

<h3>Ancient Mummy</h3> <div> <div>  7  7  4  3  19 </div> <div> 300   </div> </div>	<h3>MINOTAYPOΣ</h3> <div> <div>  8  8  4  2  19 </div> <div> 350   </div> </div>	<h3>Sorceress</h3> <div> <div>  1  4  4  6  14 </div> <div> 350   </div> </div>
<p><i>Undead</i> Weak to fire (🔥). When you defeat the Ancient Mummy, he invokes a curse on you. Draw a Curse Card.</p> <div> <div> </div> <div>ATTACK</div> </div> <div> <div> </div> <div>He calls upon his long forgotten god to smite you. Roll d8. If you roll 5 or greater, lose 3d8 ♥.</div> </div>	<p><i>Humanoid</i></p> <div> <div> </div> <div>ATTACK</div> </div> <div> <div> </div> <div>DEFEND</div> </div>	<p><i>Humanoid</i></p> <div> <div> </div> <div>CAST SPELL</div> </div> <div> <div> </div> <div>Roll 🎲 with the lovely Sorceress. If you lose, she melts your heart with her seductive smile and you become <i>confused</i>. (As your next combat action, you will <b>ATTACK</b> yourself.)</div> </div>
<h3>Grandfather Clock</h3> <div> <div>  7  7  0  0  20 </div> <div> 300   </div> </div>	<h3>Spectre</h3> <div> <div>  4  9  3  0  14 </div> <div> 300   </div> </div>	<h3>Gargoyle</h3> <div> <div>  5  11  0  0  16 </div> <div> 200   </div> </div>
<p><i>Thing</i></p> <div> <div> </div> <div>ATTACK</div> </div> <div> <div> </div> <div>It stops time. Continue this battle on your next turn.</div> </div> <div> <div> </div> <div>It turns back time. Return the game state to the beginning of this turn's combat phase. Shuffle any decks from which cards were drawn.</div> </div>	<p><i>Undead, Flying</i> (Immune to 🎲, 🧛, and status ailments.)</p> <div> <div> </div> <div>ATTACK</div> </div> <div> <div> </div> <div>[🧛] The Spectre wails as it passes through your body. Roll 🎲 with target 10. If you fail, lose 2d8 ♥, and become <i>afraid</i>.</div> </div> <div> <div> </div> <div>FLEE</div> </div>	<p><i>Thing, Resilient</i> (Immune to 🎲, 🧛, and status ailments.) (Immune to non-physical sources of damage.)</p> <div> <div> </div> <div>ATTACK</div> </div>
<h3>Qyzax Elder</h3> <div> <div>  6  8  4  3  20 </div> <div> 450   </div> </div>	<h3>Ghost</h3> <div> <div>  5  10  3  0  15 </div> <div> 400   </div> </div>	<h3>Jupiter Flytrap</h3> <div> <div>  6  4  0  0  22 </div> <div> 200   </div> </div>
<p><i>Qyzax</i> (Nothing is known about this type of monster.)</p> <div> <div> </div> <div>It summons a Level 3 monster.</div> </div> <div> <div> </div> <div>TELEPORT</div> </div>	<p><i>Undead, Flying</i> (Immune to 🎲, 🧛, and status ailments.)</p> <div> <div> </div> <div>ATTACK</div> </div> <div> <div> </div> <div>Roll 🎲 with target 11. If you fail, lose 1 🎲 and become <i>afraid</i>.</div> </div>	<p><i>Plant</i> Immune to acid (🧪).</p> <div> <div> </div> <div>[🧛] TOUCH: It catches you in its enormous maw. For the rest of the battle, you cannot <b>FLEE</b>, and you take d8 damage at the beginning of your combat action.</div> </div> <div> <div> </div> <div>[🧪] It spews deadly acid. You and any allies take 3d8 damage.</div> </div>

