

PREPARE TO DIE.

INVENTORY BOARD **ITEMS ITEMS ITEMS CURSES CURSES CURSES** HEALTH DICE **COTD**



INVENORY Borrd

MONSTER BOARD **MONSTERS MONSTERS MONSTERS CURSES CURSES CURSES** HEALTH HEALTH HEALTH



MONSTER BORRD





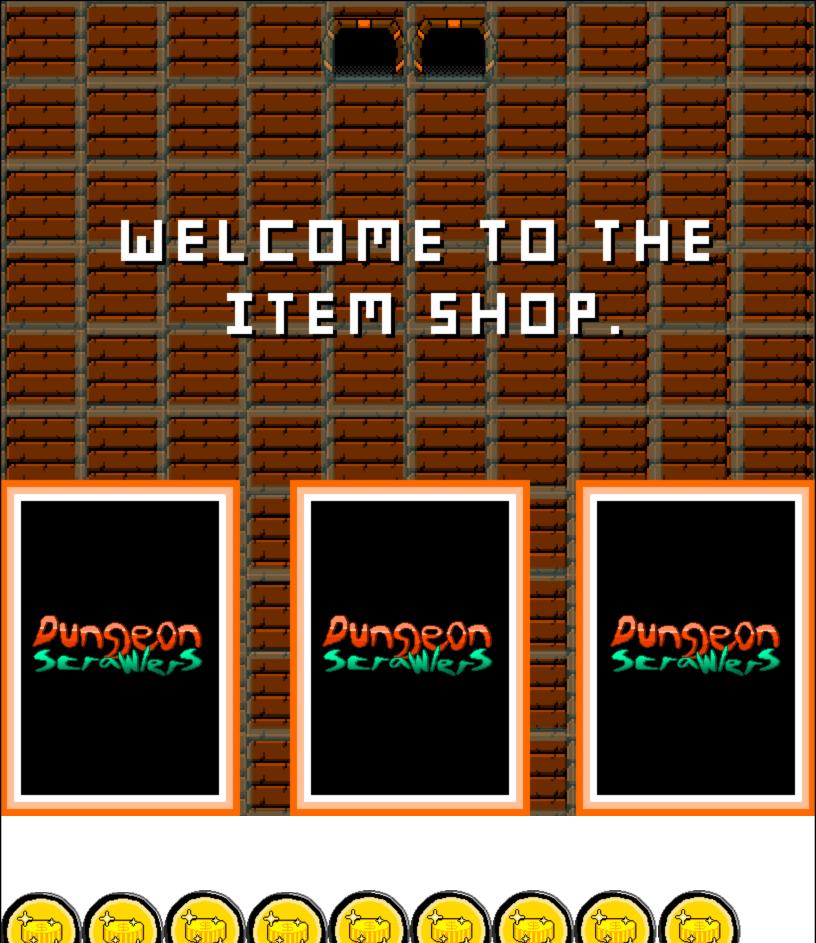












































































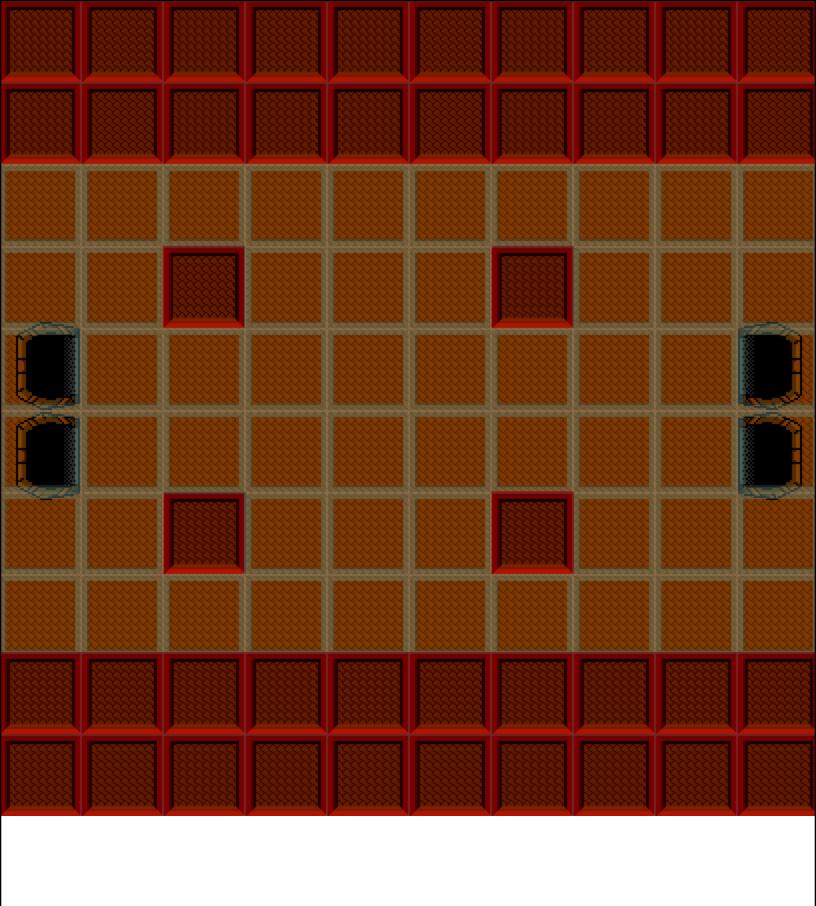






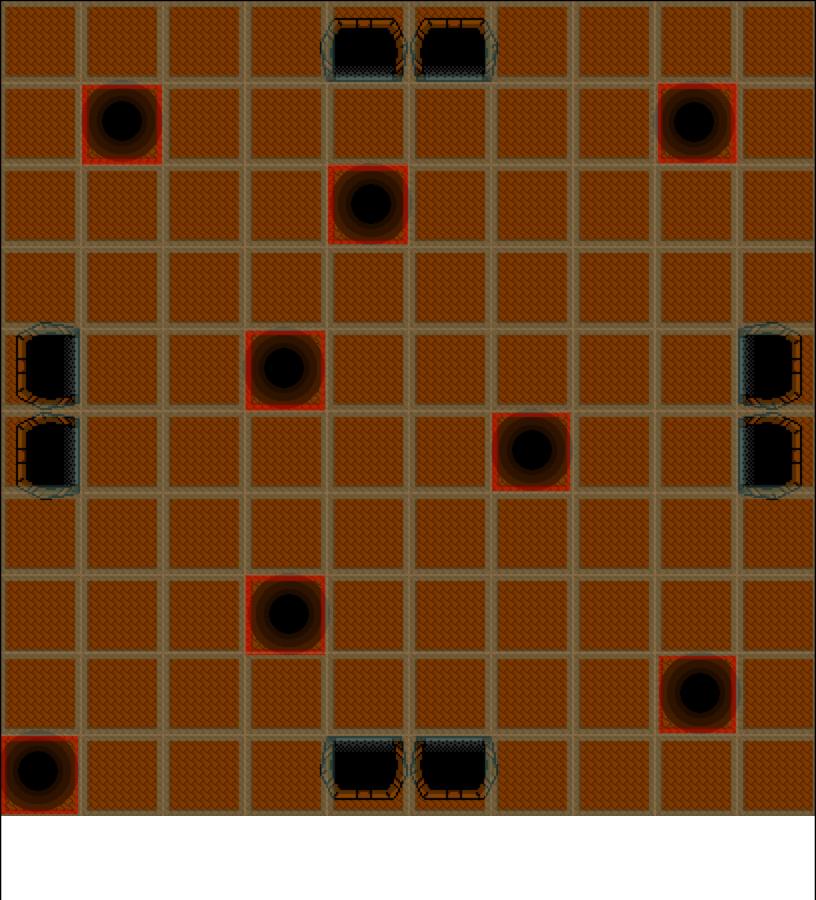






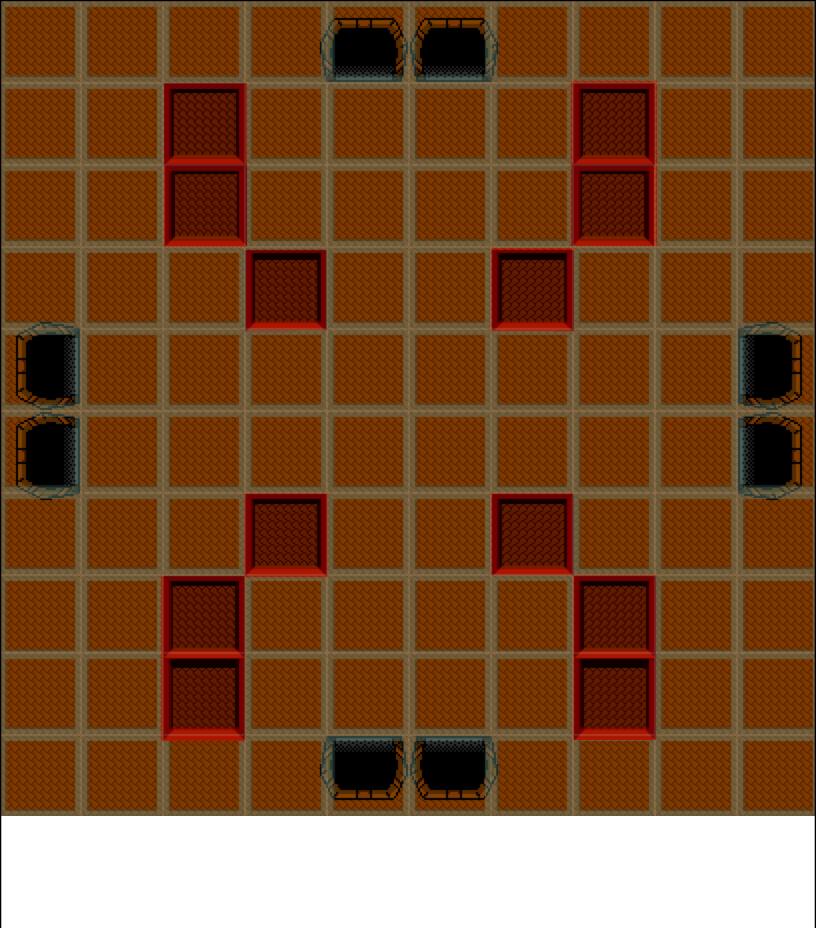


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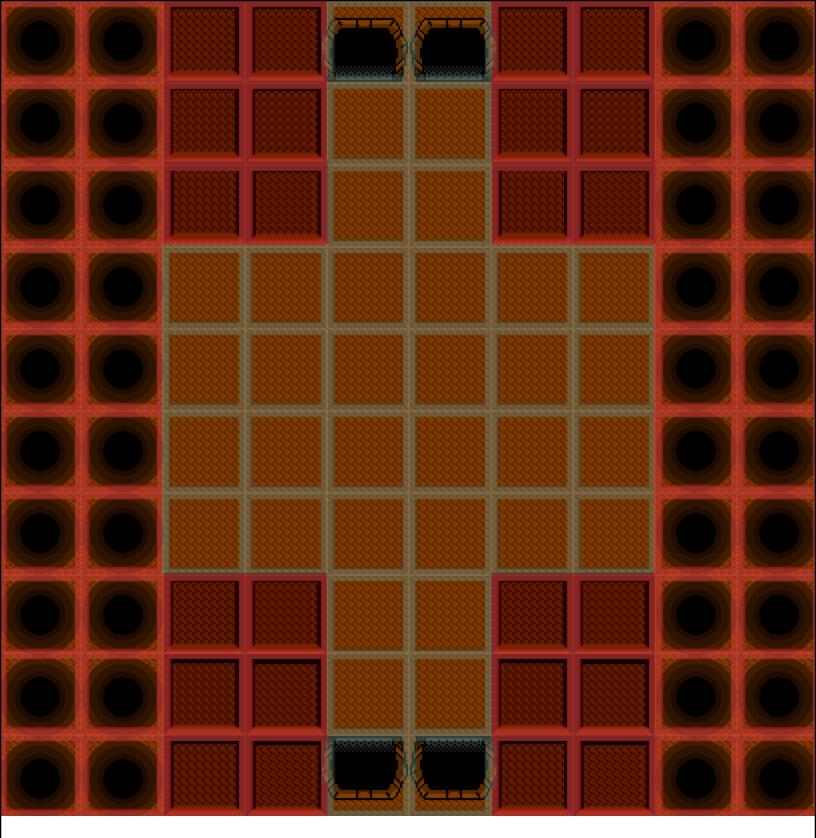




