: Single Time: 1r Range: Self You make a DC 7 check and if you succeed, you immediately remove yourself from the battle.

## Deathtouch

Whenever you successfully Attack a target, he makes a DC 6 check and immediately suffers KO upon failure.

# **Auto-Dispel**

Whenever an enemy within 5u gains a beneficial Status Effect, you can make a DC 7 check. If you succeed, the Status Effect is immediately removed.