FASCIS RATTUS

IF (roll):

- {from DEN; CONSUME}
- {from DEN; SCARE}
- {to PLANT; CONSUME}
- {to BUILDING; FIGHT}
- {to DEN; CALL/FIGHT}

</turn>

STANDAIS BELLA

IF (roll):

- {to DEN; FIGHT}
- {to SWAMP; FIGHT}
- {from STANDAIS; SCARE}
- {from CREATURE; SPIKE/FIGHT}
- {to SWAMP; SPIKE}

</turn>

FUZZBUTTUS PLATYRHYNCHO

IF (roll):

- {to FUZZBUTTUS; SCARE}
- {to FUZZBUTTUS; CONSUME}
- {to SWAMP; CONSUME/FIGHT}
- {to DEN; CALL}
- {to CREATURE; CONSUME}

</turn>

ERINACEINAE SPICATI

IF (roll):

- {to DEN; CALL/SCARE}
- {to DEN; FIGHT}
- {to FOOD; CONSUME/POISON}
- {to CANYON/DESERT; POISON}
- {to PREY; POISON}

</turn>

DIDELPHIS FUREM

IF (roll):

- {to DEN; FIGHT}
- {to PLANT/MEAT; CONSUME/SCARE}
- {to PLANT/MEAT; CONSUME/SCARE}
- {to RESOURCE CUBE; STEAL}
- {to EXPLORER; STEAL}

</turn>

CIBIS DEVORANDOM

IF (roll):

- {to FUEL; TUNNEL}
- {to DEN; CALL/FIGHT}
- {to BUILDING; FIGHT}
- {to CREATURE; SCARE}
- {to DESERT; FIGHT}

</turn>

CLADESWAR ZONAE

IF (roll):

- {to DEN; CALL}
- {to CLADESWAR; FIGHT}
- {to CANYON; FIGHT}
- {to PREY; FIGHT/CONSUME}
- {to MEAT; FIGHT/CONSUME}

</turn>

PTEROICTUS CASSUS

IF (roll):

- {to PTEROICTUS; FIGHT}
- {to DESERT/TUNDRA; SCARE}
- {to CREATURE; FIGHT}
- {to MEAT; CONSUME}
- {to PREY; FIGHT}

</turn>

CAULIS CANIS

IF (roll):

- {from PREDATOR; SCARE}
- {to MEAT/PLANT; CONSUME}
- {to MEAT/PLANT; CONSUME/SCARE}
- {to PREY; FIGHT}
- {to LONE CREATURE; FIGHT}

</turn>

SAGITTA AVEM

IF (roll):

- {to MEAT; CONSUME}
- {from PREDATOR; SCARE}
- {to FOREST/SWAMP; GLIDE}
- {to FOREST/SWAMP; FIGHT}
- {to INJURED CREATURE; GLIDE/FIGHT}

</turn>

IMMANIS HERBALACERTA

IF (roll):

- {to FOREST; SCARE}
- {to PLANT; CONSUME}
- {to PLANT; CONSUME}
- {from CREATURE; FIGHT}
- {to FOREST; CONSUME}

</turn>

URSA STELLA

IF (roll):

- {to DEN; CALL}
- {to PLANT; CONSUME/SCARE}
- {to PREY; FIGHT/CONSUME}
- {from URSA; SCARE}
- {to DEN; FIGHT}

</turn>

MATELLUM APRUM

IF (roll):

- {to MEAT/PLANT; CONSUME}
- {to CANYON; SCARE}
- {to CANYON; BURROW}
- {to BUILDING; SCARE}
- {to BUILDING; BURROW}

</turn>

IRATUS WALKER

IF (roll):

- {to CREATURE; FIGHT}
- {to MEAT; CONSUME/FIGHT}
- {from SWAMP; FIGHT}
- {from SWAMP; SCARE}
- {to SWAMP; FIGHT}

</turn>

PRAETOR VACCA

IF (roll):

- {to PRAEATOR; SCARE}
- {from PREDATOR; FIGHT}
- {to FOREST; SCARE}
- {to PLANT; CONSUME}
- {to FOREST; FIGHT}

</turn>

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

PHASMIFOLIUM INCISOR

IF (roll):

- {from PHASMIFOLIUM; SCARE}
- {to SWAMP; PARASITIC EFFECT}
- {to SWAMP; PARASITIC EFFECT}
- {to CREATURE; PARASITIC EFFECT}
- {to CREATURE; PARASITIC EFFECT}

</turn>

FUNGIS DEVORATIS

IF (roll):

- {to SWAMP; PARASITIC EFFECT}
- {to FOREST; PARASITIC EFFECT}
- {from FUNGIS; CONSUME}
- {to CREATURE; PARASITIC EFFECT}
- {to CREATURE; PARASITIC EFFECT}

</turn>

LACERO PULVINUS

IF (roll):

- {to MEAT; CONSUME}
- {to LARGEST CREATURE; FIGHT}
- {to LARGEST CREATURE; FIGHT}
- {to LARGEST CREATURE; FIGHT}
- {to PREY; IMPOSE}

</turn>

THYLARCTOS STILLÆ

IF (roll):

