

DUNGEON SERAWIES

PREPARE TO DIE.

Dungeon Scrawlers

INVENTORY BOARD

ITEMS

ITEMS

ITEMS

CURSES

CURSES

CURSES

HEALTH

GOLD

DICE

DUNGEON
SCRAWLERS

Dungeon Scrawlers

INVENTORY
BOARD

MONSTER BOARD

MONSTERS

MONSTERS

MONSTERS

CURSES

CURSES

CURSES

HEALTH

HEALTH

HEALTH

Dungeon Scrawlers

MONSTER
BOARD

Dungeon
Scrawlers

Dungeon
Scrawlers

WELCOME TO THE
ITEM SHOP.

Dungeon
Scrawlers



Dungeon Scrawlers

ITEM SHOP



DUNGEON
SCRAWLERS

WELCOME TO THE
ITEM SHOP.

DUNGEON
SCRAWLERS

DUNGEON
SCRAWLERS



Dungeon Scrawlers

ITEM SHOP



WELCOME TO THE
ITEM SHOP.

Dungeon
Scrawlers

Dungeon
Scrawlers

Dungeon
Scrawlers



Dungeon Scrawlers

ITEM SHOP



Dungeon Scrawlers

NO PEEKING...



Dungeon Scrawlers

NO PEEKING...



Dungeon Scrawlers

NO PEEKING...



DUNGEON SCRAWLERS

NO PEEKING...



Dungeon Scrawlers

NO PEEKING...



DUNGEON SCRAWLERS

NO PEEKING...



Dungeon Scrawlers

NO PEEKING...

Dungeon Scrawlers

NO PEEKING...

Dungeon Scrawlers

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Dungeon Scrawlers

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NO PEEKING...

Dungeon Scrawlers

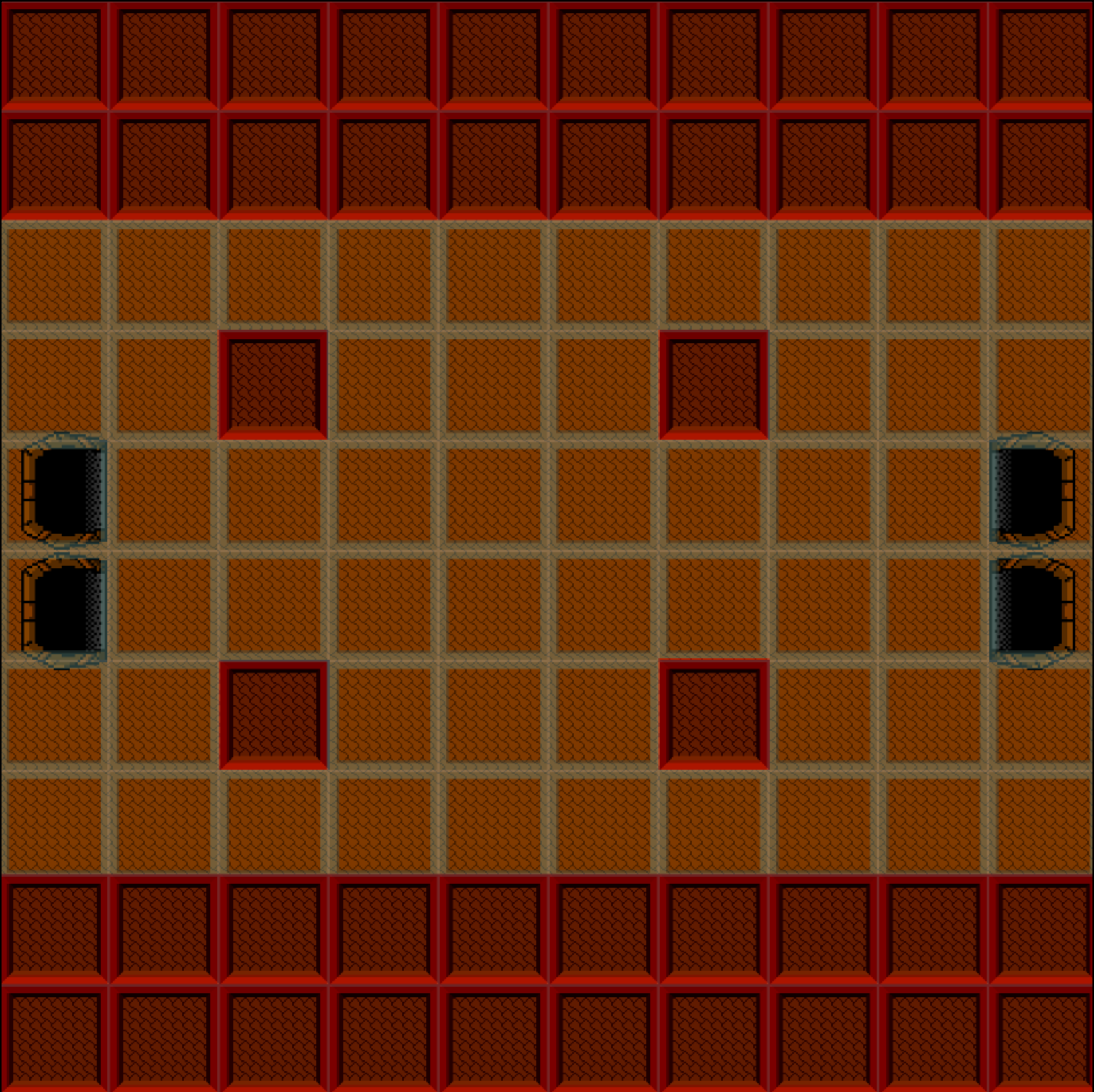
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Dungeon Scrawlers

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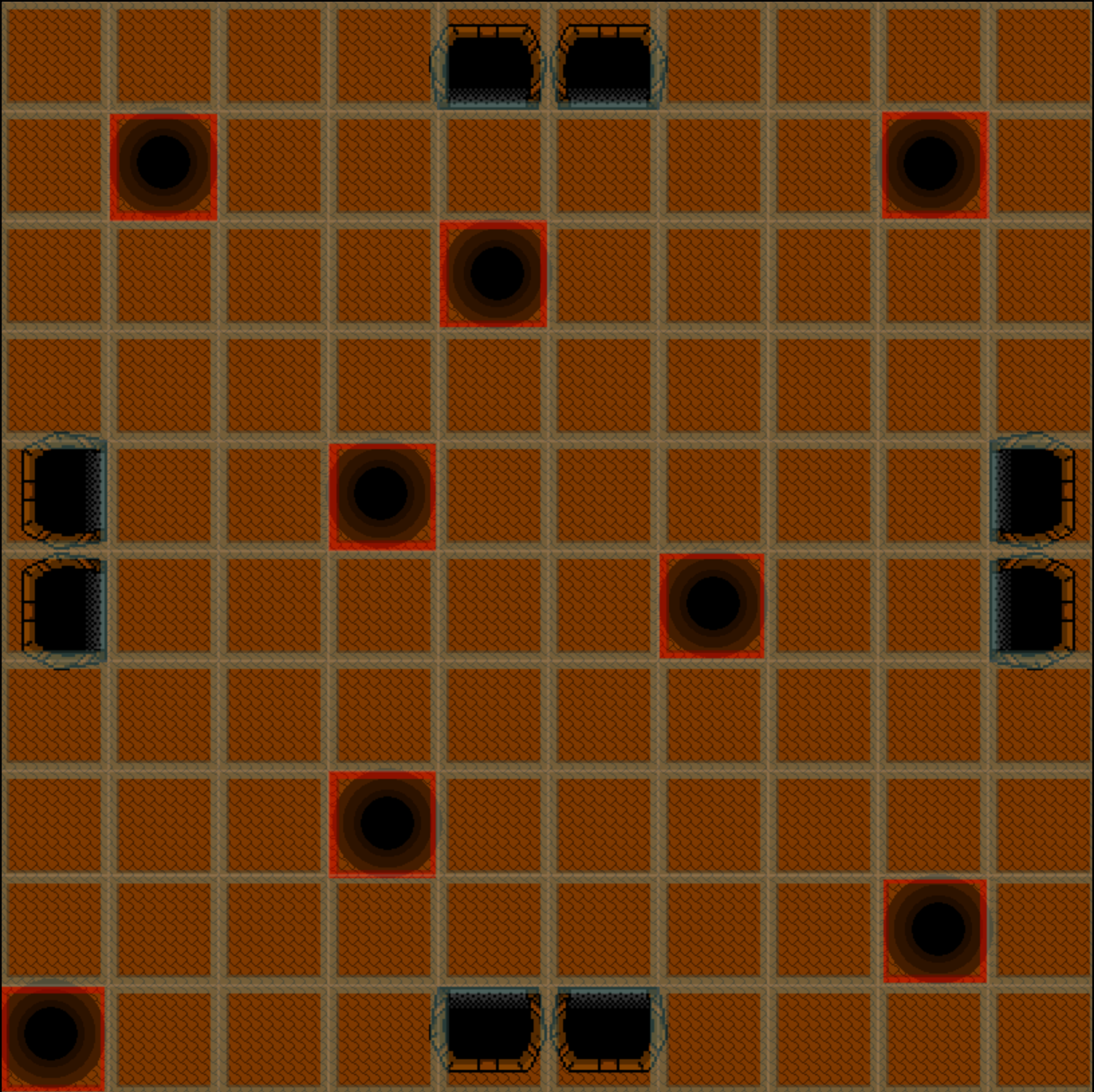
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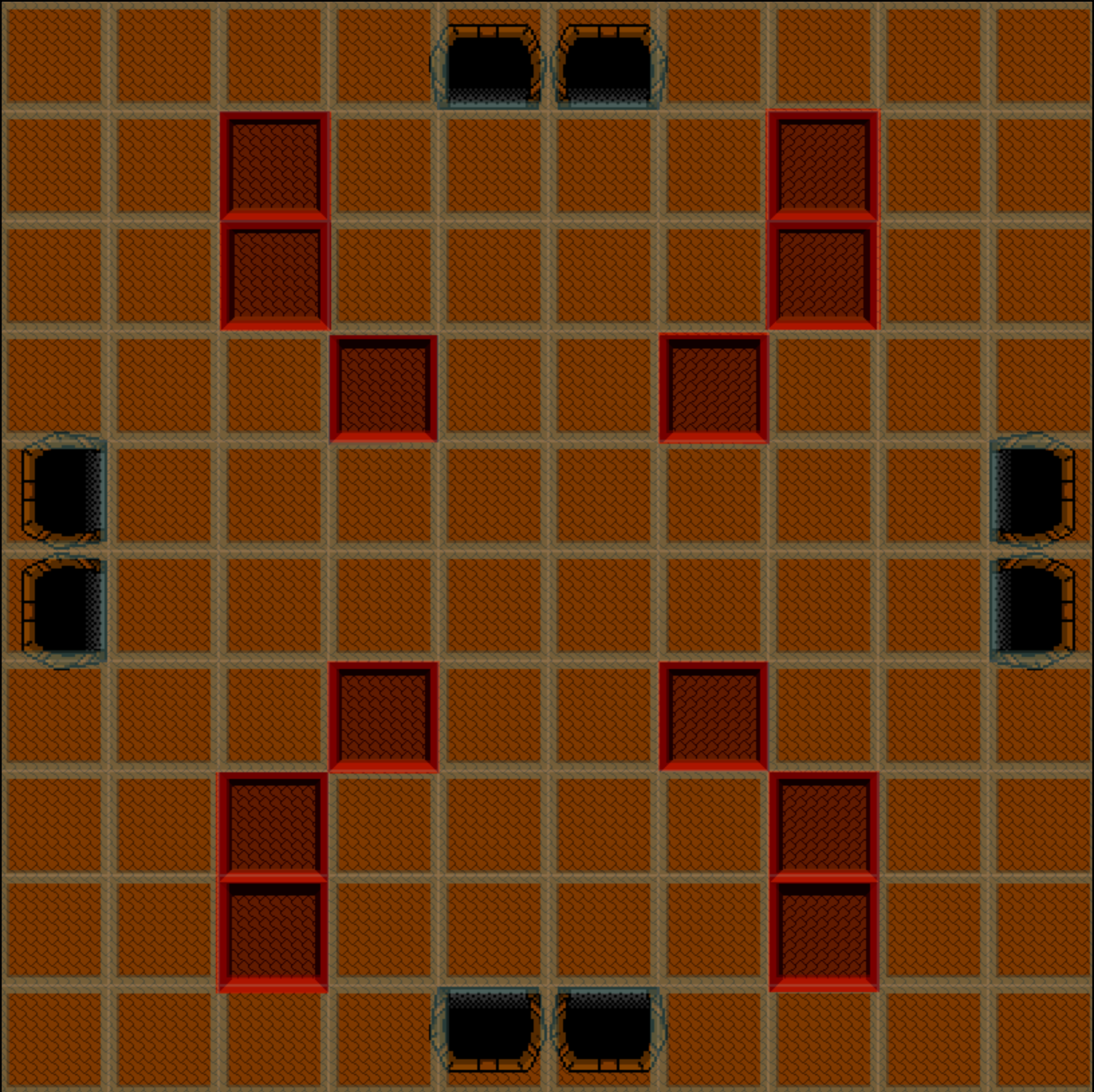
Dungeon Scrawlers

