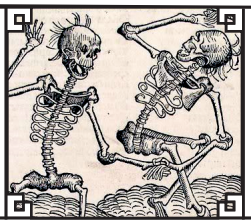
Skeletons

3 / 2 / 4 / 0 / 11



40

Undead
(Immune to ☠, ☠, and status ailments.)

1 2 3 4 5 6 7	**ATTACK**
8	They stop fighting and begin the dance of death. On their next action, draw a Curse Card. On their following action, you die.

Frail Goblin

2 / 2 / 4 / 2 / 8

40

Humanoid

1 2 3 4 5	**ATTACK**
6 7 8	**FLEE**

Aged Swordsman

4 / 3 / 3 / 3 / 10

60

Humanoid

1 2 3 4	**ATTACK**
5 6	**DEFEND**
7 8	The exertion proves too much for him. He has a heart attack and perishes.

Amateur Psionicist

2 / 2 / 4 / 4 / 9

50

Humanoid

1 2 3	**MINDSTRIKE** *(Roll d8 and add his 🗣. Subtract your 🗣 from the result and take that much damage.)*
4 5 6 7	**ATTACK**
8	He overdoes it and has a stroke. You dispatch him easily.

Diseased Mold

2 / 0 / 0 / 0 / 16

30

Plant
[☠] When you damage the Diseased Mold, it releases a noxious cloud of spores. Take d4 damage.

1 2 3 4	**ATTACK**
5 6 7	It spews a foul miasma. Take 4 damage and gain *disease*.
8	[💩] It shoots acid. Take d8 damage.

Evil Dwarf

3 / 3 / 3 / 3 / 9

50

Humanoid
The Evil Dwarf does not suffer the ill effects of *drunkenness*.

1 2 3 4 5 6	**ATTACK**
7 8	He quaffs a potion. Draw a Potion Card and follow its instructions.

Dragon Hatchling

4 / 3 / 5 / 2 / 11

70

Dragon
Immune to fire (🔥).

1 2 3	**ATTACK**
4 5	**DEFEND**
6 7	[🔥] It breathes flame. Take d8 damage.
8	**FLEE**

Evil Eye

0 / 3 / 2 / 0 / 5

50

Thing, Flying
Weak to cold (❄).

1	[👁] Draw a Curse Card.
2 3 4 5 6	[👁] Your body withers. Lose d8 ♥ and 1 ⚔.
7 8	[👁] Gain *disease*.

Giant Rat

2 / 3 / 6 / 1 / 8

30

Animal

1 2	[☠] **ATTACK**: You are poisoned. Lose 1 ⚔.
3 4 5 6 7	**ATTACK**
8	**FLEE**

Baby Hellspawn

4 / 3 / 4 / 3 / 11 — 50

Demon

★ 1 2 3	[🔥] It belches forth a small jet of flame. Take d4 damage.
4 5 6 7	**ATTACK**
8	It opens a portal to hell, but nothing comes through.

Hobgoblin Patrol

3 / 3 / 4 / 2 / 12 — 60

Humanoid

★ 1 2 3 4 5 6	**ATTACK**
7	**DEFEND**
8	The Hobgoblin Patrol calls for reinforcements. Add 10 to its ♥.

Giant Centipede

0 / 2 / 2 / 1 / 8 — 30

Animal

★ 1 2 3 4 5 6	[☠] **TOUCH**: Its mandibles inject you with a paralysing venom. Lose 1 ⚡.
7 8	**DEFEND**

Icy Iguana

3 / 2 / 3 / 1 / 10 — 30

Animal
Weak to fire (🔥). Immune to cold (❄).

1 2 3 4	**ATTACK**
5 6	**DEFEND**
★ 7 8	[❄] Its icy breath envelops you. Take d8 damage.

Lightning Bug

0 / 8 / 7 / 1 / 1 — 30

Animal, Flying
Immune to lightning (⚡).

★ 1 2 3 4 5 6	[⚡] It zaps you. Take d4 damage. If you roll a 4, take an additional 4 damage.
7 8	**FLEE**

Magic Mushroom Patch

0 / 2 / 0 / 2 / 10 — 30

Plant
(Immune to ☠ and status ailments.)

★ 1 2 3 4 5 6 7 8	**CAST SPELL**

Man-Eating Plant

2 / 2 / 0 / 0 / 10 — 30

Plant
(Immune to ☠ and status ailments.)
Immune to acid (☣).