<h3>Vampire Owls</h3> <div>  3  5  7  1  25 </div> <div>300</div> <div></div>	<h3>Horde of Kobolds</h3> <div>  5  1  4  2  40 </div> <div>300</div> <div></div>	<h3>Summoner</h3> <div>  3  6  4  4  17 </div> <div>350</div> <div></div>
<i>Animal, Flying</i>	<i>Humanoid</i>	<i>Humanoid</i>
<div> <div> </div> </div> <div><b>[0] ATTACK:</b></div> <div>The Vampire Owls regain an amount of  equal to the damage they deal.</div>	<div> </div> <div><b>ATTACK</b></div> <div> <div> </div> </div> <div>The Kobolds stampede. All combatants take 3d8 damage.</div>	<div> </div> <div>He summons a Level 1 monster.</div> <div> </div> <div>He summons a Level 2 monster.</div> <div> </div> <div>He summons a Level 3 monster.</div> <div> <div> </div> </div> <div>He summons a Level 4 monster.</div>
<h3>Manticore</h3> <div>  7  7  5  1  18 </div> <div>300</div> <div></div>	<h3>Disembodied Hand</h3> <div>  6  13  8  0  1 </div> <div>300</div> <div></div>	<h3>Starving Lion</h3> <div>  9  8  5  1  19 </div> <div>300</div> <div></div>
<i>Animal, Flying</i>	<i>Undead</i>	<i>Animal</i>
<div> </div> <div><b>ATTACK</b></div> <div> <div> </div> </div> <div>The Manticore launches a volley of spikes from its tail. Roll 3d8 and subtract your . You take that much damage.</div>	<div> </div> <div><b>ATTACK</b></div> <div> </div> <div><b>FLEE</b></div> <div> <div> </div> </div> <div>Roll  with the Hand. If you lose, it grabs with an iron grip and drags you through some secret passages and out of the dungeon. End your turn in the Towne.</div>	<div> </div> <div><b>ATTACK</b></div> <div> </div> <div>The Starving Lion starves to death.</div>
<h3>Unicorn</h3> <div>  7  8  6  1  18 </div> <div>300</div> <div></div>	<h3>Frost Dragon</h3> <div>  9  9  6  3  24 </div> <div>800</div> <div></div>	<h3>Mad Scientist</h3> <div>  2  8  4  7  18 </div> <div>450</div> <div></div>
<i>Animal</i>	<i>Dragon, Flying</i>	<i>Humanoid</i>
<div>If you have a maiden companion, she will tame the Unicorn. You receive its treasure, and may take it as a mount. It adds 1 to your  and 1 to your .</div> <div> </div> <div><b>ATTACK</b></div> <div> </div> <div><b>FLEE</b></div>	<div> </div> <div><b>ATTACK</b></div> <div> </div> <div><b>DEFEND</b></div> <div> <div> </div> </div> <div> It breathes a cloud of freezing vapour. You and any allies take 3d8 damage.</div>	<div> </div> <div>He is attacked by one of his own creations, and takes d8 damage.</div> <div> </div> <div><b>[2]</b> His apparatus blasts you with lightning. Take 2d8 damage.</div> <div> </div> <div>He fires a new experimental ray gun at you. Draw two Potion Cards and follow their directions.</div>

