D100 DUNGEON MAPPING GAME

A GAME BY

MARTIN KNIGHT

MK GAMES

D100 DUNGEON MAPPING GAME

The D100 Dungeon Mapping Game has been designed to provide you with an alternative way to play D100 Dungeon. It combines the original rulebook with cards and tokens to give your quests a board game feel. You will need the original Version 3 rulebook in order to use this game.

FOR MORE INFORMATION ABOUT D100 DUNGEON VISIT - WWW.MK-GAMES.CO.UK

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THE PRINT AND PLAY VERSION
BY MARTIN KNIGHT

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Instructions

Permission is given to print off 1 working version of this game for your own personal use. With the exception of the Rulebook, all other pages have a front and back page. Front pages have a cut line for each component, back pages do not. When you print back to back, please make sure that the front page numbers and back page numbers are the same (i.e. PAGE 1 FRONT is printed to PAGE 1 BACK).

All non-paper components from the original game have been reconstructed into counters for your convenience. The round tokens have been converted into square tokens to make them easier to cut to size.
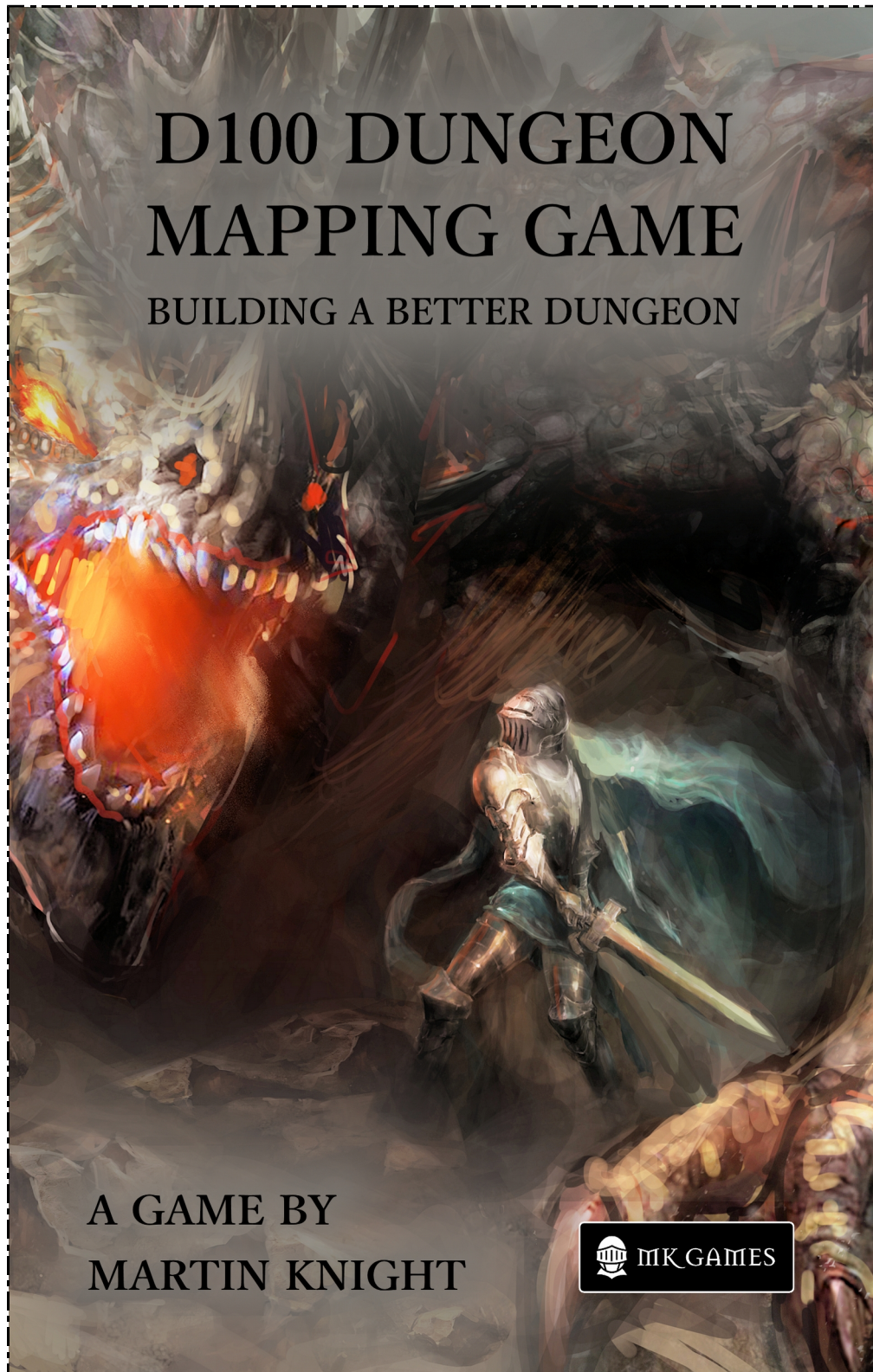
The images that have been used to create the print and play version of the game are the same images and sizes used in the making of the original Mapping Game, which is available from www.thegamecrafter.com.