★ 1 2	[☣] It sprays you with acid. Take d8 damage.
3 4 5 6 7 8	**ATTACK**

Mischievous Pixies

1 / 9 / 7 / 3 / 1 — 80

Humanoid, Flying

★ 1 2	**CAST SPELL**
3 4	Roll 🎲 with the Pixies. If you lose, they entice you to a random square on this floor, then disappear giggling.
5 6	**ATTACK**
7 8	**FLEE**

Potion Golem

4 / 4 / 4 / 0 / 10 — 50

Thing
Whenever you damage the Potion Golem with an **ATTACK**, you are sprayed with potion water. Draw a Potion Card and follow its direction as if you had just quaffed it.

★ 1 2 3 4 5 6 7 8	**ATTACK**

Rotting Corpse

3 / 2 / 4 / 0 / 9

30

Undead

Whenever you defeat the Rotting Corpse, roll d8. If the result is 1 or 2, it rises up and continues to fight. Restore its attributes to their starting values.

1 2 3 4 5	**ATTACK**
✪ 6 7 8	**ATTACK**: Gain *disease*. *(While diseased, you cannot regain lost ♥.)*

Timid Acolyte

2 / 2 / 4 / 3 / 9

50

Humanoid

✪ 1 2	He heals himself and his allies for d8 ♥.
3 4	He spits out a curse. Roll with the Timid Acolyte. If you lose, draw a Curse Card.
5 6	**ATTACK**
7 8	He cowers in fear.

Winged Sack of Gold

0 / 10 / 6 / 0 / 1

200

Thing, Resilient

(Immune to non-physical sources of damage.)

✪ 1 2	It pelts you with gold coins! Take 2d8 damage.
3 4	**DEFEND**
5 6 7 8	**FLEE**

Young Qyzox

2 / 4 / 4 / 3 / 12

70

Qyzox

(Nothing is known about this type of monster.)

✪ 1 2 3 4 5 6 7	It summons a Level 1 monster.
8	**TELEPORT**

Cactus

3 / 1 / 0 / 0 / 12

50

Plant

Immune to fire ( ) and cold ( ).
Whenever you deal damage to the Cactus, it sprays you with needles. Take 4 damage.

✪ 1 2 3 4 5 6 7 8	**ATTACK**

Chest of Drawers

3 / 3 / 0 / 0 / 15

80

Thing

(Immune to , , and status ailments.)

1 2	You get trapped in a drawer! Continue this battle on your next turn.
✪ 3 4 5 6 7 8	**ATTACK**

Healer

3 / 4 / 4 / 4 / 14

60

Humanoid

1 2	**ATTACK**
3 4	**DEFEND**
✪ 5 6 7 8	He heals himself and his allies for d8 ♥.

Cultists

1 / 2 / 4 / 3 / 15

60

Humanoid

1 2 3 4 5 6 7 8	Put a counter on the Cultists. If there are three such counters, remove them all, and the Cultists summon a Level 4 monster.
✪	They begin to summon a demon, but disappear before they can complete the ritual.

Ghoul

4 / 3 / 4 / 0 / 13 — 80

Undead
(Immune to ☠, ☠, and status ailments.)

1 2	[☠] **TOUCH**: Lose 1 ⚡.
★ 3 4 5 6 7 8	**ATTACK**

G. Venomous Snake

4 / 4 / 5 / 1 / 11 — 50

Animal
Immune to poison (☠).

★ 1 2	[☠] **TOUCH**: Its poison fangs plunge into your flesh. Lose 1 ⚔.
3 4 5 6 7 8	**ATTACK**

Huge Mosquito

1 / 9 / 8 / 1 / 1 — 30

Animal, Flying

★ 1 2 3 4 5 6 7 8	**ATTACK**: Gain *disease*. *(While diseased, you cannot regain lost ♥.)*

Strangling Vines

3 / 2 / 3 / 0 / 14 — 50

Plant
(Immune to ☠ and status ailments.)

1 2 3	Roll ⚡ with the Vines. If your lose, they constrict your movement. You can no longer **FLEE**, and your ⚔ and 🛡 are both effectively reduced by 2 until end of battle.
★ 4 5 6 7 8	**ATTACK**

Least Wyrm

5 / 5 / 5 / 2 / 14 — 120

Dragon
Immune to cold (❄).