<h3>Fire Elemental</h3> <div> <div>  8   8   4   0   20 </div> <div> 400    </div> </div>	<h3>Ice Elemental</h3> <div> <div>  8   8   4   0   20 </div> <div> 400    </div> </div>	<h3>Giant</h3> <div> <div>  9   9   4   2   22 </div> <div> 500    </div> </div>
<p><i>Thing</i> Immune to fire (🔥). Weak to ice (❄️).</p>	<p><i>Thing</i> Immune to ice (❄️). Weak to fire (🔥).</p>	<p><i>Humanoid</i></p>
<div> <div>     </div> </div> <p><b>[🔥] ATTACK:</b></p> <p>If you have any scrolls, discard one at random and take d8 additional damage.</p>	<div> <div>     </div> </div> <p><b>[❄️] ATTACK:</b></p> <p>If you have any potions, discard one at random and take d8 additional damage.</p>	<div> <div>     </div> </div> <p><b>ATTACK</b></p>
<h3>Large Egg</h3> <div> <div>  0   7   0   0   20 </div> <div> 100  </div> </div>	<h3>Medusa</h3> <div> <div>  6   6   4   3   16 </div> <div> 350    </div> </div>	<h3>Bearded Mage</h3> <div> <div>  5   4   3   7   16 </div> <div> 500    </div> </div>
<p><i>Animal</i></p>	<p><i>Humanoid</i></p>	<p><i>Humanoid</i></p>
<div> <div>     </div> <p>Put a counter on the Large Egg. If there are three counters on it, discard it, and a new monster from a random dungeon level enters the battle, taking its action immediately.</p> </div> <div> <p>Summon a monster from a random dungeon level.</p> </div>	<div> <div>     </div> <p><b>[👁️] TOUCH:</b> Lose 1 🗡️ and 1 🛡️.</p> </div> <div> <p><b>ATTACK</b></p> </div> <div> <p>[👁️] You become a statue. Your quest ends here.</p> </div>	<div> <p>You become trapped in his beard! Continue this battle on your next turn.</p> </div> <div> <div>   </div> <p><b>CAST SPELL</b></p> </div> <div> <p><b>ATTACK</b></p> </div>
<h3>Metal Slime</h3> <div> <div>  3   16   7   3   3 </div> <div> 600    </div> </div>	<h3>Surprisingly Powerful Duck</h3> <div> <div>  7   7   4   1   18 </div> <div> 300    </div> </div>	<h3>Carnivorous Weeds</h3> <div> <div>  ?   0   0   0   30 </div> <div> 300    </div> </div>
<p><i>Thing, Resilient</i> (Immune to 🌀, 🧠, and status ailments.) (Immune to non-physical sources of damage.)</p>	<p><i>Animal</i></p>	<p><i>Plant</i> The Weeds have 1 🗡️ for every 5 ❤️. Weak to fire (🔥).</p>
<div> <div>   </div> <p><b>FLEE</b></p> </div> <div> <p><b>ATTACK</b></p> </div> <div> <p><b>CAST SPELL</b></p> </div>	<div> <div>   </div> <p><b>ATTACK</b></p> </div> <div> <p>[👁️] You become <i>afraid</i>.</p> </div> <div> <p>[❄️] The Duck breathes a cloud of cold air. You and any allies take 2d8 + 2 damage.</p> </div>	<div> <div> </div> <p>More weeds spring up from cracks in the floor! Double the Carnivorous Weeds' ❤️.</p> </div> <div>   <p><b>ATTACK</b></p> </div> <div> <p>The Weeds cannot be controlled. They <b>ATTACK</b> every combatant.</p> </div>

<div><h3>Mysterious Glowing Orb</h3><div><div><div>⚔ 10</div><div>🛡 8</div><div>👉 0</div><div>🗣 0</div><div>❤ 10</div></div><div></div><div><div>🪙</div><div>💰</div></div></div><div><div>Thing</div><div><div>12</div><div>The orb blinks at you.</div></div><div><div>34</div><div>You fall unconscious and reawaken on a random tile, somewhere in the dungeon.</div></div><div><div>56</div><div>It heals you, then disappears. Restore your ⚔, 🛡, 🗣, 👉, and ❤ to their starting values, if they are lower.</div></div><div><div>78</div><div>[🌀] It covers the area with electric charge. All combatants other than the Orb take 3d8 damage.</div></div></div></div>	<div><h3>Master Psion</h3><div><div><div>⚔ 5</div><div>🛡 7</div><div>👉 4</div><div>🗣 8</div><div>❤ 18</div></div><div></div><div><div>400</div><div>📦</div></div></div><div><div>Humanoid</div><div><div>34</div><div><b>MINDSTRIKE</b> <i>(Roll d8 and add his 🗣. Subtract your 🗣 from the result and take that much damage.)</i></div></div><div><div>56</div><div><b>DEFEND</b></div></div><div><div>78</div><div><b>TOUCH:</b> Lose 2 🗣.</div></div></div></div>	<div><h3>Harpies</h3><div><div><div>⚔ 7</div><div>🛡 7</div><div>👉 6</div><div>🗣 2</div><div>❤ 18</div></div><div></div><div><div>300</div><div>💰</div><div>💰?</div></div></div><div><div>Humanoid, Flying</div><div><div>34</div><div><b>TOUCH:</b> They claw out your eyes! You become <i>blind</i>. <i>(While blind, subtract 4 from your ⚔ and 🛡.)</i></div></div><div><div>56</div><div><b>ATTACK</b></div></div><div><div>78</div><div><b>FLEE</b></div></div></div></div>
<div><div><div>⚔</div><div>🛡</div><div>👉</div><div>🗣</div><div>❤</div></div><div></div><div><div>💰</div></div></div>	<div><div><div>⚔</div><div>🛡</div><div>👉</div><div>🗣</div><div>❤</div></div><div></div><div><div>💰</div></div></div>	<div><div><div>⚔</div><div>🛡</div><div>👉</div><div>🗣</div><div>❤</div></div><div></div><div><div>💰</div></div></div>
<div><div><div>⚔</div><div>🛡</div><div>👉</div><div>🗣</div><div>❤</div></div><div></div><div><div>💰</div></div></div>	<div><div><div>⚔</div><div>🛡</div><div>👉</div><div>🗣</div><div>❤</div></div><div></div><div><div>💰</div></div></div>	<div><div><div>⚔</div><div>🛡</div><div>👉</div><div>🗣</div><div>❤</div></div><div></div><div><div>💰</div></div></div>