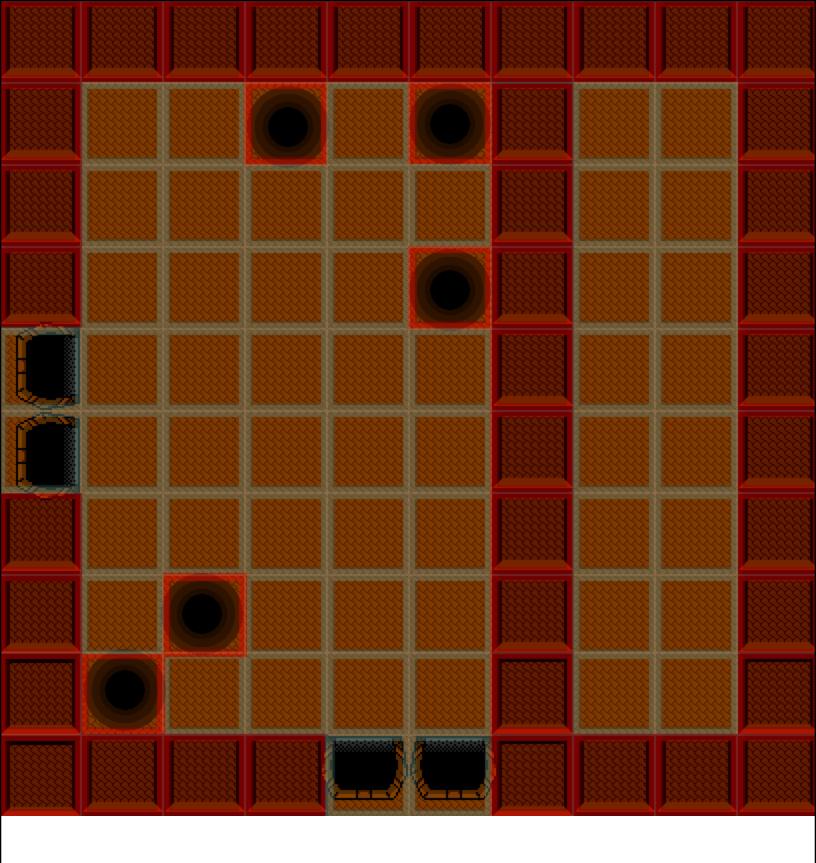
MAP PIECE



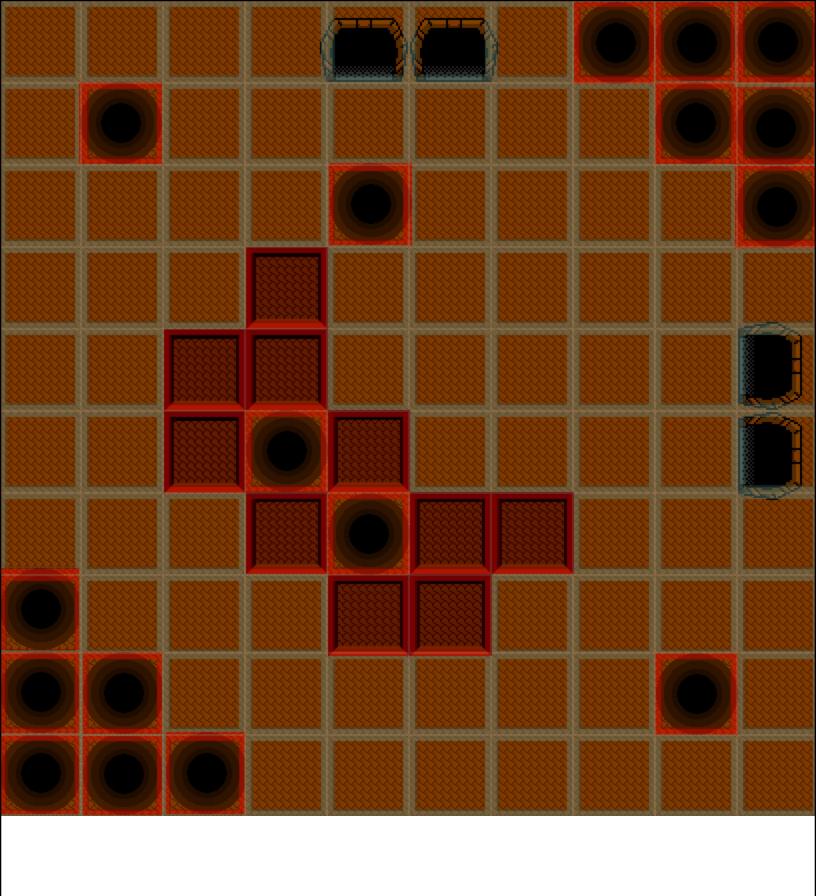




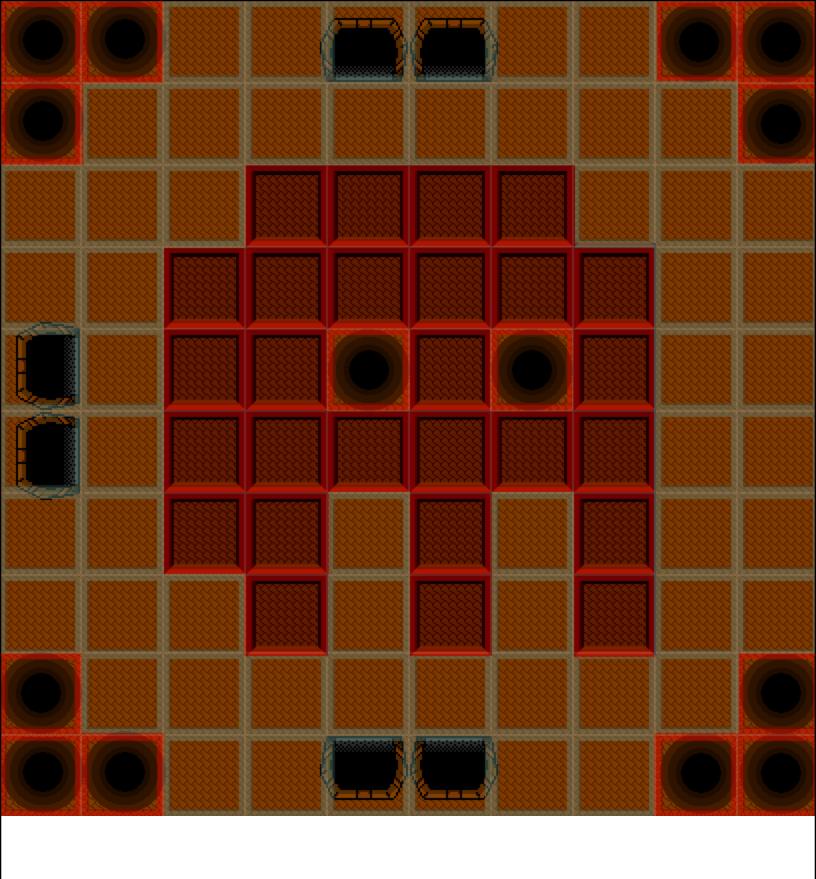




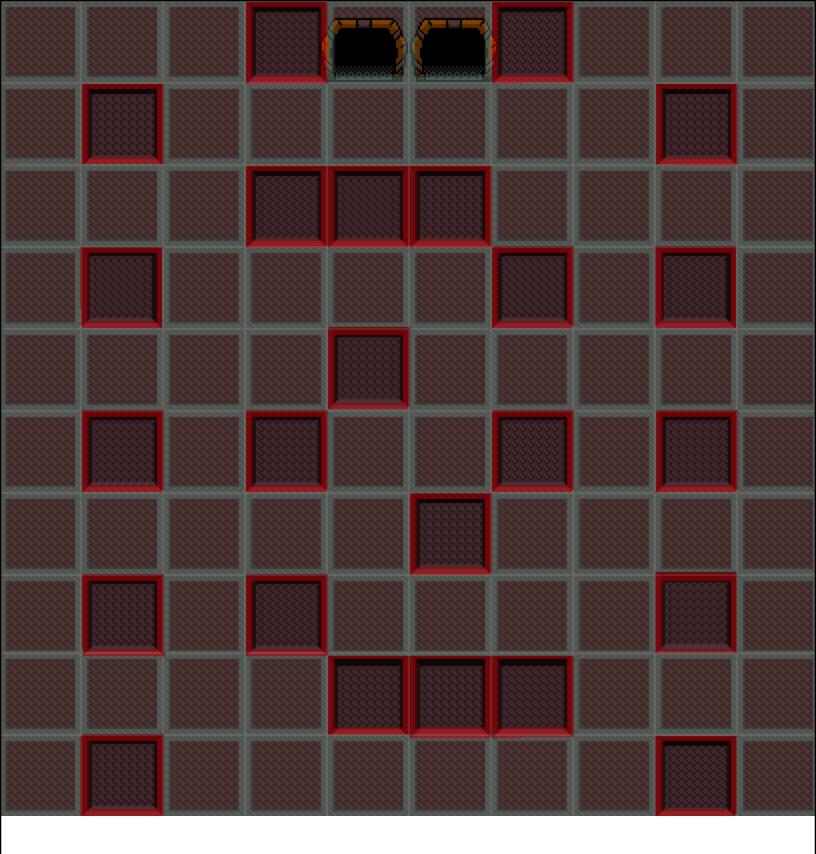




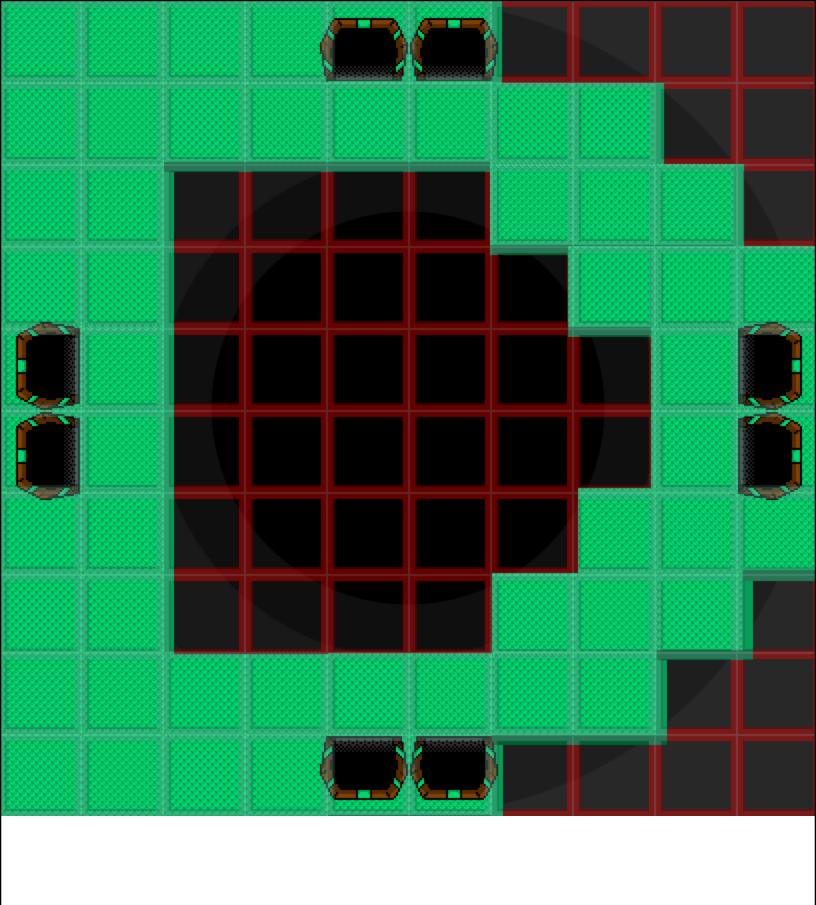




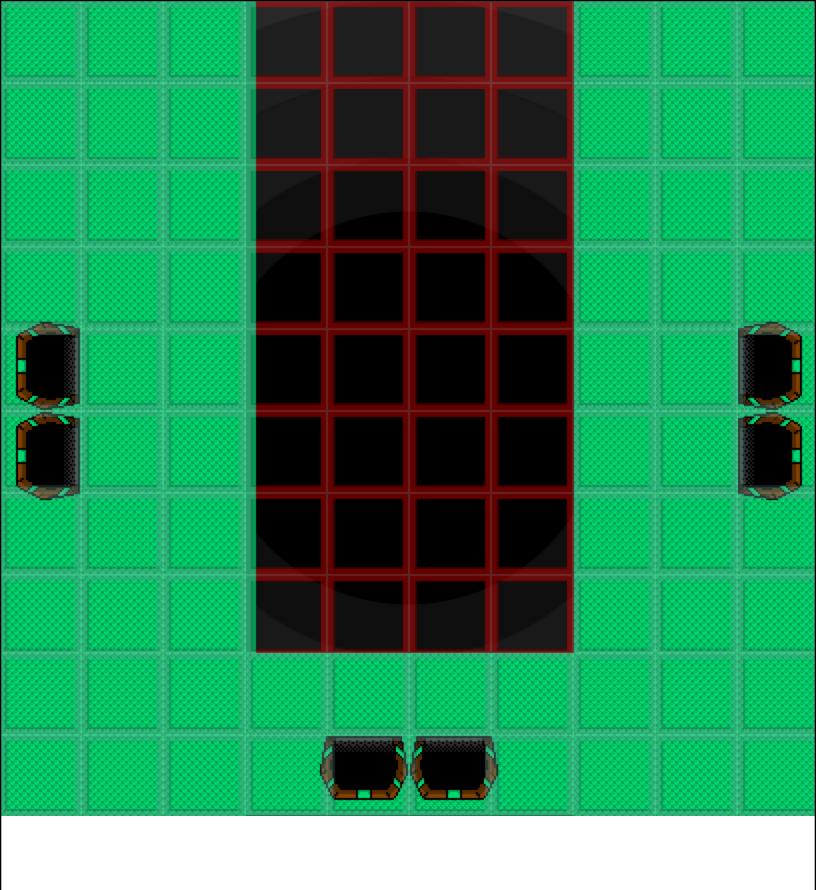




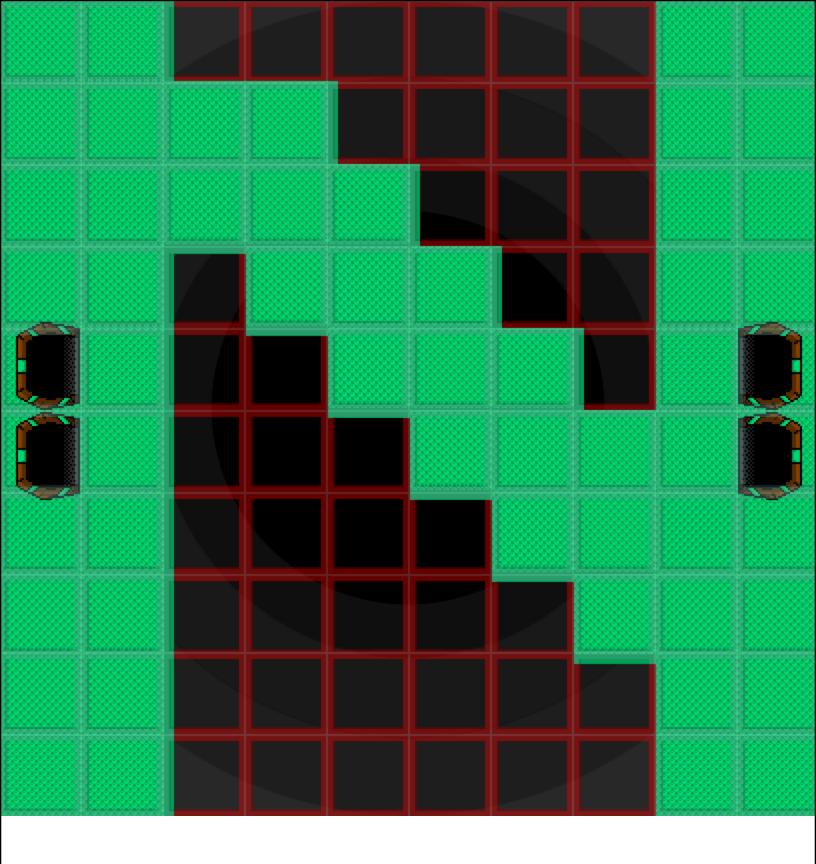




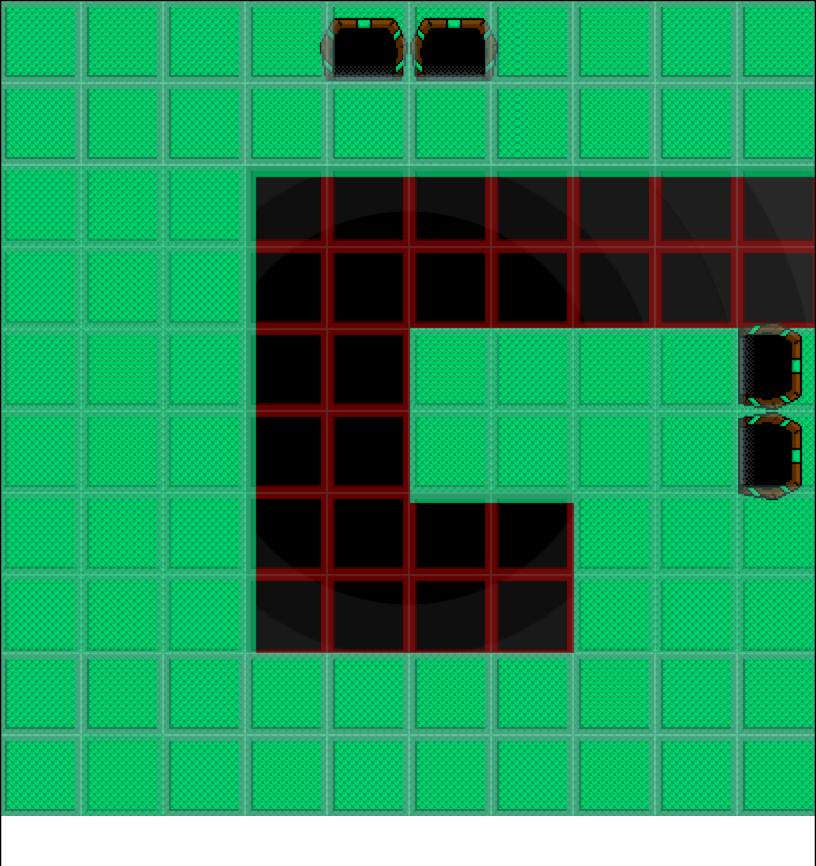