1 2 3 4	**ATTACK**
5 6	**DEFEND**
★ 7 8	[❄] It breathes a cloud of freezing vapour. You and any allies take d8 damage.

Leprechaun

2 / 9 / 7 / 4 / 5 — 250

Humanoid

★ 1 2 3 4 5	Roll 🥊 with the Leprechaun. If you lose, he steals half your gold, then **TELEPORT**s to a random dungeon tile.
6	Choose one of your items at random. Shuffle it into the deck it came from, and draw a new one.
7 8	**DEFEND**

Lizard Women

4 / 3 / 4 / 3 / 14 — 100

Humanoid
Immune to fire (🔥) and cold (❄).

★ 1 2 3 4 5 6	**ATTACK**
7	**DEFEND**
8	More Lizard Women arrive. Add 10 to their ♥.

Novice Evil Priest

3 / 3 / 4 / 4 / 11 — 100

Humanoid

★ 1 2 3	He heals himself and his allies for d8 ♥.
4 5	He curses you. Roll 🥊 with the Novice Evil Priest. If you lose, draw a Curse Card.
6 7 8	**ATTACK**

Novice Evil Wizard

2 / 2 / 4 / 4 / 11 — 100

Humanoid

★ 1 2 3 4 5	**CAST SPELL**
6 7 8	**ATTACK**

Scroll Golem

4 / 4 / 4 / 0 / 10 — 50

Thing

The Scroll Golem dies instantly to fire (🔥), but his scrolls also perish in the blaze.

1 2 3 4 5	**ATTACK**
✪ 6 7 8	He lifts up his arm and reads out loud some of the words there written. Draw a Scroll Card and follow its directions as if you had just read it.

Dashing Rogue

3 / 6 / 6 / 3 / 8 — 100

Humanoid

1 2 3 4	**ATTACK**
✪ 5 6 7 8	Roll 🗡 with the Dashing Rogue. If you lose, he steals one of your possessions at random, then dashes away to a random dungeon tile.

Moaning Spirit

4 / 4 / 3 / 0 / 11 — 70

Undead, Flying

(Immune to ☠, 💀, and status ailments.)

1 2	**ATTACK**
✪ 3 4 5 6	[💀] Its dealthly wail chills your heart. Roll 🌪 with target 8. If you fail, lose d8 ♥, and miss your next combat action.
7 8	It escapes into the aether (Discard Moaning Spirit).

Brain With Tentacles

1 / 4 / 4 / 6 / 12 — 90

Demon

1 2 3	[💀] **TOUCH**: Lose 1 🗡.
4 5 6	**TOUCH**: Lose 1 🌪.
✪ 7 8	**TOUCH**: You are confused.

Wild Horse

3 / 4 / 6 / 1 / 10 — 30

Animal

When you defeat the Wild Horse, you may take it as a mount. It adds 1 to your 🗡.

✪ 1 2 3 4	**ATTACK**
5 6	**DEFEND**
7 8	**FLEE**

Giant Bats

2 / 3 / 7 / 1 / 12 — 60

Animal, Flying

Bats are *blind*, but don't suffer any penalties for it.

✪ 1 2	Unless you can *fly*, the Giant Bats lift you up and deposit you into a pit! You fall through to the floor below, taking d8 damage.
3 4 5 6 7 8	**ATTACK**

Zombies

3 / 2 / 1 / 0 / 11 — 50

Undead

(Immune to ☠, 💀, and status ailments.)

✪ 1	**TOUCH**: You are bitten. Take the ***Zombie*** Rules Card.
2 3 4 5 6	**ATTACK**
7 8	Some more zombies lumber into view. Add 10 to the zombies' ♥.

Witch

2
2
4
3
10

80

Humanoid

1 2 3 4	**CAST SPELL**
5 6 7	She curses you. Roll with the Witch. If you lose, draw a Curse Card.
8	Roll with the Witch. If you lose, she transforms you! Take the ***Frog*** Rules Card.

Mimic

5 / 5 / 0 / 1 / 16 — 150

Demon

✪ 1 2 3 4 5 6	**ATTACK**
7	It mimics a dusty tome. If you can read and are not *blind*, draw a Scroll Card and follow its directions as if you had just read it.
8	It mimics a fountain and sprays you with liquid. Draw a Potion Card and follow its directions as if you had just quaffed it.