MAP PIECE



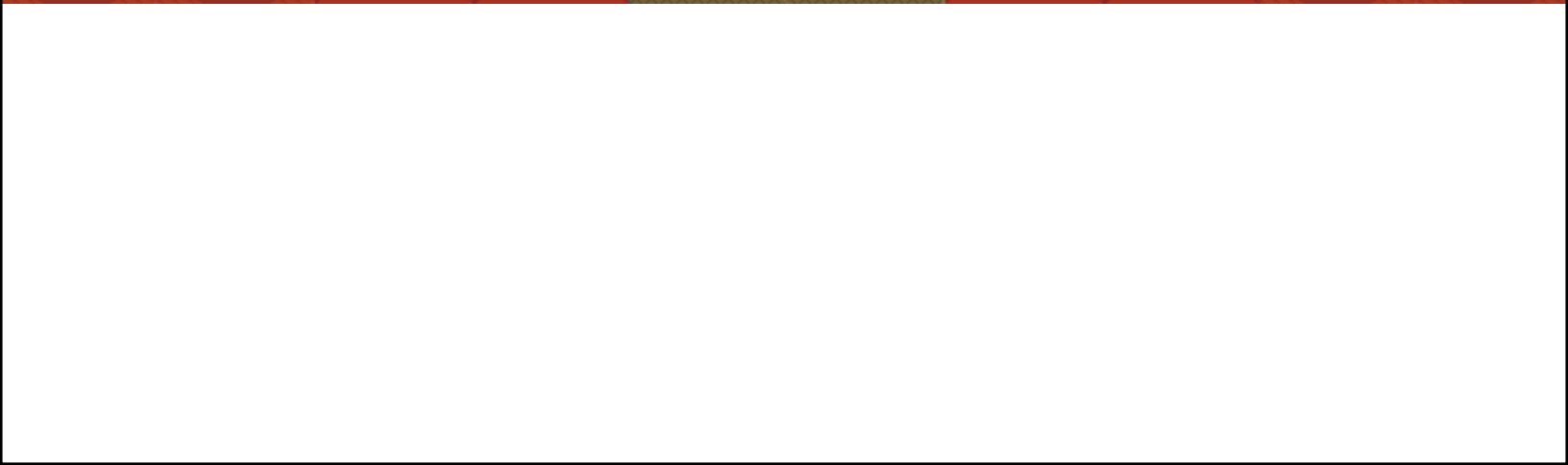
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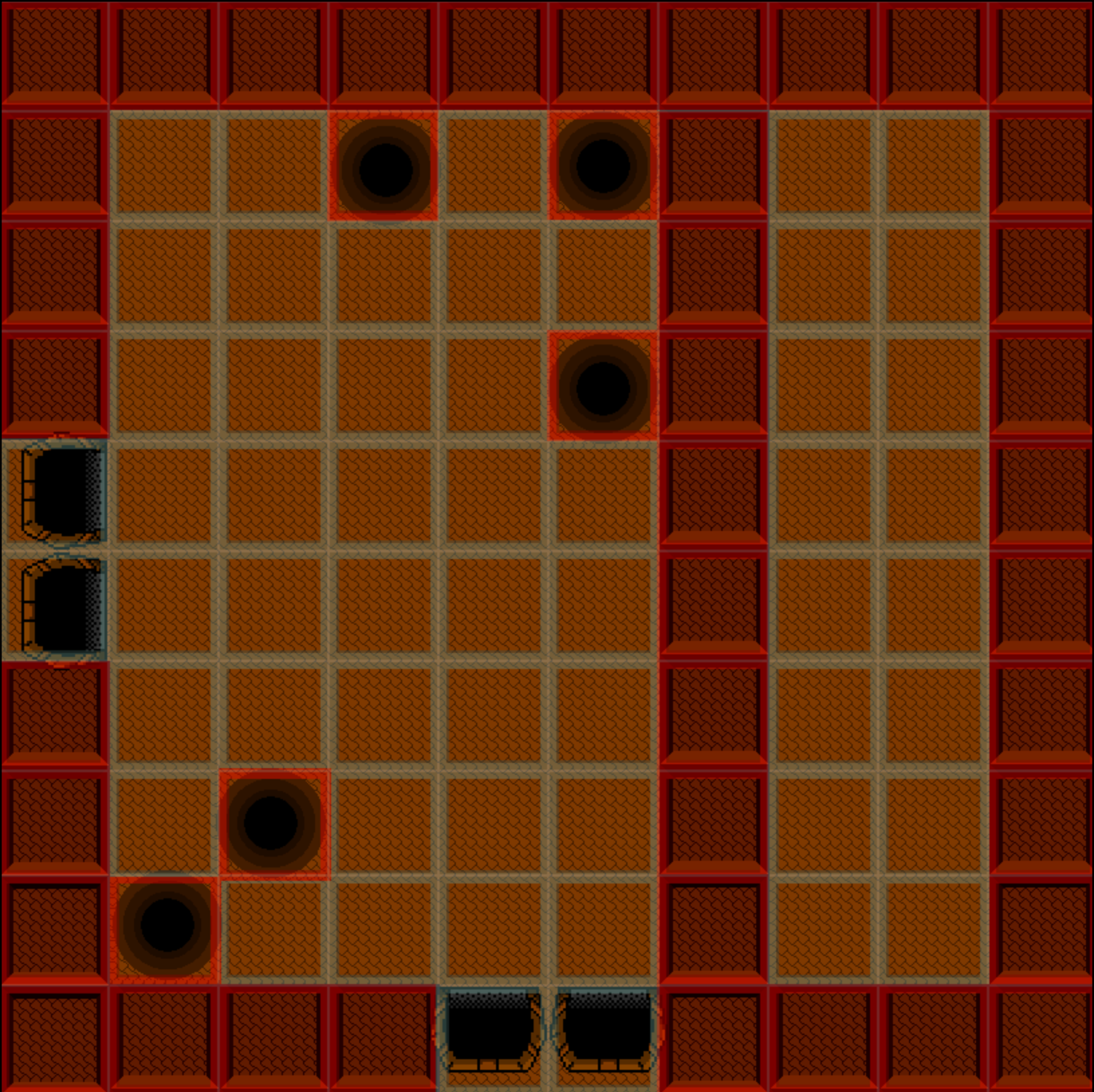
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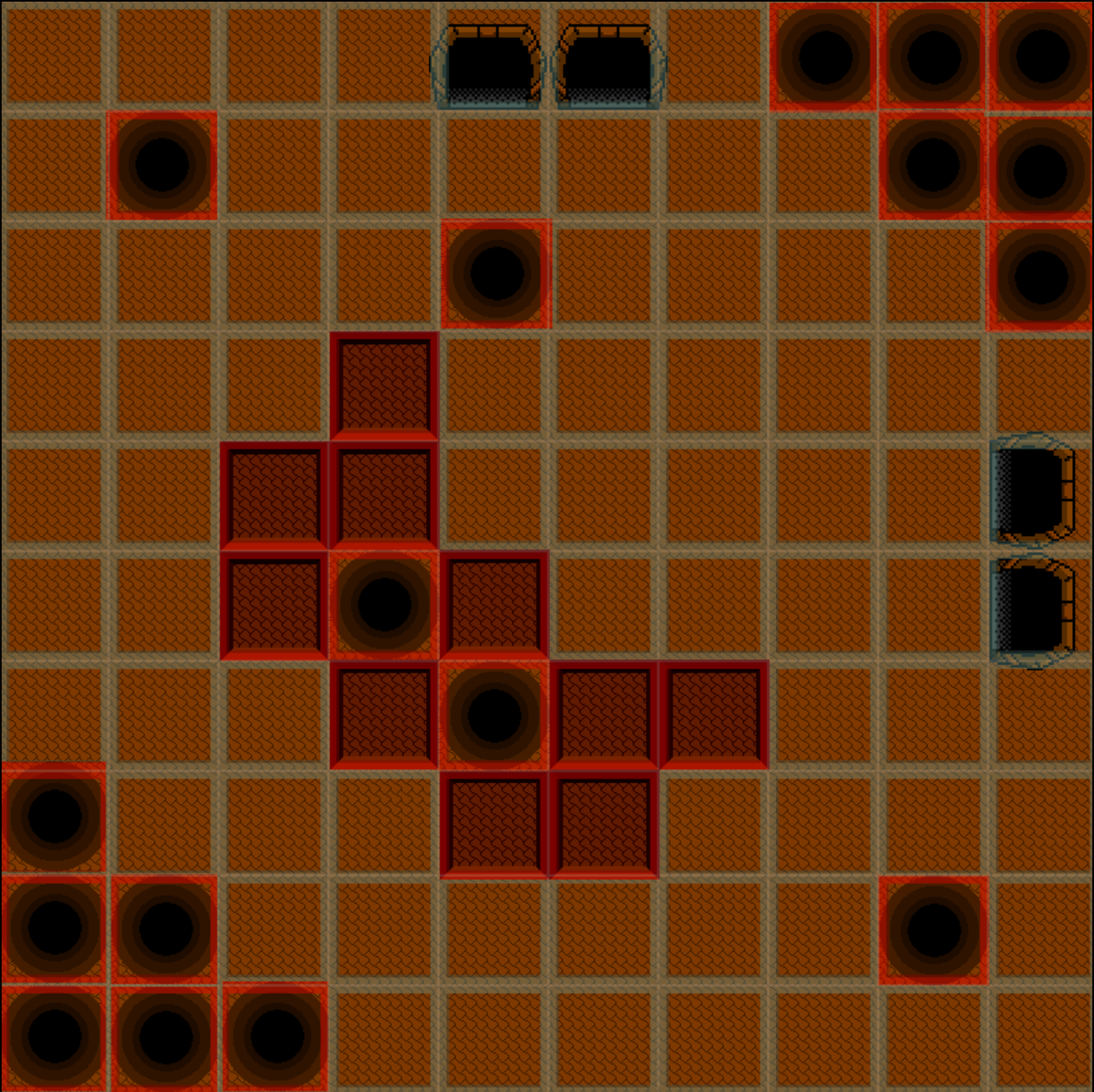
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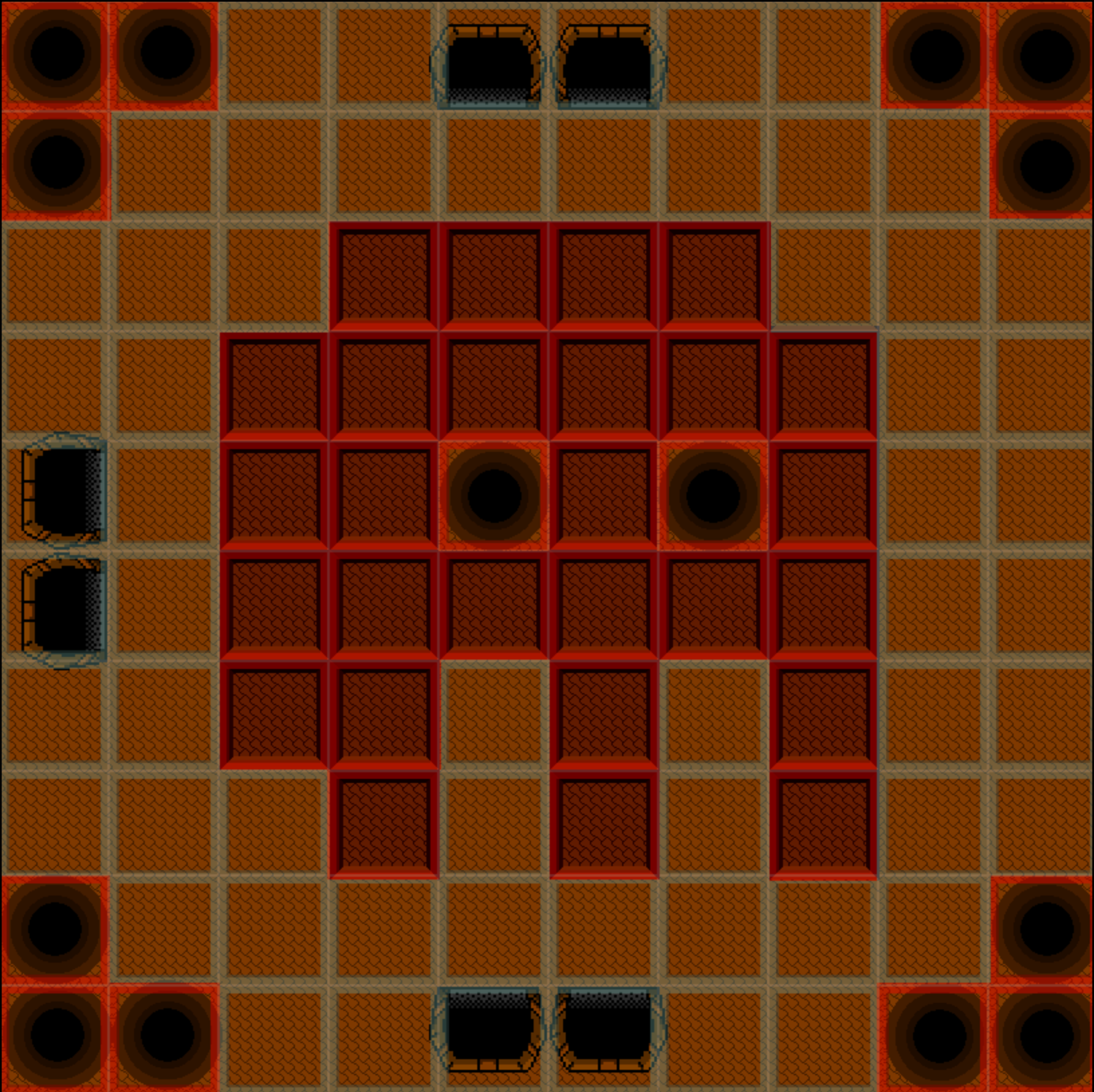
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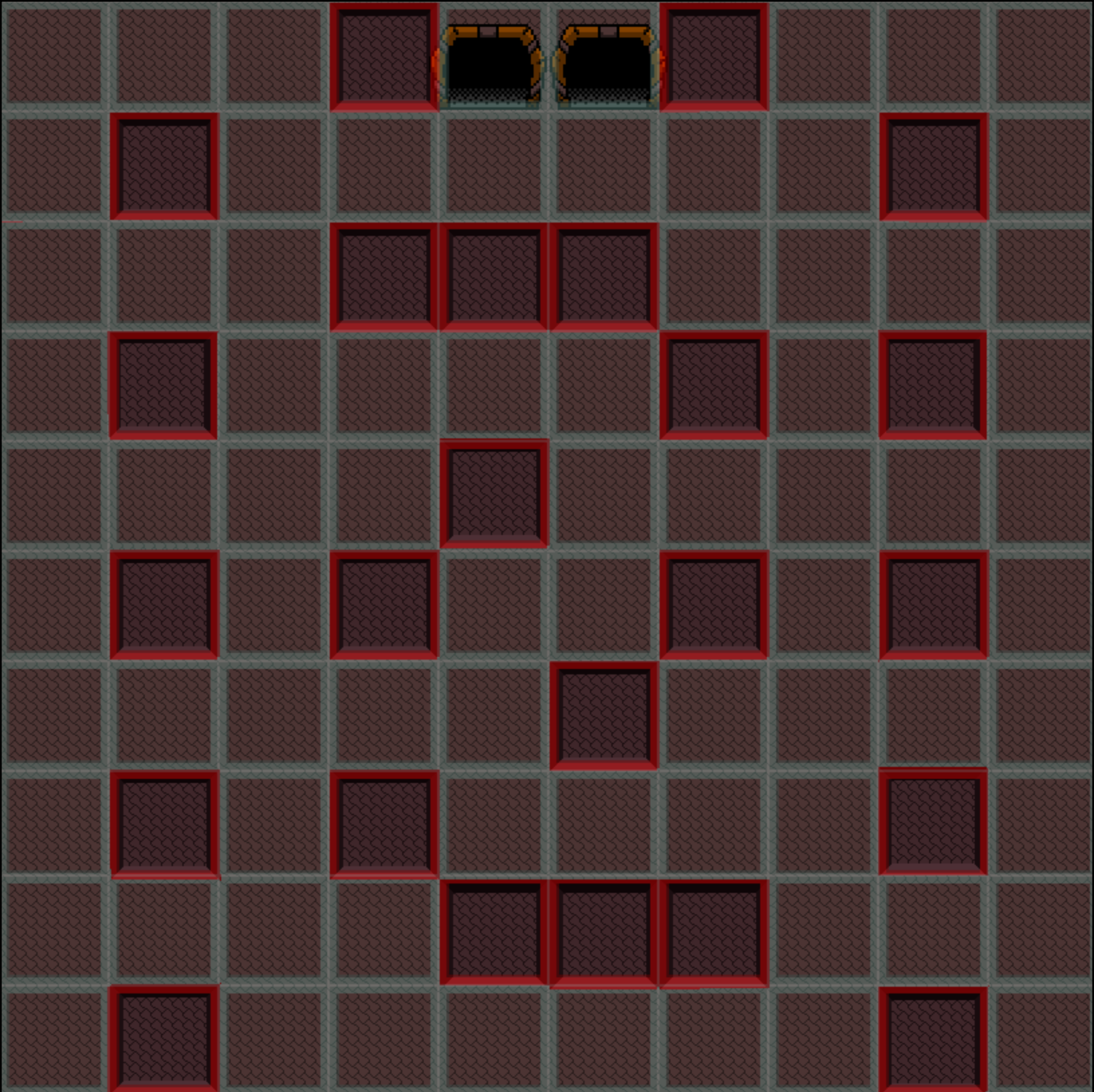