For more information about D100 Dungeon, please visit www.mk-games.co.uk.

D100 DUNGEON MAPPING GAME

BUILDING A BETTER DUNGEON

A GAME BY

MARTIN KNIGHT

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D100 DUNGEON MAPPING GAME

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HOW TO SET UP A MAPPING GAME

When you are ready to begin a new quest, follow the set up procedure below.

1. Shuffle the Map Cards.
2. Create the Door Pool.
3. Create the Monster Pool.
4. Create the Geographic Pool.
5. Select which side of the Monster Cards will be used.
6. Place all other tokens within easy reach.
7. Draw the top Map Card and you are ready to begin the Quest.

MAP CARDS

The Map Cards feature areas that are based on 96 of the dungeon areas found on Table M – Mapping of the main rulebook, and like the areas from the table they have various doors and exits that allow movement through the dungeon. All of the cards have an entrance, which is marked with a white arrow. During the course of a game when the adventurer would normally roll on Table M – Mapping, they instead draw a Map Card and place it aligned to the exit they are using. The player must place the new card so that its entrance is adjacent to the exit the adventurer is passing through (see the diagram below).
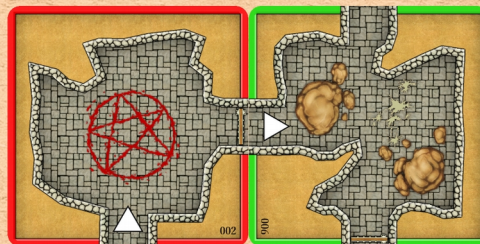
The adventurer is moving from the red area through the exit. They have already dealt with the door and need to generate a new area, so instead of rolling on Table M – Mapping, the player draws a Map Card and places its entrance (marked with the white arrow) aligned to the exit the adventurer was using.

DOOR COUNTERS

At the start of the game the Door Pool is created by gathering up all the Door Counters and removing those that are marked with the "O" code. The player sets them aside, and then mixes up the remaining counters together face down on the table. Ten are chosen at random and returned to the game box (they will have no further use in the quest). Lastly, the player returns the Door Counters set aside earlier (Door Code O) and mixes them all together face down to create the Door Pool.

The Door Counters are used to track all of the doors shown on the Map Cards. When a new Map Card is placed, if it has any exits blocked by a door icon, the player draws a Door Counter and places it face down on each of the exits showing a door icon. When the adventurer uses an exit that has a Door Counter, it is flipped over to reveal its door code, and the player looks up the doors details on Table D – Doors to discover how it can be opened.

When a door is successfully opened (i.e. its door code has been changed to O) the Door Counter is removed from the Map Card and placed back into the Door Pool. When a Door Counter is flipped over, but the adventurer fails to open the door, it remains on the Map Card flipped face upwards.

When a door would normally be ticked to show that it has been checked against the adventurers Key and Lever Track and has failed to open, a Blue Door Crystal is placed on the Door Counter to show it cannot be checked again. When the adventurer shades a Lever or Key Pip on a track, the player removes all associated crystals from the Map Cards (i.e. if a Lever Pip is shaded, the player removes all crystals from Door Counters with the LV codes).

Door Icon

MONSTER CARDS AND COUNTERS

The Monster Cards are used as a reference for the monsters your Adventurer will face during their Quest. They each have a number that corresponds to a Monster Counter, and at the start of a Quest, the player

gathers up the Monster Counters into a pool by selecting those counters relevant to the Quests Encounter Modifier using the table below.

Encounter Mod	Counters Used	Encounter Mod	Counters Used
-40	1-18	-5	1-48
-30	1-23	+0/+5/+10	1-53
-20	1-33	+15	2-53
-15	1-38	+20	3-53
-10	1-43		

The counters are placed face down, and when the player is instructed to roll on an Encounter Table, they instead draw a counter from the Monster Pool and place it face up in the centre of the current area, and then finds the Monster Card with the same number.

The Monster Cards are double sided. One side has the monsters found on Table E (from the main rulebook), and the other side has the monsters found on Table EA (from the Adventurers Companion expansion). At the start of a quest, the player must select which side of the Monster Cards they will be using for the forthcoming quest, and flips the cards to the correct side.