- {to FOREST; SCARE}
- {to PREY; FIGHT}
- {to PREY; FIGHT/MEWL}
- {to MEAT/PLANT; CONSUME/MEWL}
- {to CREATURE; MEWL}

</turn>

VOLUBILEM MULTOS

IF (roll):

- {to MEAT; CONSUME}
- {to BUILDING; FIGHT}
- {to SWAMP; CONSUME/FIGHT}
- {to INJURED MULTOS; MERGE/FIGHT}
- {to INJURED CREATURE; FIGHT}

</turn>

AMICUS FIRMUM RETIREAMUS

IF (roll):

- {to CREATURE; SCARE}
- {to PLANT; CONSUME/FIGHT}
- {to SWAMP/FOREST; CONSUME/SCARE}
- {from AMICUS; SPRAY}
- {from CREATURE; SPRAY}

</turn>

LEPISMA AMELIAE

IF (roll):

- {to FOREST; PARASITIC EFFECT}
- {from LEPISMA; CONSUME}
- {to MEAT; CONSUME}
- {to CREATURE; PARASITIC EFFECT}
- {to CREATURE; PARASITIC EFFECT}

</turn>

PENNAE TAPIRUS

IF (roll):

- {to RESOURCE LANDMARK; CONSUME}
- {to RESOURCE LANDMARK; ROOT/SCARE}
- {to PREDATOR; FIGHT}
- {to PREDATOR; SCARE}
- {to CREATURE; ROOT}

</turn>

CAEDUM LEONIS

IF (roll):

- {to FOOD; CONSUME/FIGHT}
- {to CANYON; FIGHT}
- {to CAEDUM; SCARE}
- {to DEN; CALL}
- {to PREY; FIGHT}

</turn>

TURBELLA LACERTA

IF (roll):

- {to DEN; CALL}
- {to DEN; SCARE}
- {to PLANT/MEAT; CONSUME}
- {to PLANT/MEAT; CONSUME}
- {to TURBELLA; FIGHT}

</turn>

COLUMNA FELES

IF (roll):

- {to DEN; CALL}
- {to PLANT; CONSUME/SCARE}
- {from COLUMNA; SCARE}
- {to COLUMNA; CONSUME/SCARE}
- {to DEN; FIGHT}

</turn>

VENOR PICKLESI

IF (roll):

- {to PLANT/MEAT; CONSUME/SPRINT}
- {to DEN; FIGHT}
- {to DEN; CALL/FIGHT}
- {to PLANT/MEAT; CONSUME/SPRINT}
- {to CREATURE; SPRINT}

</turn>

CURRICULUM COLUMBAE

IF (roll):

- {to DEN; CALL/SCARE}
- {to PLANT/MEAT; CONSUME}
- {from PREDATOR; FIGHT}
- {to RESOURCE CUBE; RANSACK}
- {to EXPLORER; RANSACK}

</turn>

VOMO RANAE

IF (roll):

- {to BUILDING; SCARE}
- {to DEN; FIGHT}
- {to MEAT; CONSUME}
- {to VOMO; FIGHT/CLAIM}
- {to VOMO; CALL/CLAIM}

</turn>

PURGO MUS

IF (roll):

- {to PLANT; CONSUME}
- {to MEAT; CONSUME}
- {to MEAT; CONSUME}
- {from CREATURE; FIGHT}
- {to CREATURE; CONSUME

</turn>

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

DOMINA SOLIS

IF (roll):

- {from **DOMINA**; **FIGHT**}
- ⁚ {to **MEAT**; **FIGHT/CONSUME**}
- ∴ {to **MEAT**; **FIGHT/CONSUME**}
- ∴· {to **CREATURE**; **FIGHT**}
- ✳ {to **CREATURE**; **FIGHT**}

</turn>

OASIS AMBULA

IF (roll):

- {to **PLANT**; **CONSUME**}
- ⁚ {to **CANYON**; **CONSUME/SCARE**}
- ∴ {from **OASIS**; **SCARE**}
- ∴· {to **PREDATOR**; **FIGHT**}
- ✳ {to **CANYON**; **SECRETE**}

</turn>

CHASMATIAS BELLUA

IF (roll):

- {from **CREATURE**; **SCARE**}
- ⁚ {to **MEAT**; **CONSUME**}
- ∴ {to **PLANT**; **CONSUME**}
- ∴· {to **BUILDING**; **FIGHT**}
- ✳ {to **PREY**; **FIGHT**}

</turn>

DERANGED FA CREW

IF (roll):

- {from **PREDATOR**; **FIGHT**}
- ⁚ {to **EXPLORER**; **FIGHT**}
- ∴ {from **EXPLORER**; **SCARE**}
- ∴· {to **PLANT/MEAT**; **CONSUME**}
- ✳ {to **BUILDING**; **FIGHT**}

</turn>

KURIBOZOA NIMIS

IF (roll):

- {to **PLANT/MEAT**; **CONSUME**}
- ⁚ {to **PLANT/MEAT**; **CONSUME**}
- ∴ {to **PLANT/MEAT**; **CONSUME**}
- ∴· {from **UNEXPLORED HEX**; **CONSUME**}
- ✳ {from **KURIBOZOA**; **CONSUME**}

</turn>

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI

Programmatic Routine
CREATURE AI