Duplidrake

4 / 4 / 5 / 3 / 8 — 200

Dragon, Flying

The Duplidrake appears with three images of itself. When you try to target the Duplidrake, instead you randomly target it or any one of its images with equal likelihood. The images disappear when targeted. Actions that affect all enemies equally will affect the Duplidrake normally.
When the Duplidrake loses ♥, it regenerates its three images.

✪ 1 2 3 4 5 6 7 8	**ATTACK**

Imp

3 / 10 / 6 / 4 / 5 — 120

Demon

Immune to fire (🔥).

✪ 1 2 3	**CAST SPELL**: If the spell causes you to lose ♥, the Imp vanishes cackling.
4 5	**ATTACK**
6 7 8	**DEFEND**

Enormous Spider

5 / 5 / 5 / 1 / 13 — 80

Animal

✪ 1 2 3	[⁘] **ATTACK**: Lose 1 ⚔ and 1 ⚡.
4 5 6 7 8	**ATTACK**

Heinous Hedge

4 / 2 / 0 / 0 / 21

Plant

Weak to fire (🔥).

1 2	You get lost in the sprawling vegetation. Continue this battle on your next turn.
✪ 3 4 5 6	**ATTACK**
7 8	It generates new growth. Add 2d8 to the Hedge's ♥.

Timber Wolf

6 / 5 / 5 / 1 / 14 — 80

Animal

✪ 1	Roll ⚡ with the Timber Wolf. If you lose, he rips out your throat. Lose 20 ♥.
2 3 4 5 6 7 8	**ATTACK**

Gelatinous Hypercube

2 / 4 / 1 / 0 / 17 — 200

Thing

Immune to lightning (⚡).

1 2	**TOUCH**: It sucks you into the fourth dimension! Lose two possessions at random, and you both emerge in a random tile on this floor, where the battle continues.
✪ 3 4 5 6 7 8	[⁘] **TOUCH**: Lose 1 ⚡ and discard a possession at random.

Arrogant Sorcerer

2 / 3 / 4 / 6 / 14 — 200

Humanoid

✪ 1 2 3 4 5	**CAST SPELL**
6 7 8	He boasts about how powerful he is, and how easily he will defeat you.

Wall of Fungus

3 / 4 / 0 / 0 / 19 — 140

Plant
(Immune to ☠ and status ailments.)

1 2 3	[☠] **ATTACK**: Lose 1 ⚔ and 1 🛡.
4 5 6	**ATTACK**: Gain *disease*.
★ 7 8	It releases infectious spores. Lose 1 ⚔ and gain *disease*. *(While diseased, you cannot regain lost ♥.)*

Gold Golem

6 / 7 / 2 / 0 / 25 — 500

Thing, Resilient
(Immune to non-physical sources of damage.)

★ 1 2 3 4 5 6 7 8	**ATTACK**

Bombus Flower

4 / 2 / 4 / 0 / 18 — 200

Plant
(Immune to ☠ and status ailments.)

1 2	**ATTACK**
3 4 5 6 7 8	[🔥] Put a counter on the Bombus Flower. If there are three counters on it, the Bombus Flower explodes, dealing 3d8 damage to all combatants.
★	[🔥] It explodes, dealing 3d8 damage to all combatants.

Mind Drinker

5 / 5 / 4 / 6 / 16 — 200

Humanoid

★ 1 2 3 4	**MINDSTRIKE** *(Roll d8 and add his 🗡. Subtract your 🗡 from the result and take that much damage.)*
5 6	**ATTACK**
7 8	**TOUCH**: Lose 1 🗡.

Dragon Mage

4 / 5 / 5 / 4 / 18 — 350

Dragon, Flying
Immune to fire (🔥).

1 2 3 4	**CAST SPELL**
★ 5 6	[🔥] It breathes fire. You and any allies take 2d8 damage.
7 8	**ATTACK**

Quasit

3 / 8 / 5 / 4 / 10 — 220

Demon

★ 1 2 3	**CAST SPELL**
4 5 6	**ATTACK**: Lose 1 ⚡.
7 8	Roll 🗡 with the Quasit. If you lose, you become *afraid*.

Sphinx

6 / 6 / 5 / 4 / 16 — 250

Demon, Flying

1 2 3 4	**ATTACK**
5 6	She issues a mighty bellow. Roll 🗡 with the Sphinx. If you lose, you become *afraid*.
★ 7 8	She poses a perplexing riddle. Roll 🗡 with the sphinx. The loser becomes *confused*.