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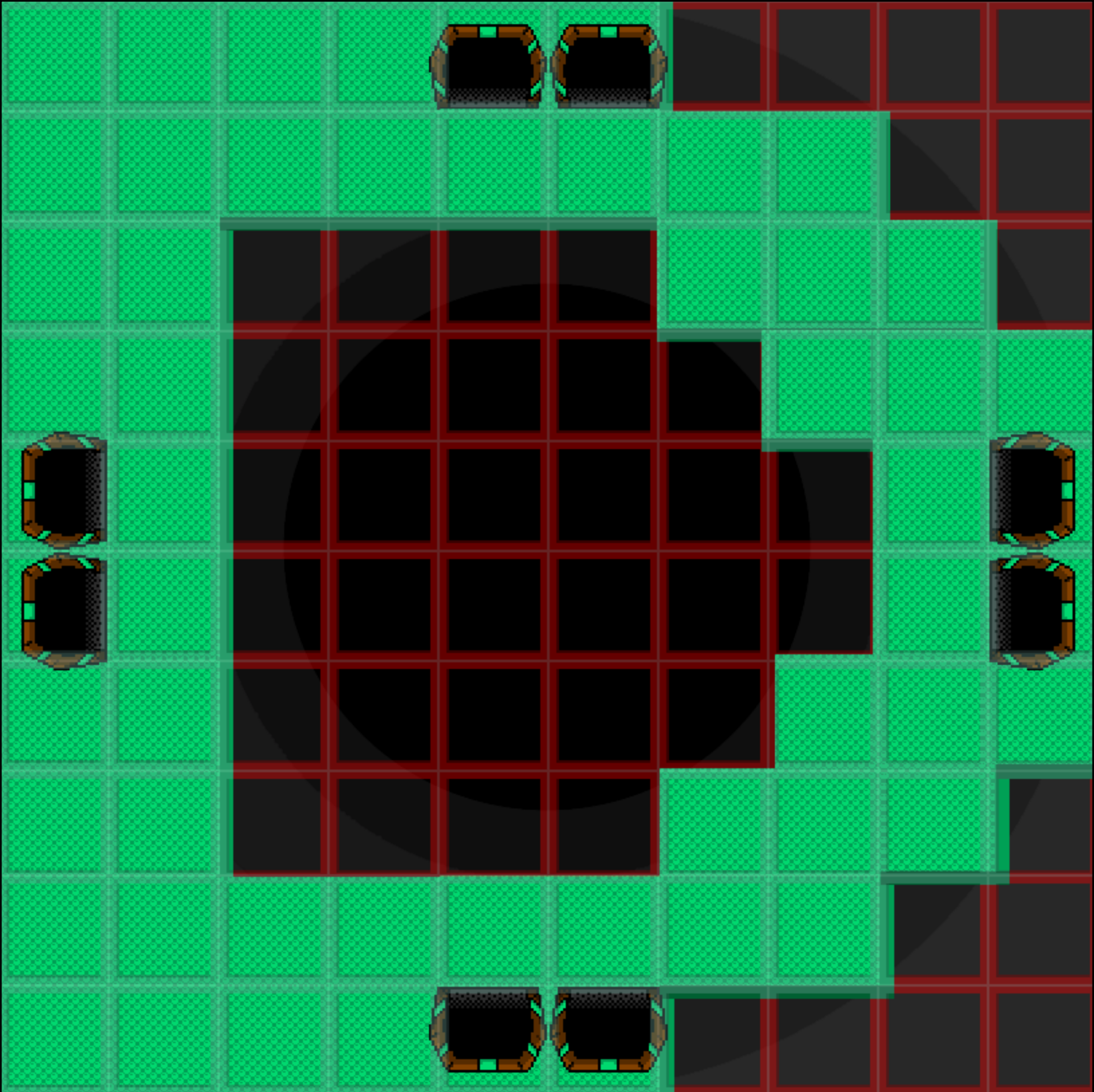
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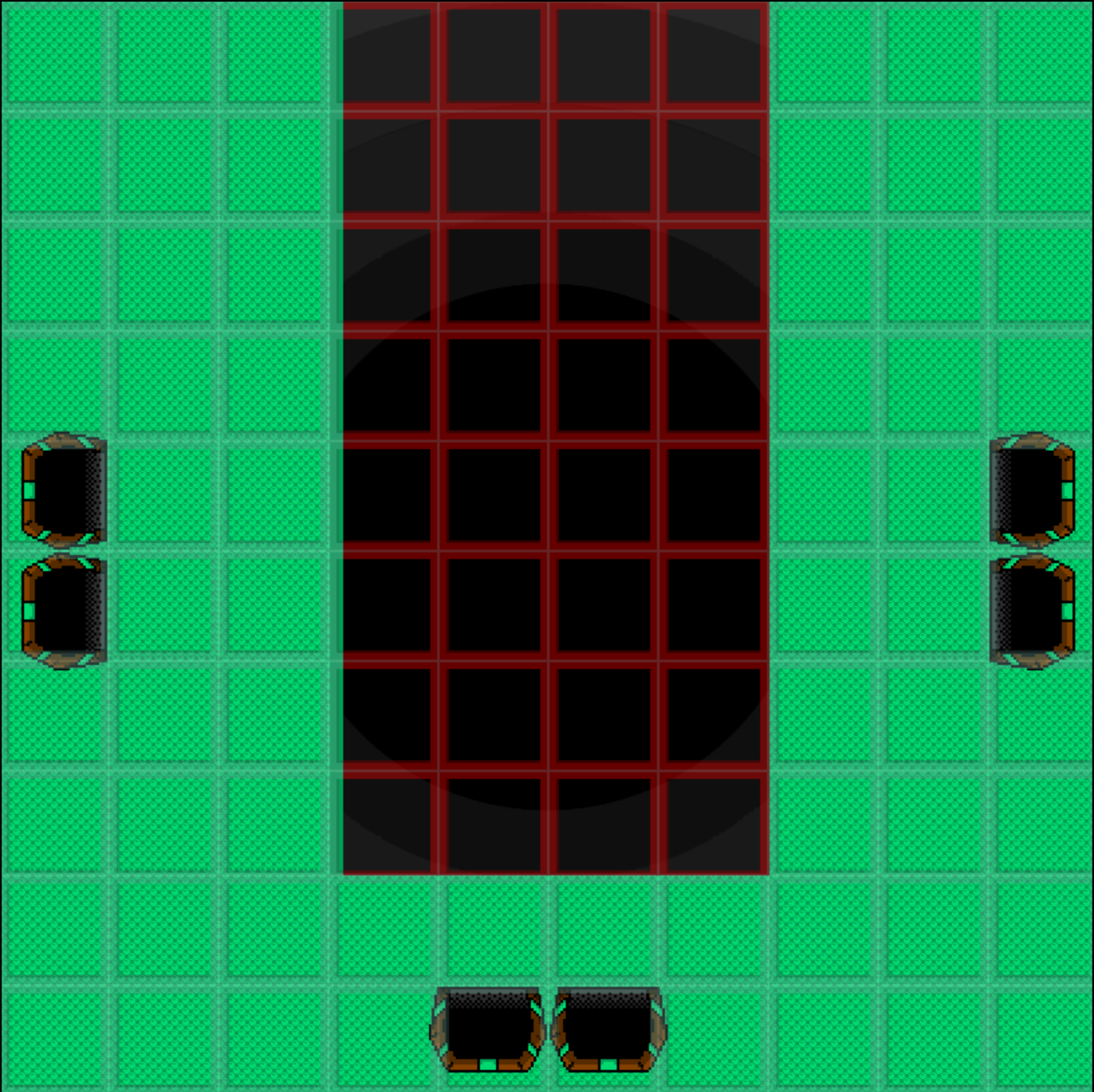
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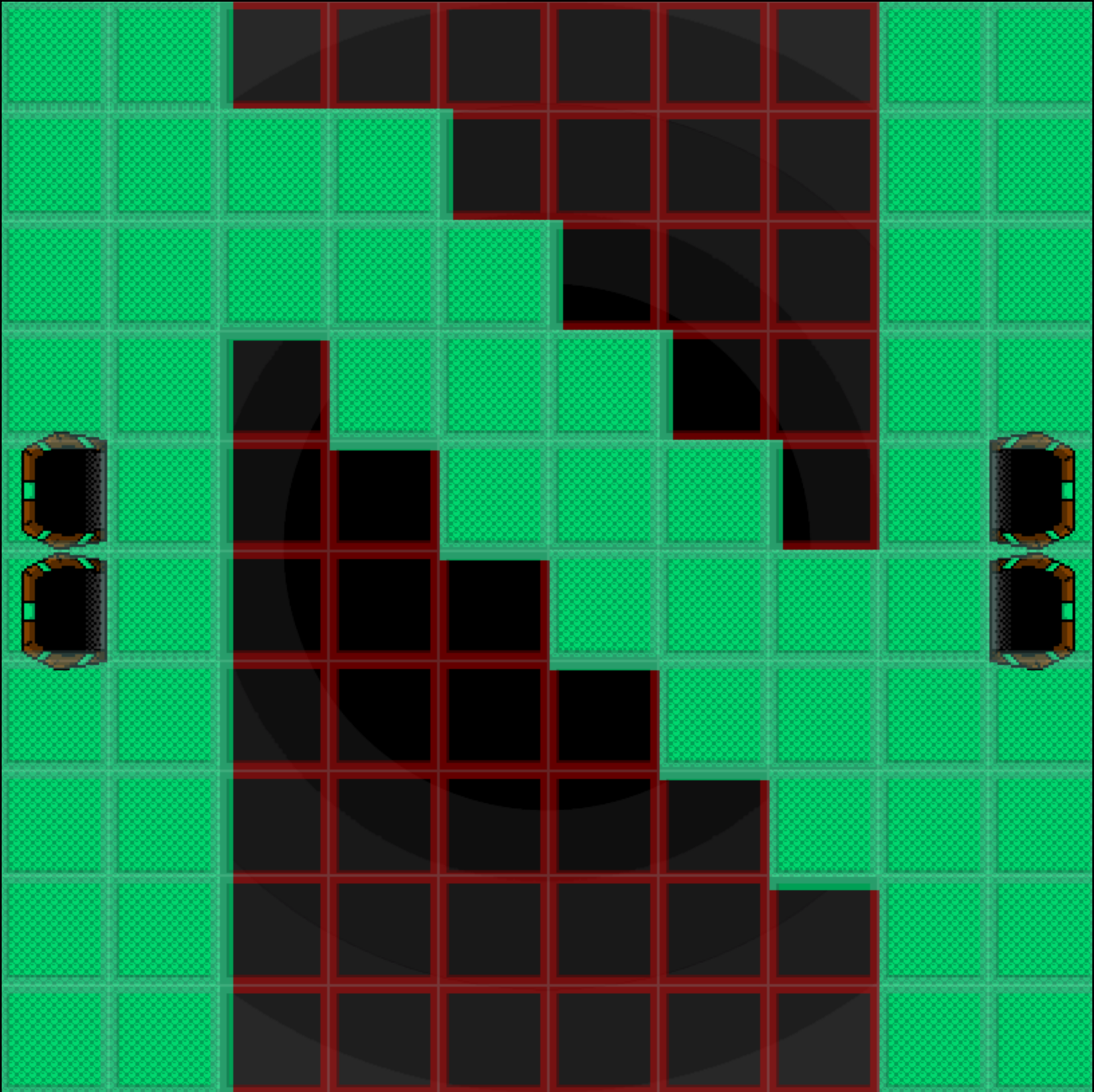
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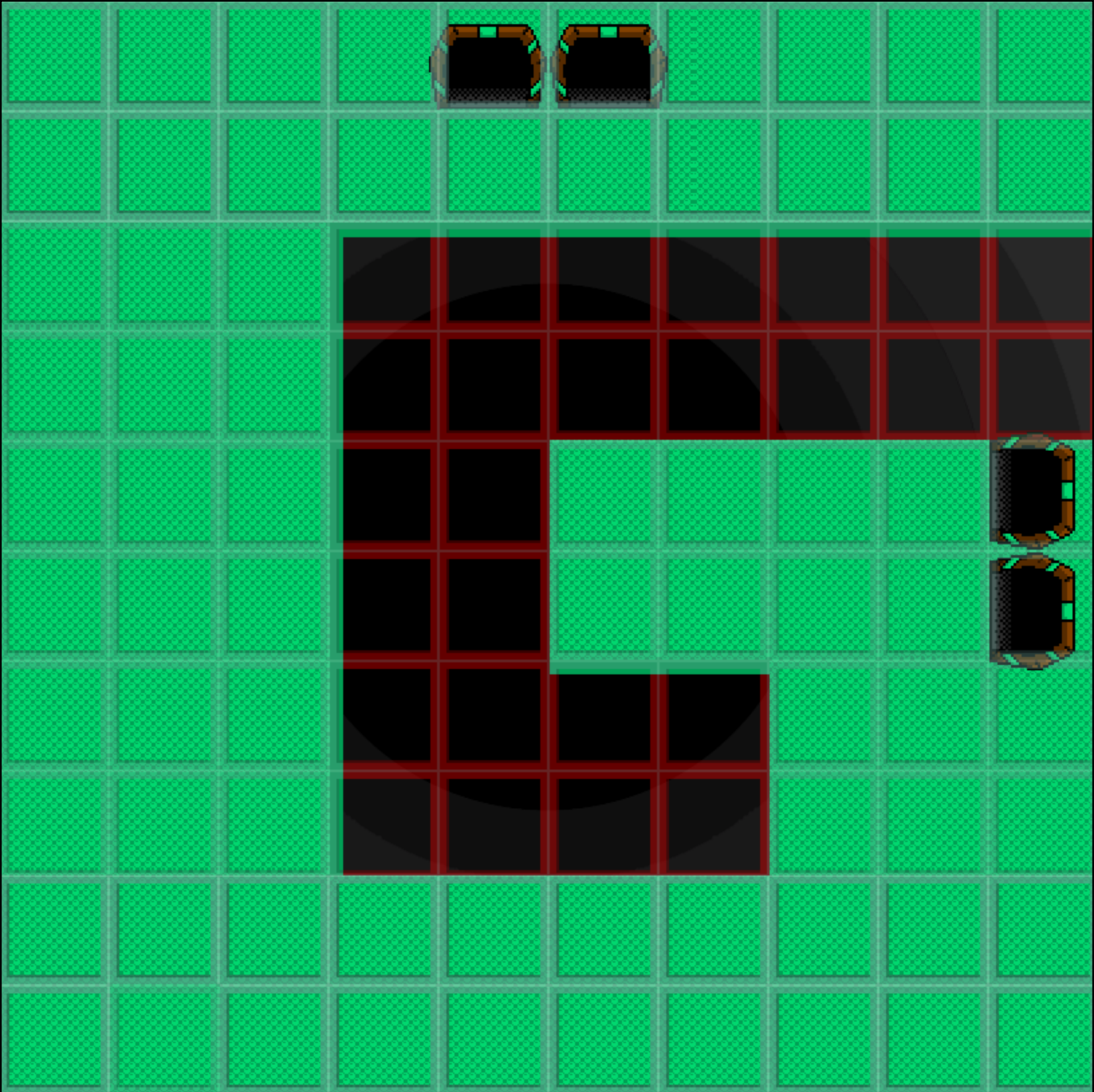
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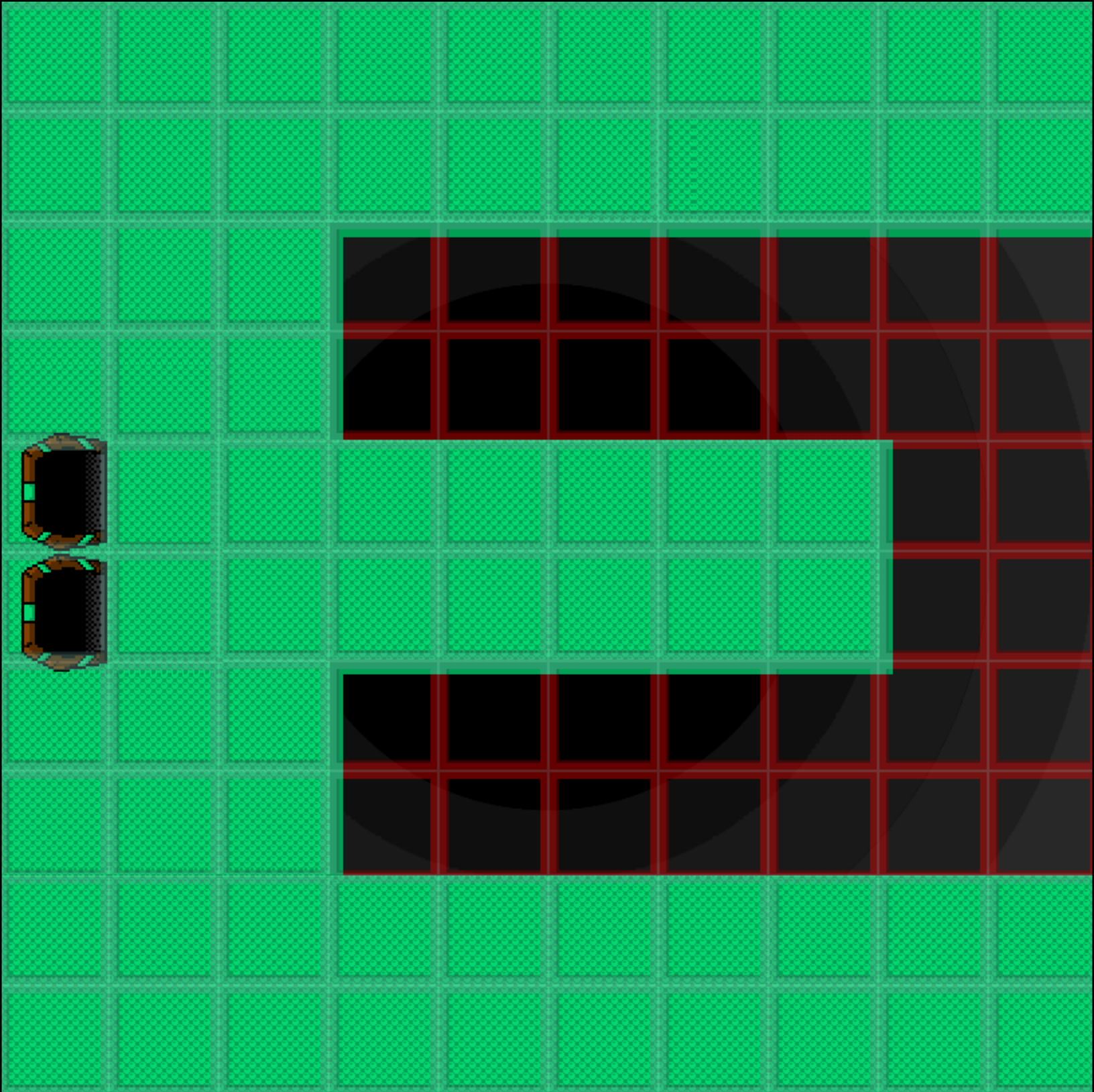
