

<input type="radio"/> HORDE	<input type="radio"/> FORSAKEN	<input type="radio"/> BEHEMOTH	<input type="radio"/> MASTER BEHEMOTH	<input type="radio"/> DEFEATED
ENEMY				
LEVEL		ATTACKS PER ROUND		
NOTES		QTY / HEALTH Two rows of 15 circles each, used for tracking quantity or health points.		

HORDE

FORSAKEN

BEHEMOTH

MASTER BEHEMOTH

DEFEATED

ENEMY _____

LEVEL _____ ATTACKS PER ROUND _____

NOTES _____

QTY / HEALTH
○○○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○○○

☐ HORDE ☐ FORSAKEN ☐ BEHEMOTH ☐ MASTER BEHEMOTH ☐ DEFEATED

ENEMY _____ QTY / HEALTH

LEVEL _____ ATTACKS PER ROUND _____

NOTES _____

[illegible][illegible][illegible][illegible]

☐ HORDE ☐ FORSAKEN ☐ BEHEMOTH ☐ MASTER BEHEMOTH ☒ DEFEATED

ENEMY _____	QTY / HEALTH
LEVEL _____ ATTACKS PER ROUND _____	○○ ○○ ○○ ○○ ○○ ○○ ○○ ○○ ○○ ○○ ○○ ○○ ○○ ○○ ○○
NOTES _____	○○ ○○ ○○ ○○ ○○ ○○ ○○ ○○ ○○ ○○ ○○ ○○ ○○ ○○ ○○

[illegible]

<input type="radio"/> HORDE	<input type="radio"/> FORSAKEN	<input type="radio"/> BEHEMOTH	<input type="radio"/> MASTER BEHEMOTH	<input type="radio"/> DEFEATED
ENEMY _____			QTY / HEALTH	
LEVEL _____	ATTACKS PER ROUND _____			
NOTES _____				

Heroes take a primary action to attack.

- Roll Attack stat + bonuses
- Exceed enemy level
- Roll natural 6 for a surge, and a natural 1 for a blunder

Enemies attack a random hero.

- Roll Defense stat + bonuses
- Exceed enemy level
- No surges or blunders

- Use Class Ability or bank as a Surge Charge.
- While dual-wielding, only 1 Surge may be used/banked.

- Activate the blunder effect in addition to dealing damage (if applicable).
- While dual-wielding, if any die is a 1, the blunder effect must be activated.
- Status effects are inflicted after the attack is finished

- Roll for type, then roll for quantity
- Ambushes the party with 4 preemptive attacks
- Have 1 Health and deal 1 DMG
- No Glowstone or Essence rewards

- Roll for type, then roll for quantity
- Heroes go first
- Have 1 Health and deal 1 DMG
- Rewards listed on Rooms table

- Roll for type. Always encounter 1.
- Heroes go first
- Has high Health and deals 1 DMG per attack
- Attacks multiple times per round.
- Rewards listed in Behemoth description

- Encounter after rolling high on an Altar.
- Can only be defeated once per dungeon
- Heroes go first
- Has high Health and deals 1 DMG per attack.
- Attacks multiple times per round.
- Rewards listed in Behemoth description

- Status Effects last for 1 combat.
- Multiple status effects can be applied to a single hero/enemy.
- If multiple status effects of the same kind are applied, (i.e. ATK down), only the highest one remains. Except...
- A "Stacking" status effect increases without replacing existing effects.