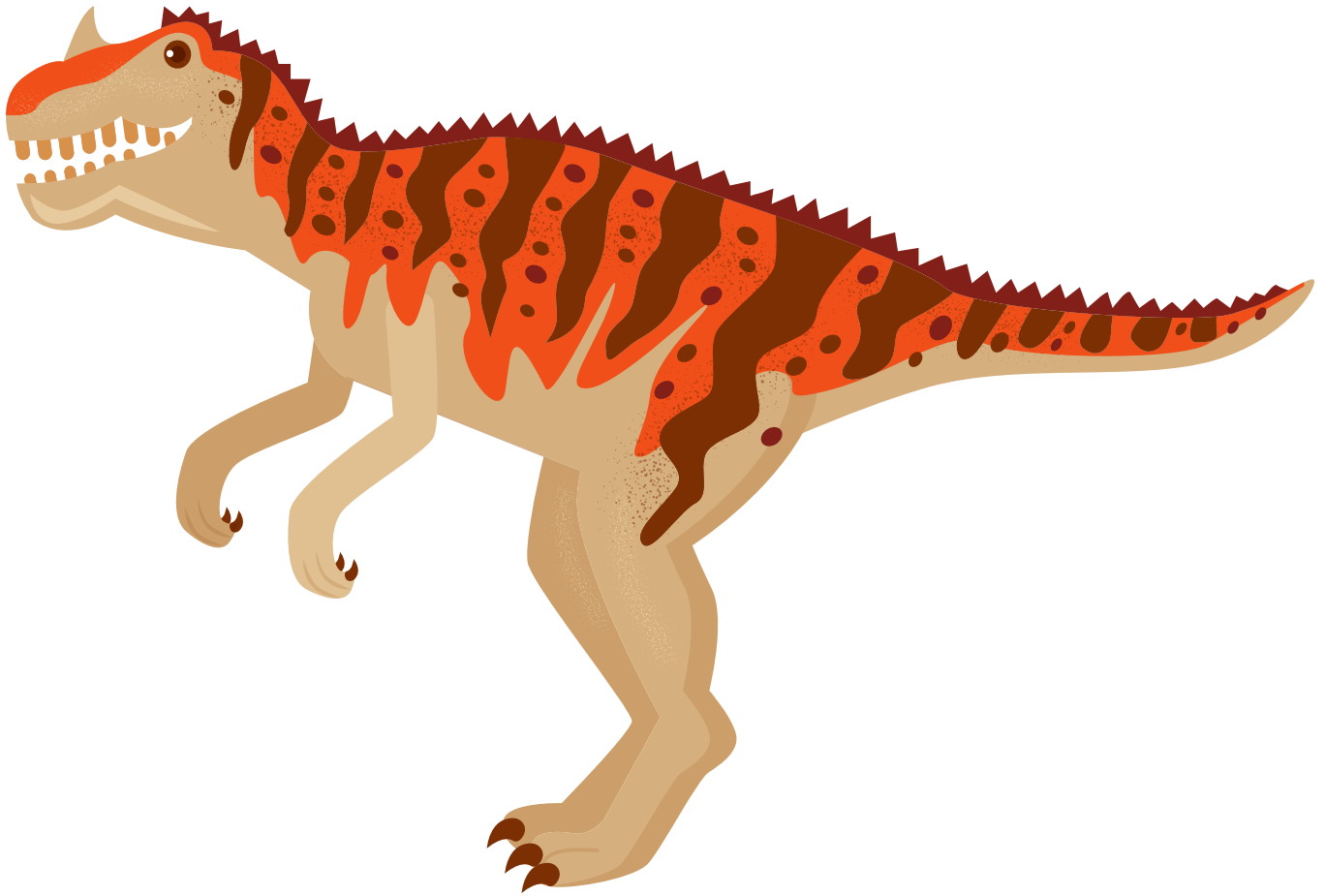




Flamehorn

Type: Ceratosaurus

Level: 4



Bio:

Flamehorn is a fiery predator known for its distinct horn-like protrusions. It roams the volcanic regions, hunting with its sharp teeth and agile movements.

Ability:

Inferno Strike – Flamehorn can unleash a burst of flames from its mouth, scorching enemies and causing additional damage over time.

Quick Stats:

ATTACK POINTS

180

DEFENSE POINTS

120

CRITICAL DAMAGE

20%



Boltclaw

Type: Deinonychus

Level: 3



Bio:

Boltclaw is a swift predator. With its electrically charged claws, it can deliver devastating strikes to its prey, often hunting in packs to take down larger foes.