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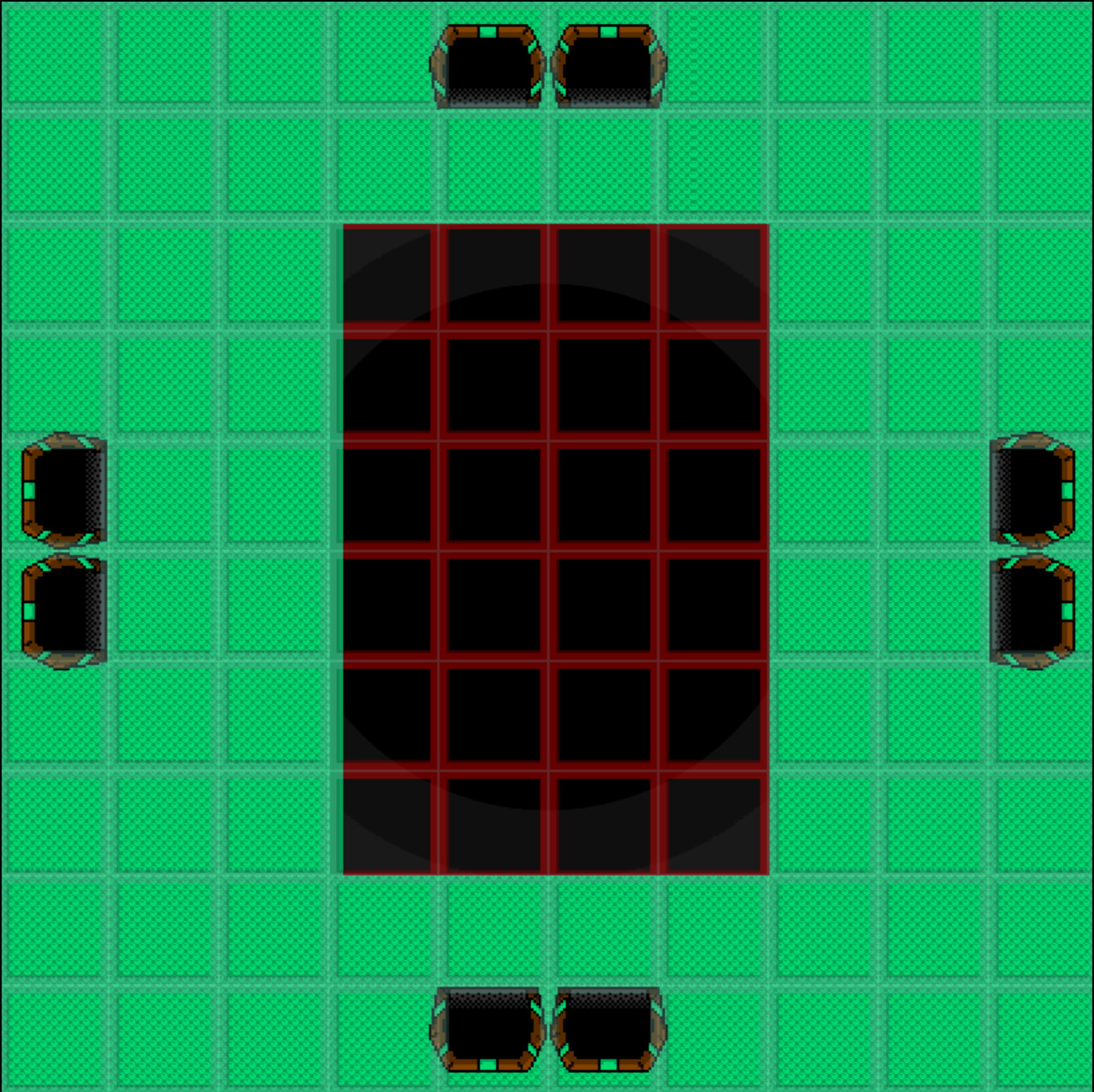
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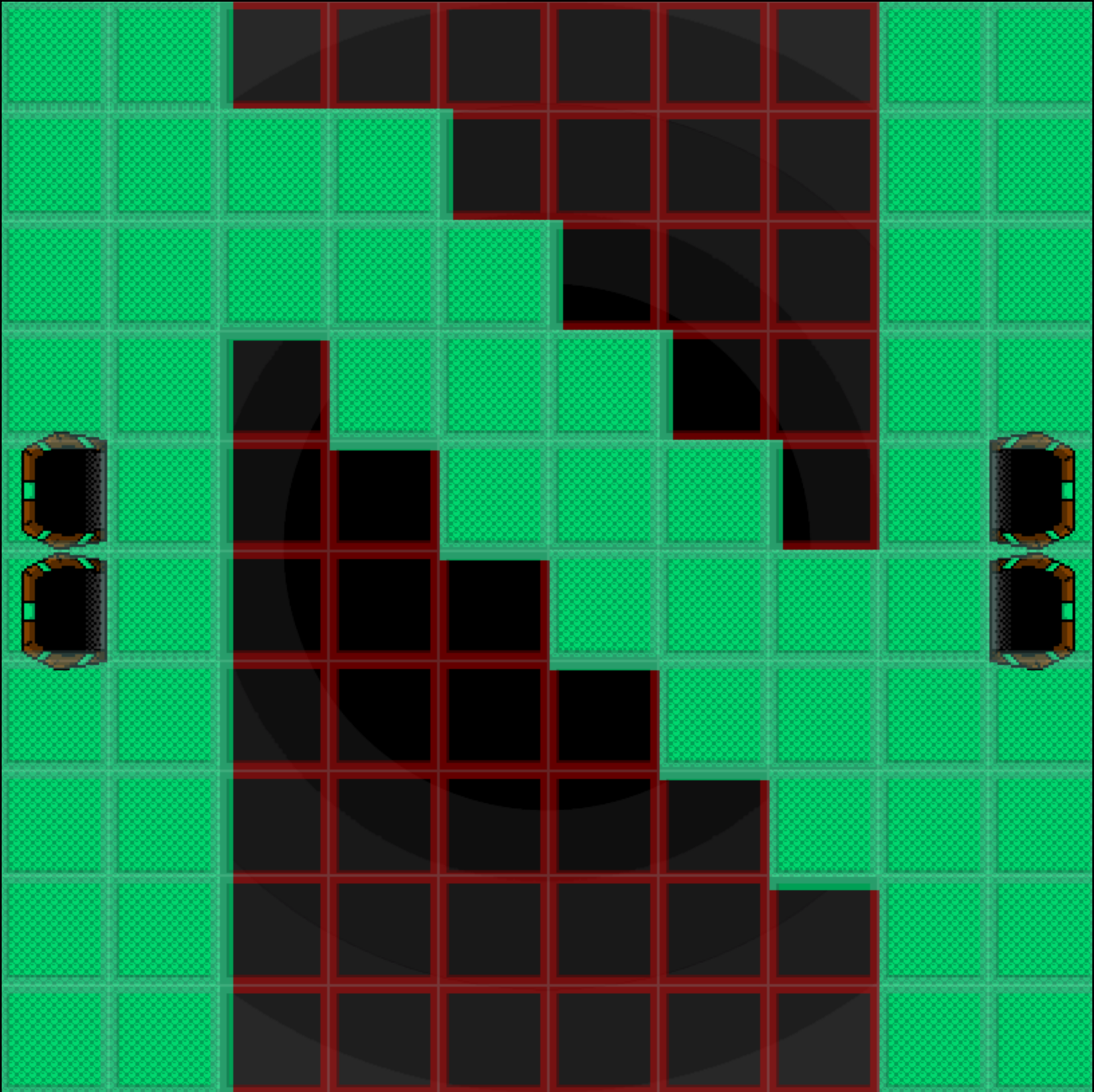
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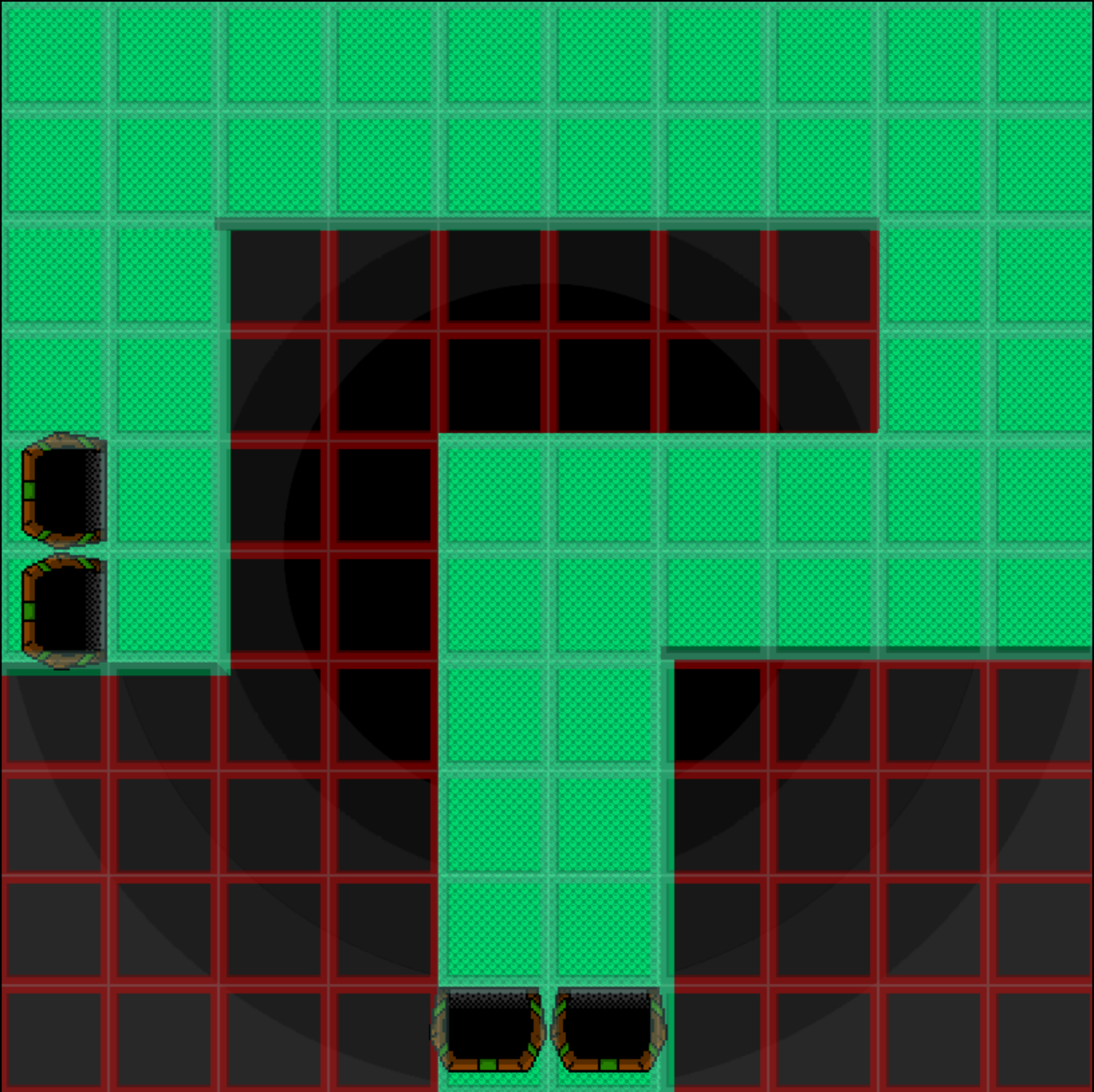
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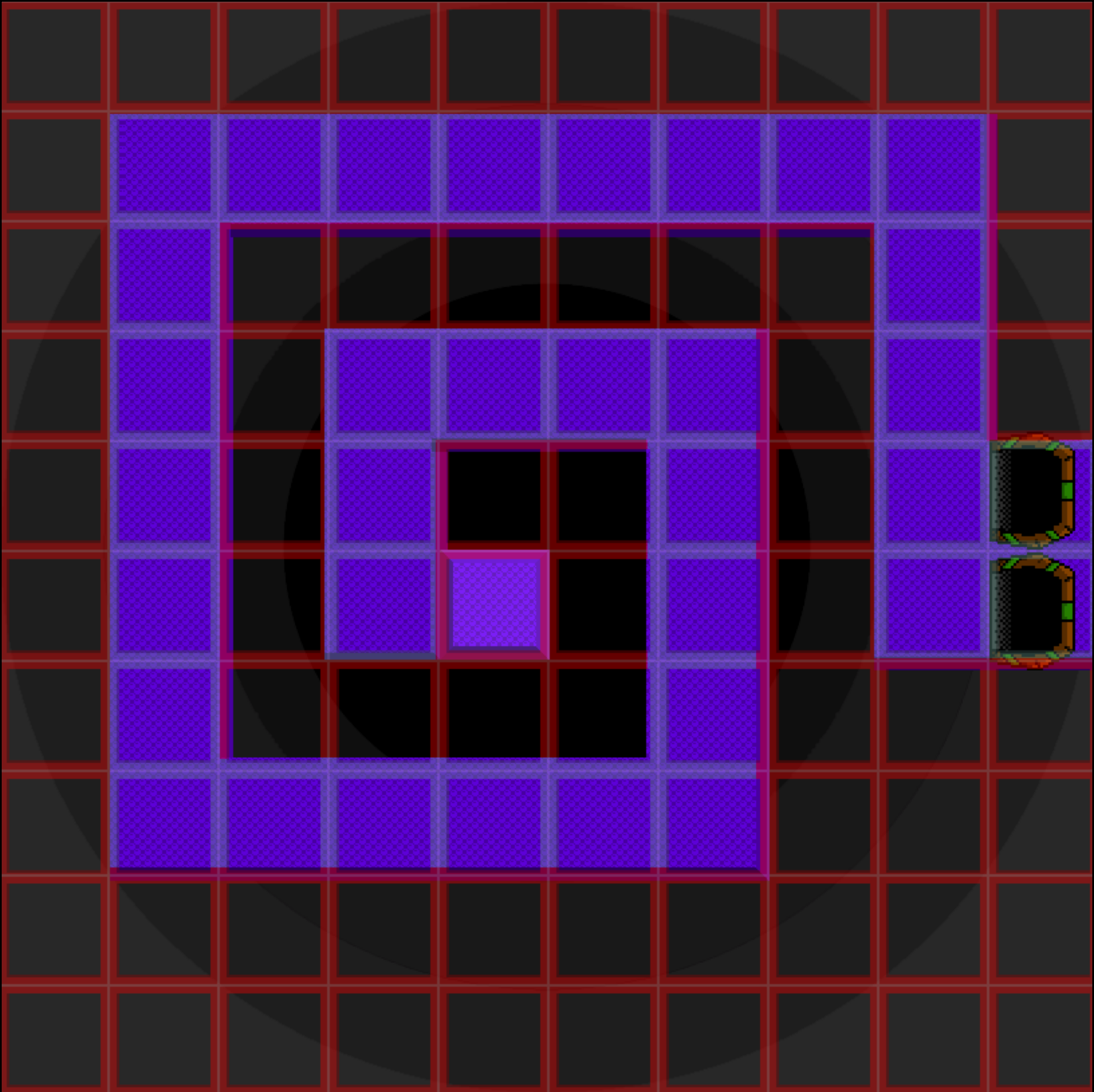
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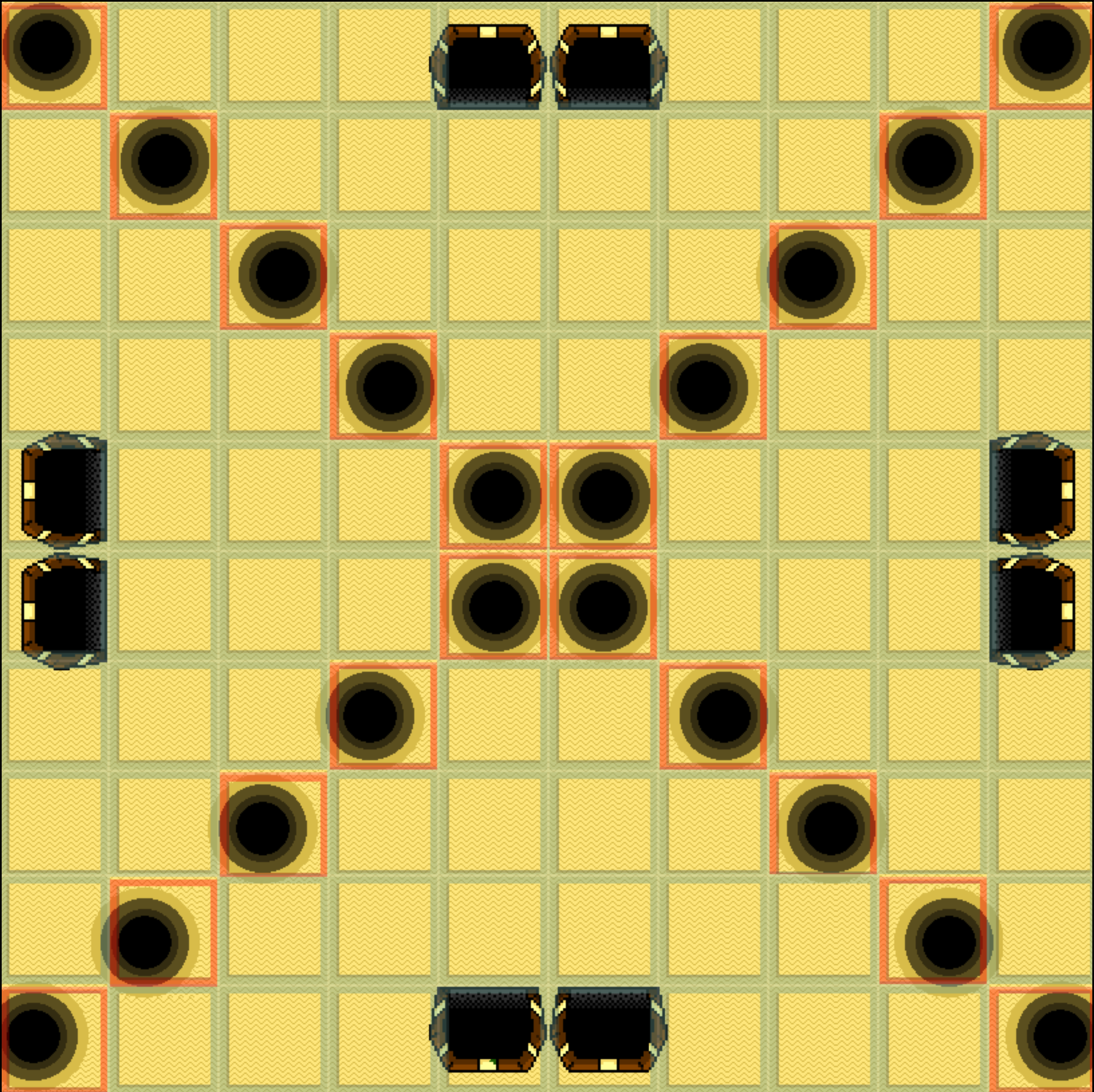