When a monster has been defeated, the player adds it to the combat track and returns the counter to the Monster Pool. If a monster escapes, the player returns the counter to the Monster Pool. When the adventurer escapes a monster, the counter remains in the current area, and will be encountered again the next time the adventurer revisits the area.

Counter Number

SKELETON SPIDER 21

AV: 45
DEF: 4
DMG: +2
HP: 15
K: P1

Monster Abilities
Regenerate
Resurrection
Web
Surprise

© Martin Knight 2018

GIANT CRAB 18

AV: 45
DEF: 3
DMG: +2
HP: 10
K: P1

Monster Abilities
None

© Martin Knight 2018

Adventurers Companion Card Icon

GEOGRAPHIC COUNTERS

At the start of the game, the Geographic Counters are mixed together face down to create the Geographic Pool. When the player is instructed to roll on Table G - Geographic, they instead draw a counter from the Geographic Pool and place it face up in the centre of the current area. Then they look up the result that matches the number on the Geographic Counter on Table G – Geographic. Please note that every possible dice result is represented with a Geographic Counter, with the exception of result 42.

There are three different types of Geographic Counters used, and each is handled slightly differently. Below are the three type of counters.

G4	G50	G88
Immediate	Interactive	Overlay

Immediate Geographic Counters are looked up using the reference number found on the counter on Table G – Geographic, and the rules are dealt with immediately. Then the counter is returned back to the Geographic Pool.

Interactive Geographic Counters are looked up using the reference number found on the counter on Table G – Geographic and can be dealt with at any time (outside of combat) during the quest when the Adventurer Marker is in that area. They are marked with a tick symbol as a reminder that they can be interacted with. Once the feature has been interacted with, the counter is returned back to the Geographic Pool.

Overlay Geographic Counters are looked up using the reference number found on the counter on Table G – Geographic, and will require the player to find the correct Overlay Counter, and place it face up in the centre of the current Map Card. The player must then either return the Geographic Counter back to the Geographic Pool, or it should be removed from the game (see Overlay Counters below).

OVERLAY COUNTERS

The Overlay Counters are used when specific Geographic Counters are drawn, and can behave differently when being placed, see the details at the end of this rulebook of how to use the different Overlay Counters.

When the last Overlay Counter of its type has been placed during a Quest, the matching Geographic Counter is returned to the Game Box and has no further use in the current quest (i.e. if the player has placed all available G88 Overlay Counters, and with no more remaining, the player returns the matching G88 Geographic Counter to the game box).

OTHER RULES

The adventurers position is tracked on the Map Cards using the Adventurer Marker. When the Adventurer moves into a new area the marker is moved to that Map Card. When an area has been searched, a Green Search Crystal is placed on the Map Card to signify it has been searched and cannot be searched again.

There are four Find Counters. They are double sided and each shows two possible results from Table F – Find that need to be placed on the Map Cards. If at any time the player rolls one of these two results but there are no more Find Counters available to be placed (because they are all being used) the result is ignored and the player rolls again. When the Tomb Find Counter has been interacted with, the counter is removed from the Map Card and can be used again.

Some quests may include a special encounter table, and in order to use them with the Mapping Game, you will need to create a Monster list. The list should reference each monster found on the table with a number, and when you create the Monster Pool, you will only use the numbered Monster Counters that match up with a monster on the special encounter table. For instance, if a table has 12 monsters, you would number the monsters from 1-12, and only use the Monster Counters numbered from 1-12 for the quests Monster Pool.

As an alternative to creating a Monster List, you may prefer to write in pencil the monsters number in the book alongside the table. When a Monster Counter is revealed, you will need to refer to the special Encounter table for the monsters details, instead of using the Monster Cards. In some cases, all of the monsters found on a special encounter table may include monsters represented by a Monster Card. If this is the case, the Monster pool is created by selecting the correct Monster Counters from the Monster Cards that are present on the special encounter table.

Each of the Map Cards have been created using 96 of the map results found on Table M – Mapping, and each has been assigned a number. The number also shows its position on the mapping table and may be required when setting up a pre-generated dungeon. Results 1, 5, 10 and 19 from Table M – Mapping are not represented and do not have Map Cards.

At times in a game the adventurer may have escaped a monster they have encountered from a table found in the main rulebook, and do not have a Monster Counter to place on the Map Card. When this happens the player finds the Monster Card and Counter that matches the monster they have escaped from, and places the counter on the map card; the player may need to search the Monster Counters that were returned to the box at the start of the game. If no such Monster Card or Counter is available, because it is already in play on another Map Card, or it doesn't exist, the player must randomly draw a Monster Counter from the monster pool and place it face down on the current Map Card. If the adventurer re-visits the area, the Monster Counter is flipped face up and the monster is encountered.

All other rules not presented here are used directly from the Main rulebook.

