Merrick Thorngage

HP: 3

Thief

Mov: 6 □

Thieves are stealthy and cunning. They can get into places others can't or attack unseen to take enemies by surprise

Attacks:
daggers - 1 HP
range - 1 □

Special ability:
roll 4+ to open locked doors
pick see all secret doors

Kläus

HP: 5

Fighter

Mov: 10 □

Fighters are strong and move fast. They can use powerful weapons but cannot be stealthy or use magic.

Attacks:
Sword - 1 HP
Range - 1 □

Special ability:
smash! roll 6 to break down walls

Groog

HP: 3

Mov: 6 □

Clerics are spiritual guides and healers. What they lack in attacks is made up for in abilities that help other players

Attacks:
staff - 1 HP
range - 1 □

Special Ability:
Roll to restore 1-6 HP to self or any player
healing song

Moon Shadow

HP: 4

Mage

Mov: 8 □

Mages are wise and cautious. They use spells that can change the rules of the game. the cannot use physical weapon

Attacks:
fireball - 1H
range: 5 □

Special abilit
hairball. blo
a passage 5tur

Magic and Mayhem
Player

Magic and Mayhem
Player

Magic and Mayhem
Player

Magic and Mayhem
Player

Lark

HP: 4

Elf

MOV: 10 □

Elves are quick and intelligent. They can manouver around enemies and attack with spells or weapons

Attacks:
arrow - 1 HP
range - 6 □

Special Ability:
blink can use 1 additional action per turn or move an additional 2 □

Sparkles

HP: 2

Fairy

MOV: 8

Faeries are magical beings that are mischevious and unpredictable. they appear frail but are far from harmless