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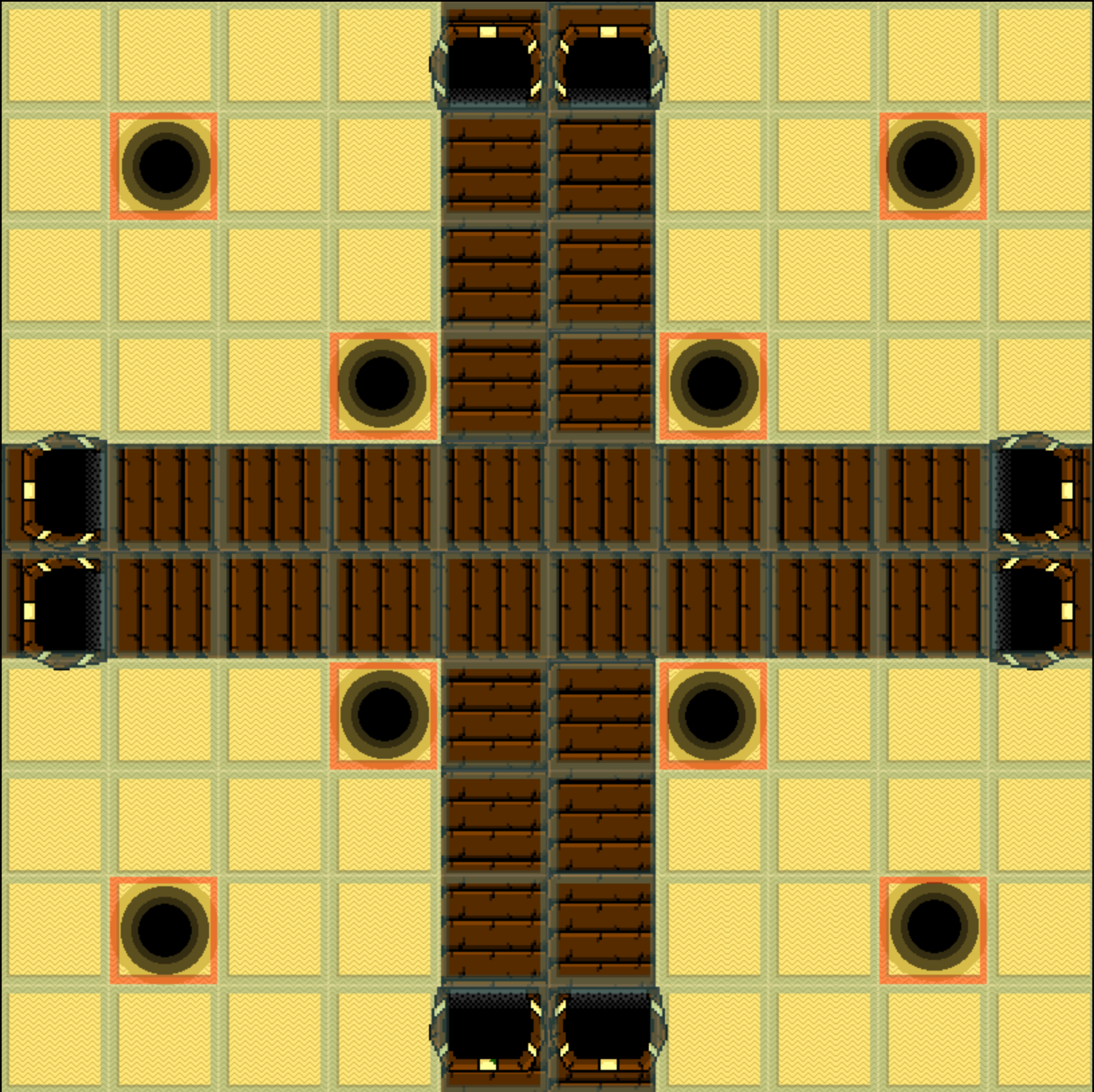
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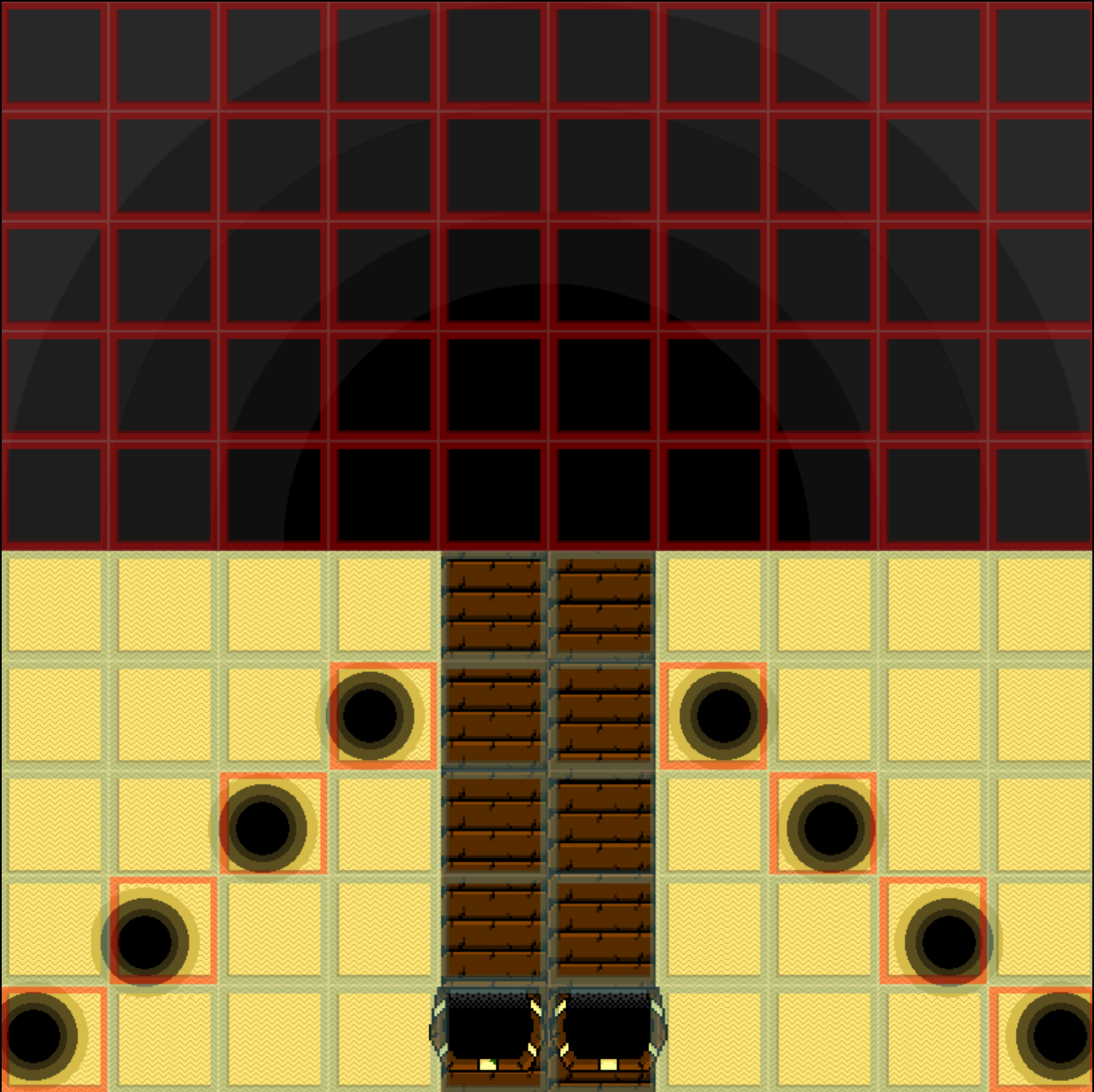
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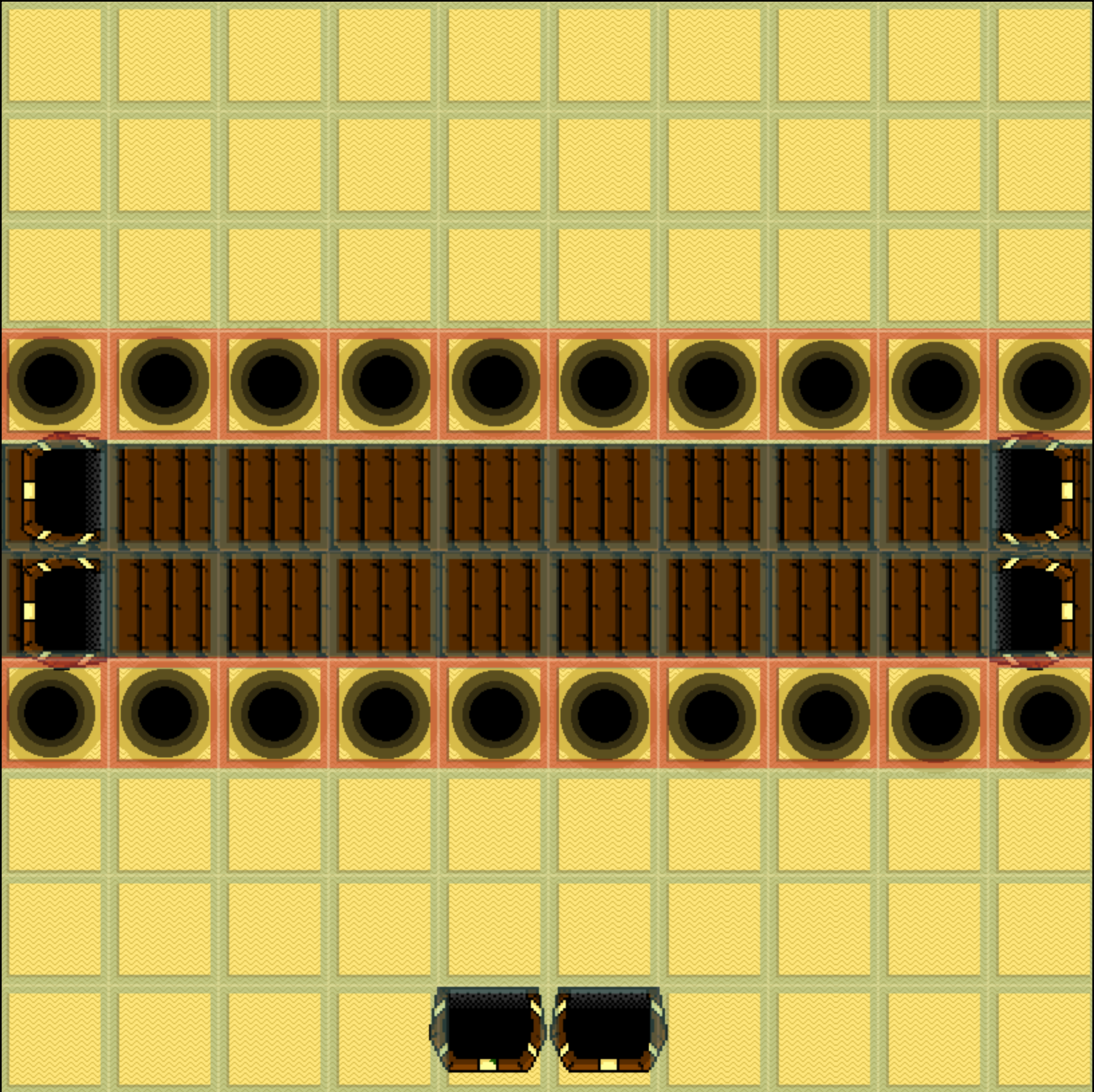
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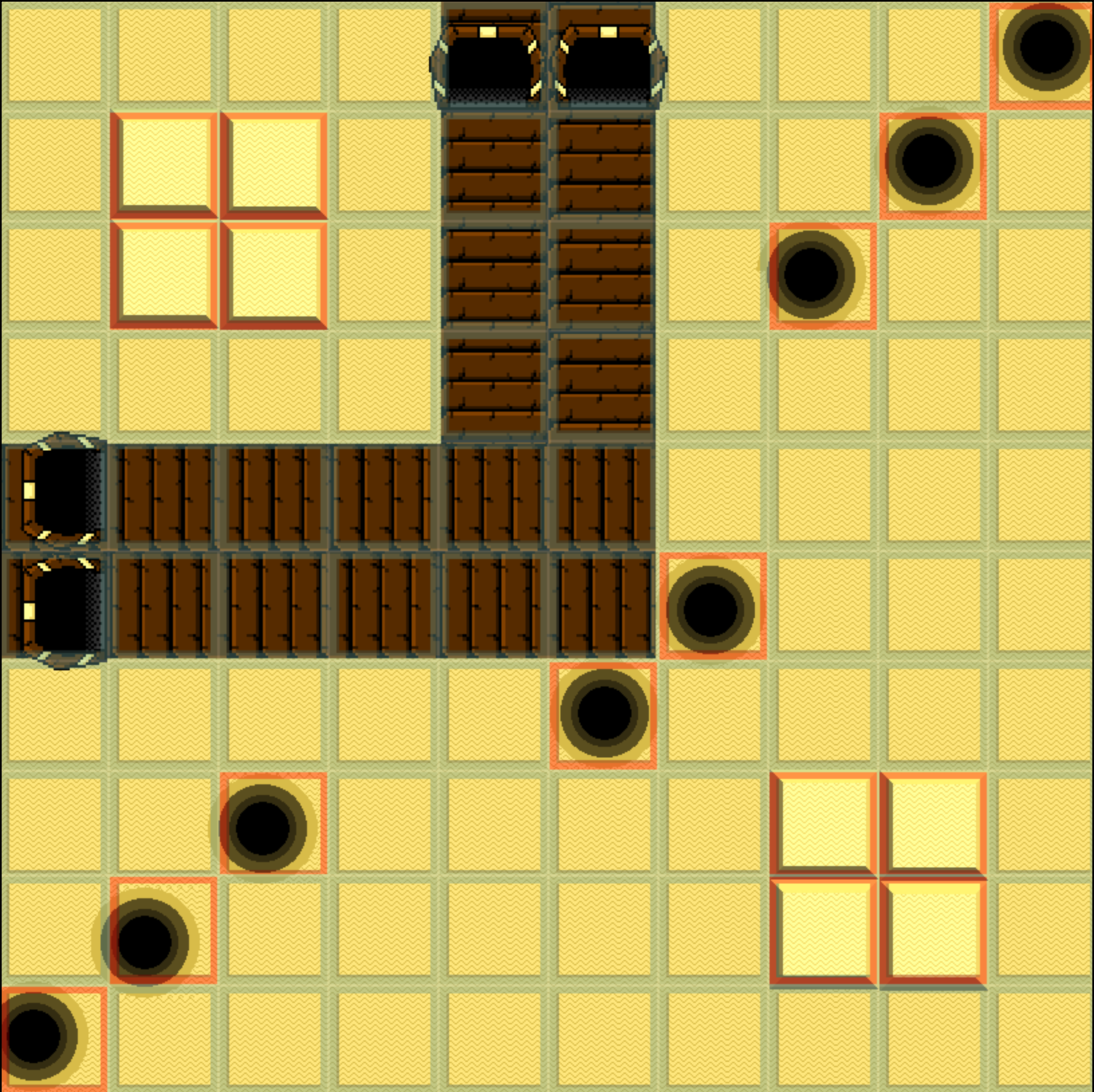
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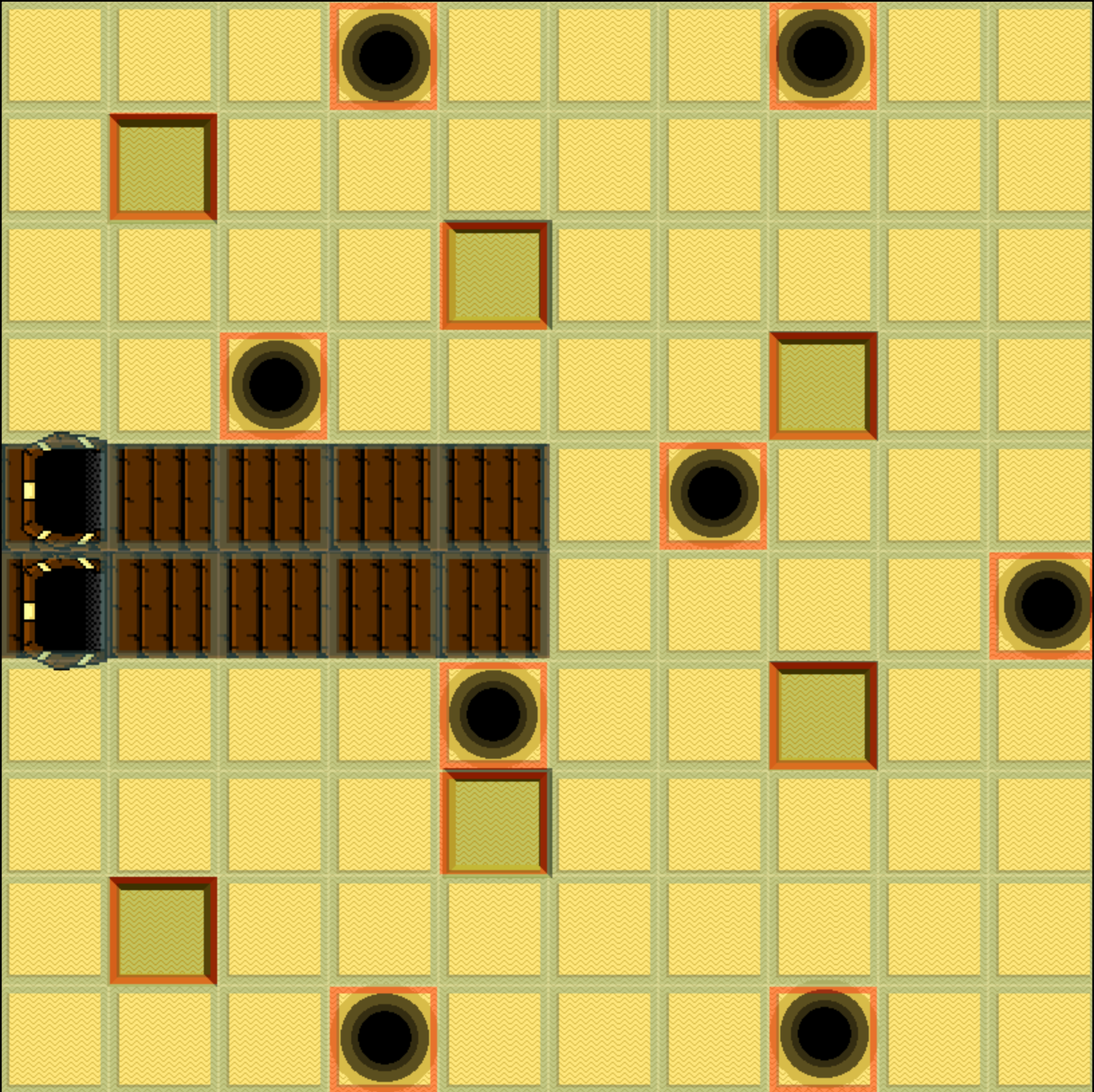