<h3>Faerie Queen</h3> <div><div><div>🗡️ 2</div><div>🛡️ 11</div><div>👊 5</div><div>🧠 6</div><div>♥️ 17</div></div><div>800<div><div>🪙</div><div>🧪</div></div></div></div>			<h3>Ancient Qyzox</h3> <div><div><div>🗡️ 8</div><div>🛡️ 10</div><div>👊 4</div><div>🧠 3</div><div>♥️ 25</div></div><div>1000<div><div>🪙</div><div>🧪?</div></div></div></div>			<h3>Dracolisk</h3> <div><div><div>🗡️ 9</div><div>🛡️ 9</div><div>👊 5</div><div>🧠 1</div><div>♥️ 21</div></div><div>650<div><div>🪙</div><div>🧪</div></div></div></div>		
<i>Humanoid, Flying</i>			<i>Qyzox</i> <i>(Nothing is known about this type of monster.)</i>			<i>Animal, Flying</i> Immune to acid (🐉).		
<div><div>1</div><div>Roll 🧠 with the Faerie Queen. If you fail, she seduces you and transports you to her bower of bliss, from which you never return.</div></div>			<div><div><div>🎲 1 2 3 4 5 6 7</div><div>It summons a Level 4 monster.</div></div></div>			<div><div><div>1 2 3 4</div><div><b>ATTACK</b></div></div></div>		
<div><div><div>🎲 5 6</div><div><b>CAST SPELL</b></div></div></div>			<div><div><div>8</div><div><b>TELEPORT</b></div></div></div>			<div><div><div>🎲 5 6</div><div>[🐉] It breathes acid. You and any allies take 3d8 + 2 damage.</div></div></div>		
<div><div><div>🎲 7 8</div><div>She summons three Level 1 monsters.</div></div></div>						<div><div><div>🎲 7 8</div><div>You become a statue. Your quest ends here.</div></div></div>		