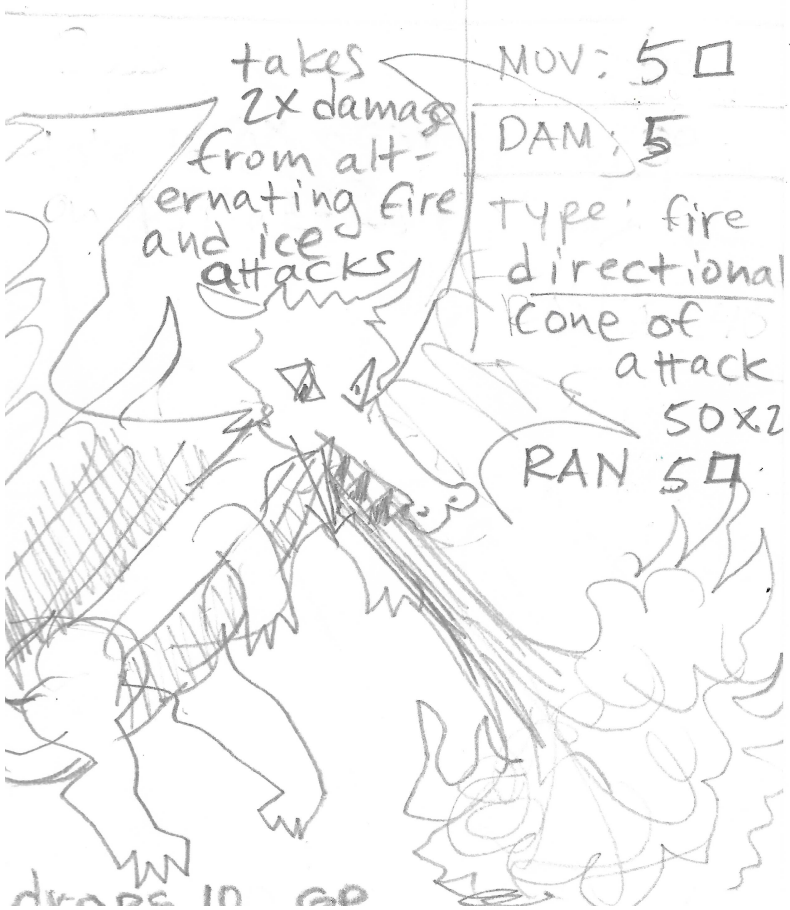
Attacks:
fae dust - 1 HP
range - 5 □

Special Ability
charm roll 4+ to turn any monster to their side for 5 Rounds

* not bosses

RED DRAGON

HP: 20



MOV: 5 □

DAM: 5

type: fire

directional Cone of attack 50x2

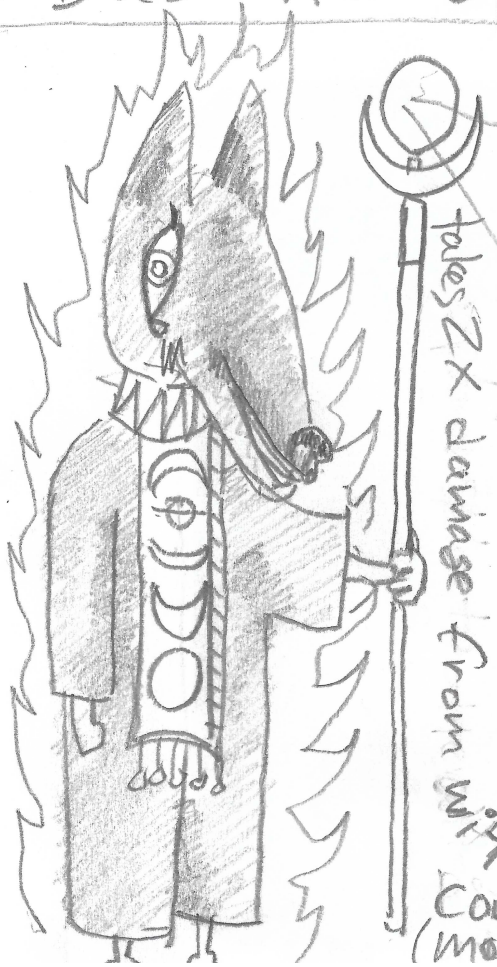
RAN 5 □

drops 10 GP

Bast Anubis

drops 2 treasure car

HP: 20



MOV: 3 □

Moon Beam

type: psy

Dam: 5

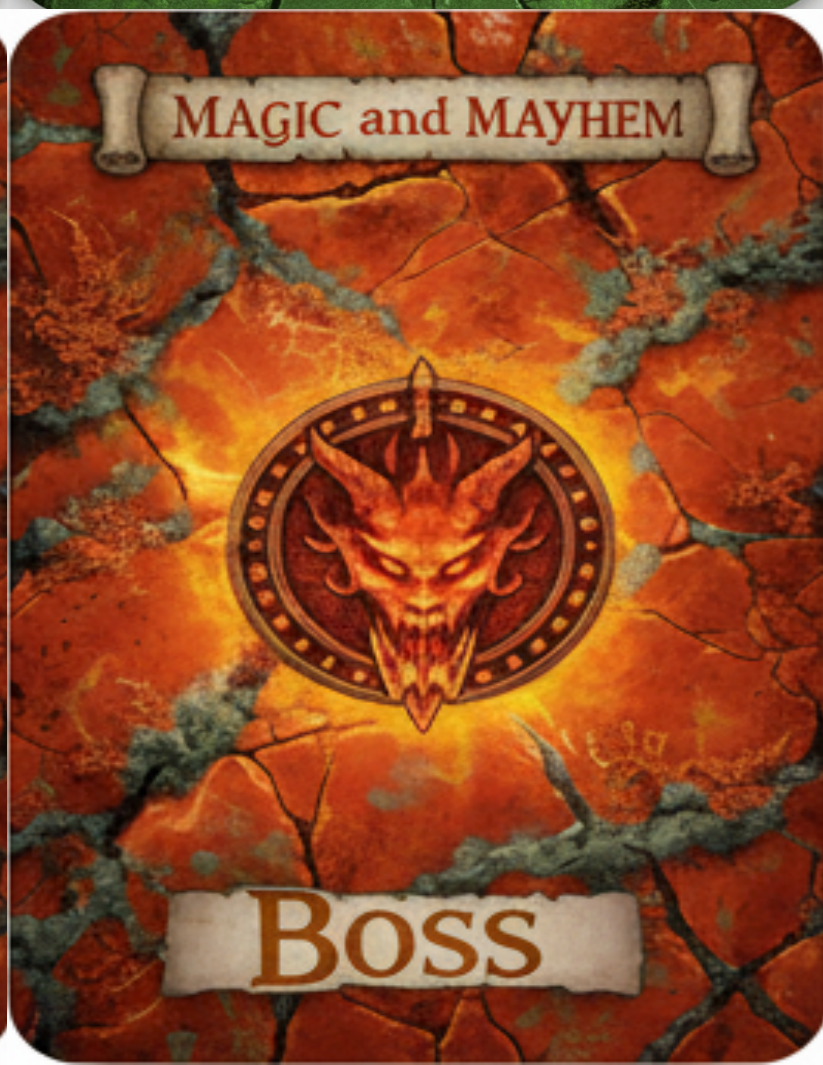
Ran: 5 *

directional in a straight line 5 sq long, 2 sq. wide

MAGIC AND MAYHEM
PLAYER

MAGIC AND MAYHEM
PLAYER

MAGIC and MAYHEM
BOSS


MAGIC and MAYHEM
BOSS

EYEBALL MONSTER

drops 1 treasure card

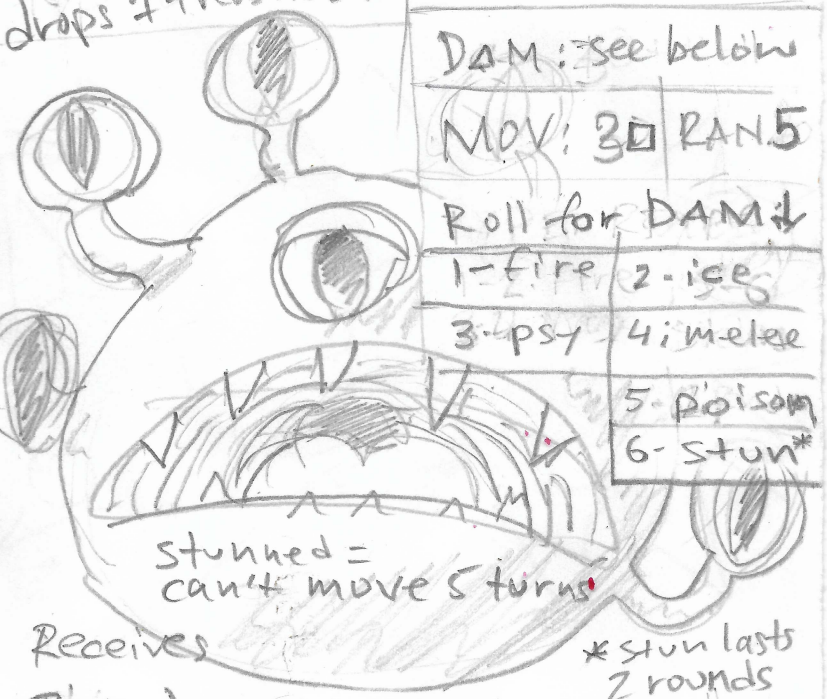
HP: 20

DAM: see below

MOV: 3□ RAN 5

Roll for DAM:

1-fire	2-ice
3-psy	4: melee
	5-poison
	6-stun*



stunned = can't move 5 turns

Receives 2x damage from same type of attack it just made

*stun lasts 2 rounds

*can see invisible players

TRANS BOT

HP: 20

has chest burst cassette tape that chases and bites you!

MOV: 6□

DAM: 2

laser blaster

RANG: 10

type: fire

HP3/MOV3/DAM 3

Drops: 2 treasure cards

Zombie

HP: 5

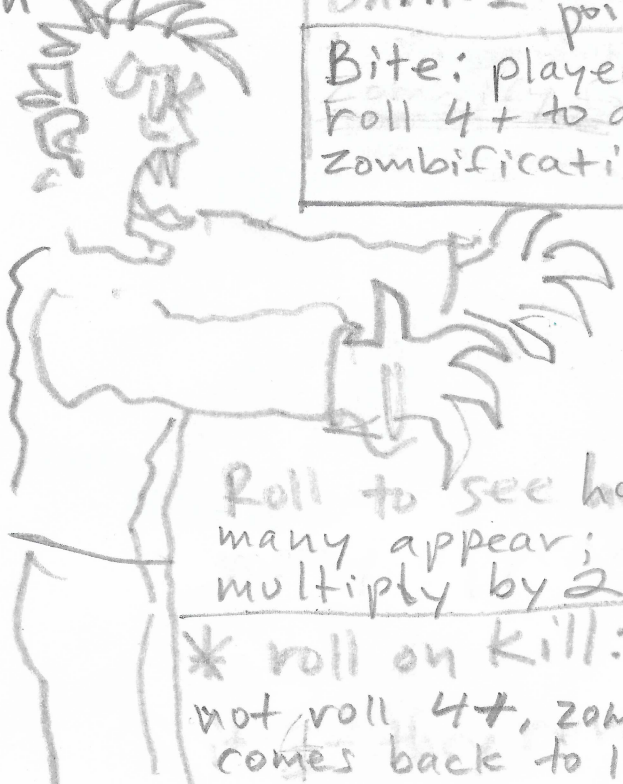
(Mutant) attack friends when zombified

MOV: 1□

DAM: 2 type: poison

Bite: players roll 4+ to avoid zombification

drops 10 GP



Roll to see how many appear; multiply by 2!

* roll on kill: if not roll 4+, zombie comes back to life!

Your 3rd Grade Teacher

HP: 20

Vulnerability: HP drops by 1/3 if hit 3x in a row by same type of DAM

MOV: 4□

Attacks: Rol

1-3: Detention

Incapacitate for 2 round

4-6: Ruler DAM 3 / RAN 0

* Bonus move

Players w/i 40 feet roll if 1 they get extra 2 psy damage from Shame

MAGIC and MAYHEM

Boss

MAGIC and MAYHEM

Boss

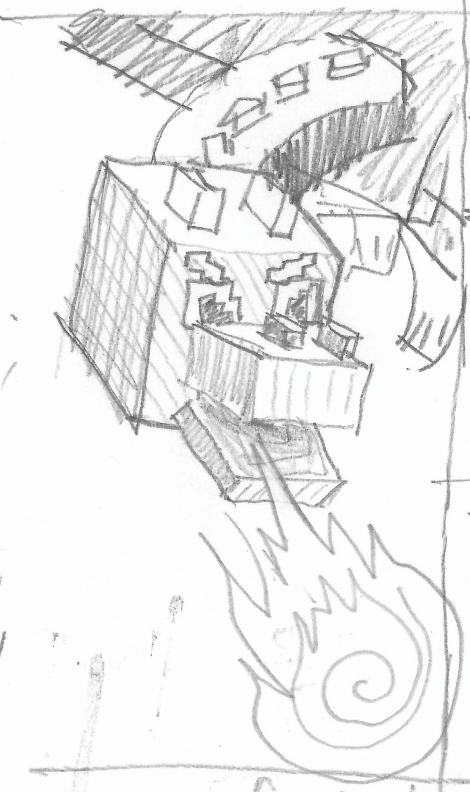
MAGIC and MAYHEM

Boss

MAGIC and MAYHEM

Boss

PURPLE DRAGON HP: 20



MOV: 6 □

Attacks: Ro

Fireball: 1-

RAN: 5
DAM: 3
type: fire

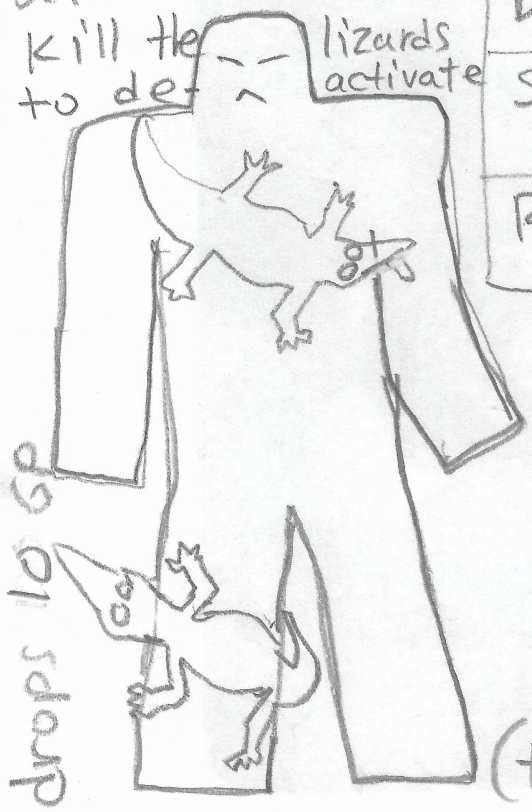
Teleport: 3-
moves player to the opposi side of the maze.

area of effect
can't dodge

Poison Gas: 5-
DAM 2 type
RAN: 5 poiso

STONE GOLEM HP: Ø*

*Immune to all attacks: must kill the lizards to de activate



drops 10 GP

MOV: 1 □

DAM: 5

Smash!
type: melee

RAN: 1

Spawns 2 Lizards with HP: 10 and MOV: 3 □
Bite attack
Dam: 2
type: poison
(they run)

DRAGOSAURUS HP: 20

Giant dragon dinosaur

MOV: 2 □

Bite DAM: 5

RANGE: 1

Tail whip DAM 2
Range: 3 □

drops 8 GP

takes 1/2 damage on fire attack

Goblins!