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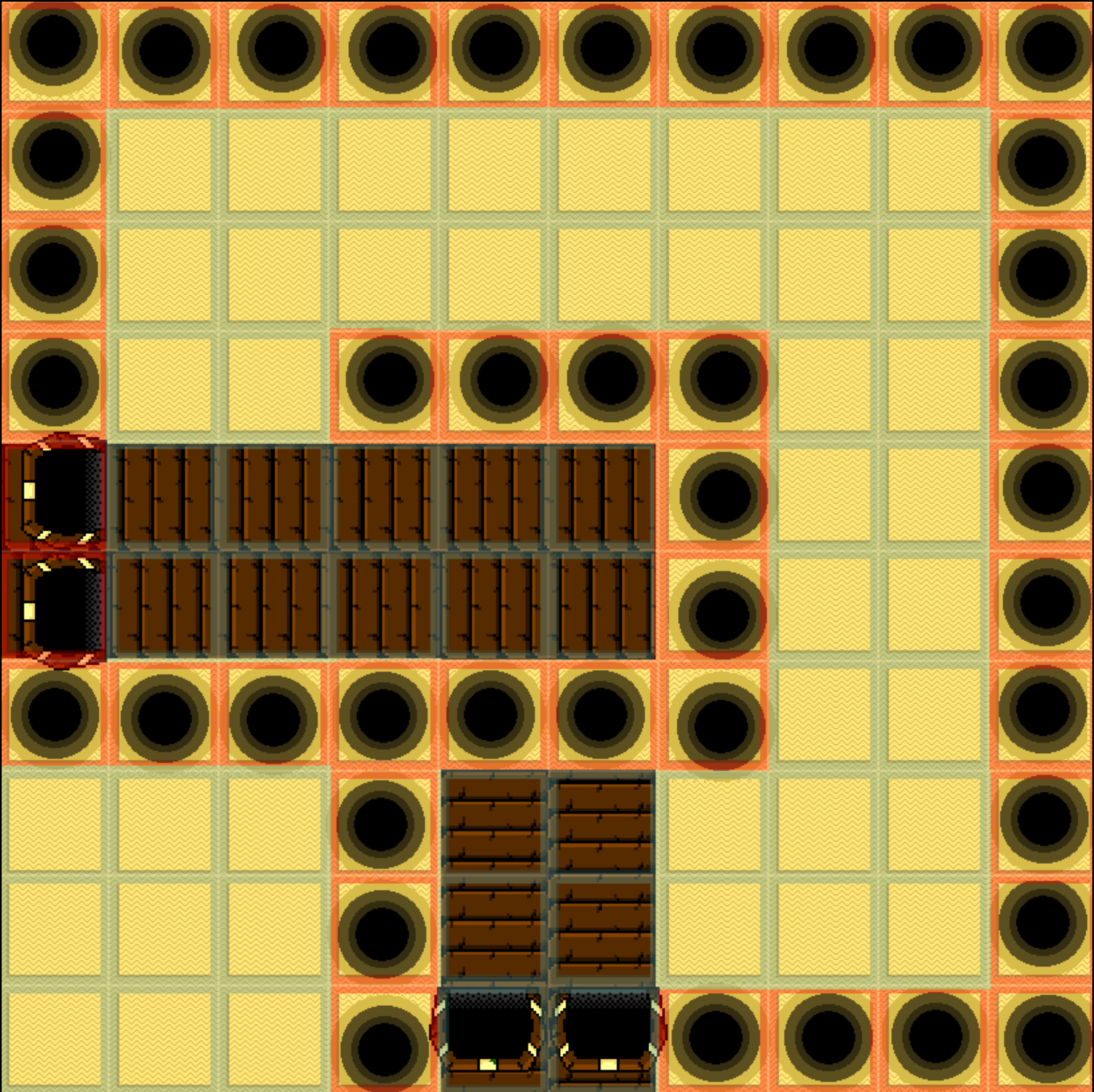
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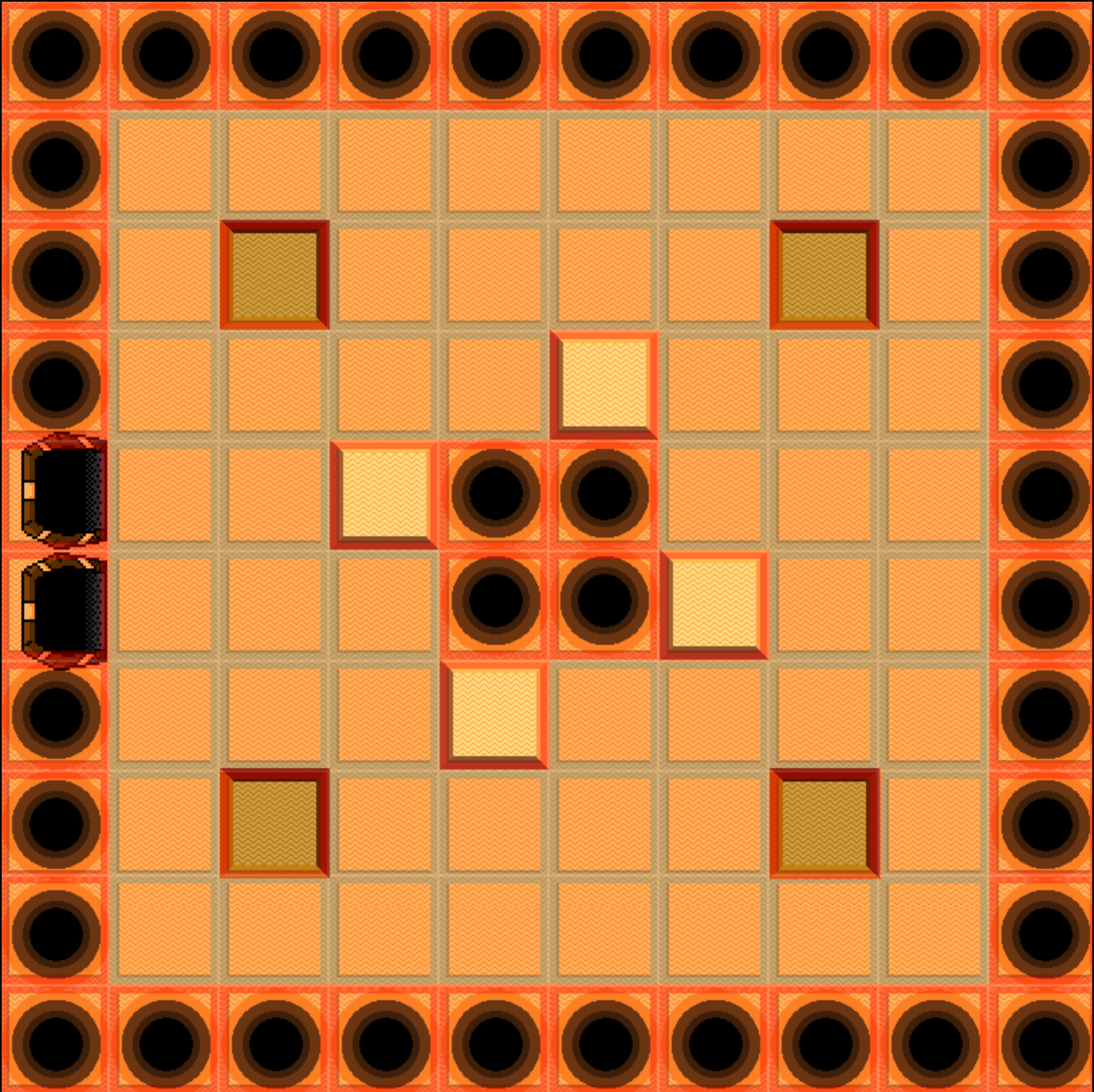
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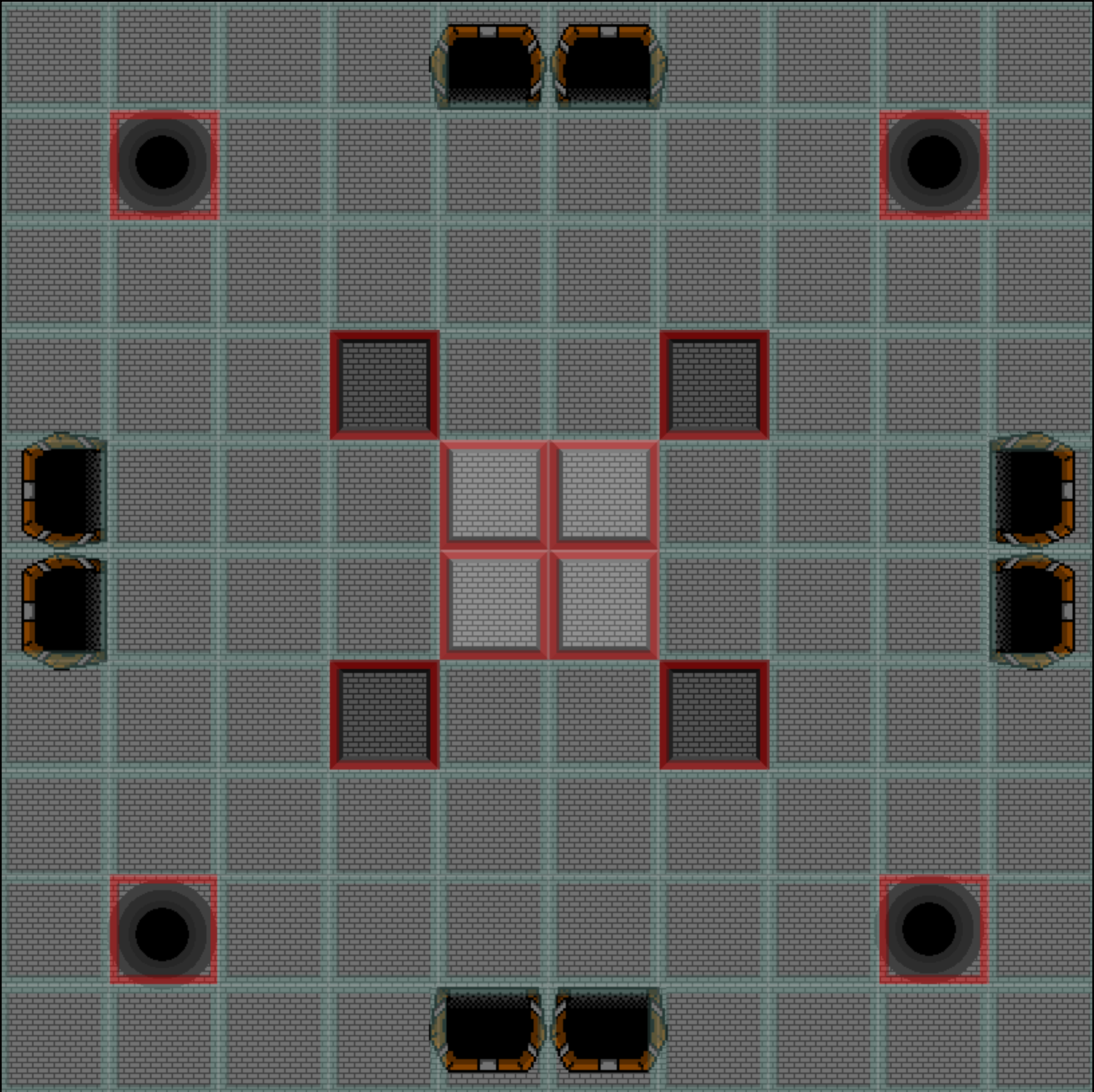
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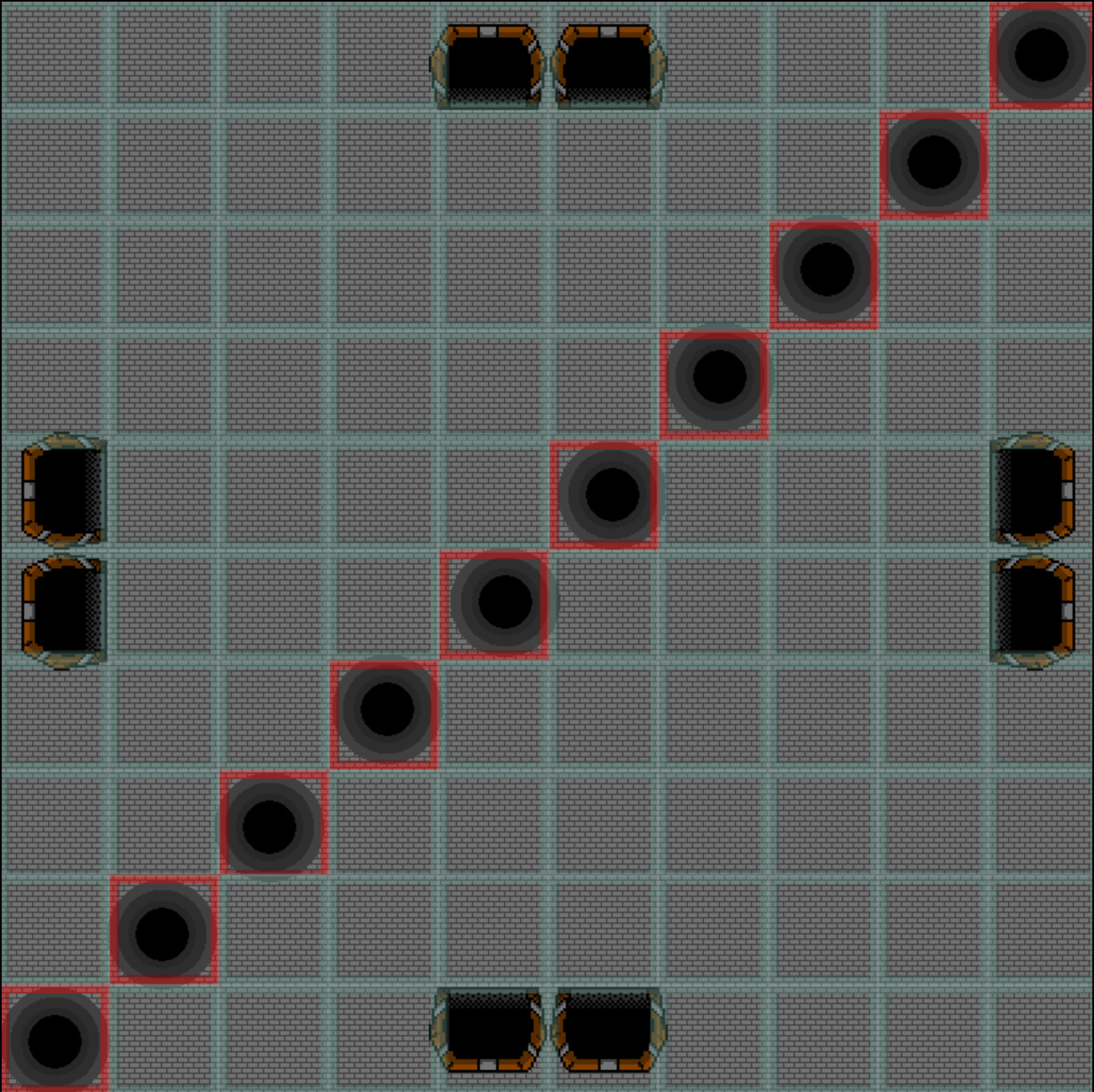
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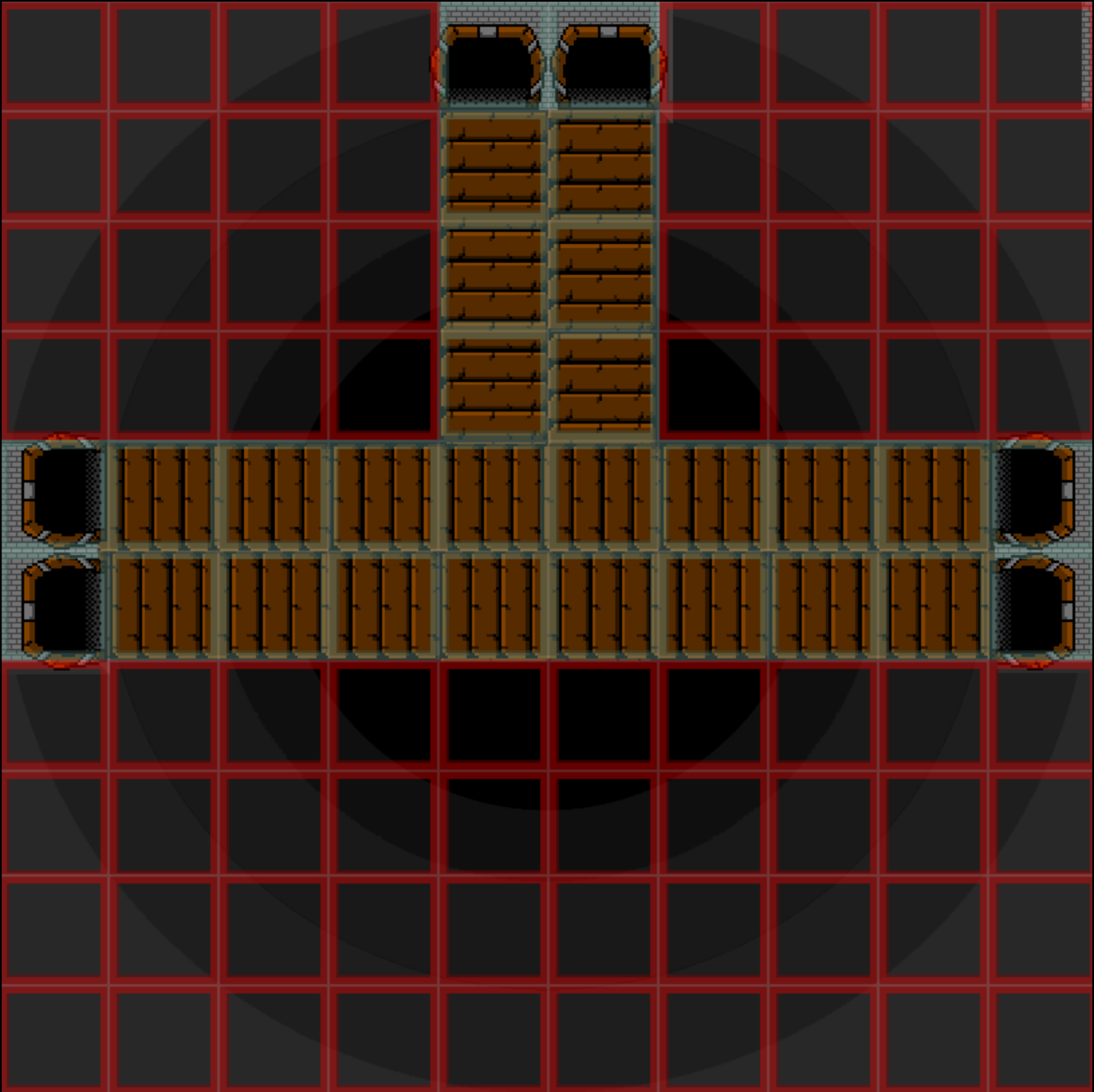
