

ENEMY

BATHOG

LEVEL

HP

### ACTIVE SKILL



NONE

### PASSIVE SKILL

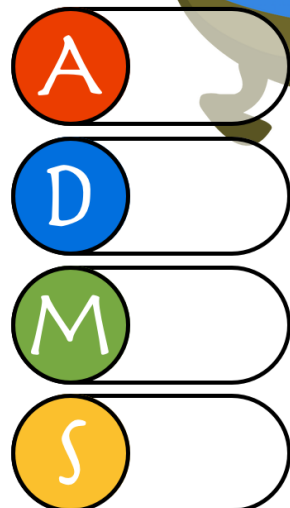
SWARM

WHEN MORE THAN ONE BATHOGS ARE TARGETING A PLAYER, EACH BATHOG RECEIVES AN ATTACK LEVEL BONUS OF PLUS ONE (A=+1).

### BLOODIED STATE

DODGE

YOU ARE ABLE TO DODGE AN ENEMY ATTACK. CHOOSE TO USE YOUR SPEED LEVEL IN PLACE OF YOUR DEFENCE LEVEL WHEN BEING ATTACKED.



ENEMY

BLANNELID

LEVEL

HP

## ACTIVE SKILL



CRUSHING  
BLOW

SLAMMING YOUR HARD SHELL  
INTO AN OPPONENT DEALS  
CRIPPLING DAMAGE.

$$2 \text{d20} + \text{A} + \text{D}$$

## PASSIVE SKILL

TRAMPLE

YOUR SHEAR SIZE CAUSES YOU TO  
STRIKE TWO PLAYERS EVERY TIME  
YOU ATTACK.

## BLOODIED STATE

IRON  
SKIN

YOUR HIGH DEFENCE LEVEL  
PROTECTS YOU AGAINST SOME  
MAGIC. CHOOSE TO USE YOUR  
DEFENCE LEVEL IN PLACE OF YOUR  
MAGIC LEVEL WHEN BEING  
ATTACKED BY MAGIC.



A

D

M

S

ENEMY

GOBLIN

LEVEL

HP

## ACTIVE SKILL



### QUICK ATTACK

UNDERESTIMATED BASED ON YOUR SIZE, YOU CATCH YOUR OPPONENT OFFGUARD. YOUR AGILITY ALLOWS YOU TO BYPASS AN ENEMIES DEFENCES.



## PASSIVE SKILL

### AGILITY

YOUR QUICKNESS ALLOWS YOU TO ESCAPE THE BRUNT OF SOME ATTACKS. IF YOU ROLL 1-3 ON A D20 DEFEND, USE YOUR SPEED LEVEL INSTEAD OF YOUR DEFENCE LEVEL TO CALCULATE YOUR EFFECTIVE DEFENCE FROM BEING ATTACKED.

## BLOODIED STATE

?

?



## ACTIVE SKILL



### RAGE

YOUR FEROCITY IS UNMATCHED! WHEN YOU CHANNEL YOUR RAGE INTO BRUTAL ATTACKS, FEW CAN SURVIVE SUCH AN ONSLAUGHT!



## PASSIVE SKILL

### SECOND STRIKE

IF YOUR FIRST CLAW STIKE MISSES, YOU TAKE ANOTHER. IF YOU ROLL A 1-3 ON YOUR ATTACKING ROLL, ROLL AGAIN.

## BLOODIED STATE

### IRON SKIN

YOUR HIGH DEFENCE LEVEL PROTECTS YOU AGAINST SOME MAGIC. CHOOSE TO USE YOUR DEFENCE LEVEL IN PLACE OF YOUR MAGIC LEVEL WHEN BEING ATTACKED BY MAGIC.



A

D

M

S

ENEMY

GOBLIN

LEVEL

HP

## ACTIVE SKILL



### QUICK ATTACK

UNDERESTIMATED BASED ON YOUR SIZE, YOU CATCH YOUR OPPONENT OFFGUARD. YOUR AGILITY ALLOWS YOU TO BYPASS AN ENEMIES DEFENCES.