Roll 1-6 for how many

HP: 2

DAM: 2

MOV: 2 □

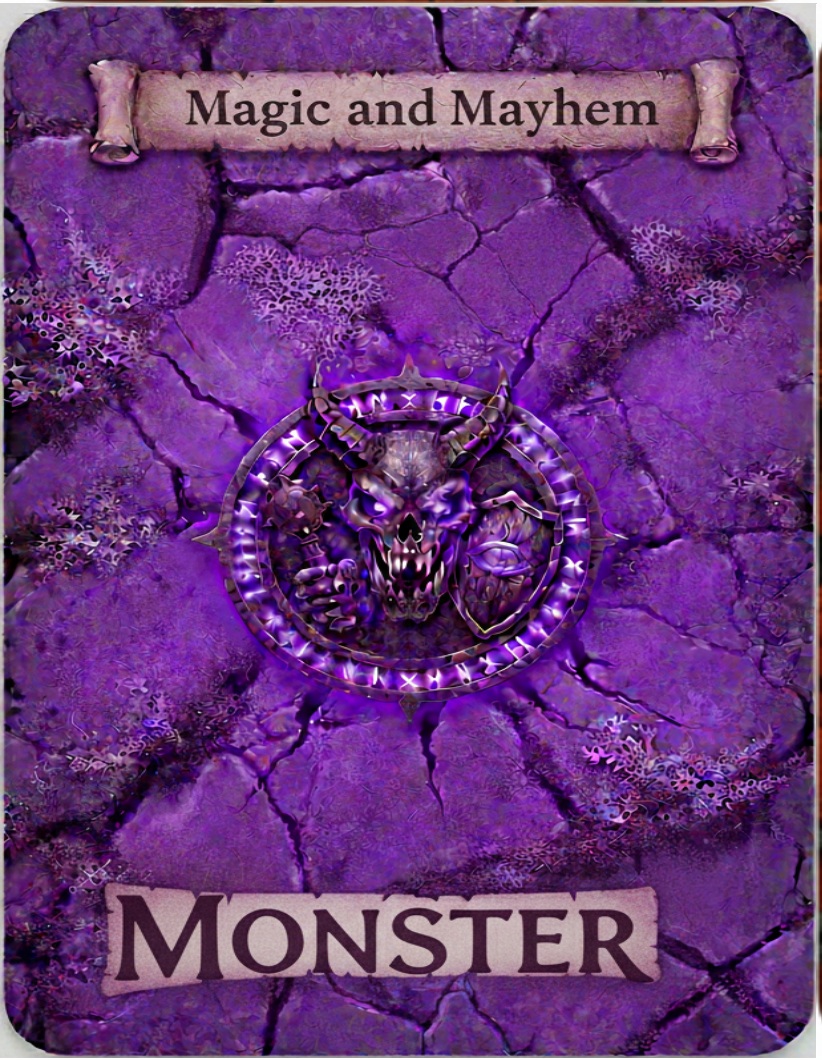
RAN: 1

TYPE: melee

each drops 1GP

MAGIC and MAYHEM
BOSS

MAGIC and MAYHEM
BOSS


Magic and Mayhem
MONSTER

MAGIC and MAYHEM
BOSS

Ghost

Monster

HP: 4

MOV: 2□

DAM: 1

RAN: 2□

type: Psy

Immune to fire and melee attack unless imobilized

drops 1 treasure card

Name: Demigorgon

double damage from fire

TYPE: Monster

HP: 3

MOV: 4□

DAM: 1

RANGE: 1

*Travels in pac roll to see how many appear

each drops 1 GP

Flood

trap

water fills the room!

all players take 1dam unless roll 4+ or Dex 5+

Poison Gas

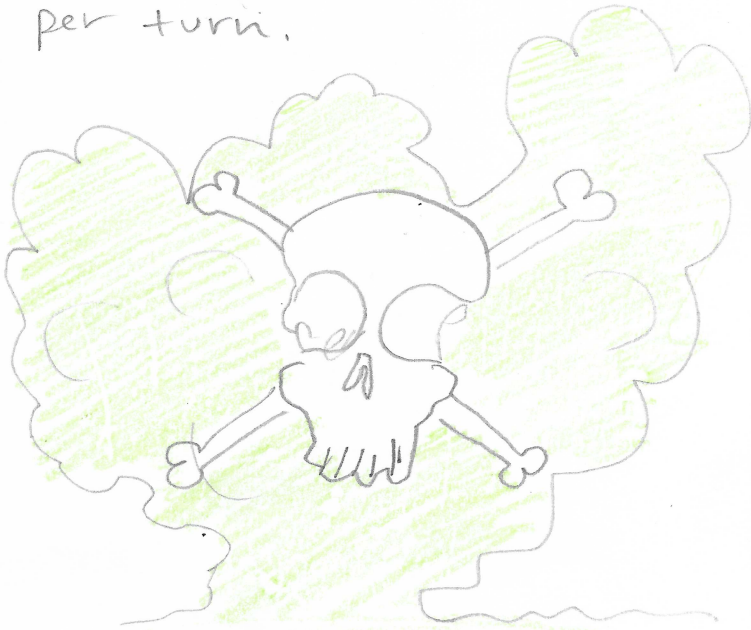
TRAP!

type: poison

DAM: 1 per tur

RANGE: 2□

All players within 2□ radius take 1 HP damage per turn.



Magic and Mayhem

MONSTER

Magic and Mayhem

MONSTER

Magic and Mayhem

MONSTER

Magic and Mayhem

MONSTER

Sphinx

HP: 6

MOV: 5□

DAM: 2

type: melee

RAN: 0

Roll twice and multiply to Select a riddle sphinx attacks on failure. Correct ahswer gives 1 treasure card per player

Collapse!

Roll and give damage for each player.

The square of this encounter becomes impassable

type: trap

DAM: Roll ↓

1-3	4-6
1	2

melee damage

Pit

trap!

DAM: 1

RANGE: 1□

type: Melee

all players crossing square next to this trap take 1 dam

Unless roll 5 or 6

Chimpanzee horde

trap / treasure

A treasure chest with this inscription: "Read th incantation 5 times": Roll die twice and multiply, then read that # in Tongue twister

If the player messes up, rol to see how many chimpanzee come out of the box. If successful, roll # of players to see how many GP each player (devide equally) gets.

Chimps. mov 1□ / melee Dam 1 / HP 3

Magic and Mayhem

MONSTER

Magic and Mayhem

MONSTER

Magic and Mayhem

MONSTER

Magic and Mayhem

MONSTER

GIANT

Monster

takes 1/2 on psy damage

HP: 6

MOV: 1 □

DAM: 2*

RAN: 1

type: melee club attack

* SLOW players roll to evade. MISS if rolls a 4+

drops 3 GP

Dark Wizard

HP: 6

MOV: 2 □

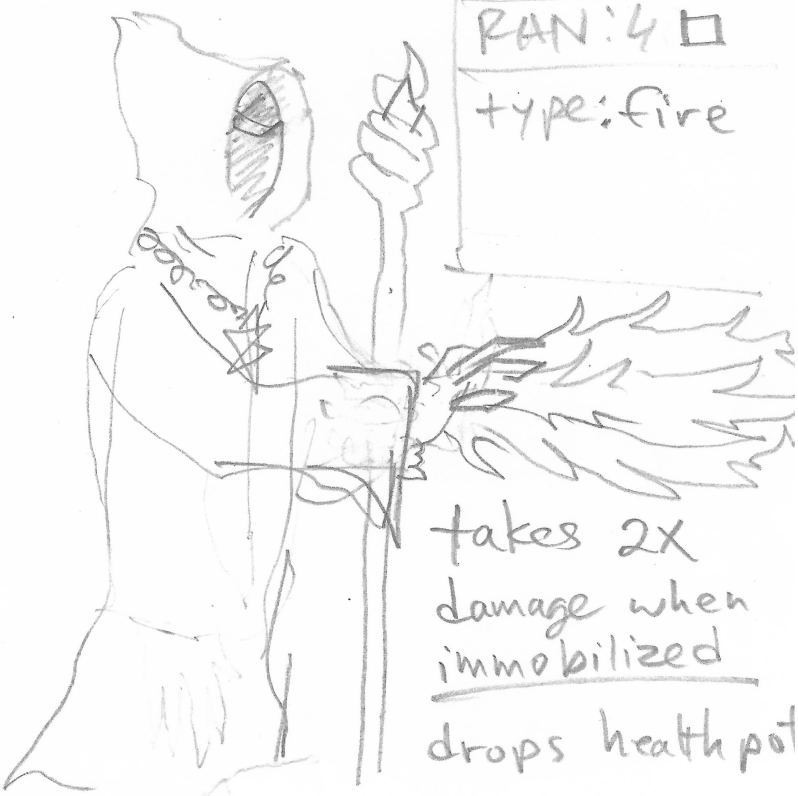
DAM: 1

RAN: 4 □

type: fire

takes 2X damage when immobilized

drops health pot



MUMMY

type: Monster

HP: 5

MOV: 1 □

DAM: 1

type: mele

RAN: 1

drops 2 GP

takes 1/2 damage from Psy

Skeleton

monsta

HP 5

MOV 1 □

DAM 1

type Melee

roll to see how many appear

Magic and Mayhem

MONSTER

Magic and Mayhem

MONSTER

Magic and Mayhem

MONSTER

Magic and Mayhem

MONSTER

Doppleganger

Clones the player who spawns it.

when team mates attack, roll 4+ to hit the monster, else the attack hits the player who was cloned.

Drops GP equal to what cloned player has

if the player gets any abilities or weapons the monster gets them too.