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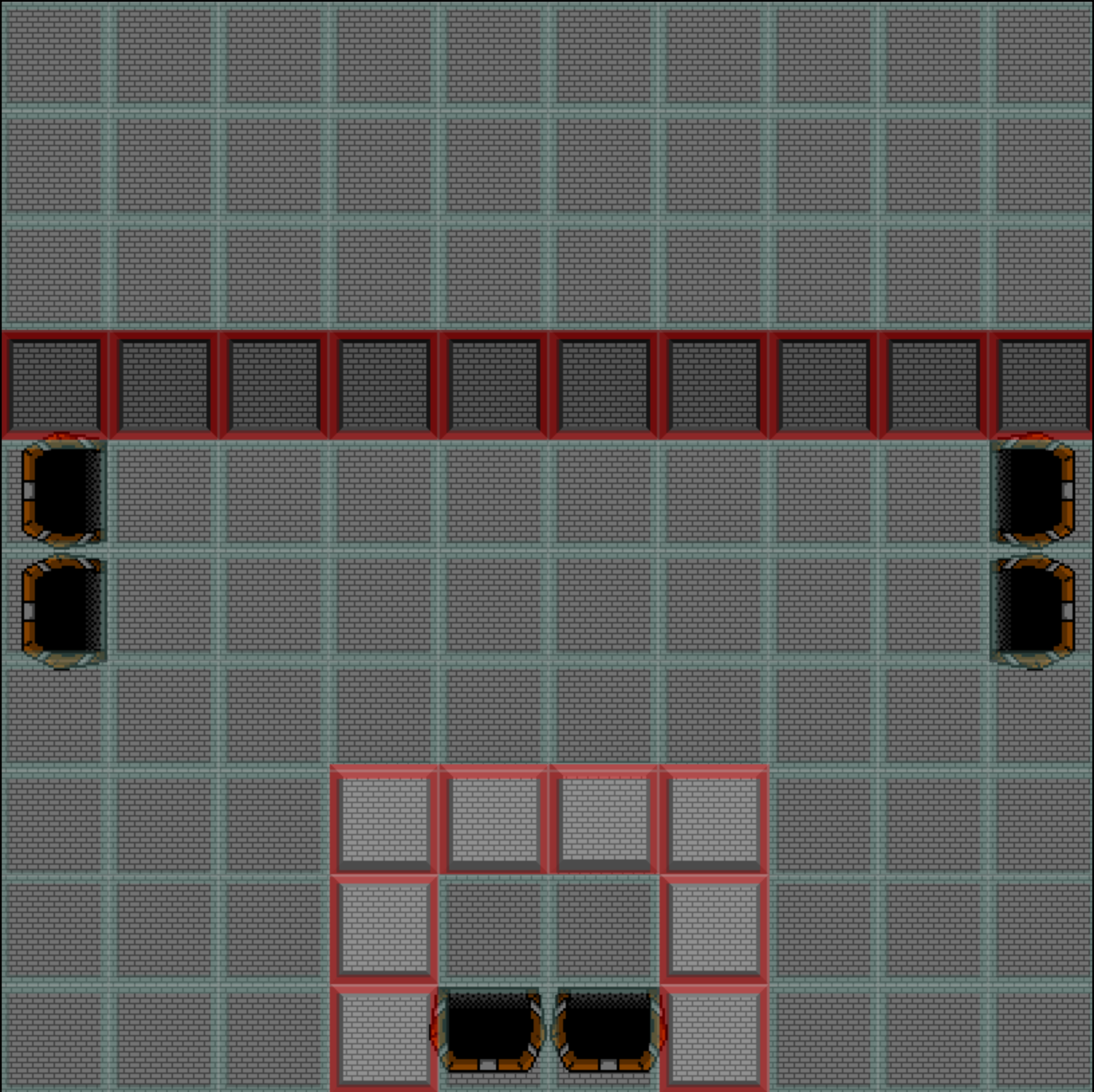
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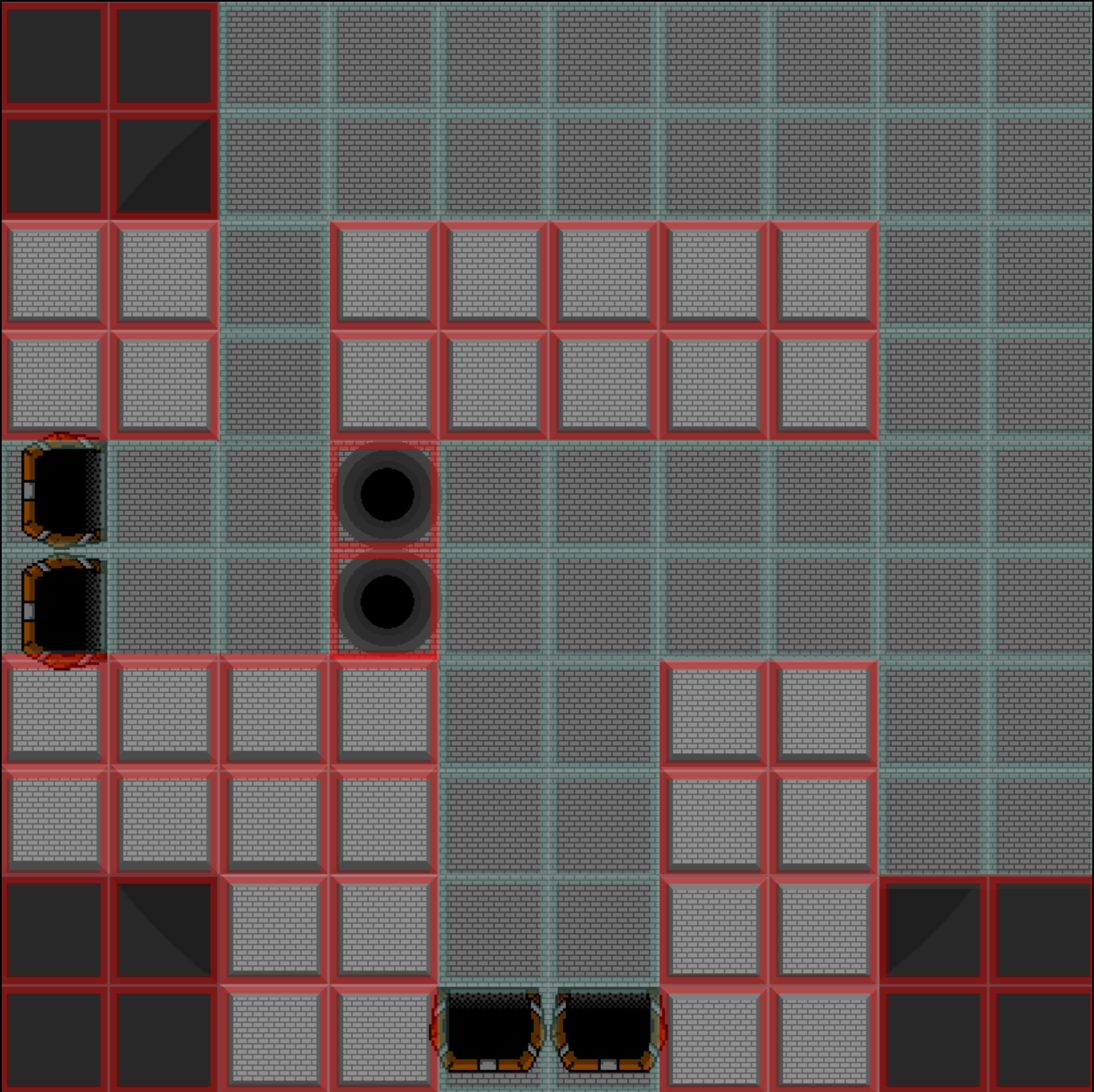
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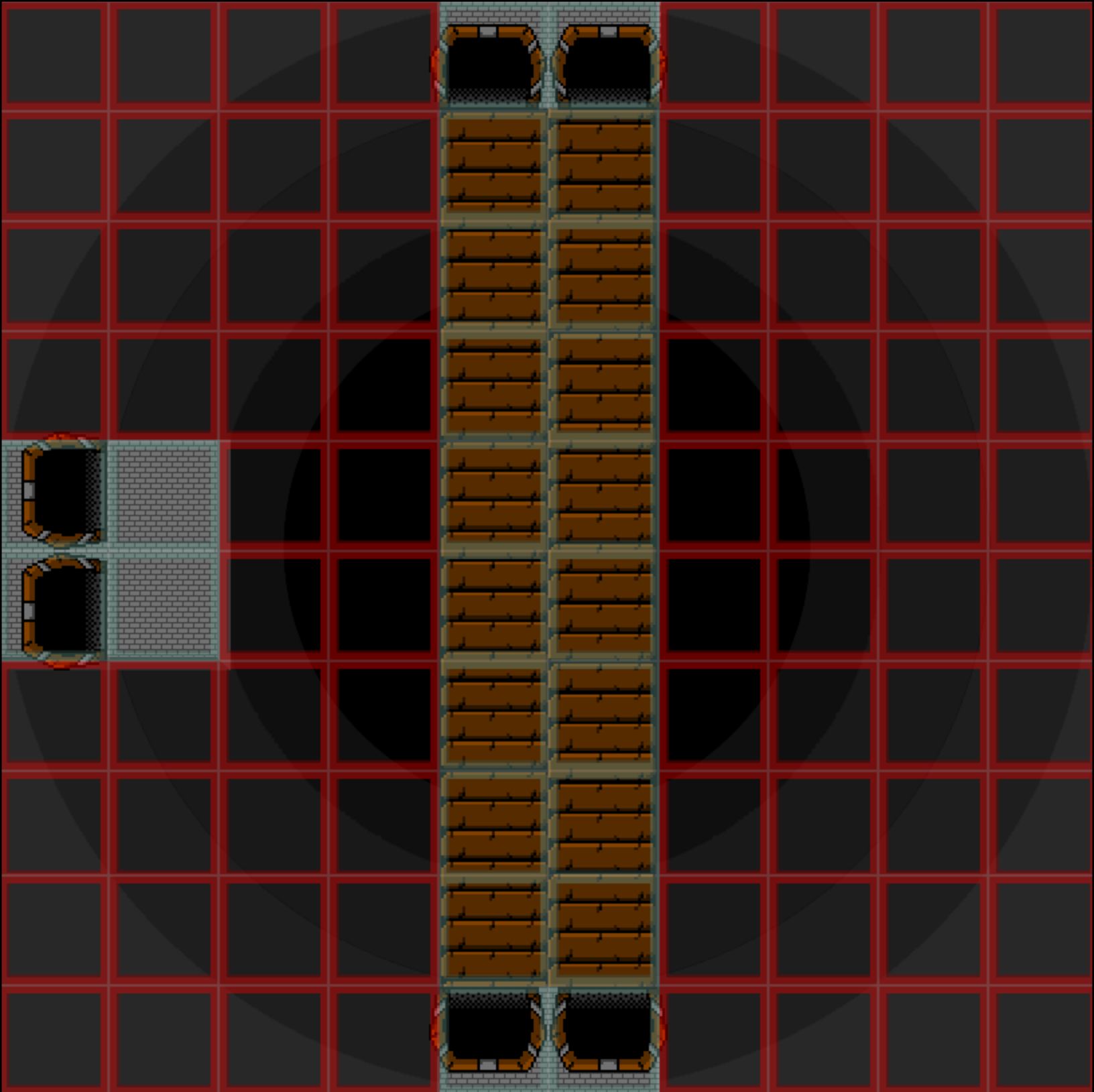
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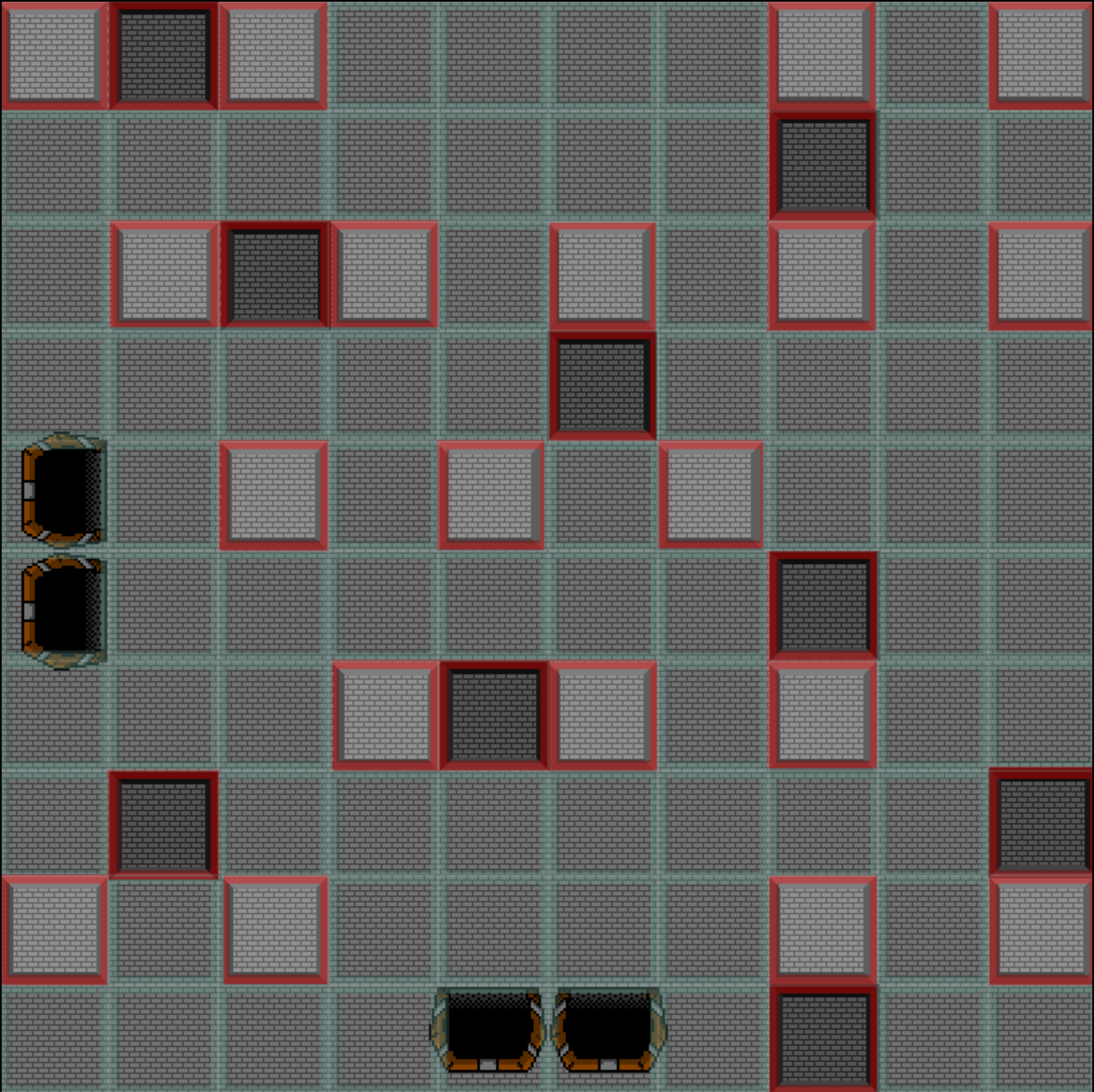
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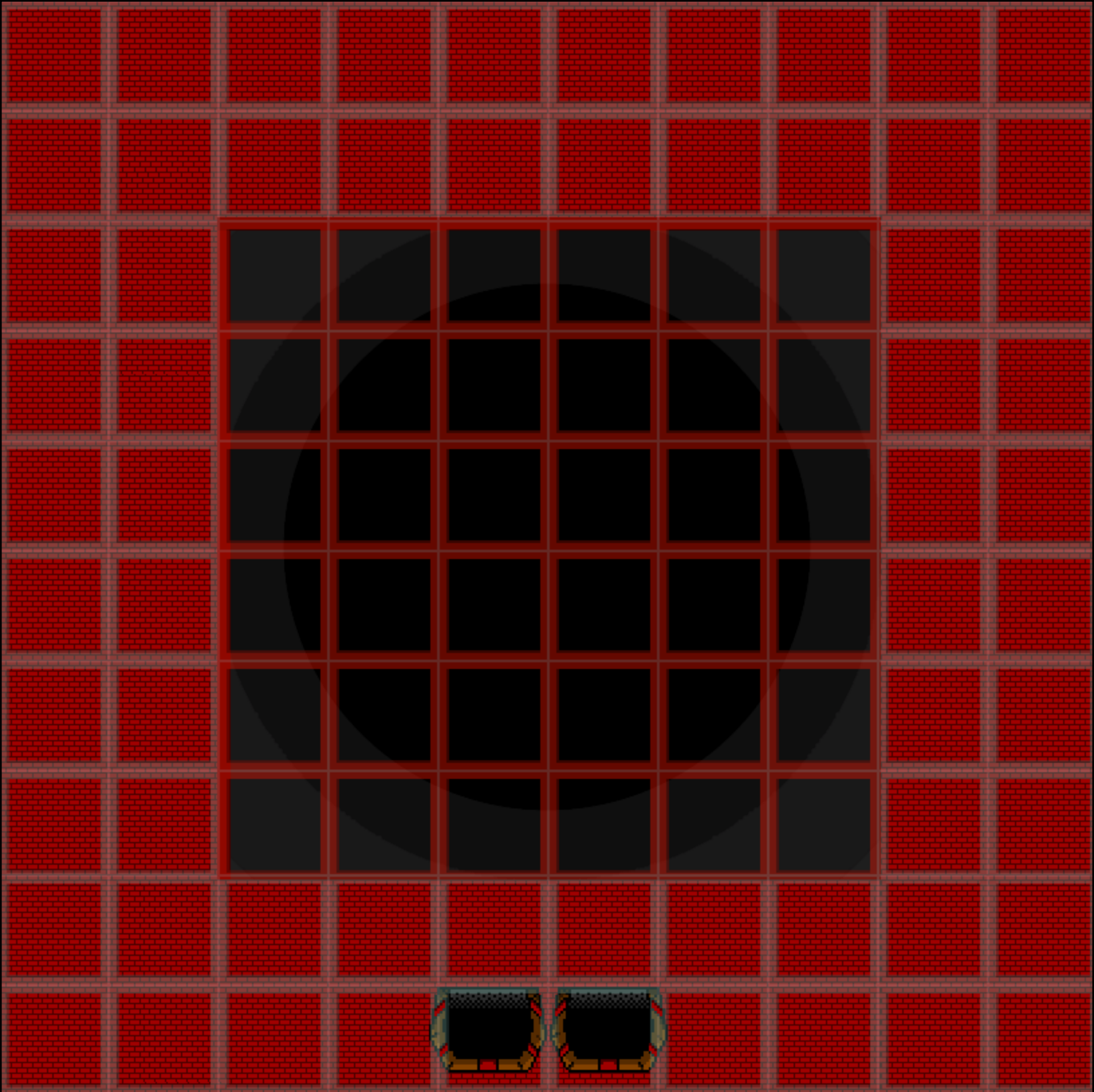
Dungeon Scrawlers