<h3>Accursed Pharaoh</h3> <div><div><div>🗡️ 7</div><div>🛡️ 10</div><div>👊 4</div><div>🧠 3</div><div>♥️ 25</div></div><div>900<div><div>🪙</div><div>🧪?</div></div></div></div>			<h3>Crazed Gambler</h3> <div><div><div>🗡️ 7</div><div>🛡️ 9</div><div>👊 4</div><div>🧠 5</div><div>♥️ 21</div></div><div><div>👛</div></div></div>			<h3>Ancient Evil with Unpronounceable Name</h3> <div><div><div>🗡️ 10</div><div>🛡️ 10</div><div>👊 2</div><div>🧠 6</div><div>♥️ 30</div></div><div>1500<div><div>🪙</div><div>👛</div></div></div></div>		
<i>Undead</i> Draw a Curse Card at beginning of battle, and another when you defeat him.			<i>Humanoid</i>			<i>Demon</i> If you succeed in defeating the Ancient Evil, as his final attack he releases a torrent of hellfire (🔥), searing you for 4d8 damage.		
<div><div><div>1 2 3 4 5 6</div><div><b>TOUCH:</b> Lose 1 🗡️, 1 🛡️, 1 🧠, 1 🦊, and gain <i>disease</i>.</div></div></div>			<div><div><div>1</div><div><b>ATTACK</b></div></div></div>			<div><div><div>1 2 3 4</div><div><b>CAST SPELL</b> twice.</div></div></div>		
<div><div><div>🎲 5 6</div><div><b>ATTACK</b></div></div></div>			<div><div><div>2 3 4 5 6 7</div><div>He casts a spell, targetting a random combatant.</div></div></div>			<div><div><div>🎲 5 6 7 8</div><div><b>ATTACK</b> twice.</div></div></div>		
<div><div><div>🎲 5 6 7 8</div><div>He calls the wrath of the ancients down upon you! Lose half your ♥.</div></div></div>			<div><div><div>4 5 6 7</div><div>He summons a monster from a random dungeon level, targeting a random combatant.</div></div></div>					
			<div><div><div>🎲 6 7</div><div>You and he each draw a Potion Card and follow its directions.</div></div></div>					
			<div><div><div>🎲 5 8</div><div>[🔪] He spins his wheel of death. A random combatant dies.</div></div></div>					


<h3>Nalfeshnee</h3> <div><div><div>🗡️ 9</div><div>🛡️ 9</div><div>👊 4</div><div>🧠 7</div><div>♥️ 22</div></div><div>650<div><div>🪙</div><div>👛</div></div></div></div>			<h3>Air Elemental</h3> <div><div><div>🗡️ 9</div><div>🛡️ 9</div><div>👊 8</div><div>🧠 0</div><div>♥️ 22</div></div><div>600<div><div>🪙</div><div>🧪</div></div></div></div>			<h3>Death Himself</h3> <div><div><div>🗡️ 7</div><div>🛡️ 10</div><div>👊 4</div><div>🧠 8</div><div>♥️ 25</div></div><div>1000<div><div>🪙</div><div>👛</div></div></div></div>		
<i>Demon, Flying</i>			<i>Thing, Flying</i> <i>(Immune to ☞, 🧠, and status ailments.)</i>			<i>Demon</i>		
<div><div><div>🎲 1 2 3 4 5 6</div><div><b>CAST SPELL</b></div></div></div>			<div><div><div>1 2</div><div>He blows you into a random wall. If that wall is an exit, you are blown out of the room as if by a fan. Otherwise take d8 damage.</div></div></div>			<div><div><div>1 2 3 4 5 6 7 8</div><div>If you have any companions, choose one at random and discard it. Otherwise:</div></div></div>		
<div><div><div>🎲 4 5 6</div><div><b>ATTACK</b></div></div></div>			<div><div><div>🎲 3 4 5 6 7</div><div><b>ATTACK</b></div></div></div>			<div><div><div>🎲 7 8</div><div>[🔪] <b>TOUCH:</b> You die.</div></div></div>		
<div><div><div>🎲 7 8</div><div>The Nalfeshnee gathers unholy energy as he prepares to smite you. For his next action, he deals 4d8 damage to you and you become <i>confused</i>.</div></div></div>			<div><div><div>8</div><div><b>FLEE</b></div></div></div>			<div><div><div>🎲 5</div><div>Death is surprised to be summoned by a mortal before its time, but willing to oblige. The combatant who summoned Death dies.</div></div></div>		


