

THE FISH



ABILITY:
-1 to Hero Damage

REWARD:
3 Life AND 3 Attack

D6-3

10

IRON GOLEM



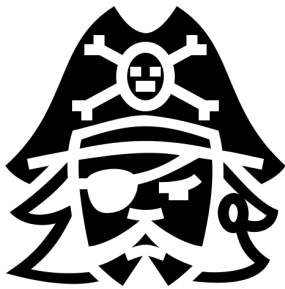
ABILITY:
None

REWARD:
2 Life AND 2 Attack

D6-2

7

PIRATE CAPTAIN



ABILITY:
None

REWARD:
2 Life AND 2 Attack

D6-1

4

GOBLIN KING



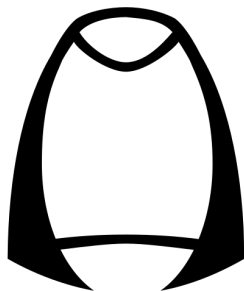
ABILITY:
1 Extra Boss Upgrade

REWARD:
2 Life AND 2 Attack AND 1 Potion

D6-1

6

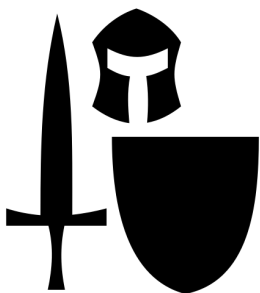
CLOAK



BOSS BONUS:
-1 to Hero Damage

EXTRA REWARD:
1 Life AND 1 Energy

BATTLE GEAR



BOSS BONUS:
+2 Life AND +1 Damage

EXTRA REWARD:
2 Life AND 2 Energy

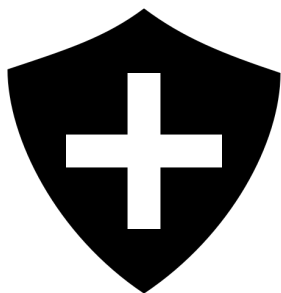
FLAMING FIST



BOSS BONUS:
+2 Damage

EXTRA REWARD:
1 Potion

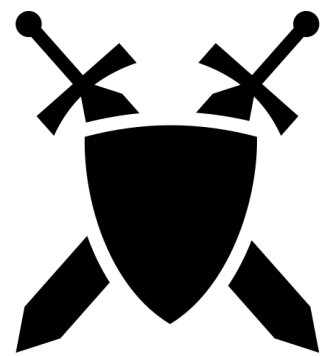
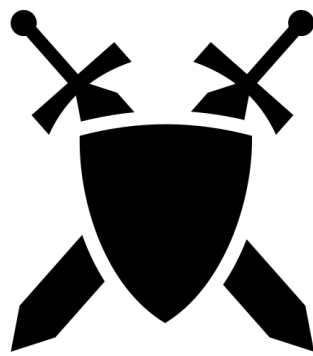
HEALING SHIELD



BOSS BONUS:
+5 Life

EXTRA REWARD:
1 Potion

20		10
19	MONSTER LIFE	9
18	TRACKER	8
17		7
16		6
15		5
14		4
13		3
12		2
11		1



10
9
8
7
6
5
4
3
2
1

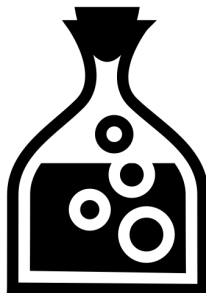


HERO TRACKER



10
9
8
7
6
5
4
3
2
1

POTION OF
AWESOMENESS



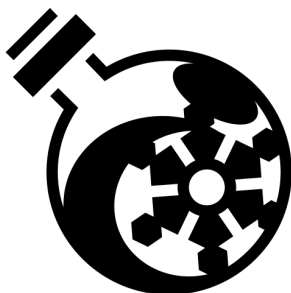
REWARD:
2 Life AND 2 Energy

POTION OF DEXTERITY



REWARD:
2 Energy

POTION OF
GREATNESS



REWARD:
Change 1 rolled dice to any number.

POTION OF LIFE



REWARD:
2 Life

POTION OF LIFE



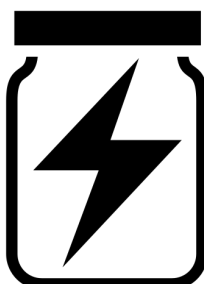
REWARD:
2 Life

POTION OF SIGHT



REWARD:
Flip over an adjacent room without
moving into it.

POTION OF SPEED



REWARD:
Lose no life this turn from monsters.

POTION OF STRENGTH



REWARD:
Monster lose an additional 2 Life this turn.