MAP PIECE



Dungeon Scrawlers

MAP PIECE



Dungeon Scrawlers

MAP PIECE



DRAGON



25 

Instead of moving, this monster rotates towards the player when not facing them.

6 

This monster attacks everything it is currently facing with Magic.

This monster occupies a 6 x 6 space in the center of the room where it spawns.

15 



DRACULA



15 

This monster makes its way towards the player by teleporting to the nearest available space to the player up to 3 spaces away.

4 

This monster attacks the player with Magic when they are 1 space away. This monster heals 2 hearts every time it damages the player.

This monster occupies 1 square.

10 



Dungeon Scrawlers

BOSS

Dungeon Scrawlers

BOSS



MEDUSA



15



If this monster can "see" the player, it will move one space adjacent or diagonally towards them, else it wanders randomly.

3



This monster will always move for its turn, but will damage everything in sight after moving.

Occupies 1 square and attacks with Magic.

10



MINOTAUR



20



This monster moves in one direction for 4 spaces towards the player. If it hits a wall, it stops.

7



This monster always moves for its turn and moves through the player. It damages when it hits while moving.

Occupies one space. 2x weak to Magic attacks.

10



Dungeon Scrawlers

BOSS

Dungeon Scrawlers

BOSS



MOLDWORM



18



This monster moves 2 adjacent spaces at random, but can move through nearby holes to other holes. It only moves forward relative to its body.

8



This monster always moves for its turn but attacks anything adjacent to its head when it moves.

This monster occupies a 3 x 1 space, where its spawn point is its head and its body follows its head's previous positions.

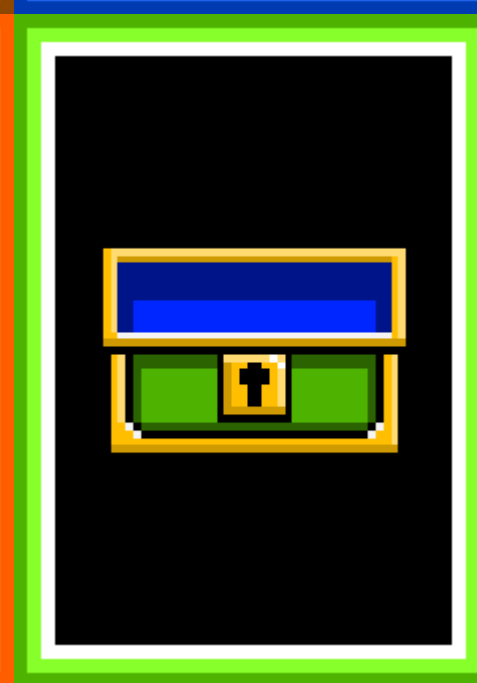
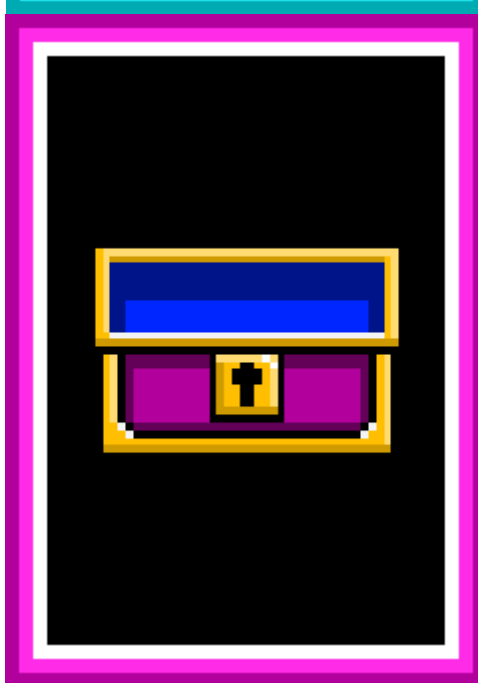
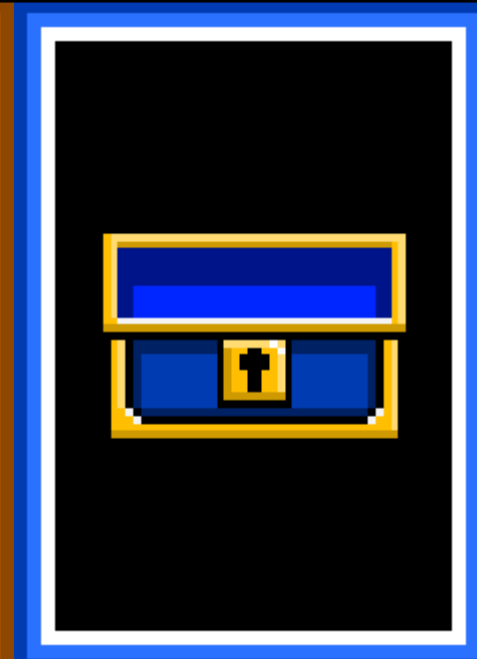
15



Dungeon Scrawlers

BOSS





 KEY 



Opens a door of
the same color.

5  1   

 KEY 



Opens a door of
the same color.

5  1   

 KEY 



Opens a door of
the same color.

5  1   

 KEY 



Opens a door of
the same color.

5  1   

 KEY 



Opens a door of
the same color.

5  1   

 KEY 



Opens a door of
the same color.

5  1   

 KEY 



Opens any door.

15  1   

 KEY 



Opens a door of
the same color.

5  1   

 KEY 



Opens a door of
the same color.

5  1   

DUNGEON
SCRAWLERS

ITEM

DUNGEON
SCRAWLERS

ITEM

DUNGEON
SCRAWLERS

ITEM

DUNGEON
SCRAWLERS

ITEM

DUNGEON
SCRAWLERS

ITEM

DUNGEON
SCRAWLERS

ITEM

DUNGEON
SCRAWLERS

ITEM

DUNGEON
SCRAWLERS

ITEM

DUNGEON
SCRAWLERS

ITEM

LUCKY



Roll an extra dice for attacks and movement.

This monster can move and attack in the same turn.

This item gets +1 durability.

10

POISON



Take 1 damage every turn in battle.

This monster heals 1 damage after their turn.

Inverts the effect of an item.

1

THORNS



Monsters that physically attack you take 1 damage.

Take 1 damage when attacking this monster physically.

+1 damage to an attack by this item.

5

EVERLASTING



-2 damage from all physical attacks.

This monster will survive with 1 health once after dying.

This item never breaks.

10

FILTER



-2 damage from Magic attacks.

This monster ignores special effects of attacks.

Remove all curses from this item (including this).

5

FLOW



Each turn, you can move once diagonally.

This monster can move adjacent or diagonally.

This item can be used before your turn ends.

5

BEAM



Adjacent attacks have infinite range if you can "see" your target.

This monster can attack with any range if you are "visible."

This item can be used from any range.

15

COWARDICE



-1 damage to physical attacks to monsters.

This monster tries to move away from the player.

This item has 1 less starting durability.

1

DECREPIT



+2 damage from physical attacks.

This monster is immune to Magic.

This item immediately breaks after use.

1

DUNGEON
SCRAWLERS

CURSE

DUNGEON
SCRAWLERS

CURSE

DUNGEON
SCRAWLERS

CURSE

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SCRAWLERS

CURSE

DUNGEON
SCRAWLERS

CURSE

CLOAK



Use this item to teleport to any available space in the room so long as you do not get stuck.

10  2  

AXE



+2 damage to your attacks.

10  5  

VIGOR



Heal 1 health after your turn in battle.



This monster takes 1 damage after their turn in battle.



Doubles the effect of this item.

15  

MAP



Reveal any unexplored part of the map.

5  1  

BOW



Use this item to attack any visible enemy adjacent or diagonally of you physically.

5  5  

BOMB



Use this item to detonate a 3 x 3 square around you, damage all enemies and move them 1 space away from you.

5  1  

WAND



Use this item to attack any visible enemy adjacent of you with Magic.

10  5  

WINGS



You can hop across 1 wide holes to the other side adjacent of the hole. This acts as 1 movement.

10  7  

PENDANT



Roll an extra dice for attacks and movement.

15  3  

DUNGEON
SCRALLERS

CURSE

DUNGEON
SCRALLERS

ITEM

DUNGEON
SCRALLERS

ITEM

DUNGEON
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ITEM

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DUNGEON
SCRALLERS

ITEM

DUNGEON
SCRALLERS

ITEM

DUNGEON
SCRALLERS

ITEM

YOU



Explore the **DUNGEON**
Slay all the **MONSTERS**
Find lots of **TREASURE**
Defeat the **BOSS** to **WIN**



SHIELD



-1 damage from
physical attacks.



POTION



Use this item to
add 3 health to
your total health.



OGRE



10

Moves 2 spaces
adjacent towards
player.

2

Attacks adjacent
1 space.

Immune to non-Magic
ranged attacks.



SKELETON



8

Moves adjacent
and diagonally
towards player 2
spaces.

2

Attacks 1 space
around monster.

Immune to Magic.



YOU



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ARCHER



7

Moves in range
to attack player.

3

Attacks adjacent
and diagonally
for any range
when "visible."

Hops across 1 wide gaps.



SLIME



1

Moves randomly
1 space.

1

Attacks 1 space
around monster
when player is
in range.

Immune to ranged attacks.



WIZARD



4

Teleports at
random when in
danger.

5

Attacks adjacent
for any range
when "visible."

Attacks with Magic.



Dungeon
Scrawlers

ITEM

Dungeon
Scrawlers

ITEM

Dungeon
Scrawlers

PLAYER

Dungeon
Scrawlers

PLAYER

Dungeon
Scrawlers

MONSTER

Dungeon
Scrawlers

MONSTER

Dungeon
Scrawlers

MONSTER

Dungeon
Scrawlers

MONSTER

Dungeon
Scrawlers

MONSTER

👁️ GHOUL 👁️



6 ❤️ Moves adjacent and diagonally towards player 1 space.

2 🗡️ Attacks 1 space around monster.
Ignores occupied spaces and physical attacks.

5 🪙

👁️ CYCLOPS 👁️



15 ❤️ Moves 1 space towards player.

4 🗡️ Attacks adjacent 1 space.

Takes 2x damage from ranged attacks.

10 🪙

👁️ MIMIC 👁️



5 ❤️ Moves 1 space adjacent towards player.

3 🗡️ Attacks 1 space around monster.

Occupies 1 space, can be placed in chests.

10 🪙

📦 GRAPPLE 📦



Use this item to move across large adjacent gaps. This acts as 1 movement.

10 🪙 5 🗡️

👁️ BAT 👁️



1 ❤️ Moves 1 diagonal space towards player.

1 🗡️ Attacks 1 space around monster.

Ignores occupied spaces.

5 🪙

👁️ KNIGHT 👁️



10 ❤️ Moves 1 space adjacent towards player.

4 🗡️ Attacks 2 space around monster

Ignores Magic attacks.

10 🪙

Dungeon
Scrawlers

ITEM

Dungeon
Scrawlers

MONSTER

Dungeon
Scrawlers

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5  1  

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5  5  

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Scrawlers

ITEM

Dungeon
Scrawlers

ITEM

Dungeon
Scrawlers

PLAYER

Dungeon
Scrawlers

PLAYER

Dungeon
Scrawlers

MONSTER

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MONSTER

👁️ GHOUL 👁️



6 ❤️ Moves adjacent and diagonally towards player 1 space.

2 🗡️ Attacks 1 space around monster.
Ignores occupied spaces and physical attacks.

5 🪙

👁️ CYCLOPS 👁️



15 ❤️ Moves 1 space towards player.

4 🗡️ Attacks adjacent 1 space.

Takes 2x damage from ranged attacks.

10 🪙

👁️ MIMIC 👁️



5 ❤️ Moves 1 space adjacent towards player.

3 🗡️ Attacks 1 space around monster.

Occupies 1 space, can be placed in chests.

10 🪙

📦 GRAPPLE 📦



Use this item to move across large adjacent gaps. This acts as 1 movement.

10 🪙 5 🗡️

👁️ BAT 👁️



1 ❤️ Moves 1 diagonal space towards player.

1 🗡️ Attacks 1 space around monster.

Ignores occupied spaces.

5 🪙

👁️ KNIGHT 👁️



10 ❤️ Moves 1 space adjacent towards player.

4 🗡️ Attacks 2 space around monster.

Ignores Magic attacks.

10 🪙

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ITEM

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ITEM

LUCKY



 Roll an extra dice for attacks and movement.


 This monster can move and attack in the same turn.


 This item gets +1 durability.


10  

POISON



 Take 1 damage every turn in battle.


 This monster heals 1 damage after their turn.


 Inverts the effect of an item.


1  

THORNS



 Monsters that physically attack you take 1 damage.

 Take 1 damage when attacking this monster physically.

 +1 damage to an attack by this item.


5  

EVERLASTING



 -2 damage from all physical attacks.


 This monster will survive with 1 health once after dying.


 This item never breaks.


10  

FILTER



 -2 damage from Magic attacks.


 This monster ignores special effects of attacks.


 Remove all curses from this item (including this).


5  



FLOW



 Each turn, you can move once diagonally.


 This monster can move adjacent or diagonally.


 This item can be used before your turn ends.


5  

BEAM



 Adjacent attacks have infinite range if you can "see" your target.


 This monster can attack with any range if you are "visible."

 This item can be used from any range.


15  

COWARDICE



 -1 damage to physical attacks to monsters.


 This monster tries to move away from the player.


 This item has 1 less starting durability.


1  

DECREPIT



 +2 damage from physical attacks.

 This monster is immune to Magic.

 This item immediately breaks after use.

1  

DUNGEON
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CURSE

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CURSE

CLOAK



Use this item to teleport to any available space in the room so long as you do not get stuck.

10  2  

AXE



+2 damage to your attacks.

10  5  

VIGOR



Heal 1 health after your turn in battle.



This monster takes 1 damage after their turn in battle.



Doubles the effect of this item.

15  

MAP



Reveal any unexplored part of the map.

5  1  

BOW



Use this item to attack any visible enemy adjacent or diagonally of you physically.

5  5  

BOMB



Use this item to detonate a 3 x 3 square around you, damage all enemies and move them 1 space away from you.

5  1  

WAND



Use this item to attack any visible enemy adjacent of you with Magic.

10  5  

WINGS



You can hop across 1 wide holes to the other side adjacent of the hole. This acts as 1 movement.

10  7  

PENDANT



Roll an extra dice for attacks and movement.

15  3  

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CURSE

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ITEM

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ITEM

YOU



Explore the **DUNGEON**
Slay all the **MONSTERS**
Find lots of **TREASURE**
Defeat the **BOSS** to **WIN**



SHIELD



-1 damage from
physical attacks.



POTION



Use this item to
add 3 health to
your total health.



OGRE



10

Moves 2 spaces
adjacent towards
player.

2

Attacks adjacent
1 space.

Immune to non-Magic
ranged attacks.



SKELETON



8

Moves adjacent
and diagonally
towards player 2
spaces.

2

Attacks 1 space
around monster.

Immune to Magic.



YOU



Explore the **DUNGEON**
Slay all the **MONSTERS**
Find lots of **TREASURE**
Defeat the **BOSS** to **WIN**



ARCHER



7

Moves in range
to attack player.

3

Attacks adjacent
and diagonally
for any range
when "visible."

Hops across 1 wide gaps.



SLIME



1

Moves randomly
1 space.

1

Attacks 1 space
around monster
when player is
in range.

Immune to ranged attacks.



WIZARD



4

Teleports at
random when in
danger.

5

Attacks adjacent
for any range
when "visible."

Attacks with Magic.



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