## PASSIVE SKILL

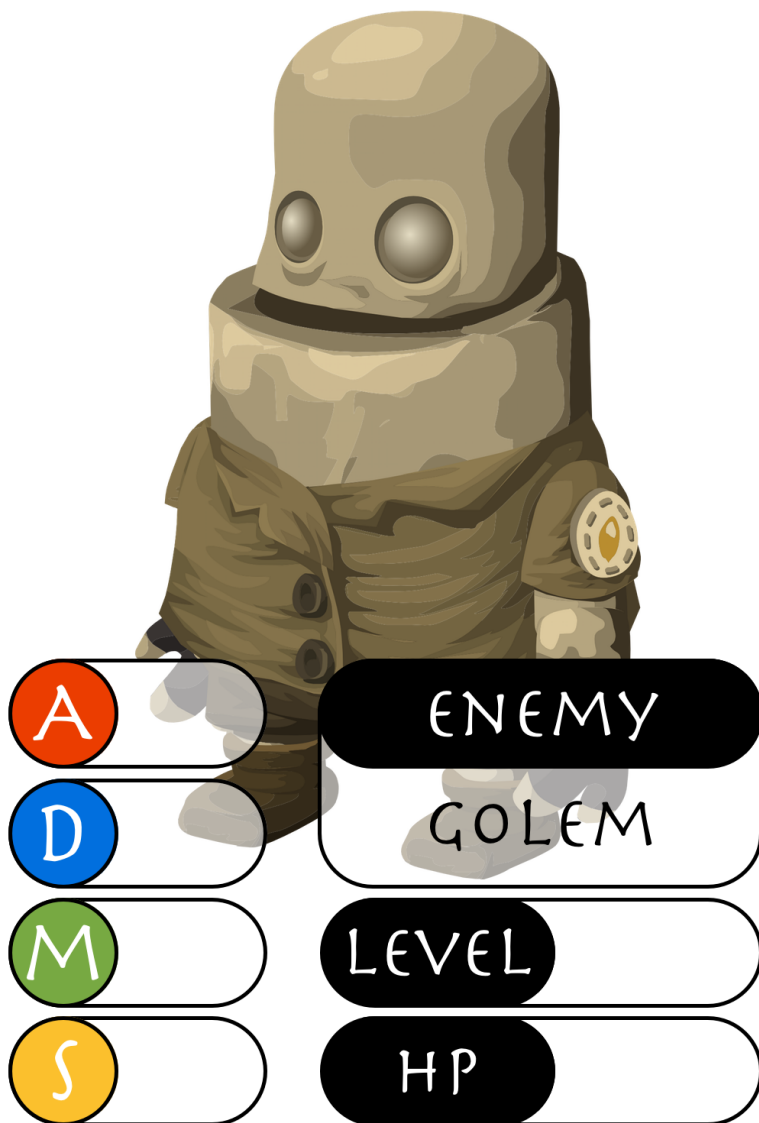
### AGILITY

YOUR QUICKNESS ALLOWS YOU TO ESCAPE THE BRUNT OF SOME ATTACKS. IF YOU ROLL 1-3 ON A D20 DEFEND, USE YOUR SPEED LEVEL INSTEAD OF YOUR DEFENCE LEVEL TO CALCULATE YOUR EFFECTIVE DEFENCE FROM BEING ATTACKED.

## BLOODIED STATE

### TRANSFORM

ONCE YOUR HEALTH REACHES 0 - 25HP, YOU TRANSFORM INTO THE BLANNELID AND ASSUME ITS NEW STATS AND SKILLS.



## ACTIVE SKILL

BODY  
SLAM

RAMMING INTO OPPONENTS DOES  
CRIPPLING DAMAGE WITH A  
BODY MADE OF STONE.

$$2 \text{ } \triangleleft_{PT} \text{ } + \text{ } \textcircled{D} \text{ } | \text{ } \triangleleft_{PT} \text{ } + \text{ } \textcircled{D}$$