COMPONENTS

1	Rulebook (This Book)
1	Adventurer Marker
53	Monster Cards
1	Bonus Monster Card
96	Map Cards
24	Overlay Counters
56	Geographic Counters
37	Door Counters
53	Monster Counters
4	Find Counters
25	Green Search Crystals
10	Blue Door Crystals

Monster Cards   Map Cards   Overlay Counters

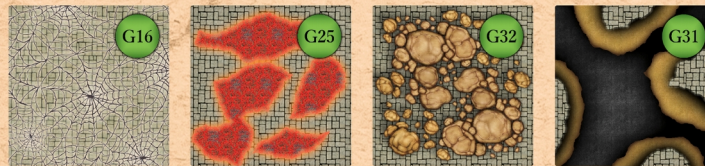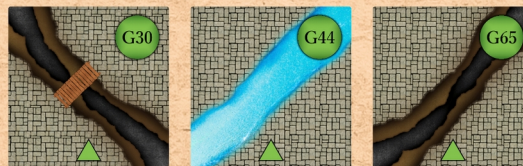Geographic Counters   Door Counters   Monster Counters   Find Counters

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OVERLAY COUNTERS

These four Overlay Counters are placed in the centre of the current Map Card and have no other placement rules.
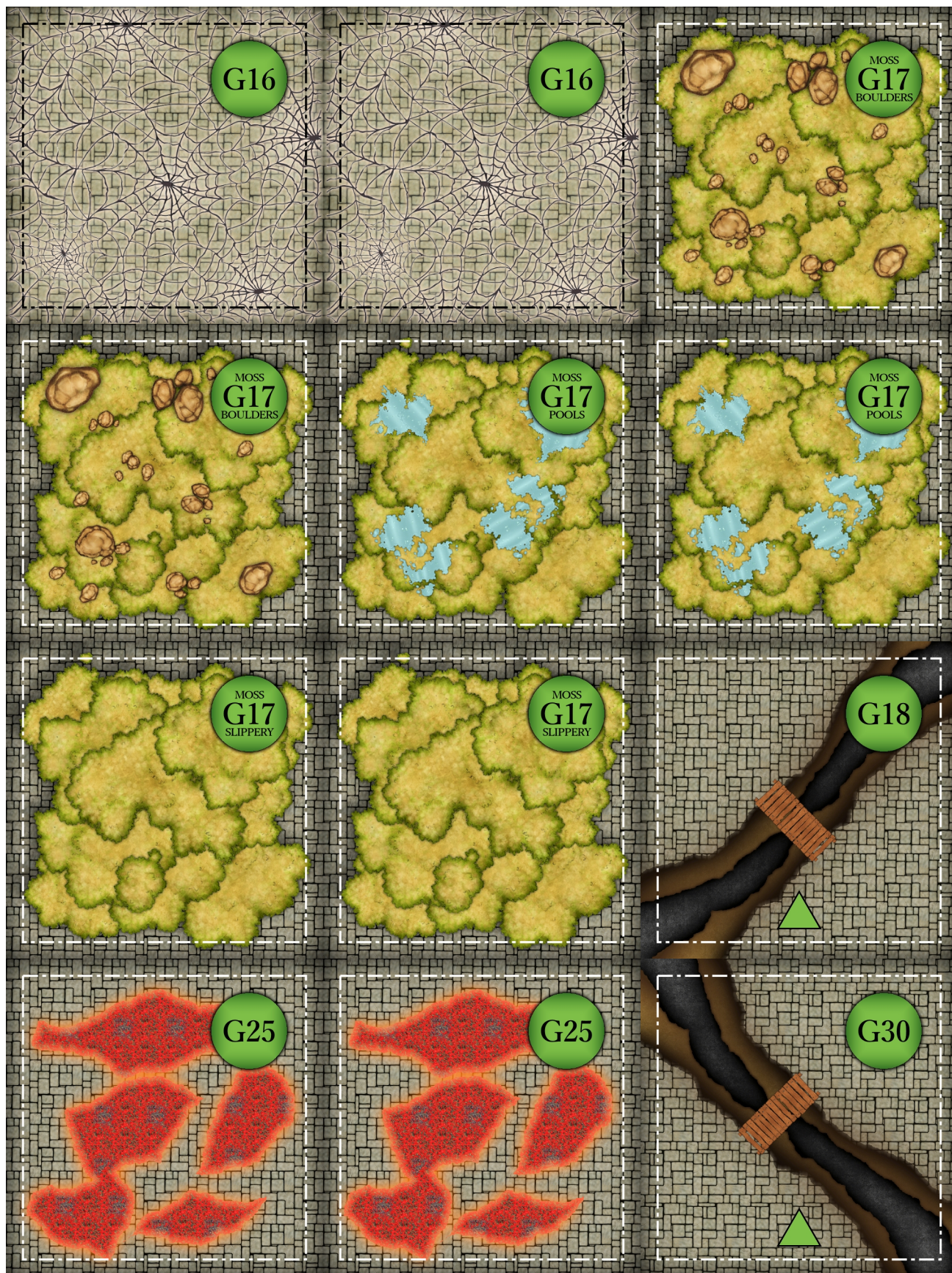
These Overlay Counters must observe the correct orientation when being placed. They are always