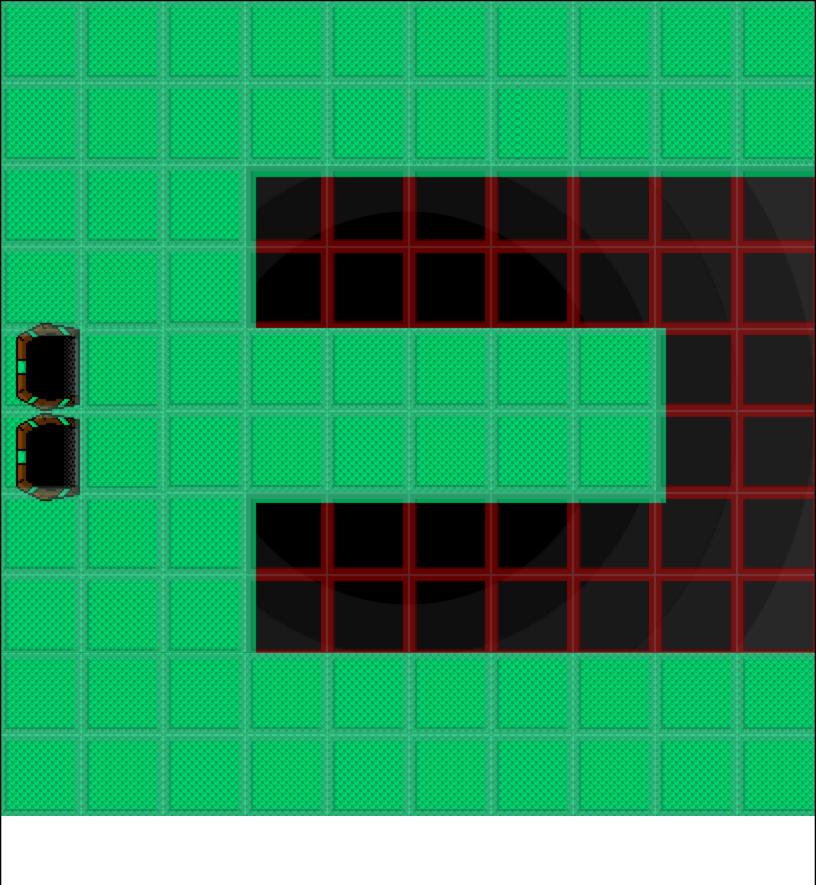




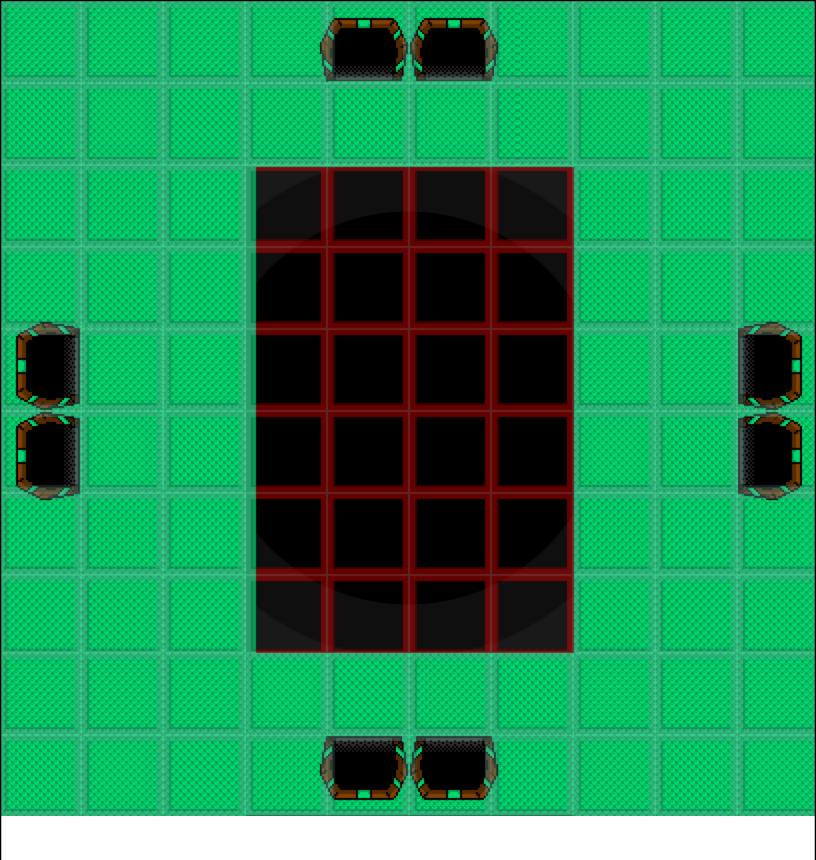




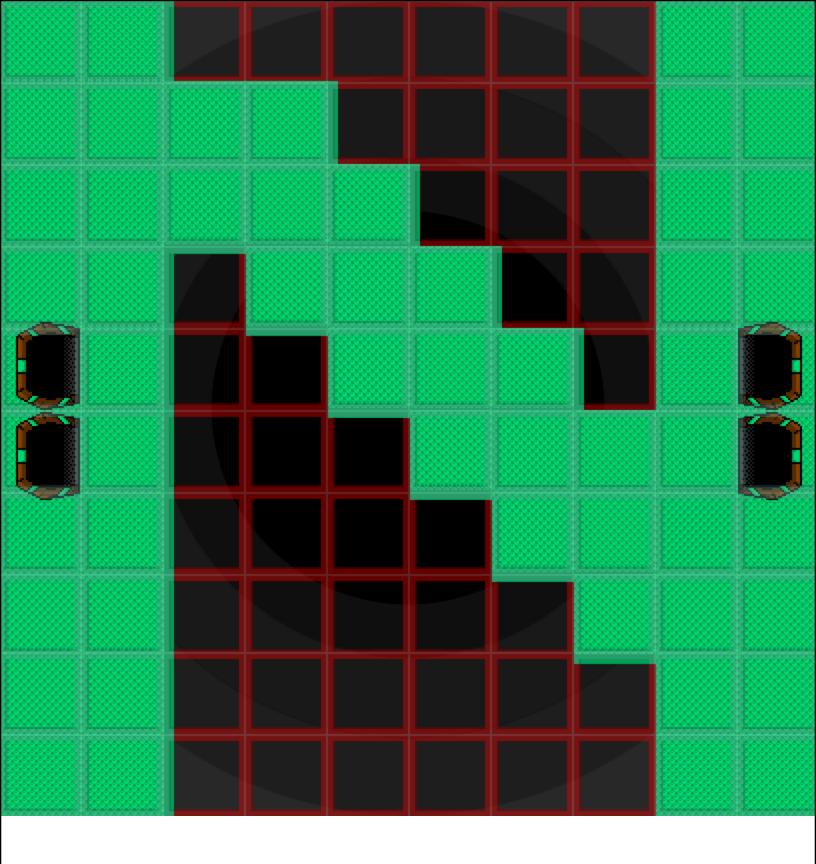




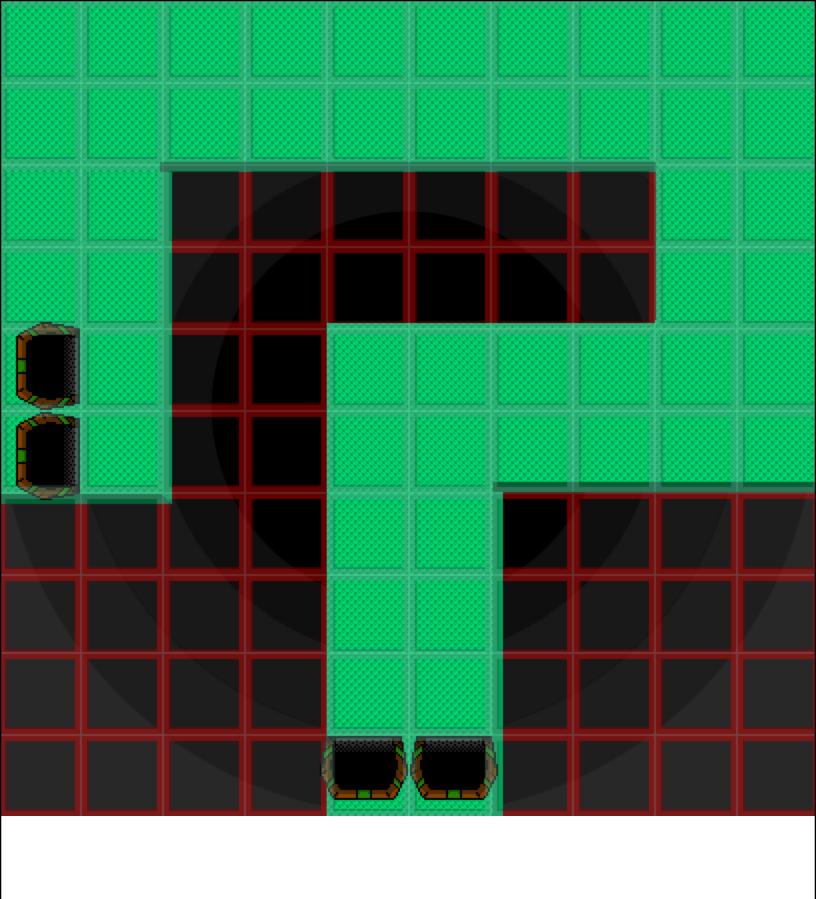




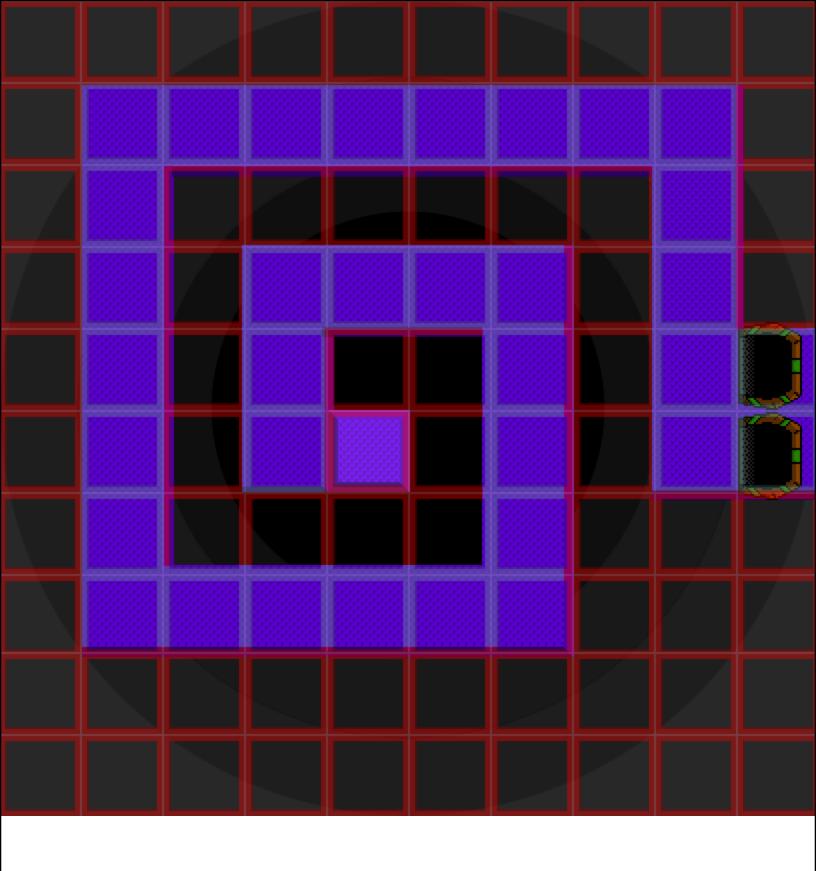




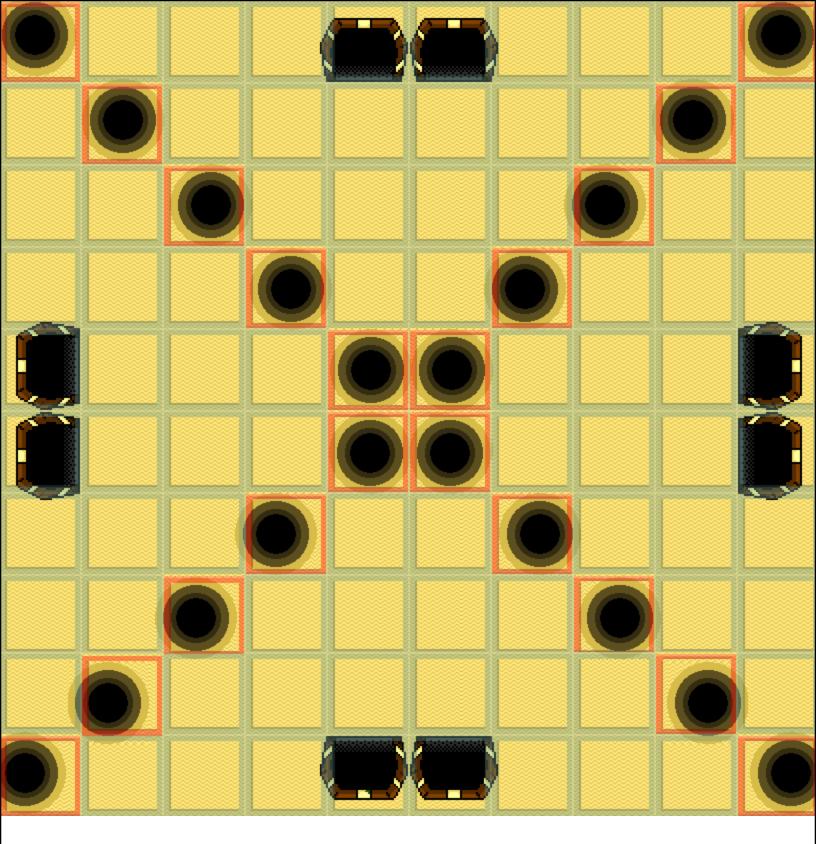




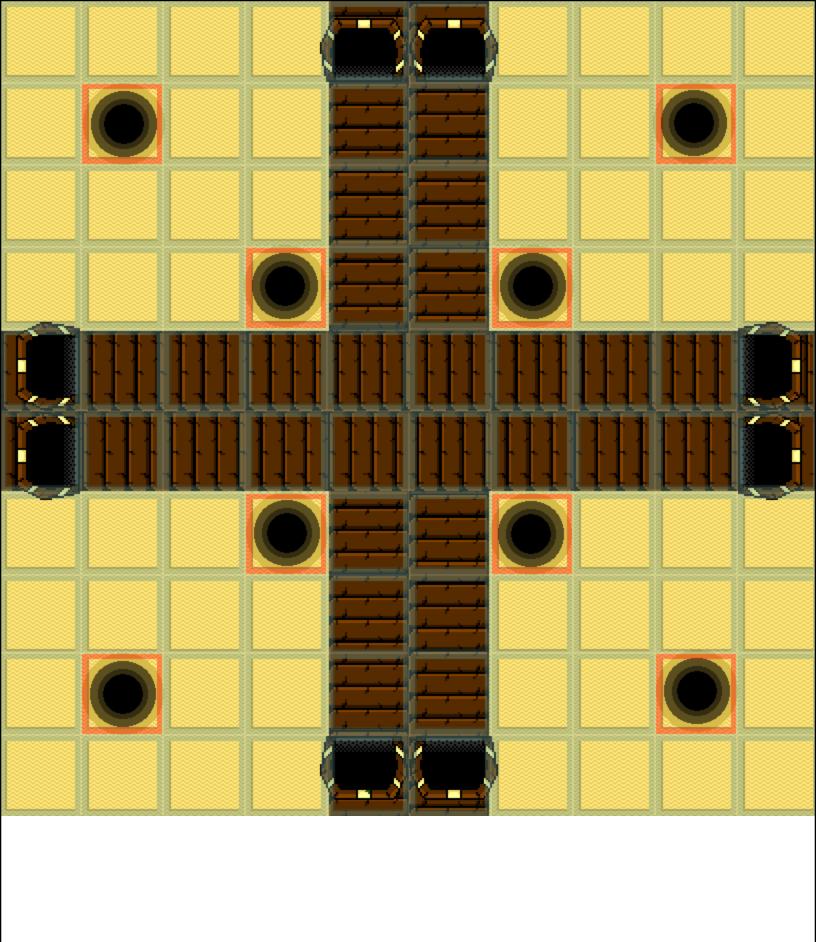




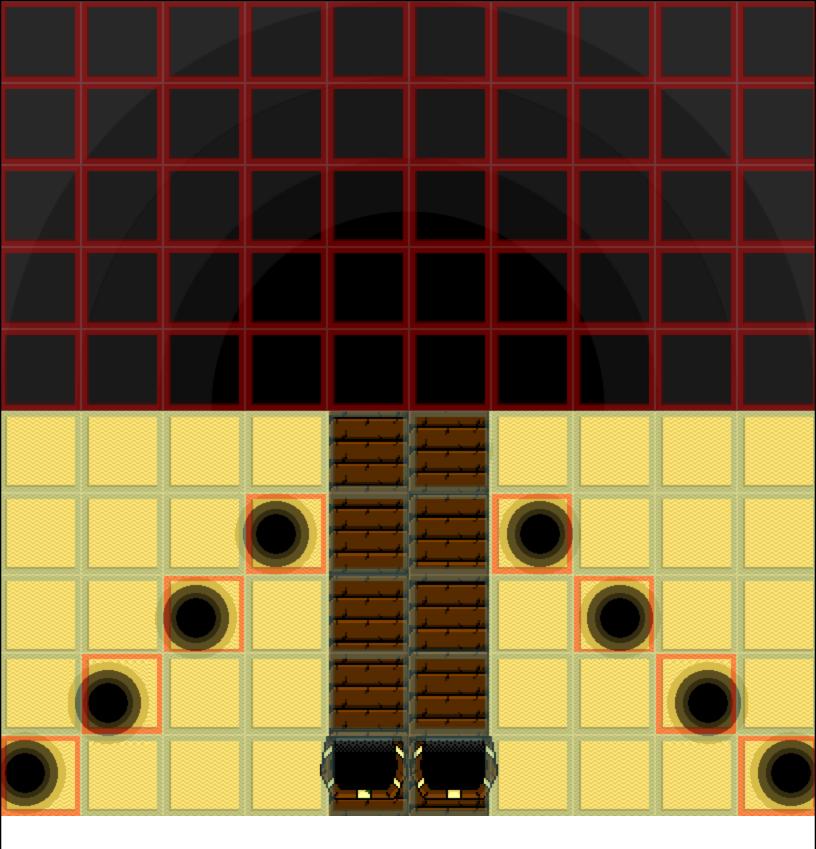




