50 tiles total

1x Boss Doorway tile

25x Path tiles

12x Encounter tiles

12x Respite tiles

Encounter Tiles

1: Dogoblins appear!

Fight the Dogoblin Enemy Card

2: A Dogre appears!

Fight the Dogre Enemy Card

3: Bird Alchemists appear!

Fight the Bird Alchemist Enemy Card

4: A sleeping Birdragon guards a mighty treasure!

Fight the Birdragon Enemy Card

5: A Fish Lich appears!

Fight the Fish Lich Enemy Card

6: Fish Knights appear!

Fight the Fish Knights Enemy Card

7: Treasure Chest...or is it?

Roll a die: 4 or higher, get an item – 3 or lower, fight a random enemy

8: Healing Spring...or is it?

Roll a die: 4 or higher, regain three health – 3 or lower, fight a random enemy

9: Friendly Merchant...or are they?

Roll a die: 4 or higher, pick one of three items – 3 or lower, fight a random enemy

10: Secret Door...or is it?

Roll a die: 4 or higher, pick one of three tiles – 3 or lower, fight a random enemy

11: It’s a trap!

Roll a die: 4 or higher, you escape – 3 or lower, lose that much health

12: It’s a trap!

Roll a die: 4 or higher, you escape – 3 or lower, lose that much health

Respite Tiles

1: Healing Spring

Roll a die: Regain half that much health, rounded up

2: Healing Spring

3: Healing Spring

4: Half-Empty Healing Spring

Regain 1 health

5: Treasure Chest

Get an item from the top of the item pile

6: Treasure Chest

7: Treasure Chest

8: Half-Empty Treasure Chest

Roll a die: 4 or higher, get an item – 3 or lower, nothing happens

9: Friendly Merchant

Look at the top three cards of the item pile and take one

10: Friendly Merchant

11: Secret Door

Look at the top three cards of the tile pile and attach one to this room

12: Secret Door

31 Cards total

1 Boss Card

2 Key Pieces

6 Enemy Cards

4 Potions

4 Scrolls

4 Helmets

4 Chestpieces

6 Weapons

Enemy Cards

Dogoblin

Roll die + attack to fight: 4 or higher, you win – 3 or lower, you lose 1 health

Roll die + move to run: 5 or higher, you run – 4 or lower, you lose 1 health

Dogre

Roll die + attack to fight: 5 or higher, you win – 4 or lower, you lose 1 health

Roll die + move to run: 4 or higher, you run – 3 or lower, you lose 1 health

Bird Alchemists

Roll die + attack to fight: 4 or higher, you win – 3 or lower, you lose all potions

Roll die + move to run: 4 or higher, you win – 3 or lower, you lose all potions

Birdragon

Roll die + attack to fight: 6 or higher, you win – 5 or lower, you lose that much health

Roll die + move to run: 4 or higher, you run – 3 or lower, you lose that much health

If you win, you get an item

Fish Lich

Roll die + attack to fight: 6 or higher, you win – 5 or lower, you lose that much health

You cannot run

You can give the Lich an item to escape automatically

Fish Knights

You cannot fight

Roll die + move to run: 6 or higher, you win – 5 or lower, you lose that much health

You can give the Knights an item to escape automatically

Potions (Usable by Cleric only)

Potion of Yummy Tuna Water

Roll a die: Cat of your choice gains that much health

Potion of Acid Reflux

Add 1 to any attack roll

Potion of Running Very Fast

Add 2 to any run roll

Potion of Silver Whiskers

Add 2 to any roll, except an attack or run

Scrolls (Usable by Wizard only)

Ghostly Tongue Bath Scroll

Roll a die: Cat of your choice gains half that much health, rounded up

Flaming Hairball Scroll

Add 3 to any attack roll

Schrodinger’s Door Scroll

Add 2 to any run roll

Pawstidigitation Scroll

Add 2 to any roll, except an attack or run

Helmets

Box Helmet

+1 to attack and run

Plastic Bucket Helmet

+2 to attack

Very Distracting Helmet

+2 to run

Kitten Helmet

Prevents you from losing health once

Chestpieces

Sharp and Pointy Armor

+2 to attack

Soft and Squishy Armor

Regain 1 more health from each healing

Unvincible Armor

Lose 1 less health from each failure

Kitten Armor

Prevents you from losing health once

Weapons

Rat Flail

+2 to attack

Fashionable Claw Covers

+2 to run

Fish-Slapper

+1 to attack, +1 to all bonuses gained by potions

Staff of Chair Legs

+1 to attack, +1 to all bonuses gained by scrolls

Lucky Cat Toy

+1 to all rolls, except attacking or running

The Forbidden Flea Collar

Use once and only once to get rid of an enemy (except for the Boss)