placed so that the white arrow on the Map Card and the green arrow on the Overlay Counter point in the same direction.
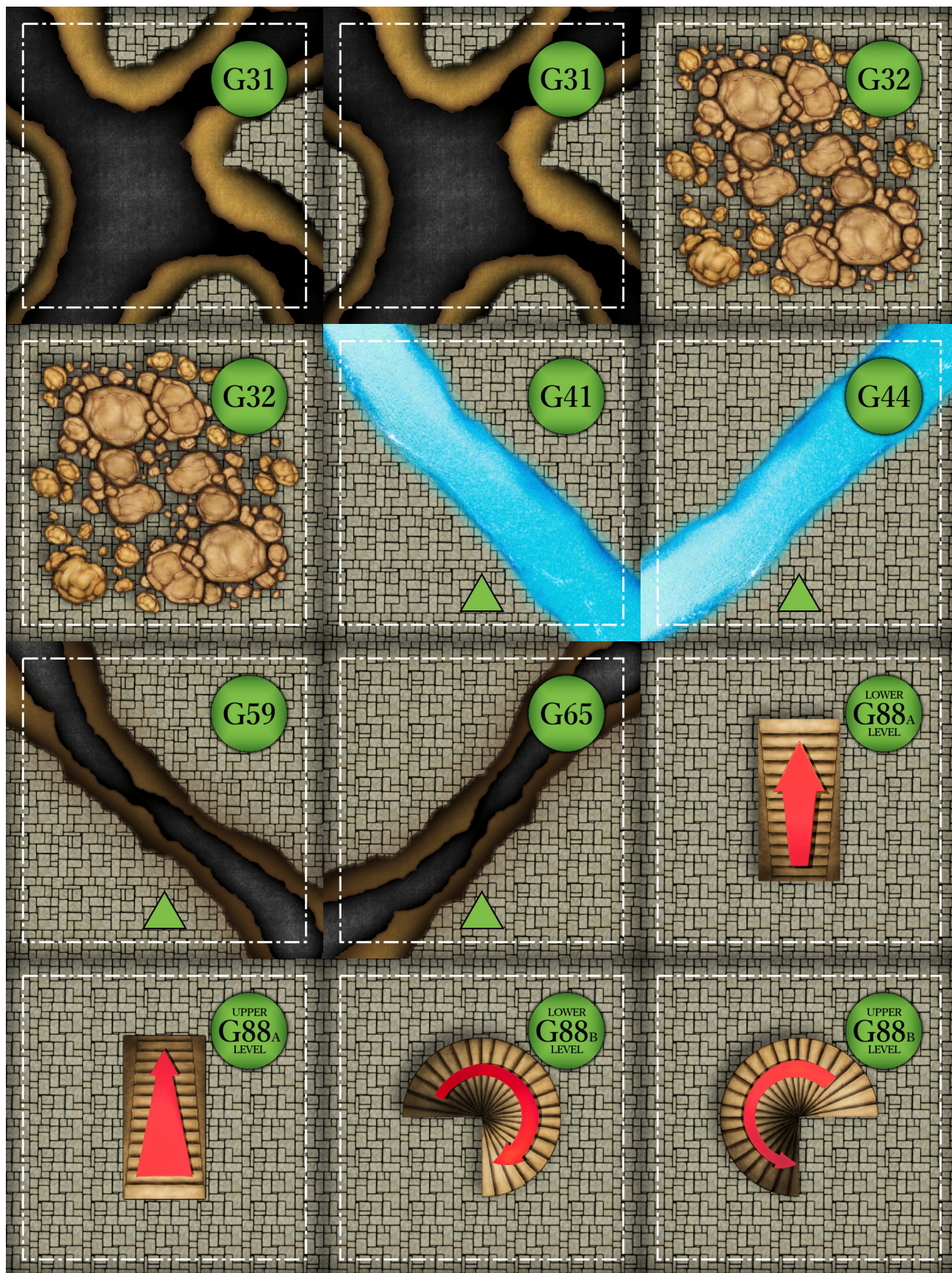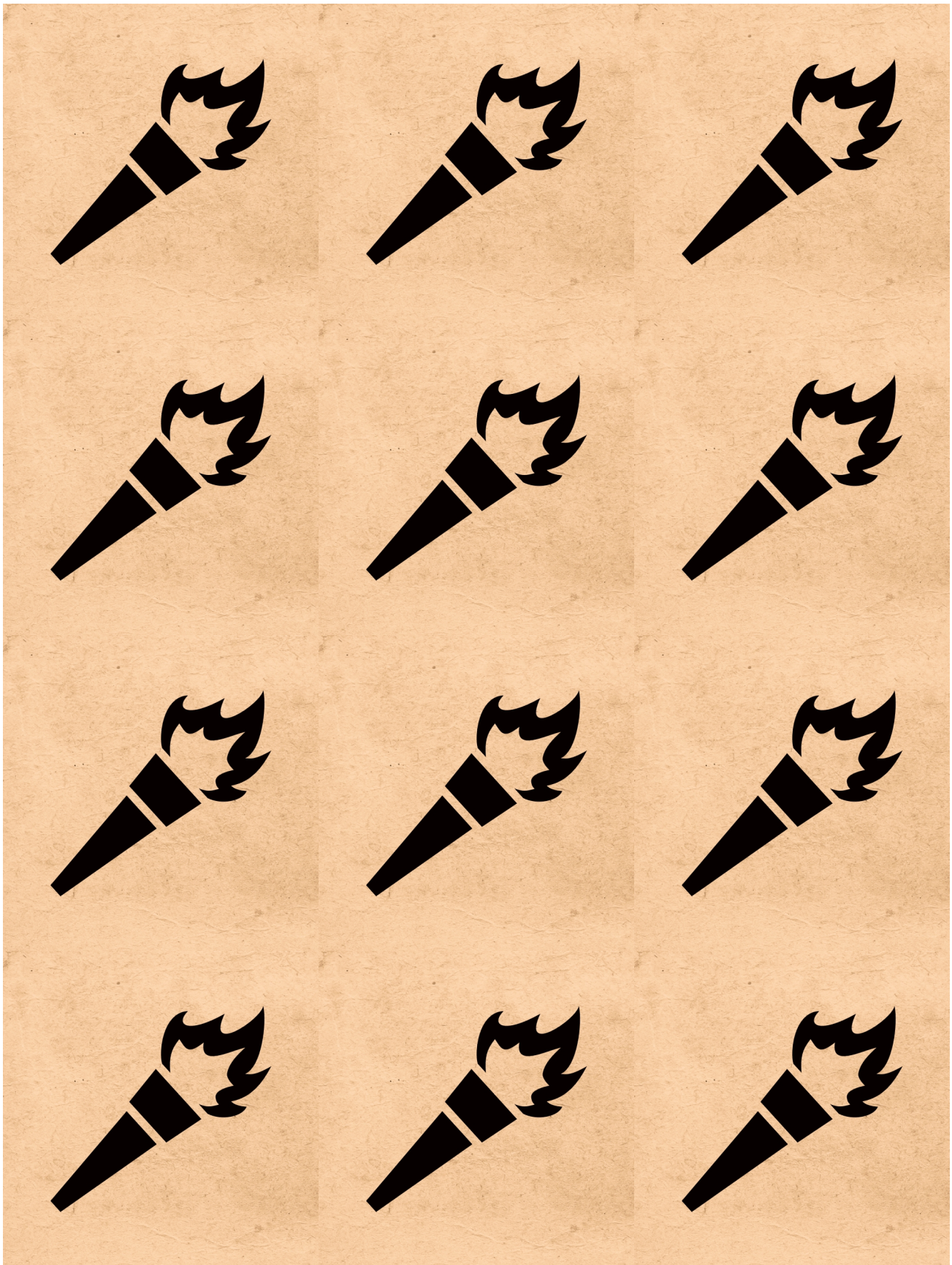
When the Geographic Counter G17 is revealed, instead of rolling for the type of moss encountered, the player takes all of the G17 Overlay Counters that have not been placed already, mixes