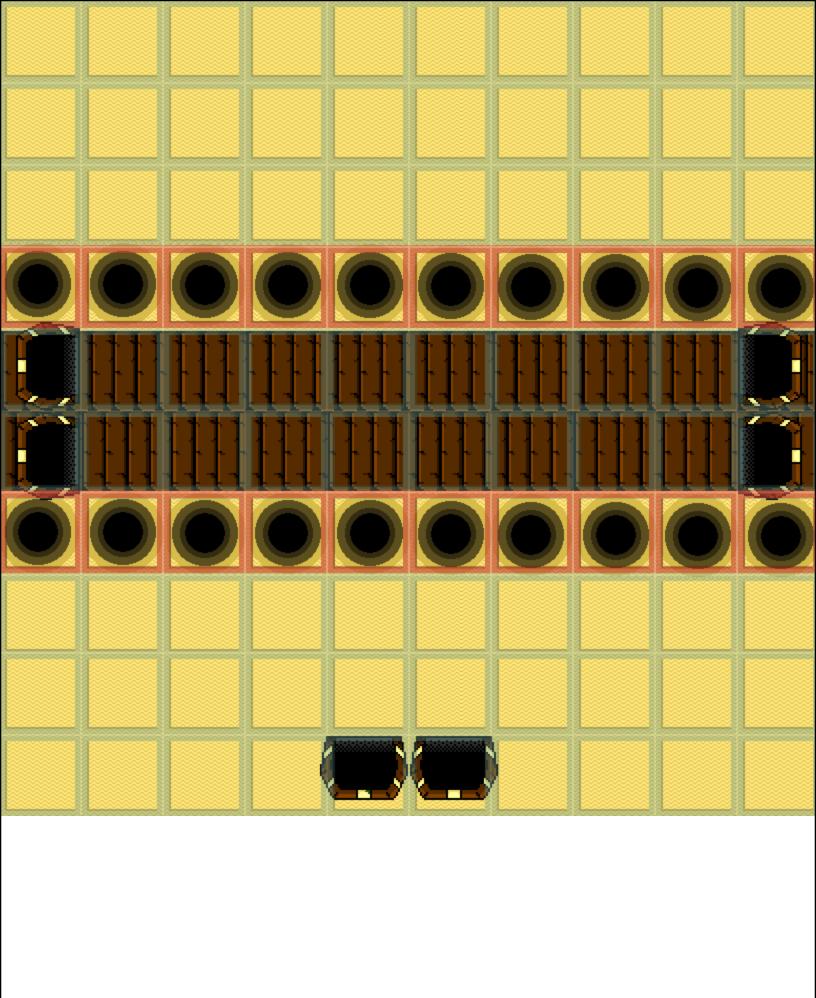




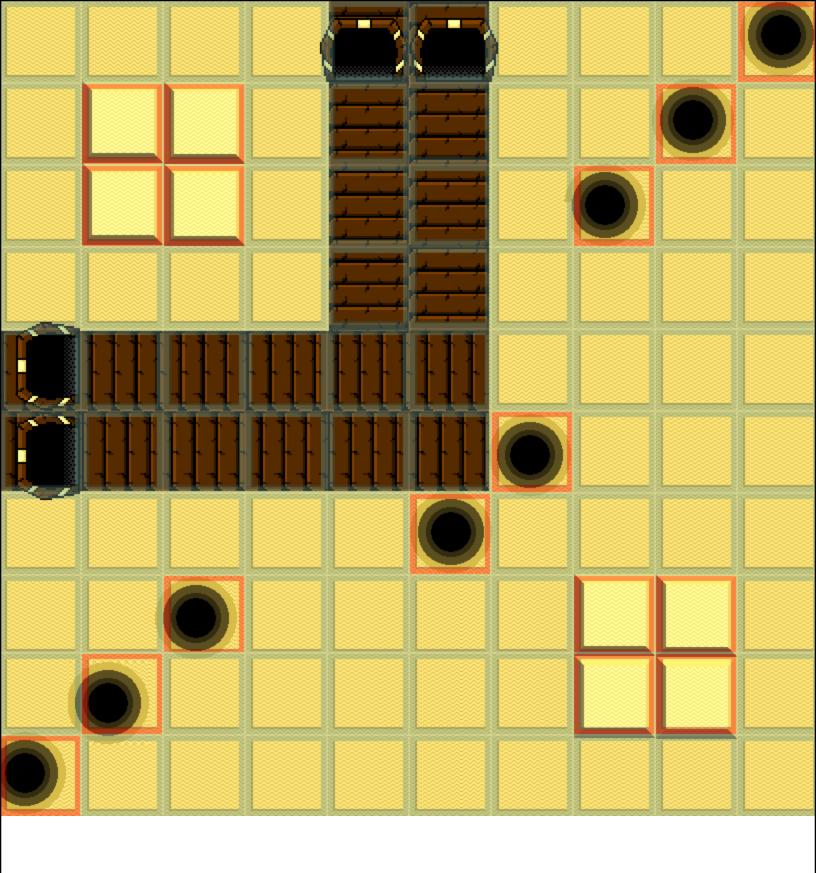




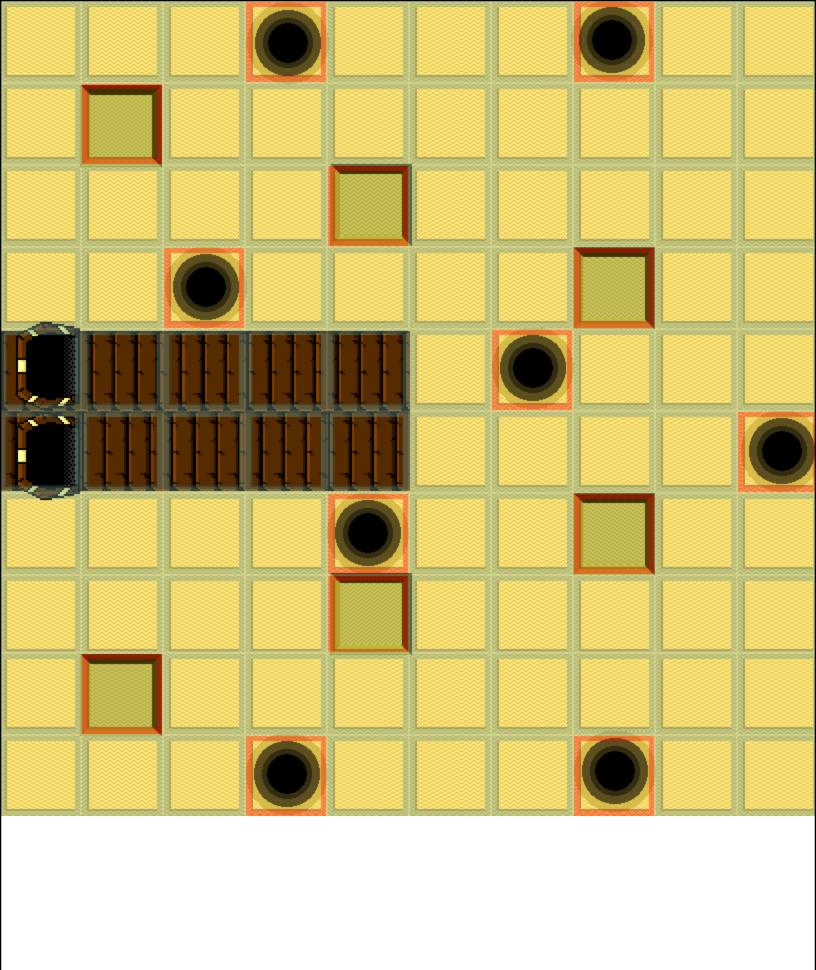




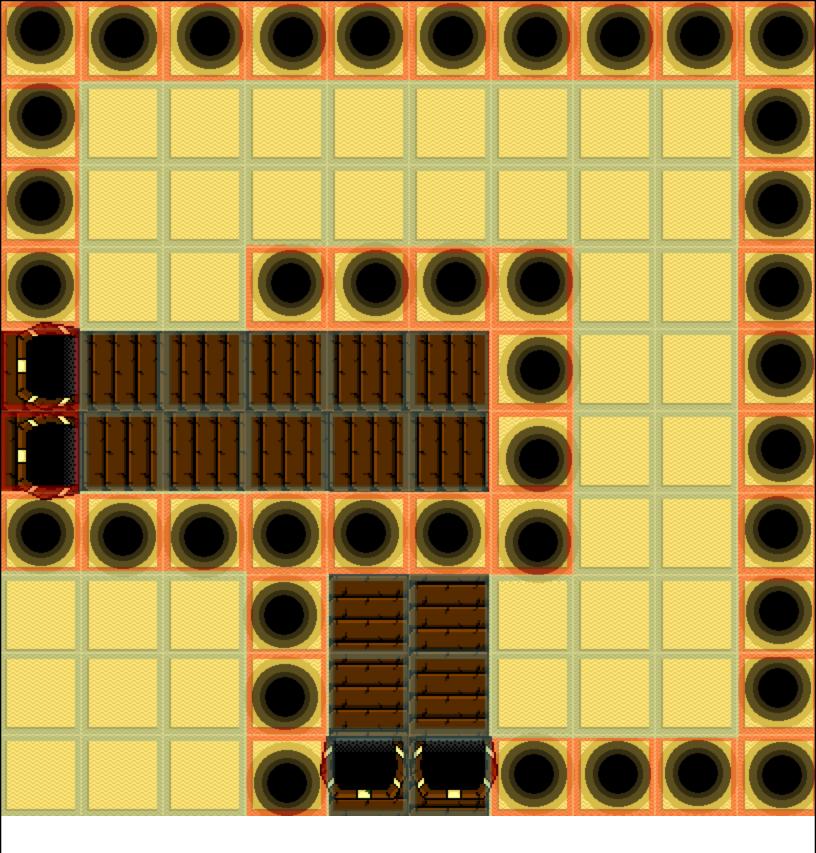




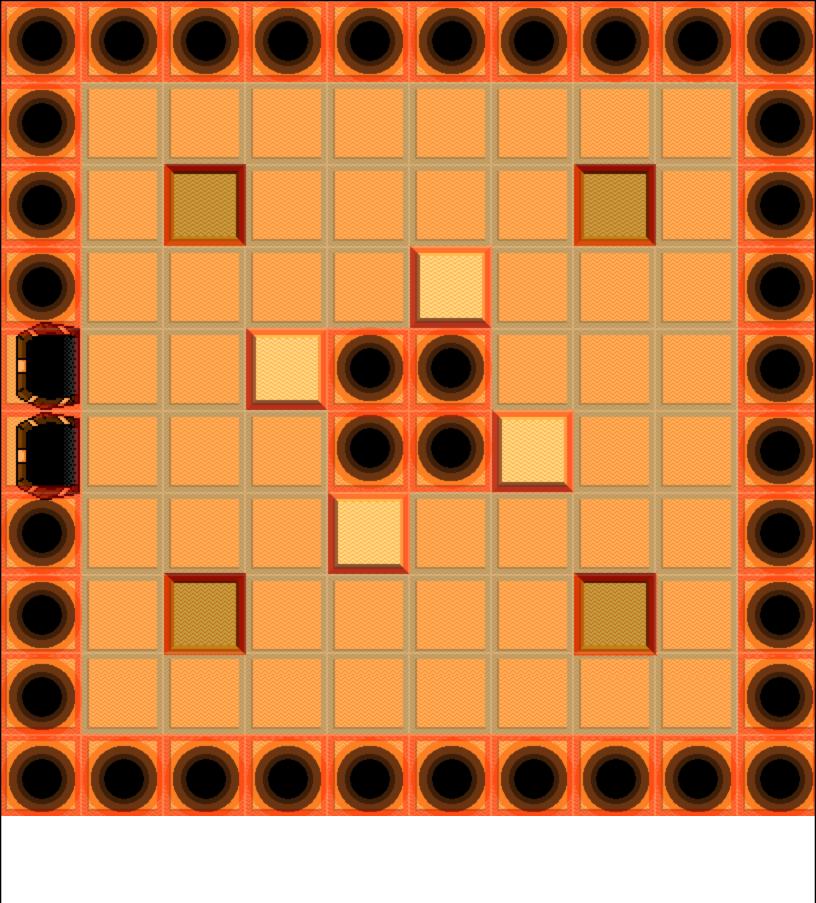




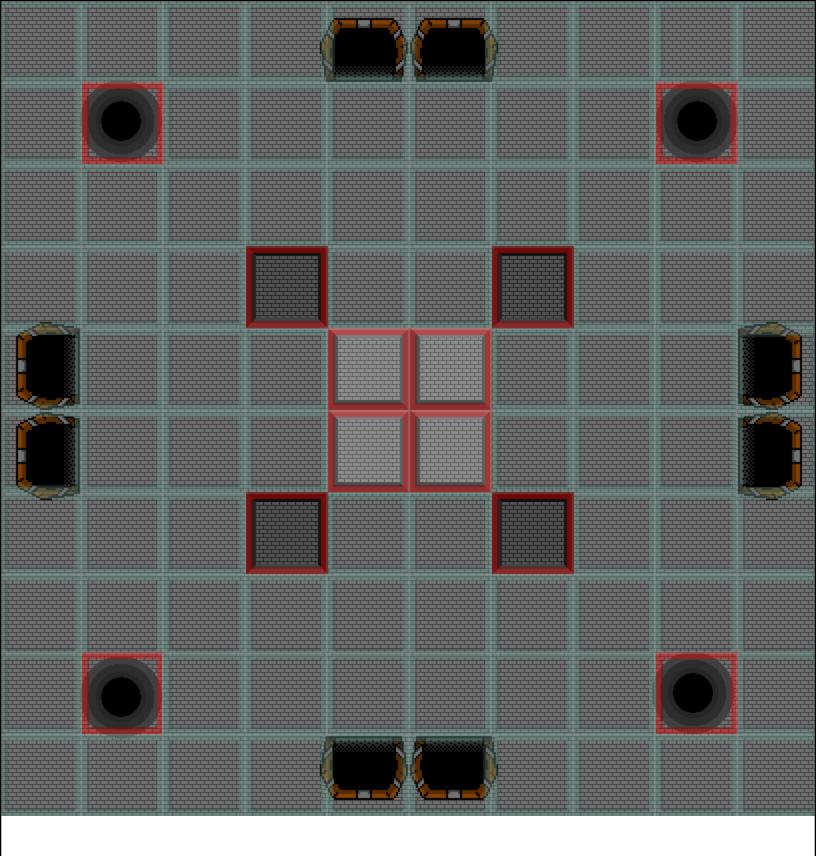




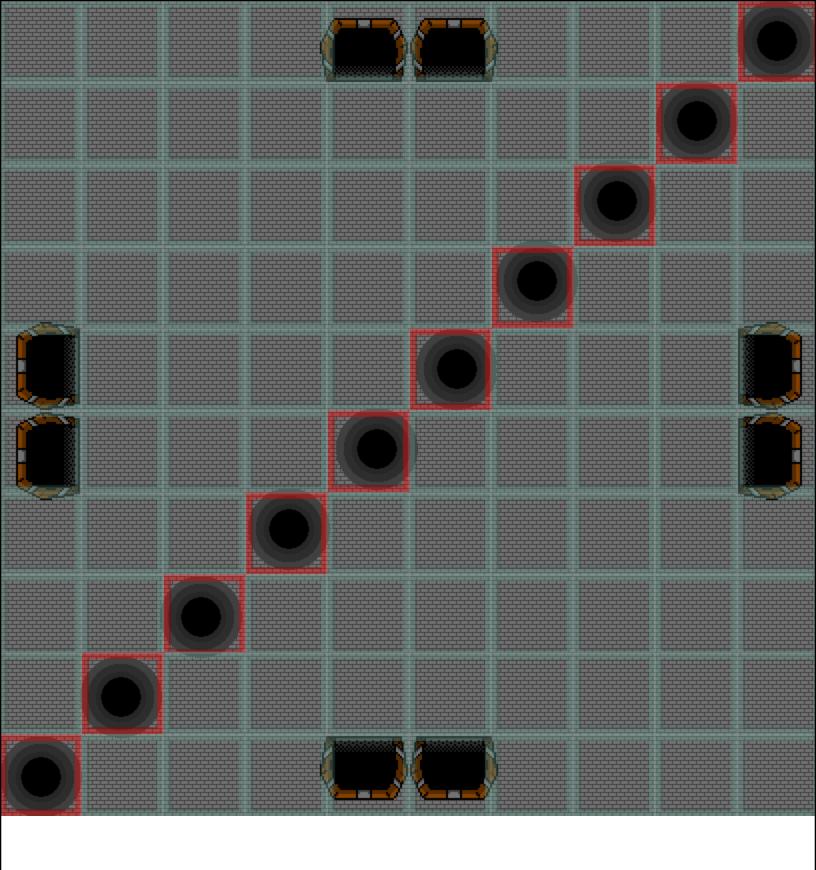