Bundle 'O Bugbears

monster

HP: 3 ea

MOV: 2 □

DAM: 1

type melee

Roll 1-3 4-

Javelin / cl

R 30 RO

each drops 10 GP

Roll to see how many show up. divide by 2 (round up)

Flood

trap

water fills the room!

all players take 1dam unless roll 4+ or Dex 5+

Giant Spider

HP: 8

Mov: 4 □

bite: DAM: 2

type: poison

web: DAM: 1

immobilize

RANGE: 4c

Roll to see how many appear

½ damage fro poison

Drops 5 GP

Magic and Mayhem

MONSTER

Magic and Mayhem

MONSTER

Magic and Mayhem

MONSTER

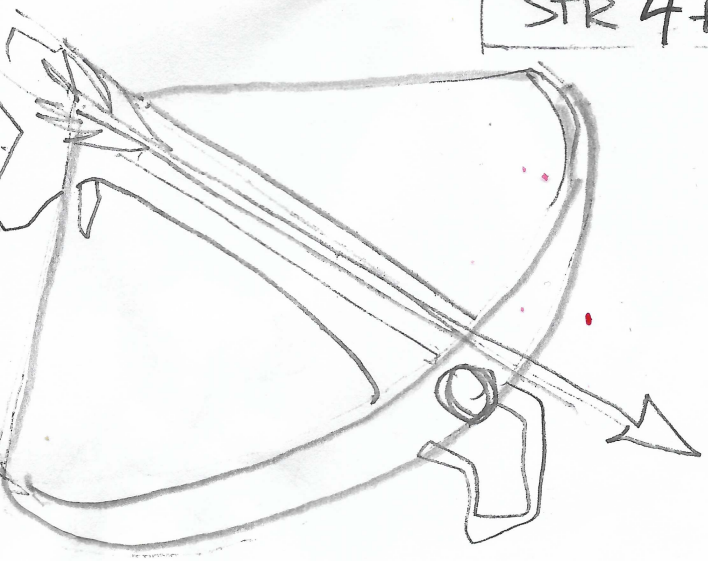
Magic and Mayhem

MONSTER

BIG 'olCROSS BOW

weapon

DAM 3
RAN 40
type: melee
Requires
STR 4+

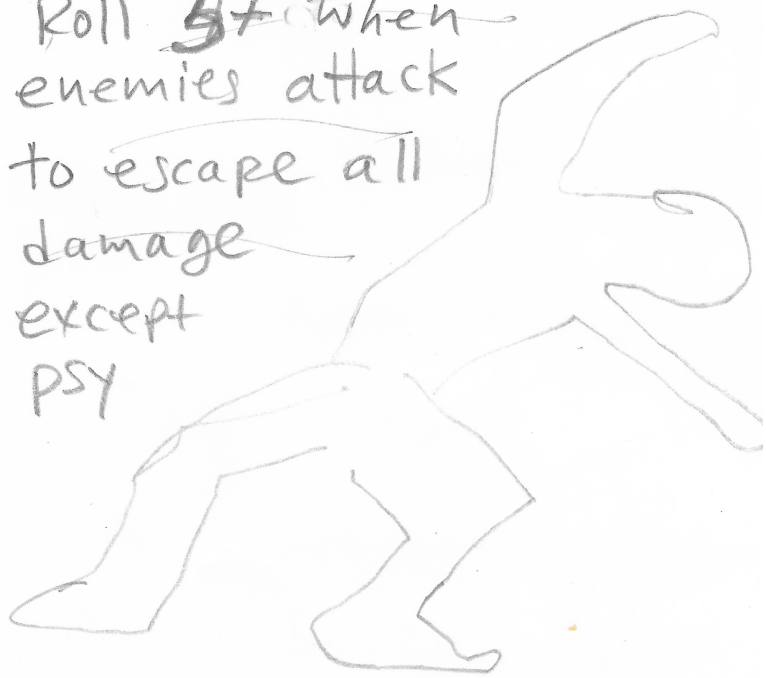


Evade

Skill

~~(Requires DEX 5+)~~

Roll 5+ when enemies attack to escape all damage except PSY



Pot 'O Gold! Riddle tre

Roll # of players, add add and divide evenly

Roll 2 dice and multiply. Read correspondin- Riddle

if disappears if players add wrong

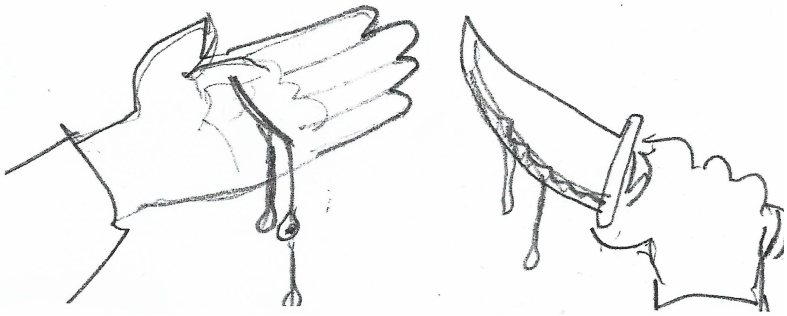
Blood Oath

Spell scroll (one time use)

Reduce one monster or boss' HP by 1/2 (round up)

Requires:
~~STR 4+~~
type PSY

Reduce your own HP by 1



MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

Acrobatics

Skill | requires [redacted]

Combine with any other player's attack to add +2 DAM

Misdirection

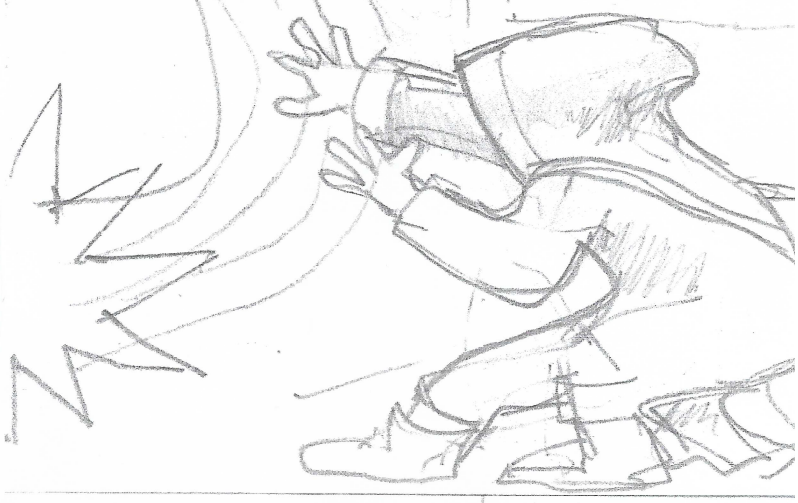
Skill

Roll 3+ to turn any monster's attack against them or another monster

DAM: [redacted] ?

RAN: ?*

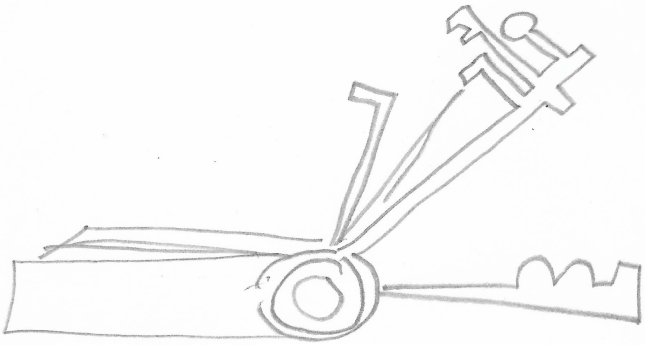
* depending on monster's attack



Lock Pick set

roll twice and choose the best result when opening locked [redacted] doors

Requires Int 4+

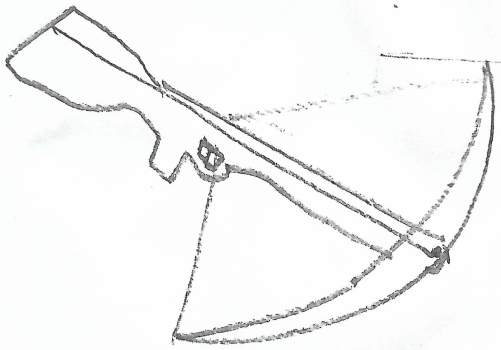


Crossbow (regular)

Dam 2

RAN 50

type: ~~melee~~



MAGIC and MAYHEM

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MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

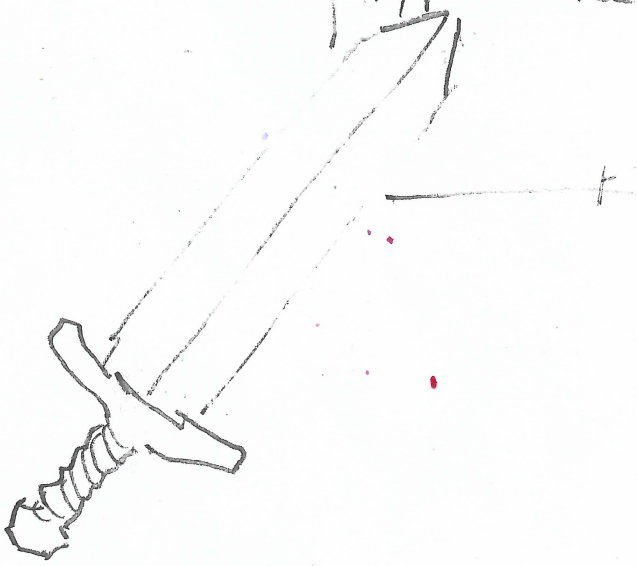
TREASURE

Broad Sword

Dam 2

Range: Ø

type: melee



Coordinated attack - Skill

(one time use)

When party has players with all 3 abilities ● ● ●, 3 or more players can combine their turns to deal combined damage to 1 enemy.