Ability:

Shockwave Leap – Boltclaw can perform a powerful leap, sending shockwaves upon landing that stun opponents in the vicinity.

Quick Stats:

ATTACK POINTS

150

DEFENSE POINTS

100

CRITICAL DAMAGE

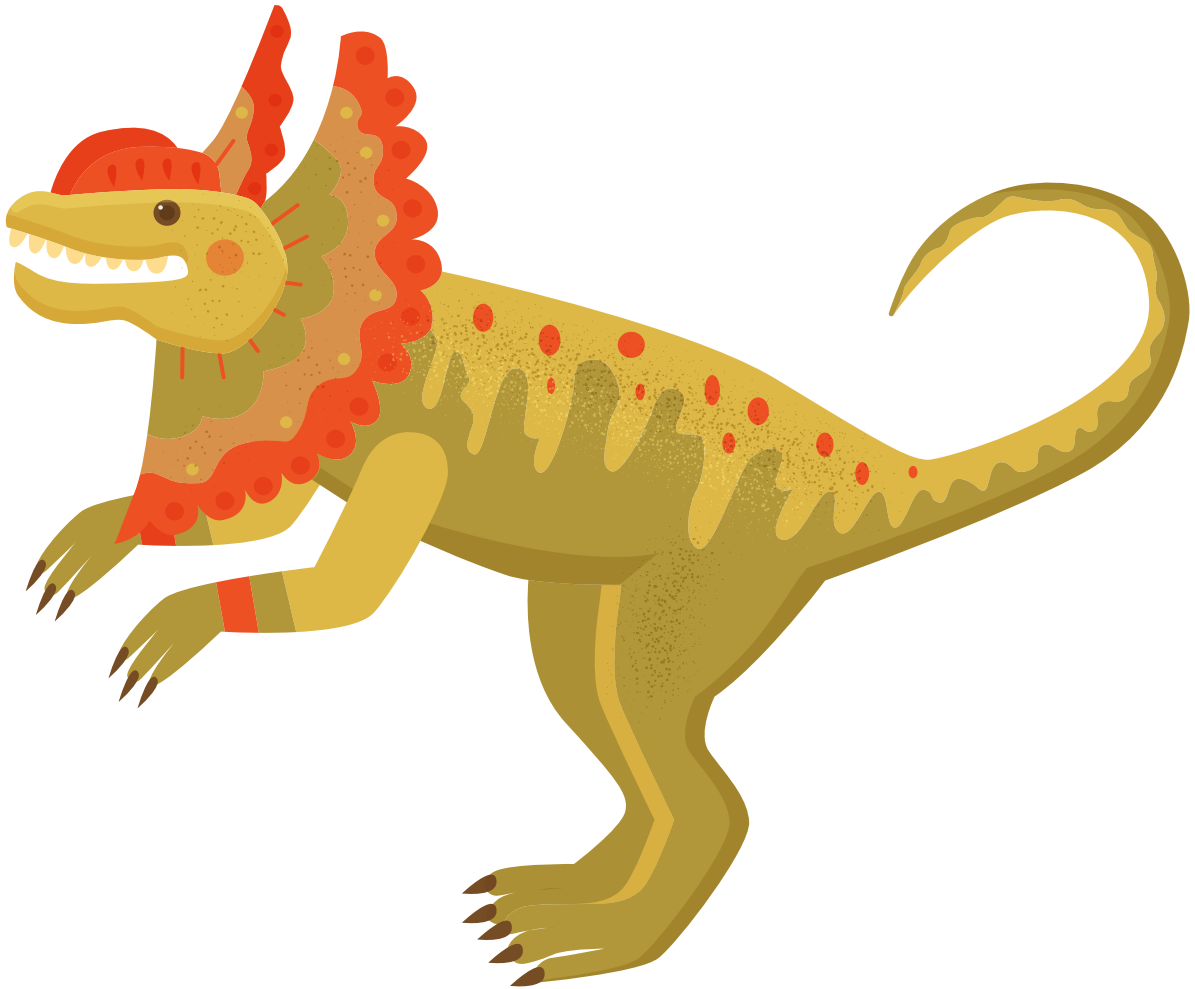
25%



Spike

Type: Dilophosaurus

Level: 2



Bio:

Spike is a playful predator known for its colorful frill and friendly demeanor. It roams the lush jungles, often engaging in playful antics with other creatures.

Ability:

Aqua Spray – Spike can release a harmless mist from its frill, creating intricate patterns that mesmerize enemies and temporarily distract them.