Strangely Familiar Shadow

? / ? / ? / ? / 15 — 210

Undead
The Strangely Familiar Shadow's ⚔, 🛡, ⚡, and 🗡 are each equal to yours.
You cannot **FLEE** from this battle.

★ 1 2 3 4 5 6 7 8	**ATTACK**

Troll

7 / 5 / 4 / 2 / 17 — 240

Humanoid
Weak to fire (🔥).
The Troll regains 2 ♥ at the beginning of his combat action.

★ 1 2 3 4 5 6 7 8	**ATTACK**

Corrosive Ooze

3
0
0
0
15

140

Thing

Immume to acid ( ).

When you **ATTACK** the Corrosive Ooze, take d8 damage ( ).

3 4 5 6 7 8	[ ] **ATTACK**: If the Corrosive Ooze scores a critical hit, discard your body armour, shield, and helmet.

Werewolf

6
6
4
3
16

230

Humanoid

1 2	**ATTACK**: He bites you. Take the ***Werewolf*** Rules Card.
3 4 5 6 7 8	**ATTACK**

Wraith

6
6
4
0
16

200

Undead, Flying

(Immune to , , and status ailments.)

1 2 3 4	**ATTACK**
5 6	It escapes into the aether (Discard Wraith).
7 8	**TOUCH**: Lose 1 .

Tattooed Warrior

5 / 6 / 4 / 2 / 16 — 180

Humanoid

1 2 3 4	**ATTACK**
5 6	**DEFEND**
★ 7 8	Two of his tattoos come to life (he summons two Level 1 monsters).

Possessed Tome

1 / 4 / 4 / 4 / 14 — 100

Thing, Flying
(Immune to ☠, and status ailments.)
Weak to fire (🔥).

★ 1 2 3 4 5 6 7 8	**CAST SPELL**

Wight

4 / 4 / 3 / 0 / 14 — 120

Undead
(Immune to ☠, and status ailments.)

★ 1 2 3 4 5	**[☠] ATTACK:** It regains an amount of ♥ equal to the damage it deals.
6 7 8	**DEFEND**

Nymph

1 / 7 / 4 / 3 / 9 — 90

Humanoid

★ 1 2 3 4 5 6 7 8	The beautiful Nymph tries to seduce you. Roll 🎲 with her. If you lose, she steals your most valuable possession and **TELEPORT**s away to a random dungeon tile.

Adult Qyzox

4 / 6 / 4 / 3 / 16 — 200

Qyzox
(Nothing is known about this type of monster.)

★ 1 2 3 4 5 6 7	It summons a Level 2 monster.
8	**TELEPORT**

Pegasus

5 / 6 / 6 / 1 / 14 — 100

Animal, Flying
When you defeat the Pegasus, you may take it as a mount. It adds 1 to your 🏃 and confers *flying*.

★ 1 2 3 4	**ATTACK**
5 6	**DEFEND**
7 8	**FLEE**

Ogre

6 / 6 / 4 / 2 / 15 — 150

Humanoid

★ 1 2 3 4 5 6	**ATTACK**
7 8	**DEFEND**

Evil Priest

4 / 4 / 4 / 5 / 13 — 150

Humanoid

★ 1 2	He heals himself and his allies for 2d8 ♥.
3 4	He pronouces a curse. Roll 🎲 with the Evil Priest. If you lose, draw a Curse Card.
5 6	**ATTACK**
7 8	He summons a Level 3 monster.

Evil Wizard

2 / 3 / 4 / 5 / 13 — 150

Humanoid

★ 1 2 3 4 5 6	**CAST SPELL**
7 8	**ATTACK**

Drunken Master

⚔ 5	200
🛡 6	
🏃 6	
🧠 3	
♥ 14	

Humanoid

When *drunk*, the Drunken Master's ⚔ and 🛡 are each increased by 4 rather than decreased. Taking damage does not cause him to lose *drunkenness*.

★ 1 2 3 4 5 6	**ATTACK**
7 8	He quaffs a potion. Draw a Potion Card and follow its instructions.

Level 2 Monster	Level 2 Monster	Level 2 Monster
Level 2 Monster	Level 2 Monster	Level 2 Monster
Level 2 Monster	Level 2 Monster	Level 2 Monster