

DUNGEON DEGENERATES PLAYER AID – All Ability & Status Keywords

Abuse (x)	Monster has +1 ATT <i>against Adventurers with (x) property (class, status etc.)</i>
Acidic	<i>If monster inflicts wound</i> , discard a shield or random item (excl. mission items)
Ambush (arrival)	PER test (once per fight) → Stunned (no Power dice) until end of turn
Annoy	<i>Targeted adventurer</i> must use Guard stance
Berzerk	<i>For the first round</i> , +2 ATT (unless monster is Dazed)
Blessed	+1 MRL (adventurer status)
Blinded	-1 PER (adventurer status)
Command	<i>Monsters with lower XP & matching (or given) Class</i> have +1 ATT (max. +1)
Corroded (stat.)	Monster's ARM=0
Curse (arrival)	MAG test (once per monster) → Demoralized (-1 MRL), -1 Luck
Dazed (st.)	Monster's ATT reduced to half
Defile (x)	<i>If monster wins or escapes the fight</i> , place a corresponding icon in its space
Demoralized	-1 MRL (adventurer status)
Detained	You cannot travel (adventurer status)
Dimwit	<i>For the first round</i> , ATT=d6
Drain (n)	<i>If monster inflicts wound(s)</i> , it recovers 1 (or n) health
Endless	<i>If a Witch is present</i> , monster cannot get below 1 HP
Engage (x)	Monster targets adventurer <i>with given card(s) or class</i> (instead of its normal target)
Evade	<i>For Melee attacks</i> , double dice result misses
Exalted	+1 MAG (adventurer status)
Explode	<i>When destroyed</i> , inflicts Piercing damage
Fatigued	You cannot force march (adventurer status)
Fear (arrival)	MRL test (once per fight) → Stunned (no Power dice) until end of turn
Flash (arrival)	PER test (once per fight) → Blinded until end of the fight
Focused	+1 PER (adventurer status)
Fury (n)	<i>If monster is wounded</i> , +1 (or +n) ATT
Gas (arrival)	CON test → Poisoned (-1 CON, -2 HP)
Ghostly	STR, AGI, PER are halved for attacks against this monster
Hexed (stat.)	Monster loses all abilities
Horde (x)	<i>When other monster(s) with given Class present</i> , +1 ATT for monster
Infect/Infected	<i>If monster inflicts wound</i> → Infected adventurer status (don't heal when recovering)
Invigorated	+1 STR (adventurer status)
Necro (n)	<i>If monster inflicts wound(s)</i> , you also lose 1 (or n) XP
Negate	<i>If monster inflicts wound(s)</i>, you become Diminished (as of yet, unused by game)
Nullify	<i>If monster inflicts wound(s)</i> → Suppressed (-1 MAG)
Onslaught	+1 ATT for monster if you are in Guard stance
Pain	<i>If monster inflicts wound</i> , CON test → Stunned (no Power dice)
Petrify (arrival)	AGI test (once per monster) → Stunned (no Power dice) until end of fight
Pierce	Attack ignores ARM
Poisoned	-1 CON, -2 HP (adventurer status)
Pursue	You cannot escape (unless monster is Dazed)
Rally (n) (arrival)	Draw 1 (or n) monster(s) from the given monster decks
Regenerate	Recovers wound at the end of round
Retailate	<i>If monster is wounded with Melee</i> → monster inflicts 1 Piercing dmg.
Skirmish	<i>If monster is alive at the end of round</i> , increase Danger/Law lvl. & reshuffle/discard
Slime/Slimed	<i>If monster inflicts wound(s)</i> → Slimed adventurer status (-1 AGI) until end of fight
Stunned	You cannot roll any power dice (adventurer status)
Summon	<i>If monster is alive at the end of round</i> , draw 1 monster (no Ambush/Rally)
Suppressed	-1 MAG (adventurer status)
Taunt	You cannot choose a different (non-Taunting) target
Thief	<i>If monster inflicts wound(s)</i> , lose GP instead of HP if possible (and put GP on the card)
Vector (n)	<i>For the first time this monster inflicts wound(s)</i> , CON test → 1 (or n) Plague counter (& Gourmet!)
Venom	<i>If monster inflicts wound(s)</i> → Poisoned adventurer status (-1 CON, -2 HP) until healing
Wither	<i>If monster inflicts wound(s)</i> → Weakened adventurer status (-1 STR) until healing
Weakened	-1 STR (adventurer status)