<h3>Dinosaur</h3> <div> <div>  10   9   4   1   26 </div> <div> 500    </div> </div>	<h3>Mother Brain</h3> <div> <div>  4   7   0   10   26 </div> <div> 900    </div> </div>	<h3>Dungeon Keeper</h3> <div> <div>  10   10   2   0   25 </div> <div>   </div> </div>
<p><i>Animal</i></p> <div> <div>  1   2   3   4   5   6   7 </div> <div> <b>ATTACK</b> </div> </div> <div>  8 <p>The Dinosaur is struck by a meteor! It takes 2d8 damage.</p> </div>	<p><i>Demon</i></p> <div> <div>  1   2   3   4 </div> <div> <b>MINDSTRIKE</b>  <i>(Roll d8 and add its ☹️. Subtract your ☹️ from the result and take that much damage.)</i> </div> </div> <div>  5   6 <p>It summons two Level 3 monsters.</p> </div> <div>  7   8 <p>Roll ☹️ with the Mother Brain, if you fail, you become <i>blind</i> and <i>confused</i>.</p> </div>	<p><i>Thing</i></p> <p>At the beginning of each player's turn, if the Dungeon Keeper is on the same floor as that player, it teleports to that player's tile. Otherwise, it teleports to the tile directly above or directly below itself; whichever is closer to that player.</p> <div> <div>  1   2   3   4   5 </div> <div> <b>ATTACK</b> </div> </div> <div> <div>  6   7   8 </div> <div> <b>DEFEND</b> </div> </div> <div>  9   10 <p>It sleeps.</p> </div>
<h3>Titan</h3> <div> <div>  11   11   4   2   27 </div> <div> 1200    </div> </div>	<h3>Column of Eyes</h3> <div> <div>  0   9   0   4   22 </div> <div> 900    </div> </div>	<h3>NINJA!</h3> <div> <div>  8   6   7   3   18 </div> <div> 650    </div> </div>
<p><i>Humanoid</i></p> <div> <div>  1   2   3   4   5   6   7 </div> <div> <b>ATTACK</b> </div> </div> <div>  8   9 <p>The Titan causes an earthquake that is felt throughout the dungeon! All combatants and all players take 2d8 damage.</p> </div>	<p><i>Demon</i></p> <p>For its combat action, and also when it is summoned (👁️), the Column of Eyes will gaze (👁️) at you. Roll d8 for the effect:</p> <div> <div>  1 You die. </div> <div>  5 Lose 2 🗡️. </div> </div> <div> <div>  2 You are <i>confused</i>. </div> <div>  6 Lose 2 🗣️. </div> </div> <div> <div>  3 Take 20 damage. </div> <div>  7 Take 4d8 damage. </div> </div> <div> <div>  4 You are <i>afraid</i>. </div> <div>  8 Draw a Curse Card. </div> </div>	<p><i>Humanoid</i></p> <div> <div>  1   2   3   4 </div> <div> <b>ATTACK:</b>  [🗡️] Lose 1 🛡️ and 1 🗡️. </div> </div> <div> <div>  5 </div> <div> <b>FLEE</b> </div> </div> <div> <div>  6   7   8 </div> <div> Roll 🗡️ with the ninja. If you lose, your 🛡️ is effectively 0 while they <b>ATTACK</b> you. Otherwise, they <b>ATTACK</b> you normally. </div> </div>
<h3>Lich</h3> <div> <div>  9   10   4   6   25 </div> <div> 1000    </div> </div>	<h3>Mosquito of Doom</h3> <div> <div>  6   17   8   1   1 </div> <div> 450    </div> </div>	<h3>Bored Demigod</h3> <div> <div>  5   8   6   5   33 </div> <div> 1000    </div> </div>
<p><i>Undead</i> <i>(Immune to ☹️, 🗡️, and status ailments.)</i></p> <div> <div>  1   2   3   4 </div> <div> [🗡️] <b>ATTACK:</b>  Lose 1 🗡️. </div> </div> <div> <div>  5   6   7 </div> <div> <b>CAST SPELL</b> </div> </div> <div> <div>  8 </div> <div> Roll 🗣️ with the Lich. If you fail, you become <i>afraid</i>. </div> </div>	<p><i>Animal, Flying</i></p> <div> <div>  1   2   3   4   5   6 </div> <div> <b>TOUCH:</b>  Lose 1 ❤️. </div> </div> <div> <div>  7   8 </div> <div> <b>TOUCH:</b>  Lose all but 1 ❤️. </div> </div>	<p><i>Humanoid</i></p> <p>If you ❤️ is 0 or less, the Bored Demigod sets your ❤️ back to its starting amount.</p> <div> <div>  1   2   3   4 </div> <div> He summons a monster from each Level. </div> </div> <div> <div>  5   6   7 </div> <div> <b>CAST SPELL</b>  four times. </div> </div> <div> <div>  8 </div> <div> He tires of you and teleports away. </div> </div>