## PASSIVE SKILL

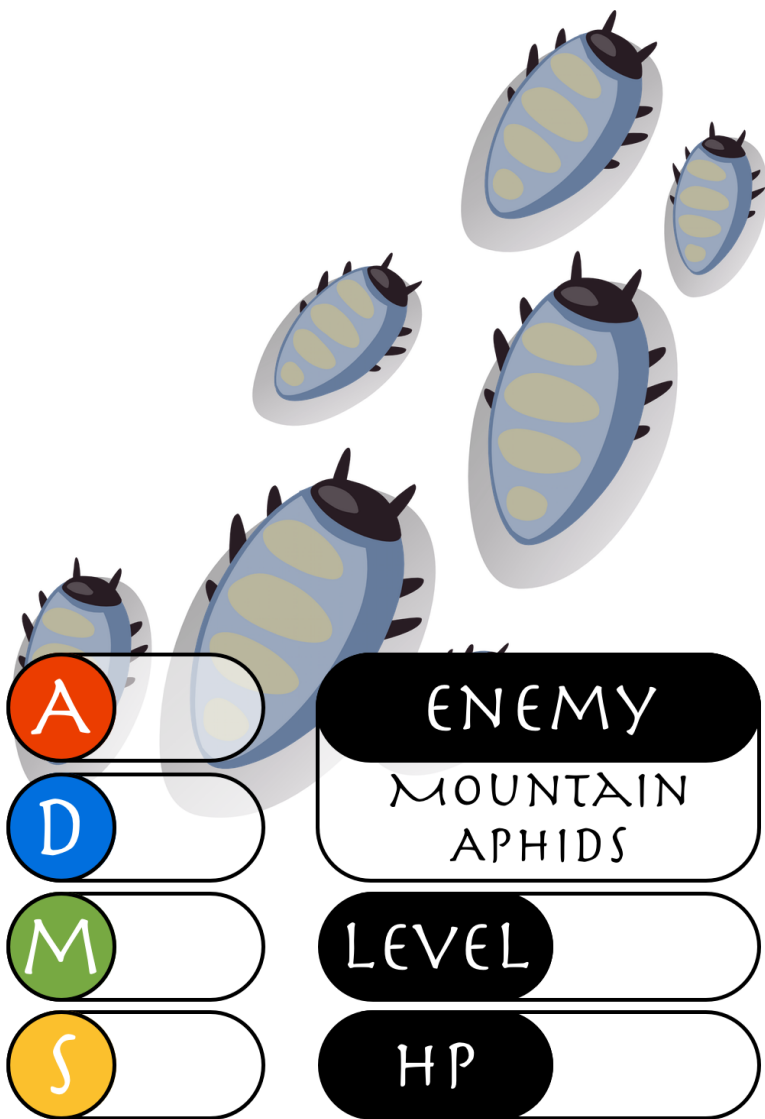
MOUNTAIN  
SNACKS

MOUNTAIN APHIDS AND STONE  
ANTS ARE TASTY! IF YOU DEFEAT  
THESE BUGS, EAT THEM TO GAIN  
HEALTH POINTS EQUAL TO THE  
BUGS LEVELS.

## BLOODIED STATE

DODGE

YOU ARE ABLE TO DODGE AN  
ENEMY ATTACK. CHOOSE TO USE  
YOUR SPEED LEVEL IN PLACE OF  
YOUR DEFENCE LEVEL WHEN  
BEING ATTACKED.



ACTIVE SKILL



NONE

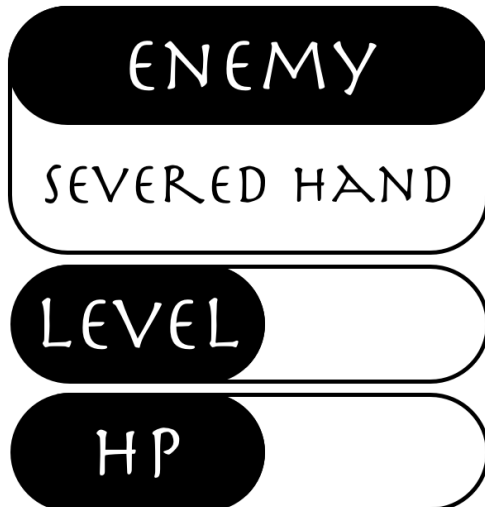
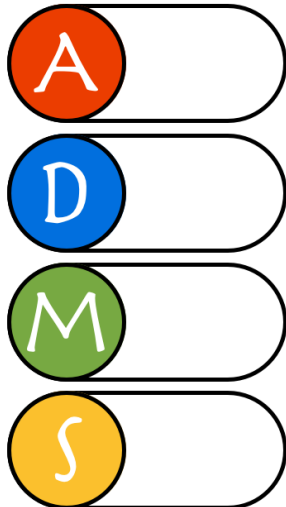
PASSIVE SKILL

NONE

BLOODIED STATE

DODGE

YOU ARE ABLE TO DODGE AN  
ENEMY ATTACK. CHOOSE TO USE  
YOUR SPEED LEVEL IN PLACE OF  
YOUR DEFENCE LEVEL WHEN  
BEING ATTACKED.