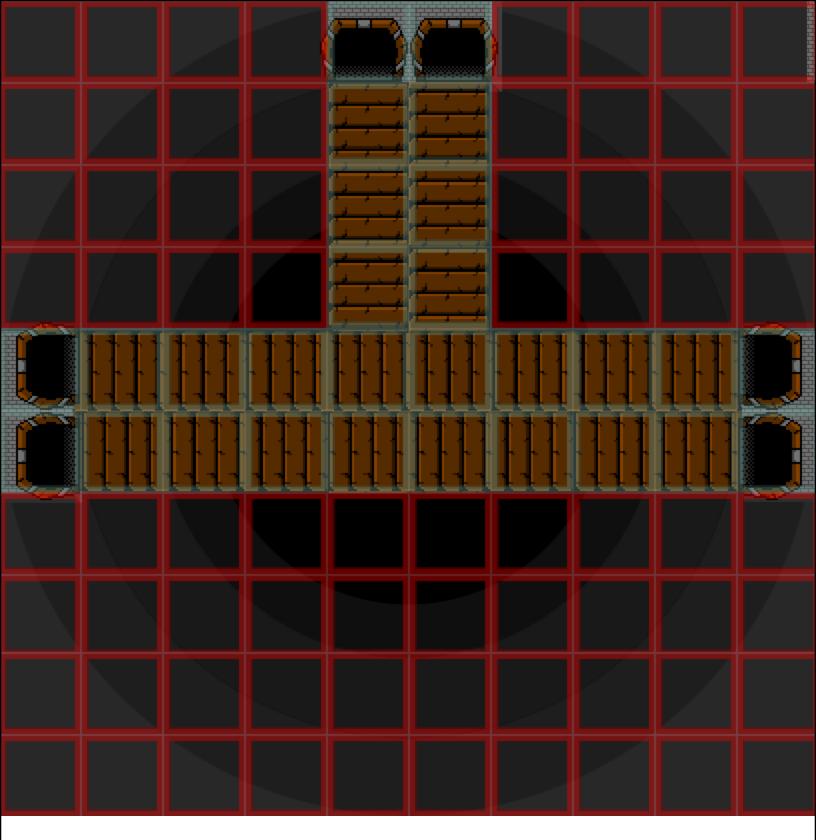




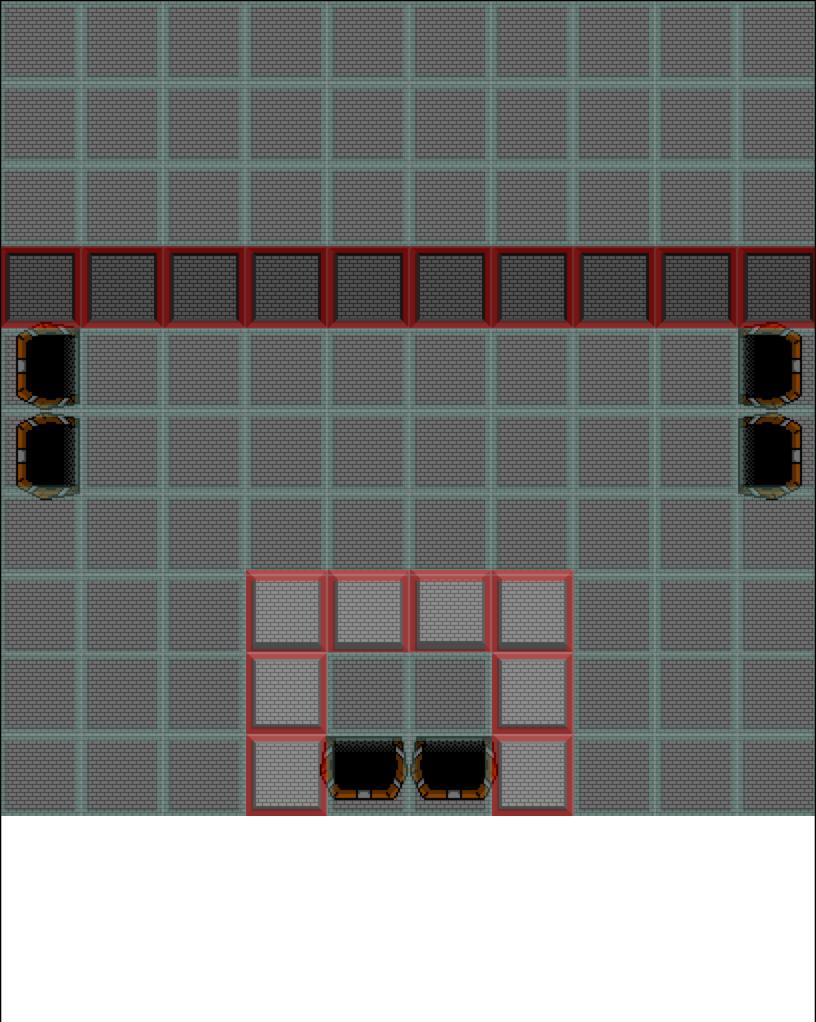




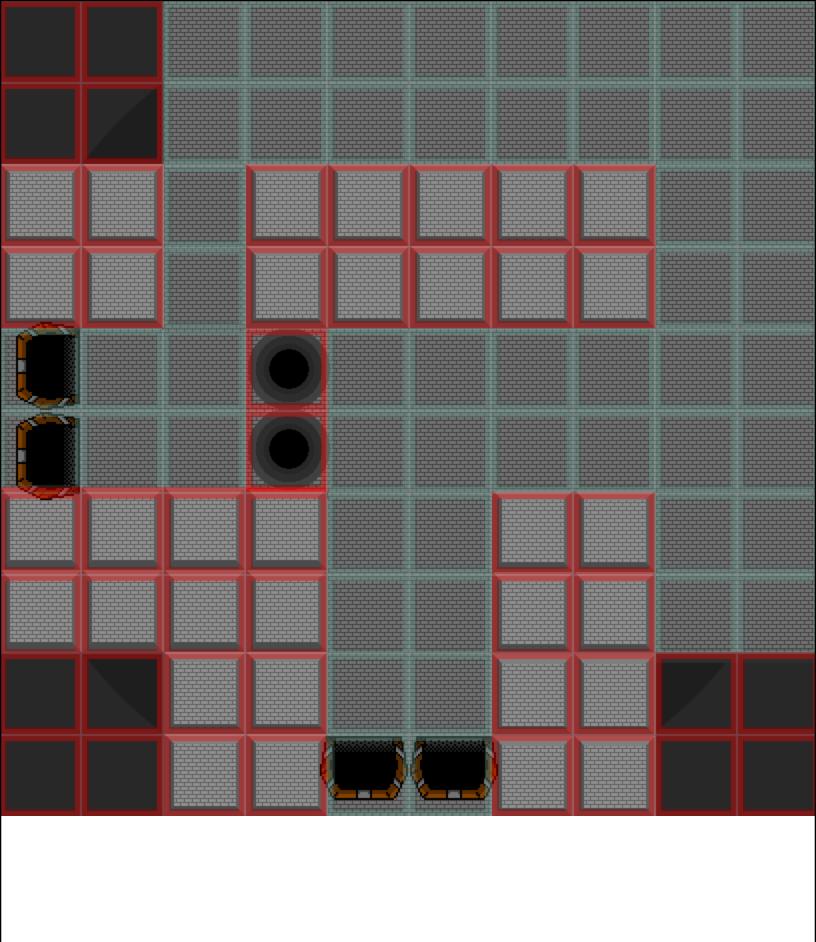




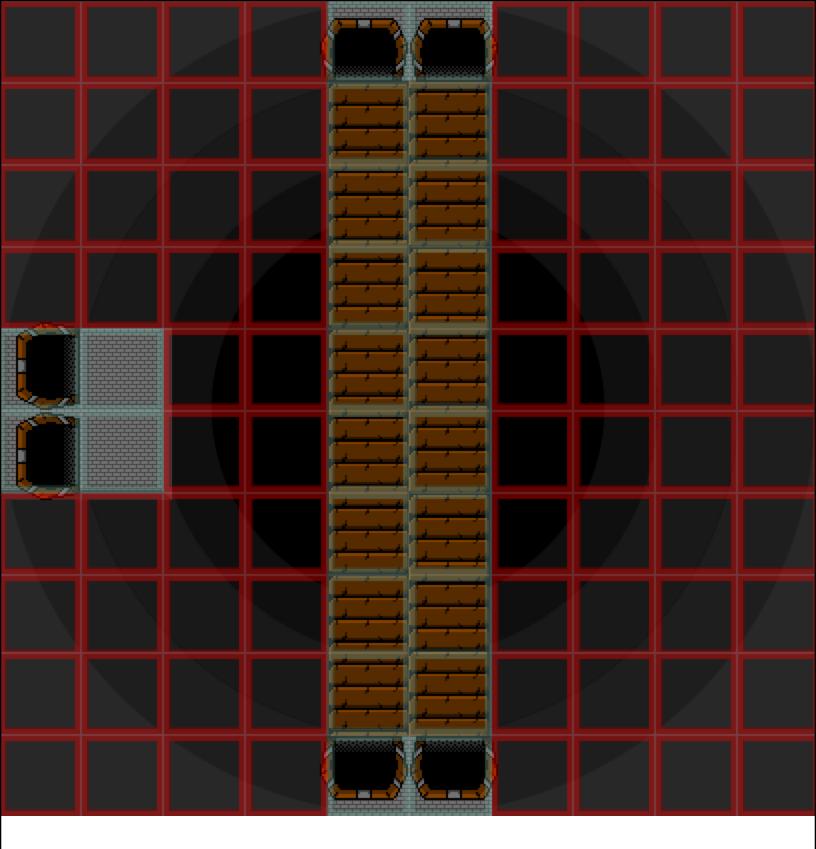




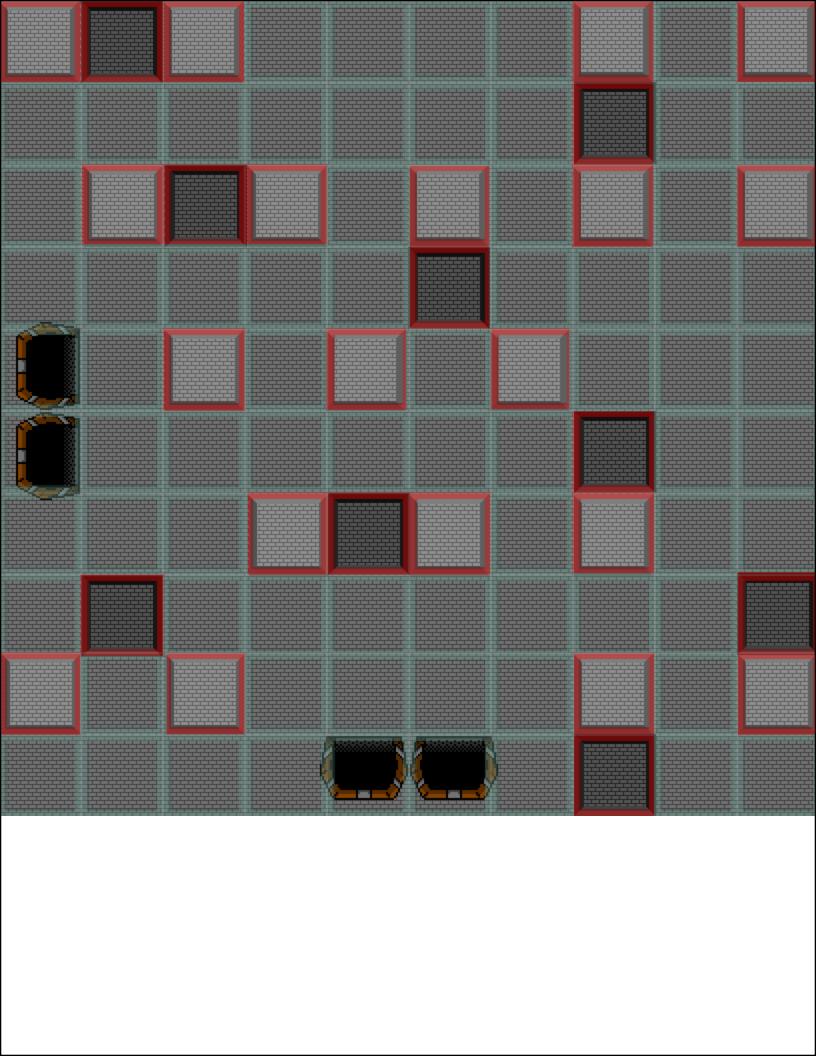




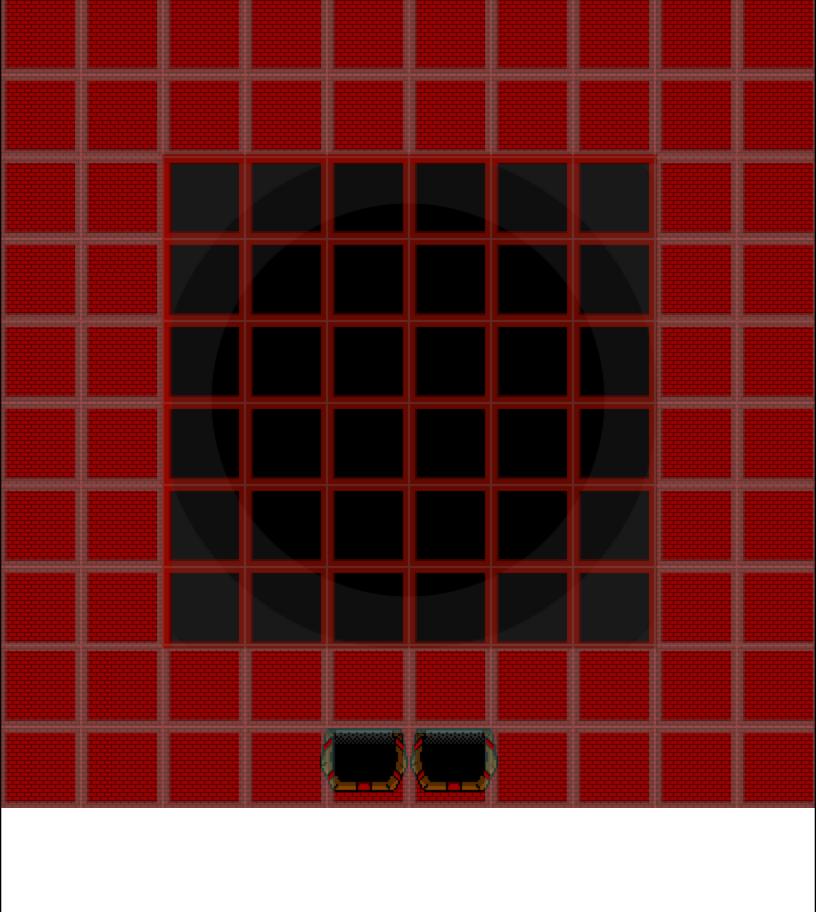
















6 This monster attacks everything it is currently facing with Magic.

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

15 🤚



This monster makes its way towards the player by teleporting to the nearest available space to the player up to 3 spaces away. This monster attacks the player with Magic when they are 1 space

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 🦛











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

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

Occupies 1 square and attacks with Magic.

10 🦛





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 🦛







RULES

First, read the Rules Sheet for important information. Second, Magic is a unique category of attack. Attacks are only considered Magic when it is mentioned, else it is "physical."