them up face down on the table, and then chooses one at random to place on the current area.
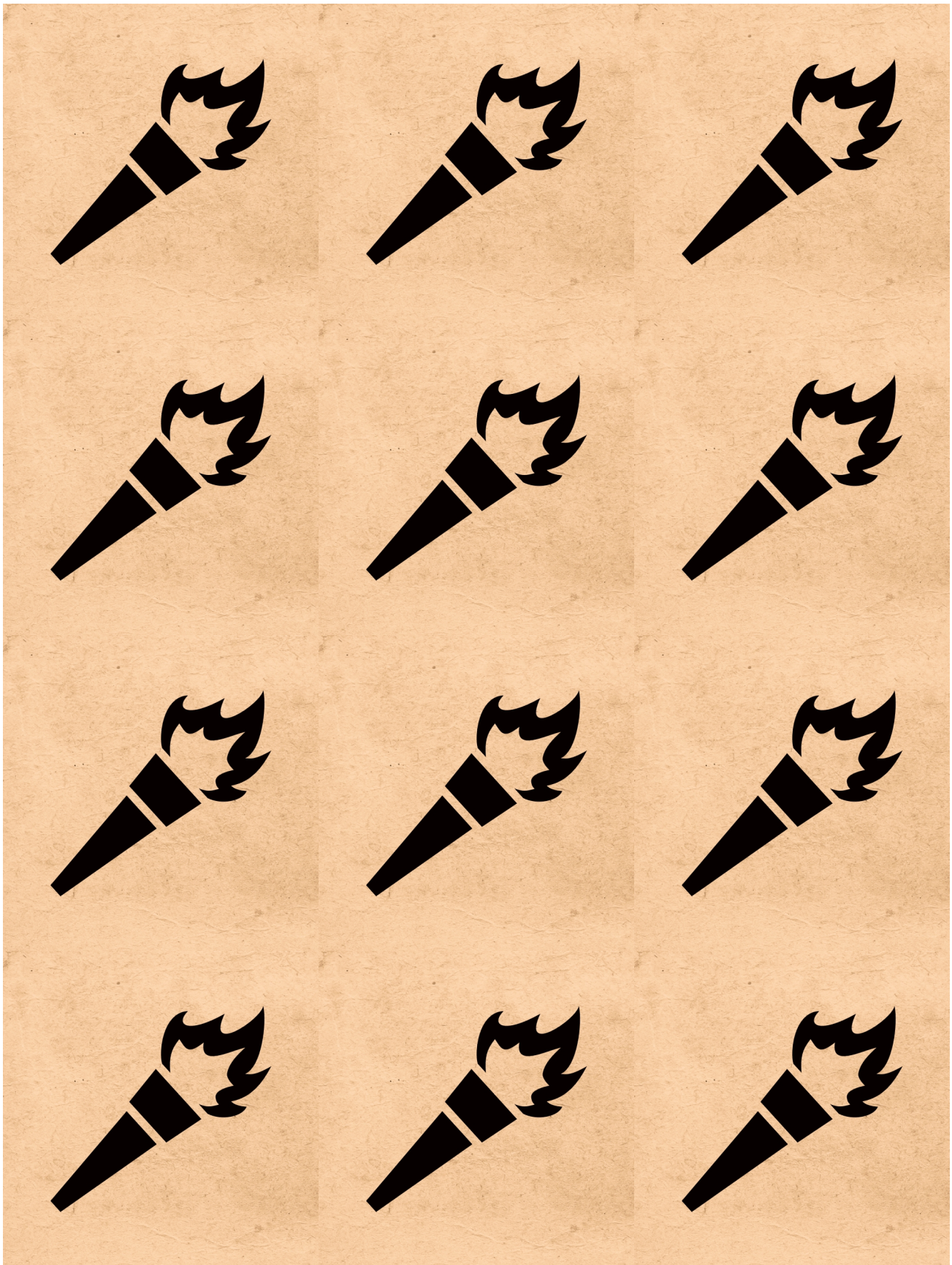
When Geographic Counter G88 is revealed, the player takes one of the unplaced G88 Upper Level Overlay Counters and places it in the centre of the current Map Card. They then draw a random Map Card (treat it as a yellow area) and places it face