Each player rolls, add the results together for the amount of damage

Amulet Of Clairvoyance

allows bearer to see invisible monsters or elements like traps or doors

if already ● adds ●
otherwise adds ●

Immune to Psy attack if roll 4+ per turn
(does not burn an action)

Water Flask

(one time use)

Restores 1 HP

MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

Apple

Restores up to 6*HP.
*Roll die to see how many

Elven Mail

magical item

Increase max HP by 3

Increase MOV speed by 1

Fireball

Spell scroll

DAM: 2

RAN: 50

Requires INT 5

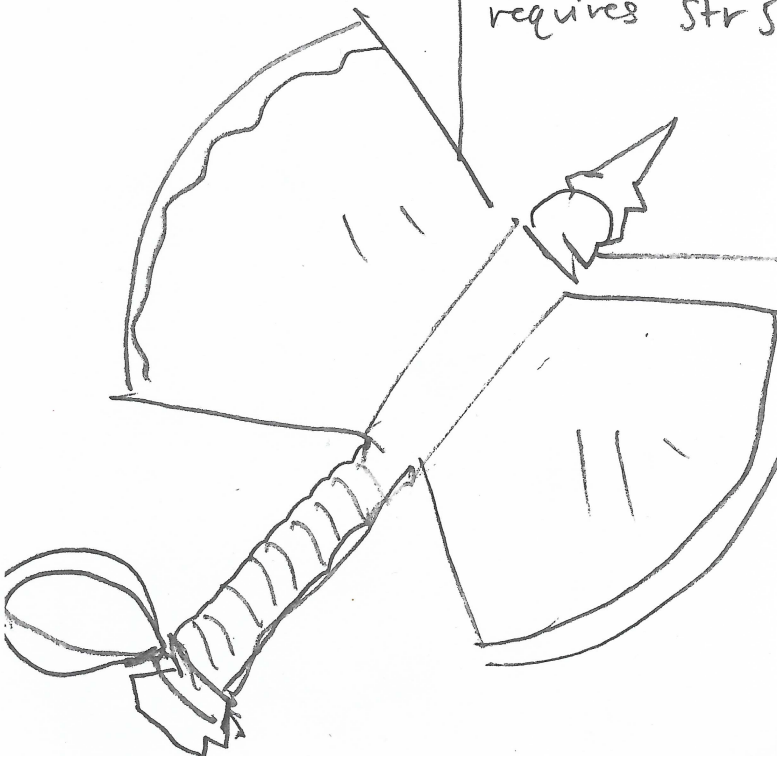
GIANT Axe

type melee

DAM 3

RAN Ø

requires Str 5



MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

Lucky Socks

magical item

Roll twice and choose the best result on all rolls

Teleport

Spell Scroll

(one time use)

Requires

Move any player or monster to any visible □ on the board

use token

Morale Boost

skill (one time use)

(~~use [illegible] per round~~)

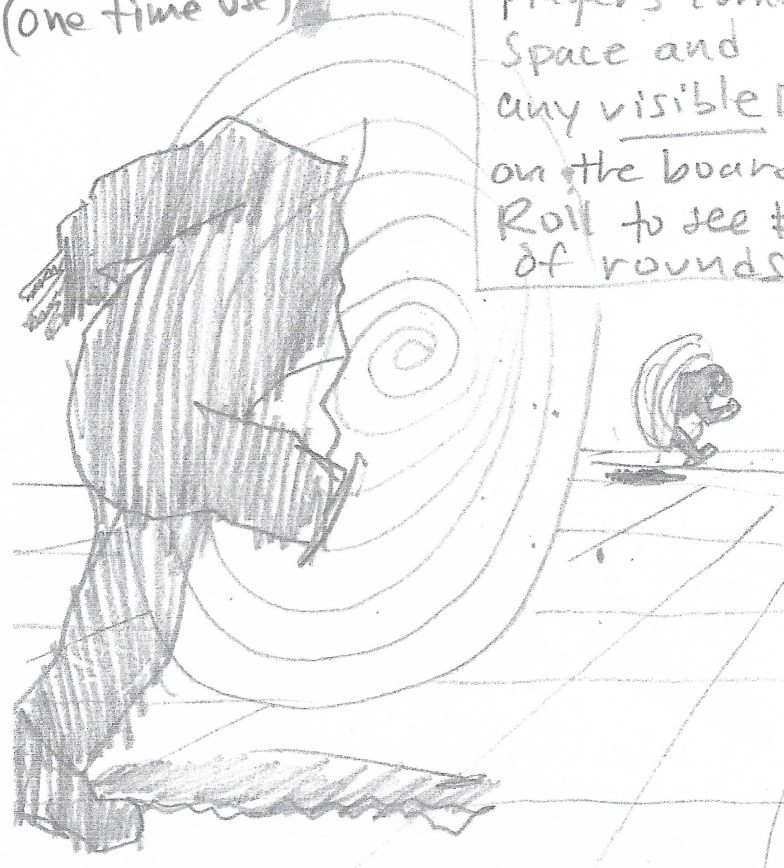
give another player a compliment to add +1 to their roll (choose player before they roll)

Portal

spell

(one time use)

Cast between Player's current Space and any visible □ on the board. Roll to see # of rounds



MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

Amulet of strength

magical item

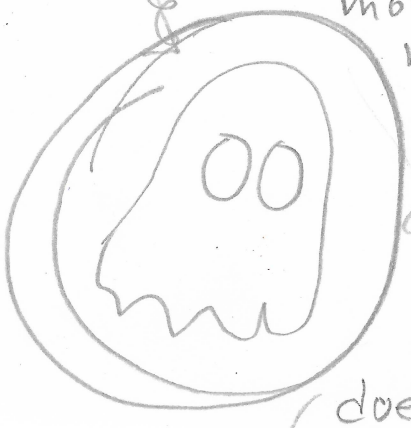
Can use once per turn
Roll 4+ and add 1 to player's
Damage on melee
attacks
(roll does not
burn an action)

if already
has
then add
otherwise
add

Amulet of Invisibility

Magical Item

Roll to appear
invisible once
per turn.
if roll 4+
monsters do
not see
you
and
cannot
attack you



(does not burn
an action)

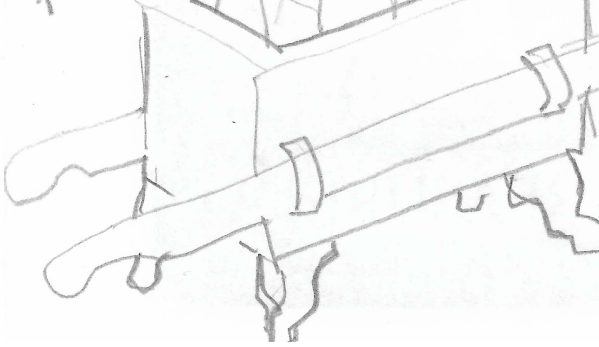
Shadow Strike

Skill
Roll 2+ to attack
unseen and deal
massive
damage

DAM 3
RAN Ø

Ark of the Covenant

magical item (one time use)
Requires 2 players
with
carry
to
Requires INT 4+
to use.
Does 3 HP DAM
to all monsters within
50 RAN for 5 Rounds.



MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

AGGRO AMULET

Magical Item

X2 Actions

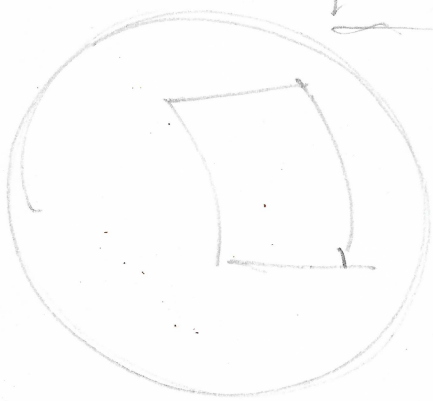
You may do 2 atack or action on each turn

Ruby

Magical gem

1/2 damage from fire

total +1 HP



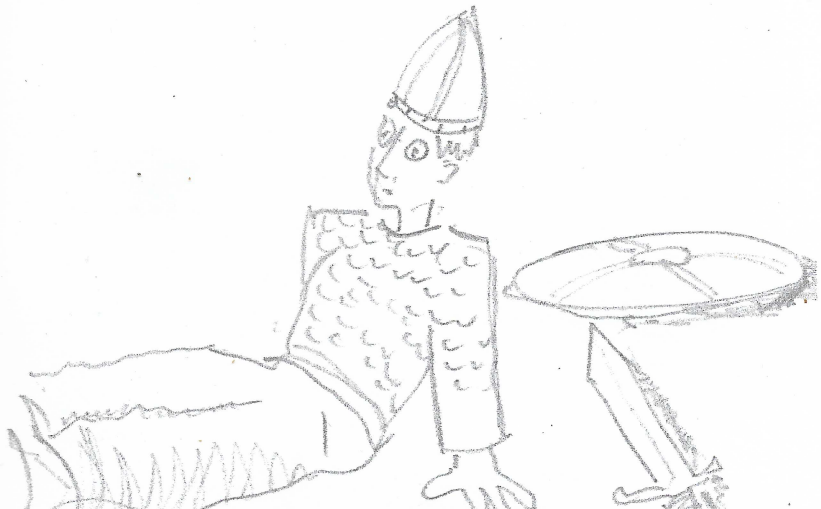
Adds fire damage type to sword ^ Gem

add 1 HP to players when found. Health potions bring up to max HP +1

Revive

Spell (one time use)

Roll 4+ to bring any player back from death (requires [redacted]) cannot use on self