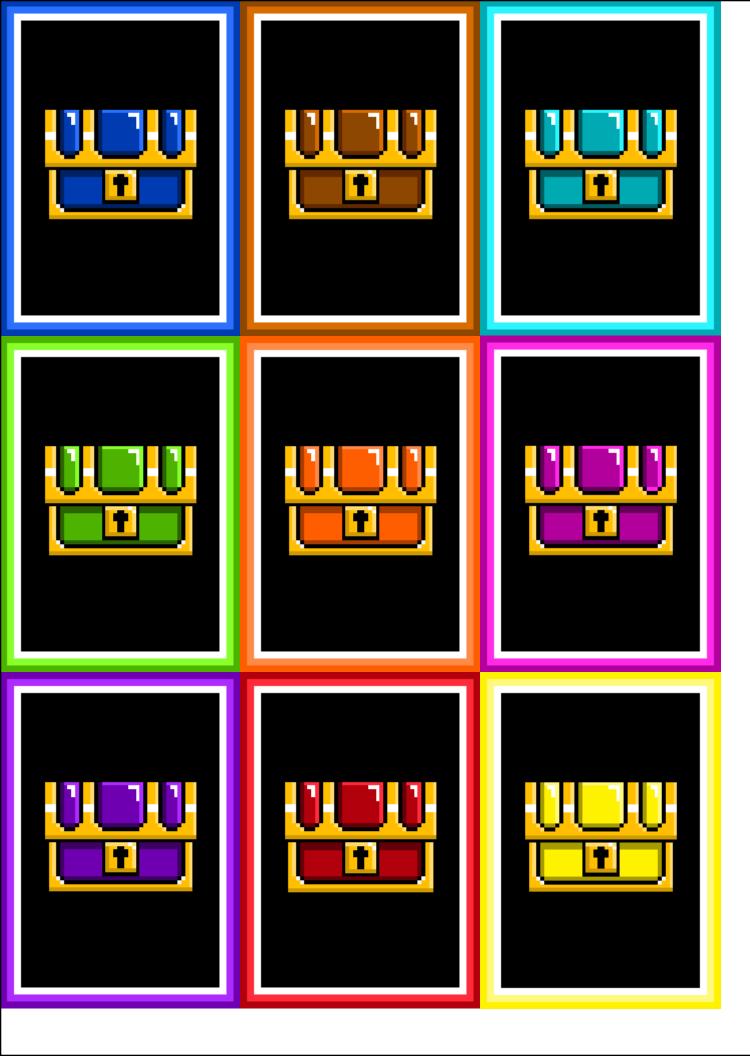
Lastly, "visibility" is when two objects have a direct line of sight to each other. This is only broken when something (except holes) is in the way.

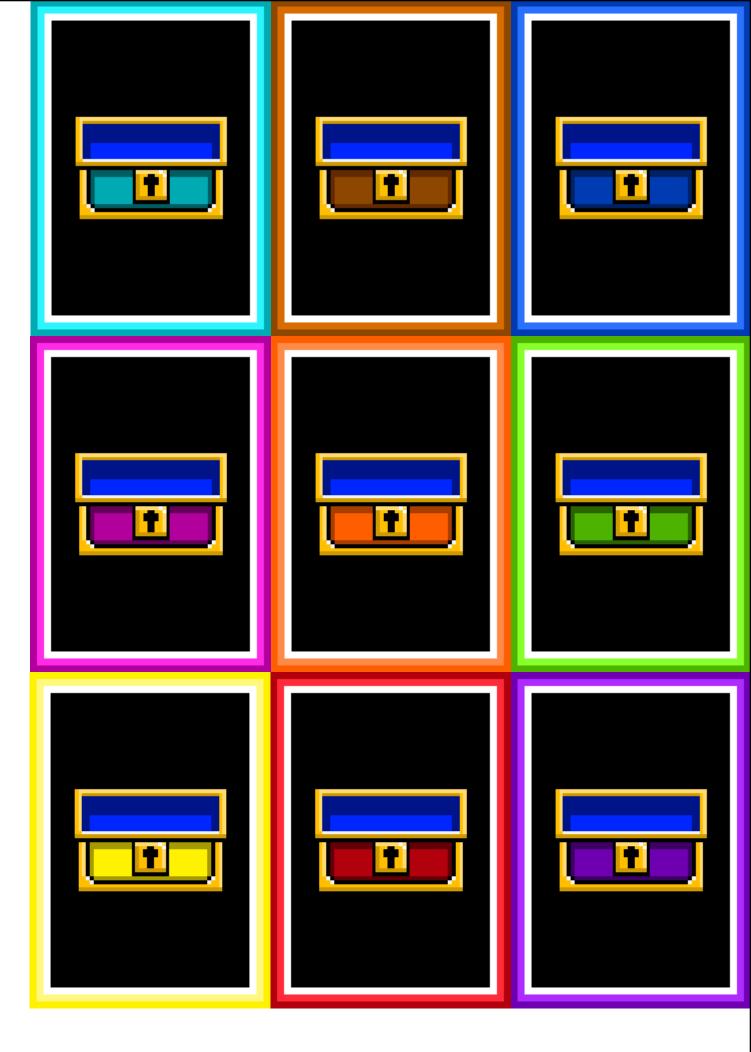
Have fun

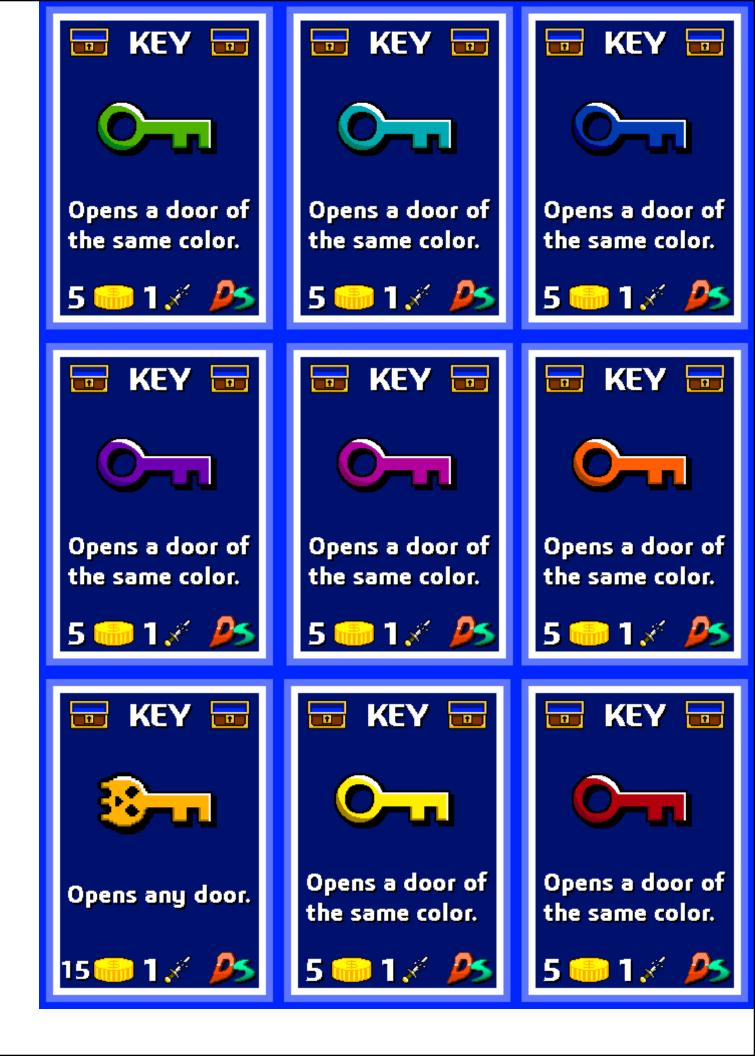
























ITEM





ITEM

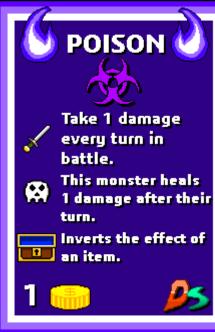


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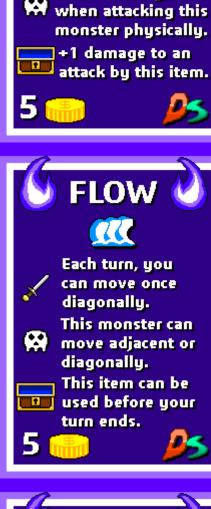


























CURSE



CURSE



CURSE



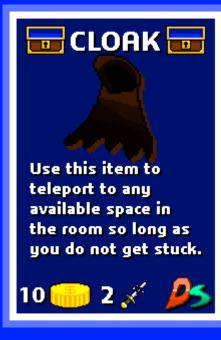
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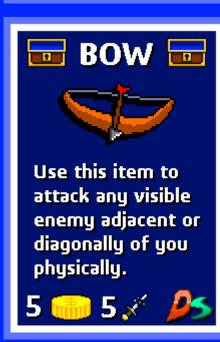
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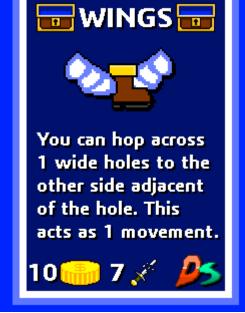
























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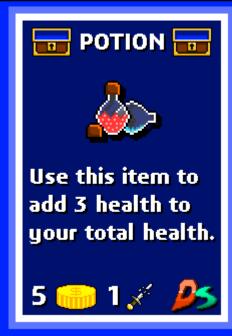


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ITEM



PLRYER



PLAYER

Pungeon Scrawers

MONSTER

Dungeon Scrawers

MONSTER



MONSTER

Dungeon Serawers

MONSTER



MONSTER

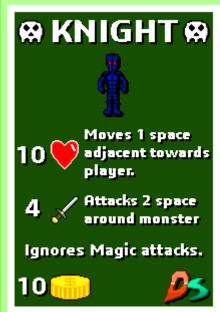
















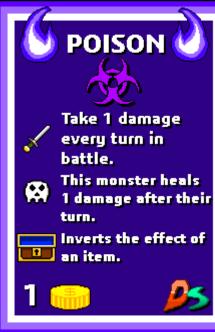








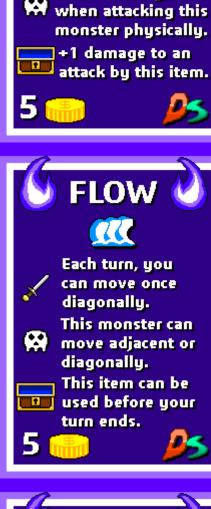


























CURSE



CURSE



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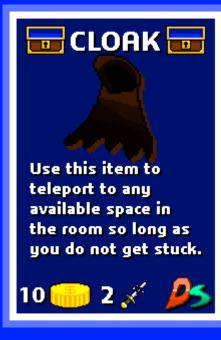
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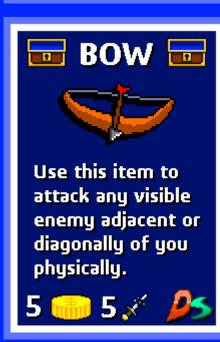
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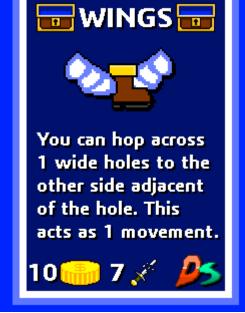
























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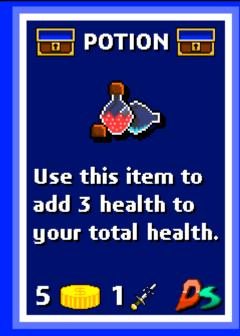
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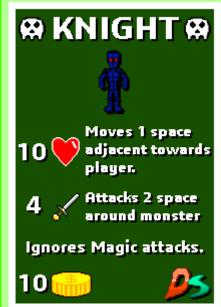
















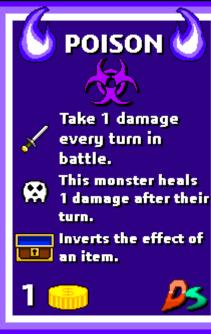












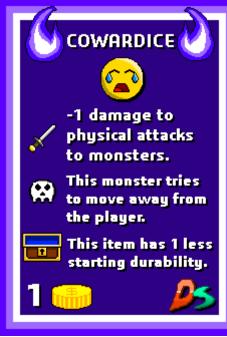






















CURSE



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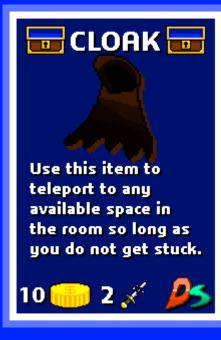
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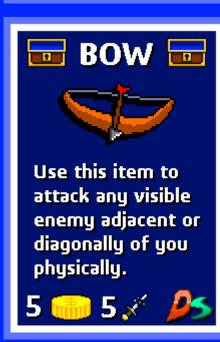
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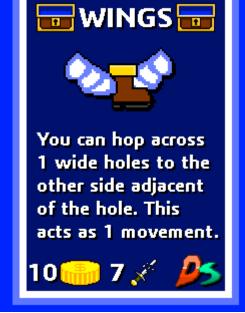
























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