## ACTIVE SKILL



### POSSESSION

THE WEAK MINDED ARE YOURS  
TO CONTROL UNTIL THE END OF  
THEIR NEXT TURN.



## PASSIVE SKILL

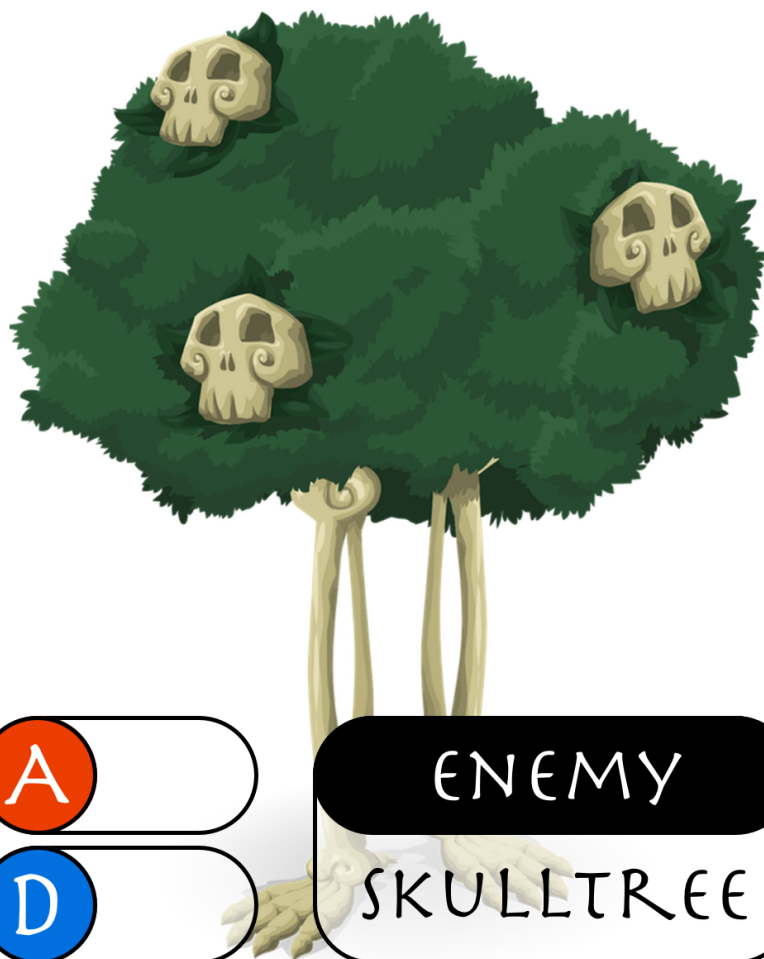
### RED MAGIC BOMB

WHEN YOU ATTACK AN ENEMY,  
LAUNCHING YOUR RED MAGIC  
BOMB IS A MAGICAL STRIKE  
INSTEAD OF A PHYSICAL ONE.

## BLOODIED STATE

### DODGE

YOU ARE ABLE TO DODGE AN  
ENEMY ATTACK. CHOOSE TO USE  
YOUR SPEED LEVEL IN PLACE OF  
YOUR DEFENCE LEVEL WHEN  
BEING ATTACKED.



A

D

M

S

ENEMY

SKULLTREE

LEVEL

HP

## ACTIVE SKILL



REGENERATE

REGROW LIMBS, LEAVES, AND SKULLS LOST DURING BATTLE AND GAIN BACK A PORTION OF YOUR HEALTH.

$$HP = \text{20 PT A} + \text{M}$$

## PASSIVE SKILL

FAMILY BONDS

YOU ARE NEVER ALONE. AT THE START OF BATTLE, SPAWN TWO LEVEL 10 SKULL TREES ONTO THE BATTLEFIELD.

## BLOODIED STATE

DODGE

YOU ARE ABLE TO DODGE AN ENEMY ATTACK. CHOOSE TO USE YOUR SPEED LEVEL IN PLACE OF YOUR DEFENCE LEVEL WHEN BEING ATTACKED.



A

D

M

S

ENEMY

SPIDER

LEVEL

HP

## ACTIVE SKILL



### SPAWN

SHOOT AN EGG FROM YOUR ABDOMEN AT A TARGET. THIS EGG ERUPTS INTO A NEW SPIDER (A=1 D=1 M=5 S=5) THAT ENGAGES THE TARGET IT STRIKES.