Immobilize

Spell

RAN: 50

[redacted]

encases 1 creature in Ice for 5 rounds

MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

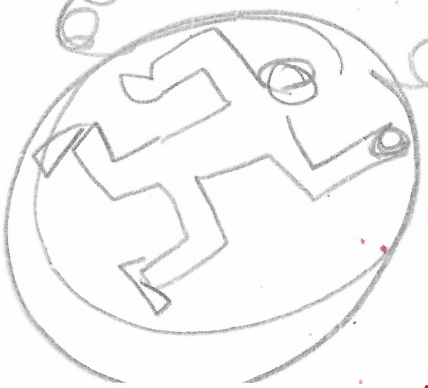
TREASURE

MAGIC and MAYHEM

TREASURE

AMULET OF SPRYness

roll 4+ to dodge any ranged attack



(roll does not burn an action)

if already adds

otherwise adds

Feather Blade

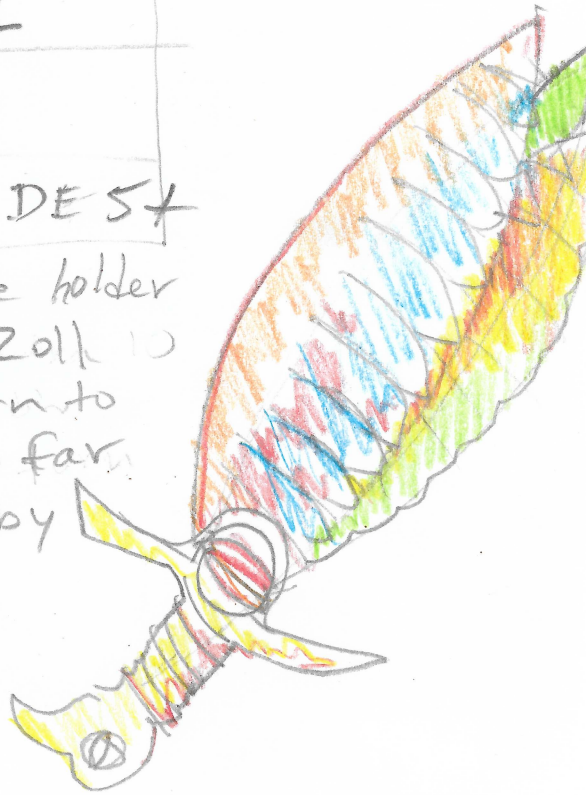
Type: melee

DAM: 2

RANGE: 0

REQUIRES: DE 5+

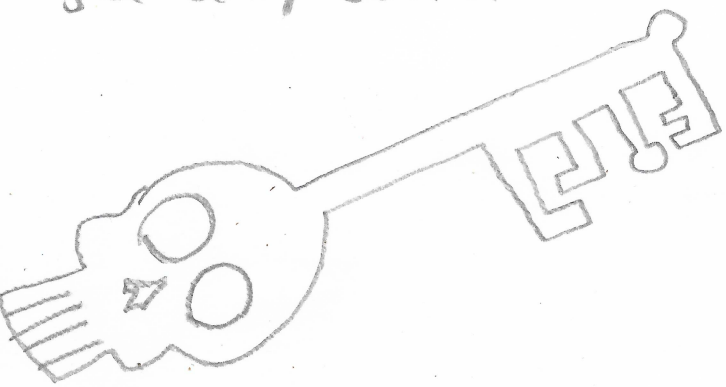
enables the holder to fly. Roll 10 per turn to see how far multiply by 10



Skeleton Key

automatically open any locked door

See any secret door

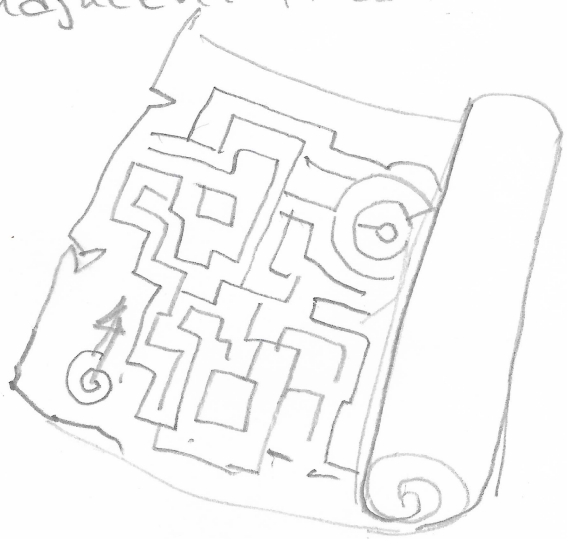


MAP of Mystery

Magical Item (one time use)

Reveal all adjacent tiles

Requires:



MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

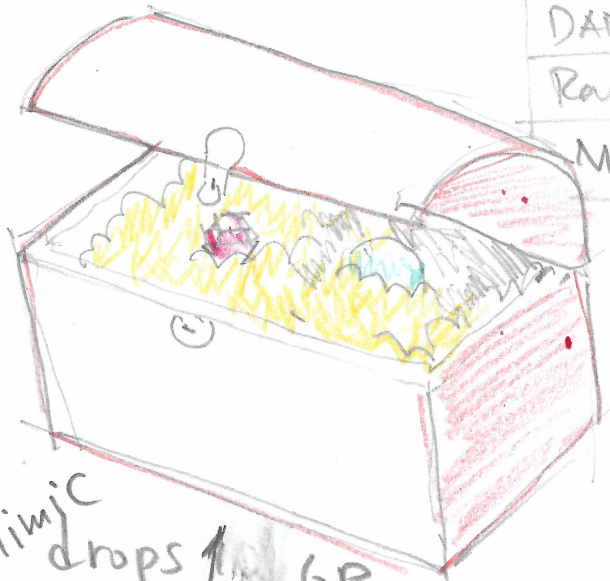
MAGIC and MAYHEM

TREASURE

TREASURE CHEST - GOLD

1. Roll X #of players divide evenly
2. Roll for encounter: if 4-6 pull from encounter deck
   if 3 Mimic!!!

HP: 3
DAM: 1
Range: 1
MOV: 10



mimic drops 1 GP

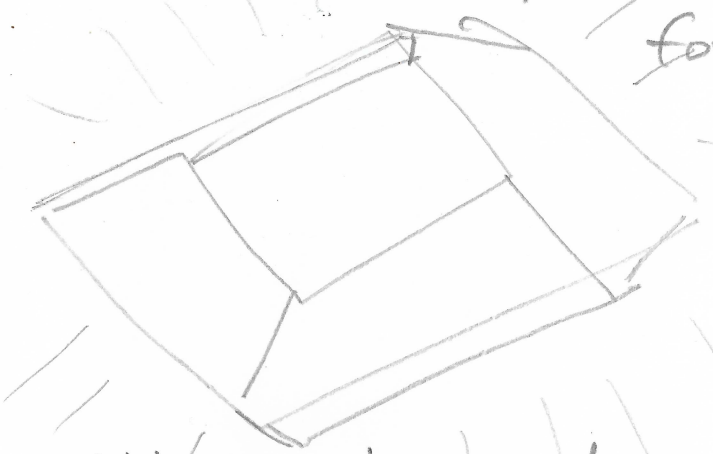
Sapphire

Magical gem

1/2 damage from psy

+1 HP add to max HP

increases HP by 1 when found



Adds Ice damage type to sword. immobilize 5 Rounds

Invisibility

spell

if roll 4+ per turn monsters cannot attack or follow

cast on self or any player

lasts for 5 turns

requires Int 5+

only one player may be invisible at a time with this card

"Short cut"

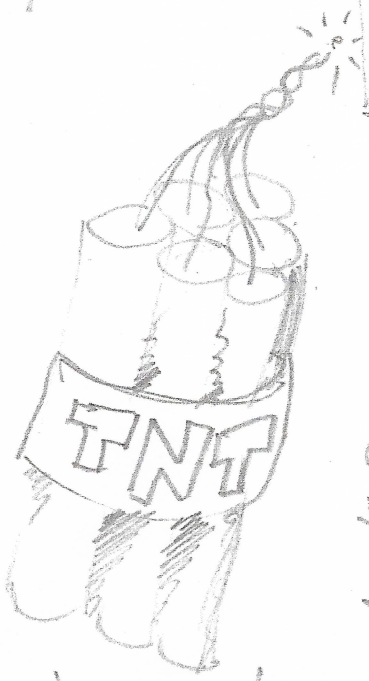
Magical Item (one time use)

type: fire

DAM: 10

RANGE: 20

time: 1 Round



Blows a hole in any dunge wall openi a way to the adjacen tile.