Quick Stats:

ATTACK POINTS

120

DEFENSE POINTS

80

CRITICAL DAMAGE

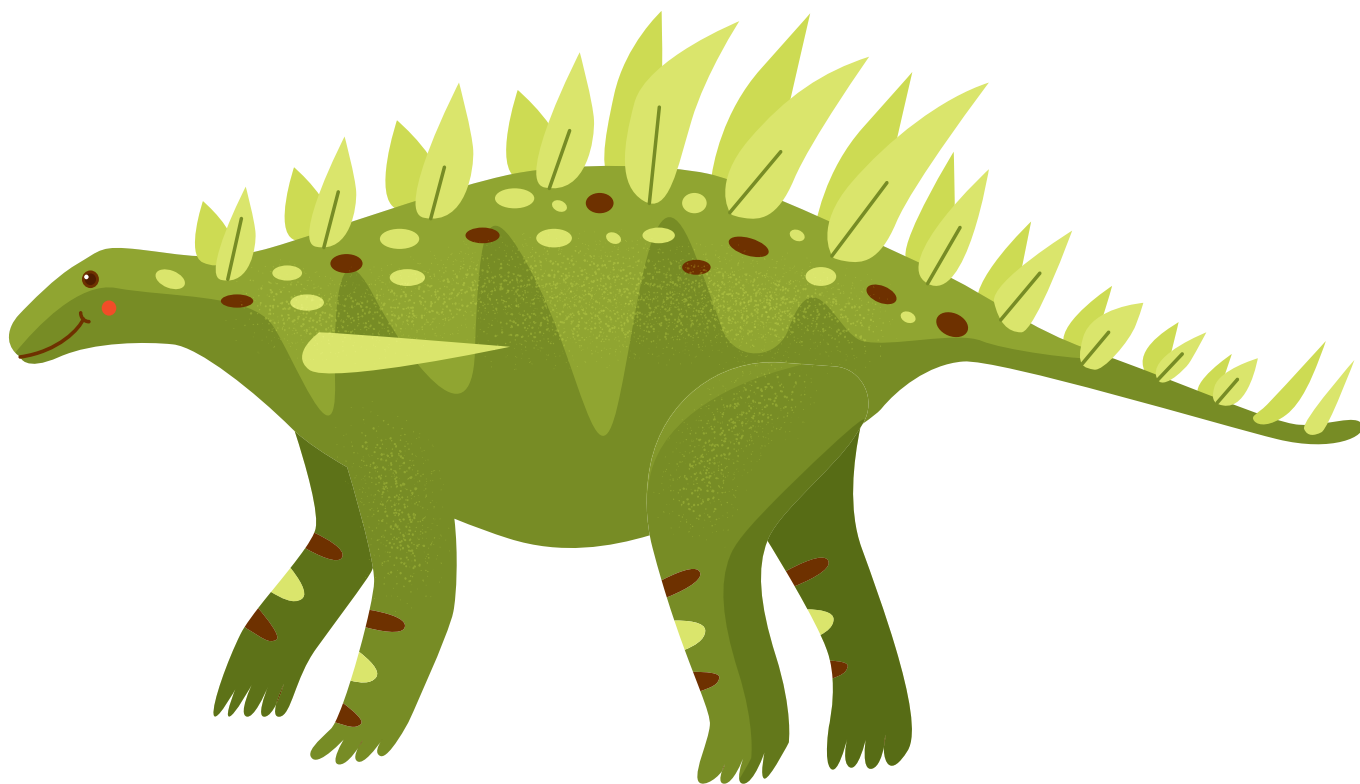
15%



Boulderbuddy

Type: Huayangosaurus

Level: 5



Bio:

Boulderbuddy is a sturdy herbivore armored with thick plates. It wanders the vast plains, using its formidable defenses to ward off predators.

Ability:

Rock Barrier – Boulderbuddy can summon a protective barrier of rocks, reducing incoming damage for itself and allies.

Quick Stats:

ATTACK POINTS

160

DEFENSE POINTS

200

CRITICAL DAMAGE

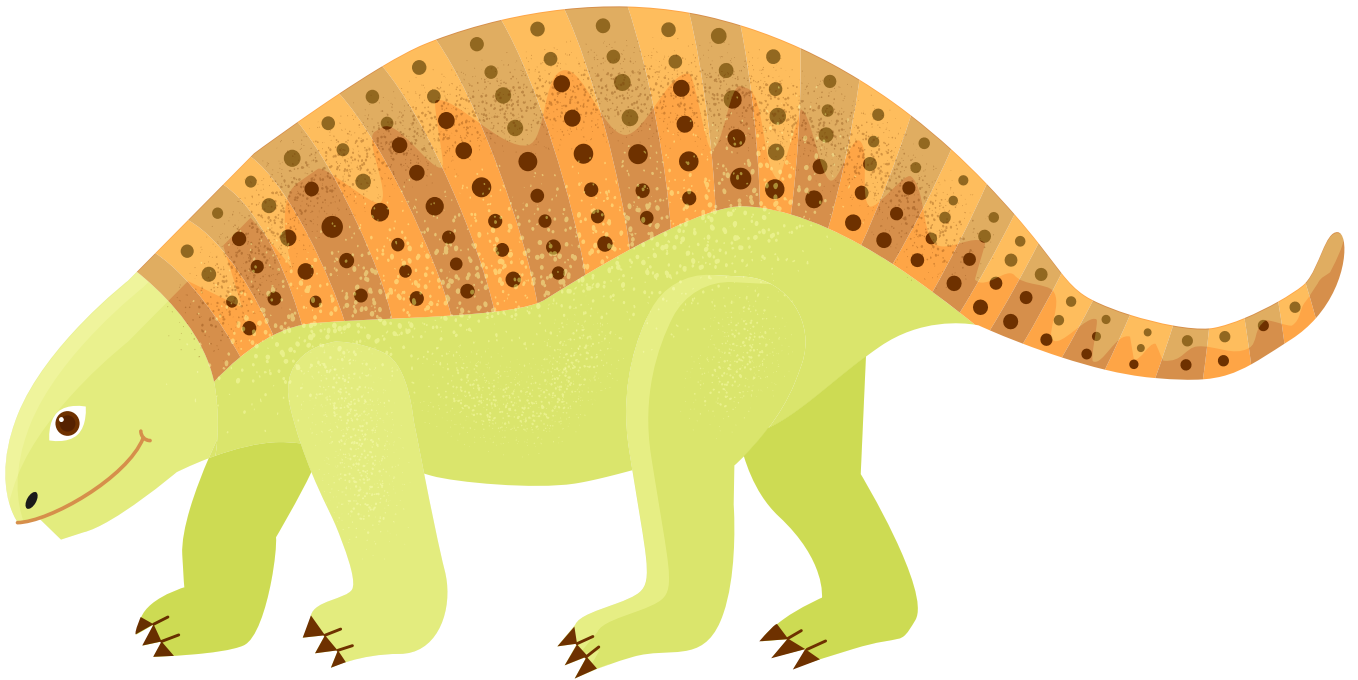
10%



Ironpaw

Type: Nodosaurus

Level: 2



Bio:

Ironpaw is a heavily armored dinosaur covered in thick bony plates. It roams the rocky terrain, using its defenses to withstand even the strongest of attacks.

Ability:

Metal Plating – Ironpaw's metallic plating provides additional defense against physical attacks, reducing incoming damage.

Quick Stats:

ATTACK POINTS

140

DEFENSE POINTS

220

CRITICAL DAMAGE

5%



Quakecrush

Type: Pachycephalosaurus

Level: 3



Bio:

Quakecrush is a powerful herbivore with a thick dome-shaped skull. It charges at opponents with tremendous force, using its head to deliver bone-crushing blows.

Ability:

Earthquake Slam – Quakecrush can stomp the ground, causing seismic tremors that knock down opponents and disrupt their attacks.

Quick Stats:

ATTACK POINTS

170

DEFENSE POINTS

100

CRITICAL DAMAGE

15%



Zephyr

Type: Pentaceratops

Level: 5



Bio:

Zephyr is a majestic dinosaur adorned with elaborate horns. It dominates the skies, using its aerial agility and lightning-fast strikes to outmaneuver foes.

Ability:

Cyclone Charge – Zephyr can summon powerful gusts of wind, propelling itself forward with incredible speed to ram into enemies.

Quick Stats:

ATTACK POINTS

190

DEFENSE POINTS

150

CRITICAL DAMAGE

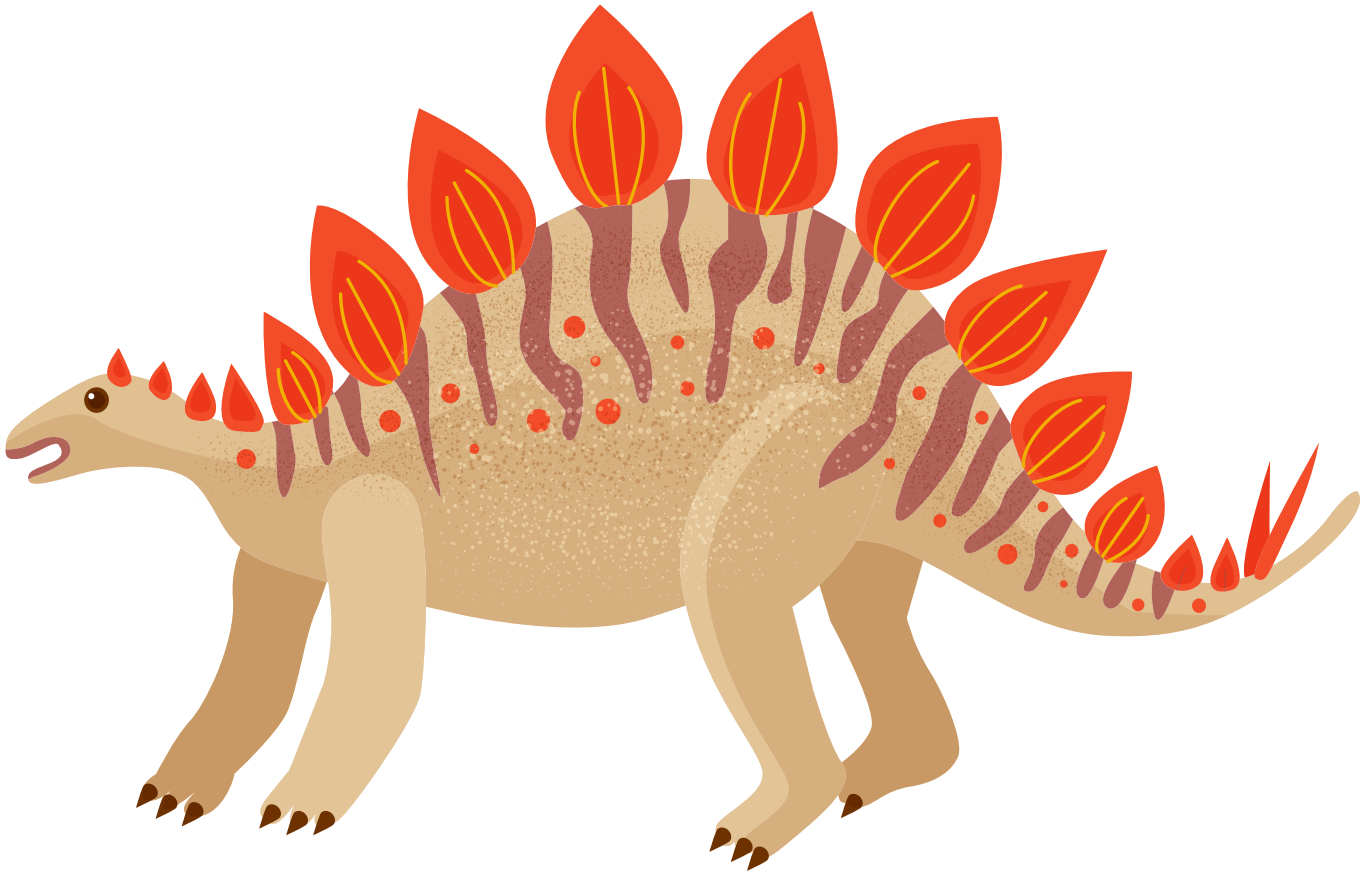
20%



Thornback

Type: Stegosaurus

Level: 4



Bio:

Thornback is a gentle giant adorned with rows of spikes along its back. It grazes in lush forests, but when threatened, it can swing its spiked tail with immense force.

Ability:

Vine Whip – Thornback can summon vines from the ground which immobilizes foes and leaves them vulnerable to Thornback's spiked attacks.

Quick Stats:

ATTACK POINTS

180

DEFENSE POINTS

120

CRITICAL DAMAGE

20%



Suncrest

Type: Torosaurus

Level: 6



Bio:

Suncrest is a radiant dinosaur with horns resembling a majestic crown. It basks in the sunlight, emitting a warm glow that revitalizes the health of nearby allies.

Ability:

Solar Beam – Suncrest can unleash a beam of radiant energy, piercing through enemies and causing them to be dazzled.

Quick Stats:

ATTACK POINTS

200

DEFENSE POINTS

180

CRITICAL DAMAGE

25%



Shadowstrike

Type: Troodon

Level: 6



Bio:

Shadowstrike is a nocturnal predator. It prowls the shadows, using its intelligence and razor-sharp claws to silently stalk and ambush unsuspecting prey.

Ability:

Night Cloak – Shadowstrike can blend into the darkness, becoming nearly invisible to enemies and launching surprise attacks.

Quick Stats:

ATTACK POINTS

180

DEFENSE POINTS

120

CRITICAL DAMAGE

30%