## PASSIVE SKILL

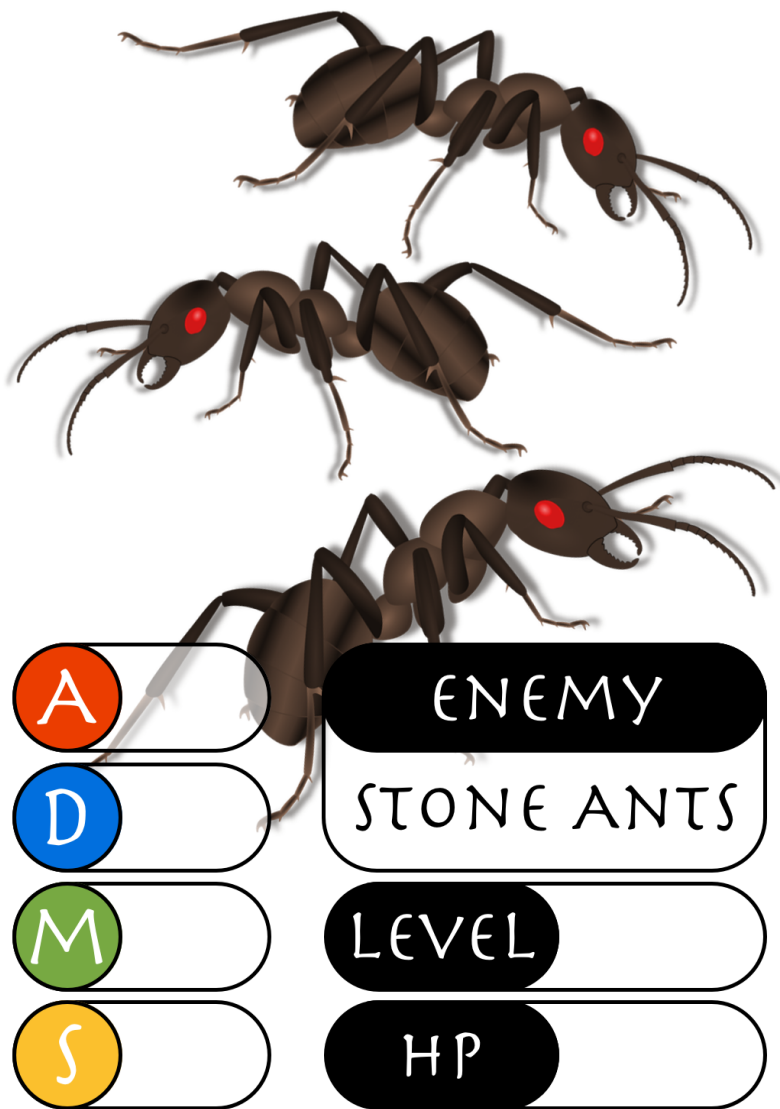
### GROW

AFTER YOUR TURN, YOU GROW IN SIZE. YOUR STATS ADJUST ACCORDINGLY: A=+1 D=+1 M=-1 S=0. THIS GROWTH STOPS ONCE YOU REACH M=1.

## BLOODIED STATE

### MAGIC SHIELD

USE MAGIC TO BLOCK AN ENEMY PHYSICAL STRIKE. CHOOSE TO USE YOUR MAGIC LEVEL IN PLACE OF YOUR DEFENCE LEVEL WHEN BEING ATTACKED.



## ACTIVE SKILL

### BOULDER BITE

USING THEIR PINCERS, STONE ANTS CAN CRUSH ROCKS INTO GRAVEL. THIS BITE CAN BE DEADLY.

$$2 \text{d}20 + \text{A} + \text{D}$$

## PASSIVE SKILL

### APHID HERDING

IF A CHARACTER ATTACKS APHIDS, ALL ANTS WILL RESPOND BY ATTACKING THAT CHARACTER TO PROTECT THEIR FOOD SOURCE.

## BLOODIED STATE

### IRON SKIN

YOUR HIGH DEFENCE LEVEL PROTECTS YOU AGAINST SOME MAGIC. CHOOSE TO USE YOUR DEFENCE LEVEL IN PLACE OF YOUR MAGIC LEVEL WHEN BEING ATTACKED BY MAGIC.