Does damage to all players monsters within range

MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

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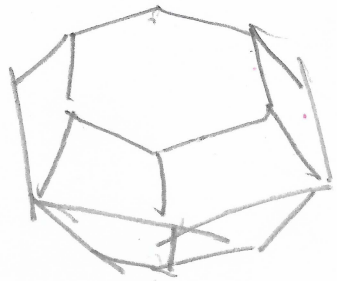
TREASURE

Emerald

Magical gem
take
1/2 damage from
all magical
attacks of
any type

+1 HP
add to
player's HP
when found
also increase
max HP

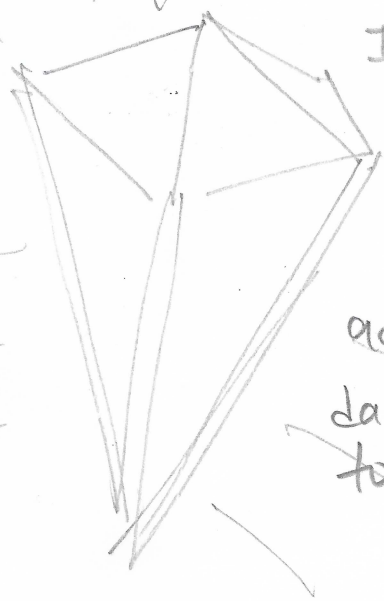


adds Poison damage type
to sword. incapacitate 5 rounds

Diamond

Magical gem
1/2 damage from
melee

+1 HP
add to
players HP
when found



Increases
max HP
by 1

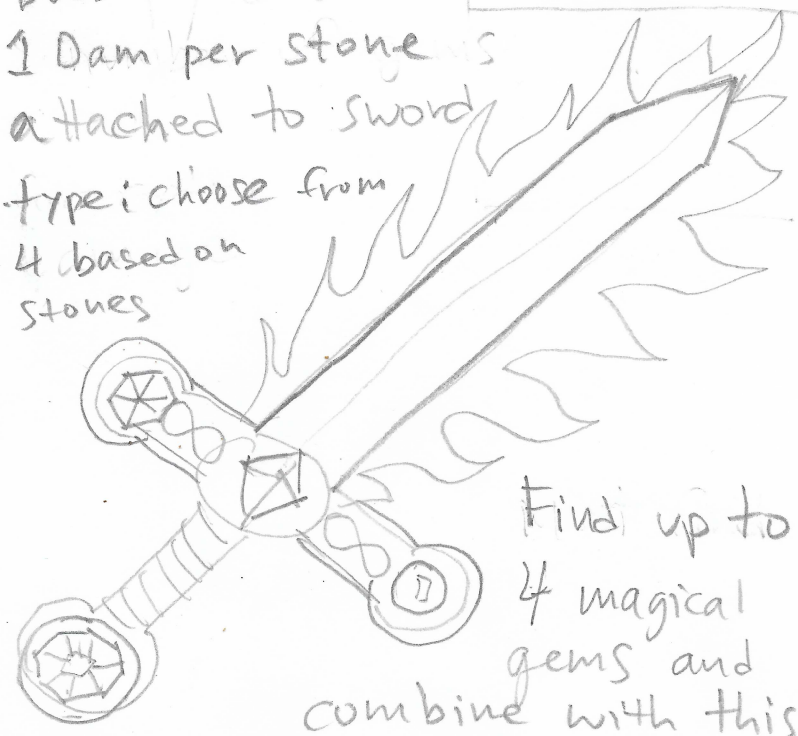
adds melee
damage type
Gem
to sword

Gem Sword

Magical Item

Does 1 HP melee Dam +
1 Dam per stone
attached to sword
type: choose from
4 based on
stones

type: ?
DAM = # of stones
RANGE: 0



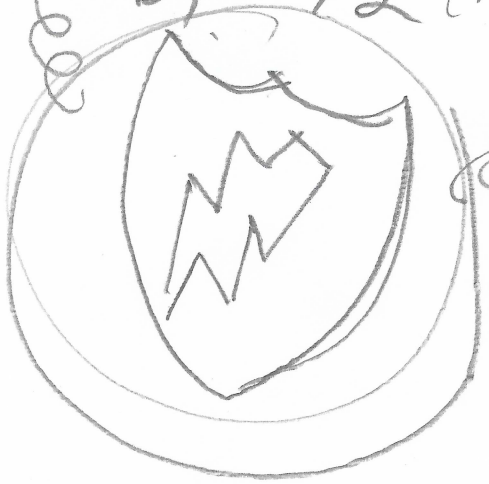
Find up to
4 magical
gems and
combine with this
card for power!!

Amulet of Invulnerability

magical item

Increase max HP
of bearer by 3

reduce all damage
except psy or poison
by 1/2 (round up)



MAGIC and MAYHEM

TREASURE

MAGIC and MAYHEM

TREASURE

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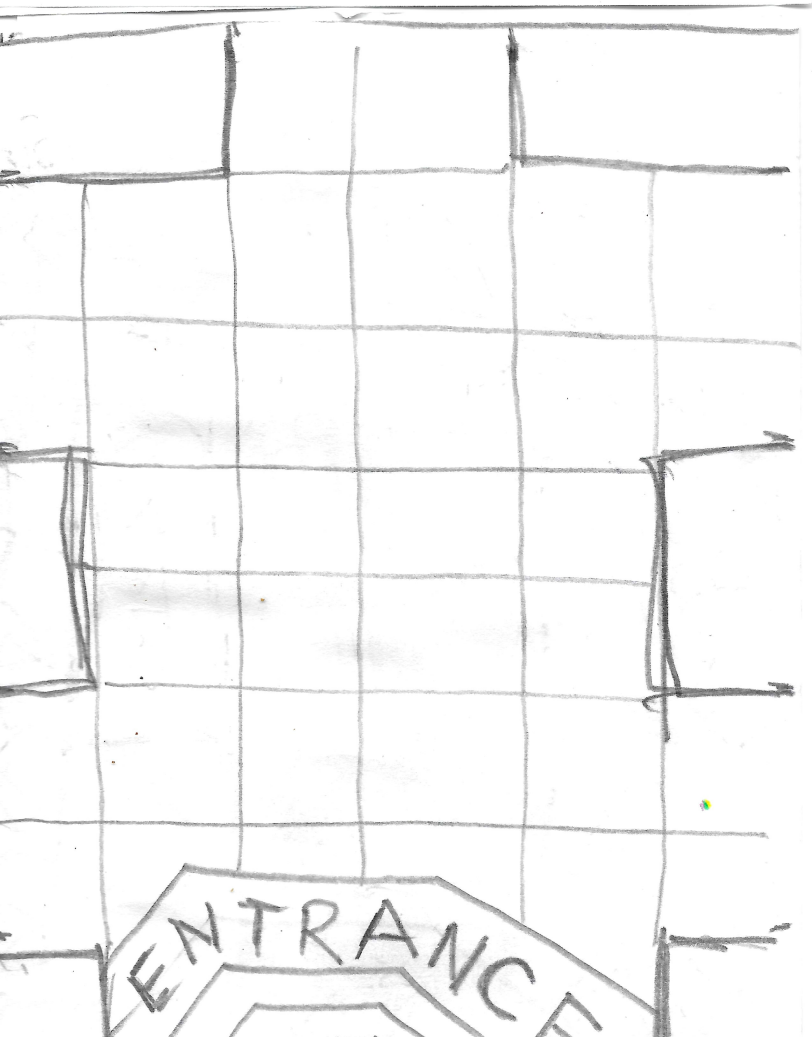
MAGIC and MAYHEM

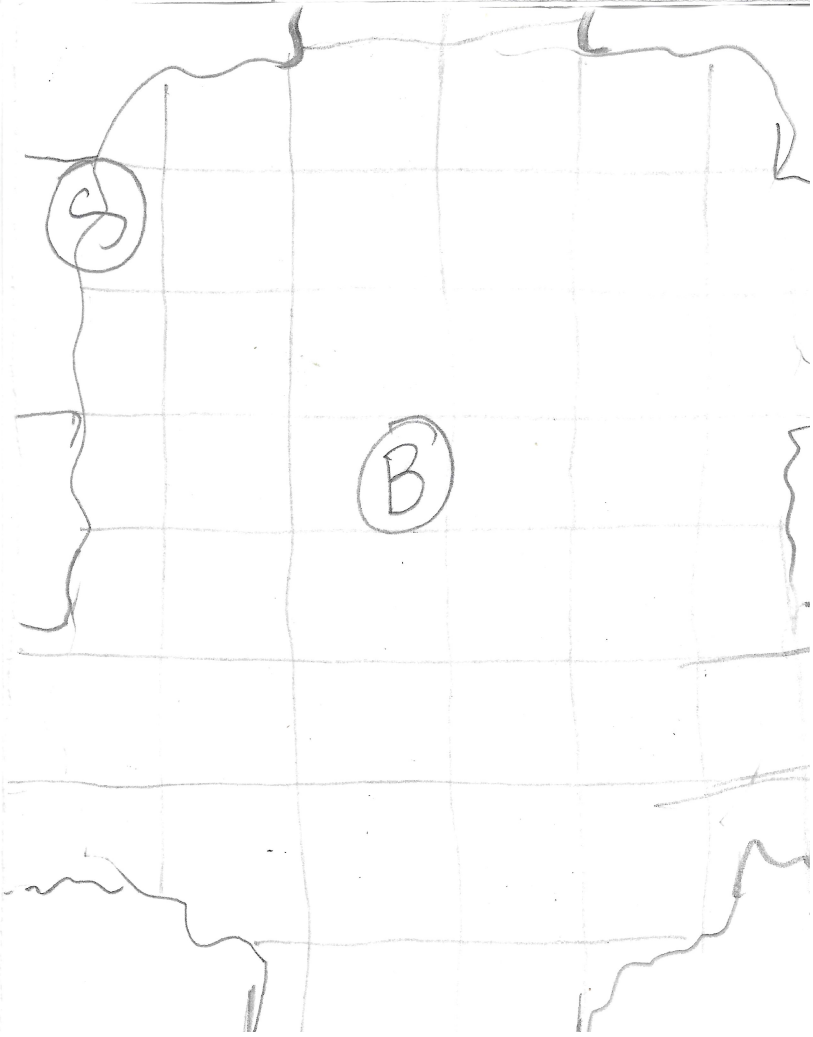
TREASURE

Poison darts

incapacitates any monster for 5 rounds. Use in cross-bow or arrows.