<h3>Green Dragon</h3> <div>  9  9  6  3  25 </div> <div>1000</div> <div></div>	<h3>X-Headed Hydra</h3> <div>  4  10  4  1  4 </div> <div>150</div> <div>/head</div>	<h3>Vampyre</h3> <div>  7  9  4  3  22 </div> <div>650</div> <div></div>
<p><i>Dragon, Flying</i> Immune to acid (☹).</p>	<p><i>Animal</i> Immune to fire (☹). Weak to ice (☹). When this card is drawn, roll d8 to set X. When the Hydra's ♥ is 0 or less, it loses a head and its ♥ returns to 4.</p>	<p><i>Undead</i> (Immune to ☹, ☹, and status ailments.)</p>
<div> </div> <div> </div> <h3>ATTACK</h3>	<div> </div> <p>[☹] Its heads breathe fire! Roll d8. Take that much damage from each head, dividing the total by 2.</p>	<div></div> <p><b>TOUCH:</b> It bites your neck and feasts upon your blood. Take the <i>Vampyre</i> Rules Card.</p>
<div> </div> <p>[☹] It exhales a powerful torrent of acid! You and any allies take 4d8 damage.</p>	<div> </div> <div> </div> <h3>ATTACK</h3> <p>once for each head.</p>	<div> </div> <div> </div> <p><b>[☹] ATTACK:</b> The Vampyre regains an amount of ♥ equal to the damage it deals.</p>
<div></div> <p>The Hydra grows another head!</p>	<div></div> <p>The Hydra grows another head!</p>	<div></div> <h3>FLEE</h3>
<h3>Shambling Mound</h3> <div>  10  7  2  0  31 </div> <div>1000</div> <div></div>	<h3>Marilith</h3> <div>  6  9  4  4  22 </div> <div>650</div> <div></div>	<h3>Level 100 Goblin</h3> <div>  10  10  4  2  25 </div> <div>800</div> <div></div>
<p><i>Plant</i> Immune to lightning (☹).</p>	<p><i>Demon</i></p>	<p><i>Humanoid</i></p>
<div> </div> <div> </div> <div> </div> <p><b>TOUCH:</b> You are enveloped in slime. For the rest of the battle, you cannot <b>FLEE</b>, and you take 2d8 damage at the beginning of your combat action.</p>	<div> </div> <h3>CAST SPELL</h3>	<div> </div> <h3>DEFEND</h3>
<div> </div> <div> </div> <p><b>ATTACK</b></p>	<div> </div> <div> </div> <h3>ATTACK</h3> <p>six times.</p>	<div> </div> <div> </div> <h3>ATTACK</h3>
<div></div> <p>It summons a Level 3 monster.</p>	<div></div> <p>It summons a Level 3 monster.</p>	<div></div> <h3>FLEE</h3>
<h3>Plague Demon</h3> <div>  9  9  4  4  23 </div> <div>650</div> <div></div>	<h3>Triffid</h3> <div>  9  9  3  0  22 </div> <div>800</div> <div></div>	<h3>Chimera</h3> <div>  7  10  4  1  22 </div> <div>700</div> <div></div>
<p><i>Demon</i></p>	<p><i>Plant</i> (Immune to ☹ and status ailments.)</p>	<p><i>Animal</i> Immune to fire (☹). Weak to ice (☹).</p>
<div> </div> <div> </div> <h3>ATTACK:</h3> <p>Gain <i>disease</i>.</p>	<div> </div> <div> </div> <h3>[☹] ATTACK:</h3> <p>You are <i>blind</i>.</p>	<div> </div> <div> </div> <h3>ATTACK</h3> <p>thrice.</p>
<div> </div> <h3>CAST SPELL</h3>	<div> </div> <h3>[☹] ATTACK:</h3> <p>Lose 2 ✂, 1 🛡, and 1 🦊.</p>	<div> </div> <p>[☹] It breathes fire! You and any allies take 3d8 + 2 damage.</p>


# Mephistopheles


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 5


 50








1000


*Demon*
















































































































































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