


**Basilisk**
**Level 2**




HP:	15	MP:	0
STR:	2	DEF:	1
MAG:	0	RES:	1
AGI:	3	Size:	M

**Lick:** 1d DMG **Drops:** 150 Gil  
**Resilient:** 🛡️ **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
STR:	3	DEF:	2
MAG:	0	RES:	0
AGI:	2	Size:	M

**Morning Star:** 3d DMG **Drops:** 100 Gil  
**Resilient:** 🛡️ 🗡️

**Earthsplitter** 🎯 🗡️  
 MP: 6 Target: 3u (line) Time: 0r Range: Self  
 All enemies in the target area suffer 2d+6 **earth** damage.

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

**Ogre**
**Level 6**



HP:	75	MP:	40
STR:	4	DEF:	4
MAG:	1	RES:	2
AGI:	3	Size:	L


**Lick:** 3d DMG **Drops:** 600 Gil  
**Immune:** 🛡️ 🗡️ 🐉

**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:	4	Size:	L

**Tail:** 3d DMG, 2u Range **Drops:** 800 Gil  
**Immune:** 🛡️ 🐉 **Weak:** 🐉

**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**.

**Deathgaze**
**Level 9**



HP:	200	MP:	400
STR:	4	DEF:	5
MAG:	10	RES:	8
AGI:	4	Size:	L

**Claw:** 4d DMG **Drops:** 2000 Gil  
**Resilient:** 🛡️ **Weak:** 🐉  
**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.