GOO



FLIGH ROLL 5:

Lose 1 Life



REWARD:

3 Life OR 3 Energy



HARPY



FLIGH ROLL 4:

Lose 1 Energy



REWARD:

1 Life OR 1 Energy AND 1
Potion



BUG



FLIGH ROLL 5:

Lose 1 Life



REWARD:

1 Life OR 1 Energy AND 1
Potion



ELEMENTAL



FLIGH ROLL 5:

Lose 1 Energy



REWARD:

1 Life OR 1 Energy AND 1
Potion



DJINN



FLIGH ROLL 4:

You must fight



REWARD:

1 Potion



EVIL TREE



FLIGH ROLL 6:

Lose 1 Life



REWARD:

2 Life AND 2 Energy OR 1
Potion



ICE GOLEM



FLIGH ROLL 3:

Lose 2 Life



REWARD:

3 Life OR 3 Energy AND 1
Potion



HATCHING EGG



FLIGH ROLL 4:

Lose 1 Life



REWARD:

1 Life AND 1 Energy



VINE GOLEM



FLIGH ROLL 4:

Lose 2 Life



REWARD:

2 Life OR 2 Energy AND 1
Potion



HYDRA



FLIGH ROLL 3:

You must fight



REWARD:

2 Life OR 2 Energy AND 1
Potion



SPECTRE



FLIGH ROLL 3:

Lose 3 Life



REWARD:

3 Life OR 3 Energy OR 1
Potion



SLIME



FLIGH ROLL 4:

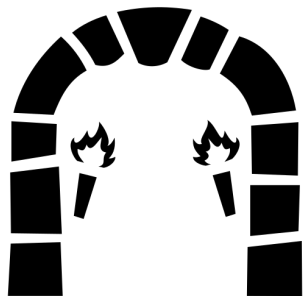
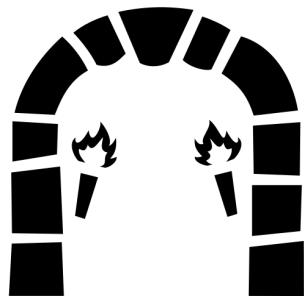
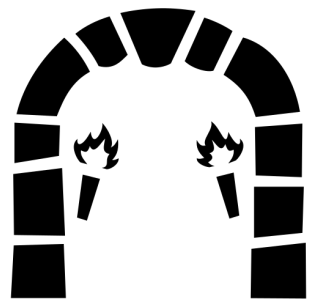
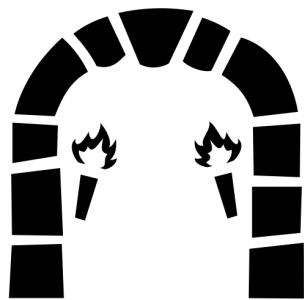
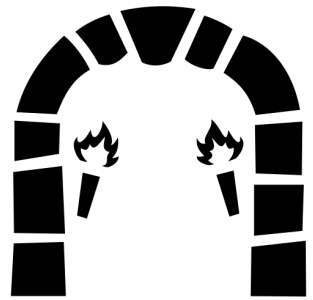
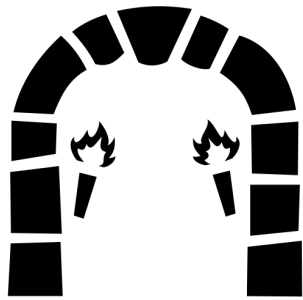
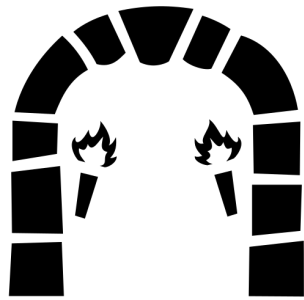
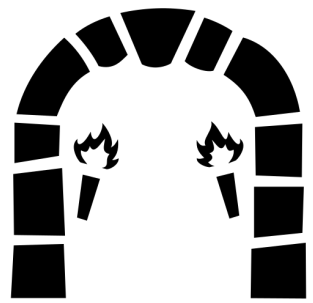
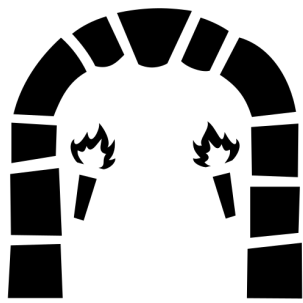
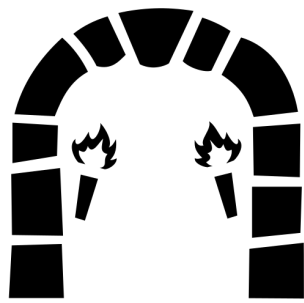
Lose 1 Energy



REWARD:

1 Life AND 1 Energy





BAT



FLIGH ROLL 3:

Lose 3 Life



REWARD:

2 Life OR 2 Energy



FAIRY



FLIGH ROLL 6:

Lose 1 Life



REWARD:

2 Life OR 2 Energy AND 1
Potion



ZOMBIE



FLIGH ROLL 3:

Lose 1 Life



REWARD:

1 Life AND 1 Energy AND 1
Potion



WEREWOLF



FLIGH ROLL 3:

Lose 3 Life



REWARD:

1 Life OR 1 Energy AND 1
Potion



WYVERN



FLIGH ROLL 5:

You must fight



REWARD:

1 Life OR 1 Energy OR 1
Potion



TROGLODYTE



FLIGH ROLL 3:

Lose 1 Potion



REWARD:

2 Potions



AGED KEY



Draw a Boss Card
(flight is not an option).

Reward:
Aged Key

MILLENIUM KEY



Draw a Boss Card
(flight is not an option).

Reward:
Millenium Key

SKELETON KEY



Draw a Boss Card
(flight is not an option).

Reward:
Skeleton Key

CAVE IN



You can not move through this room.

EMPTY ROOM

This room is empty.

EMPTY ROOM

This room is empty.