Not effective on boss



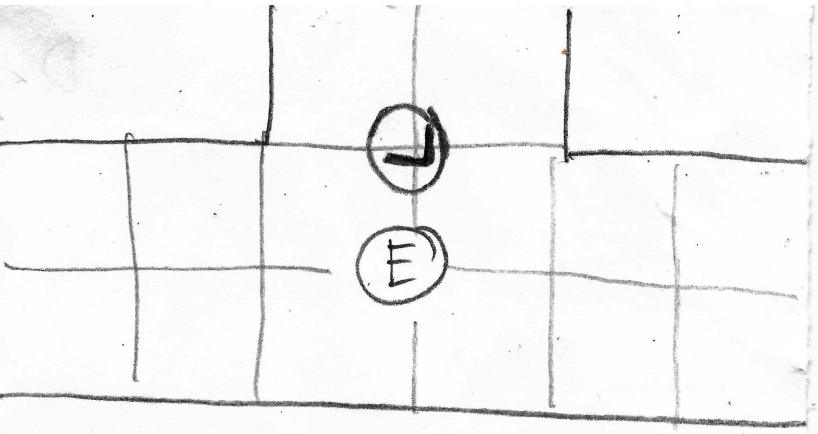


MAGIC and MAYHEM
DUNGEON

MAGIC and MAYHEM
TREASURE

MAGIC and MAYHEM
DUNGEON

MAGIC AND MAYHEM
ENTRANCE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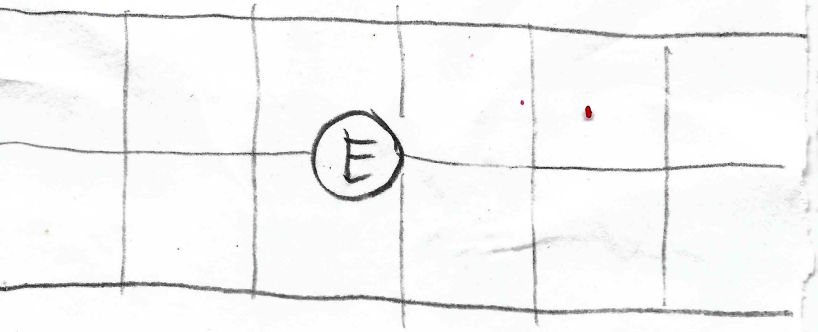
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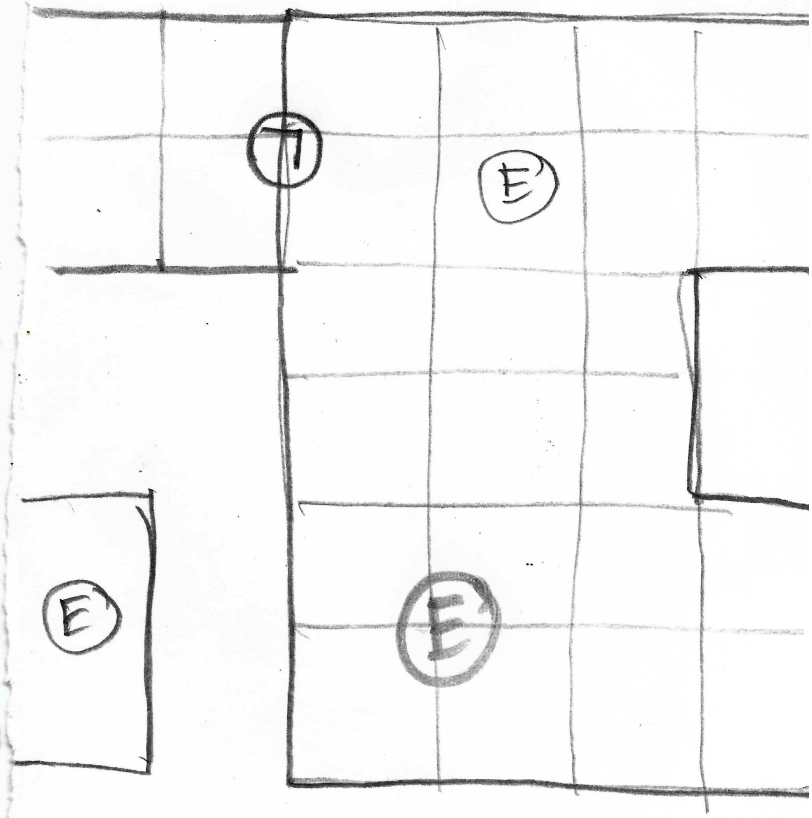
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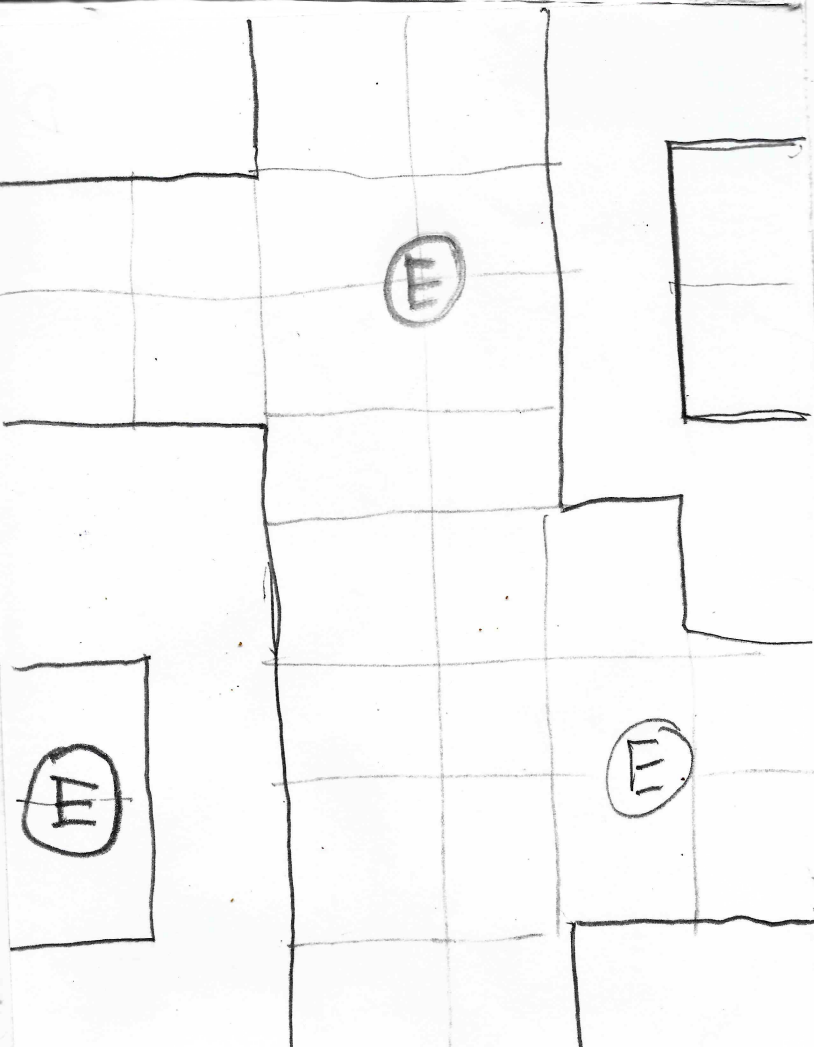
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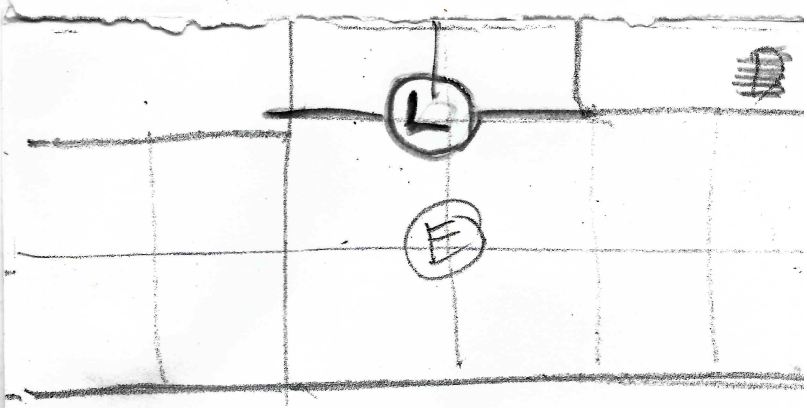
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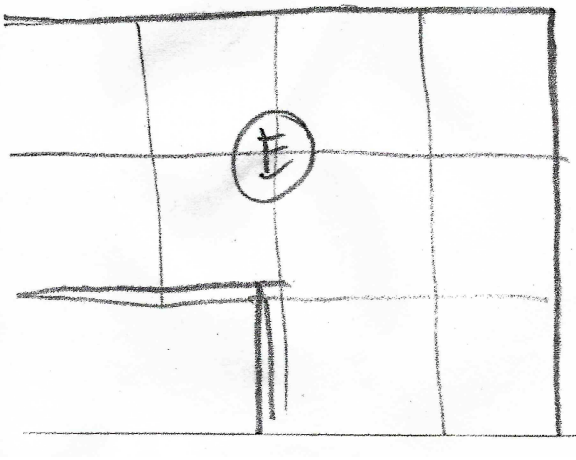
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MAGIC and MAYHEM

DUNGEON

MAGIC and MAYHEM

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