up on its own and apart from the other Map Cards. Lastly, they place the matching G88 Lower Level Overlay Card in the centre of this new card. These two areas are now linked and can be moved between each other using the stairs, as explained in the main rulebook.
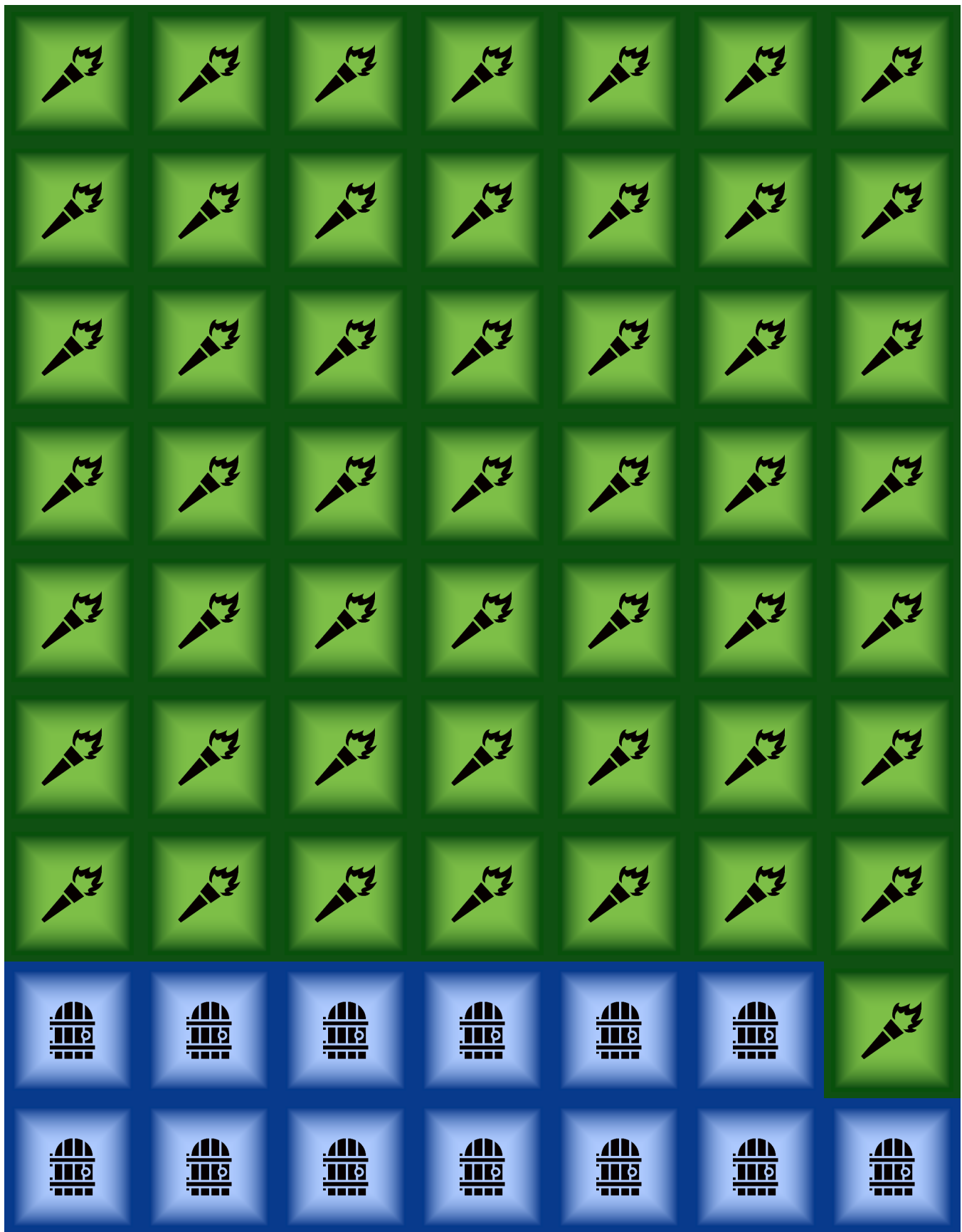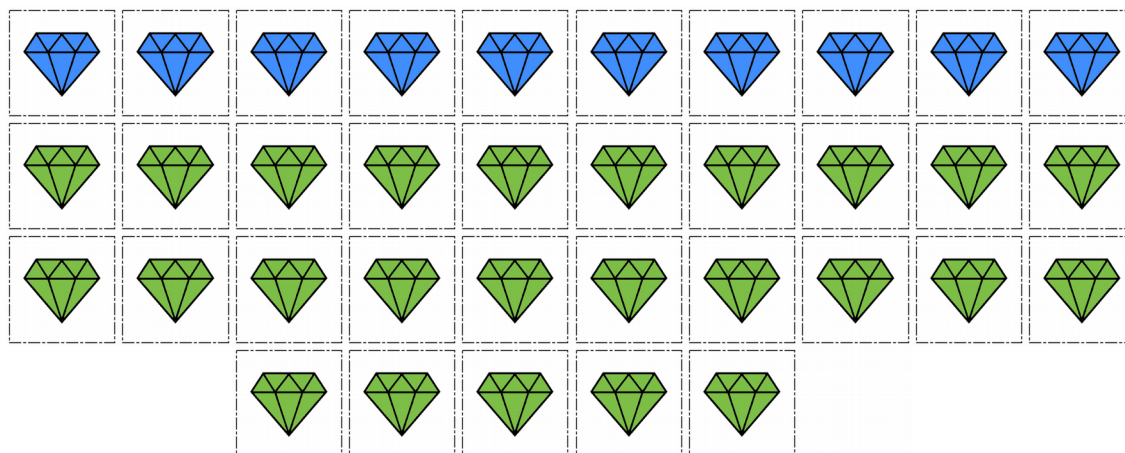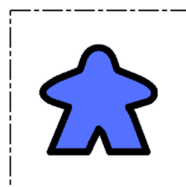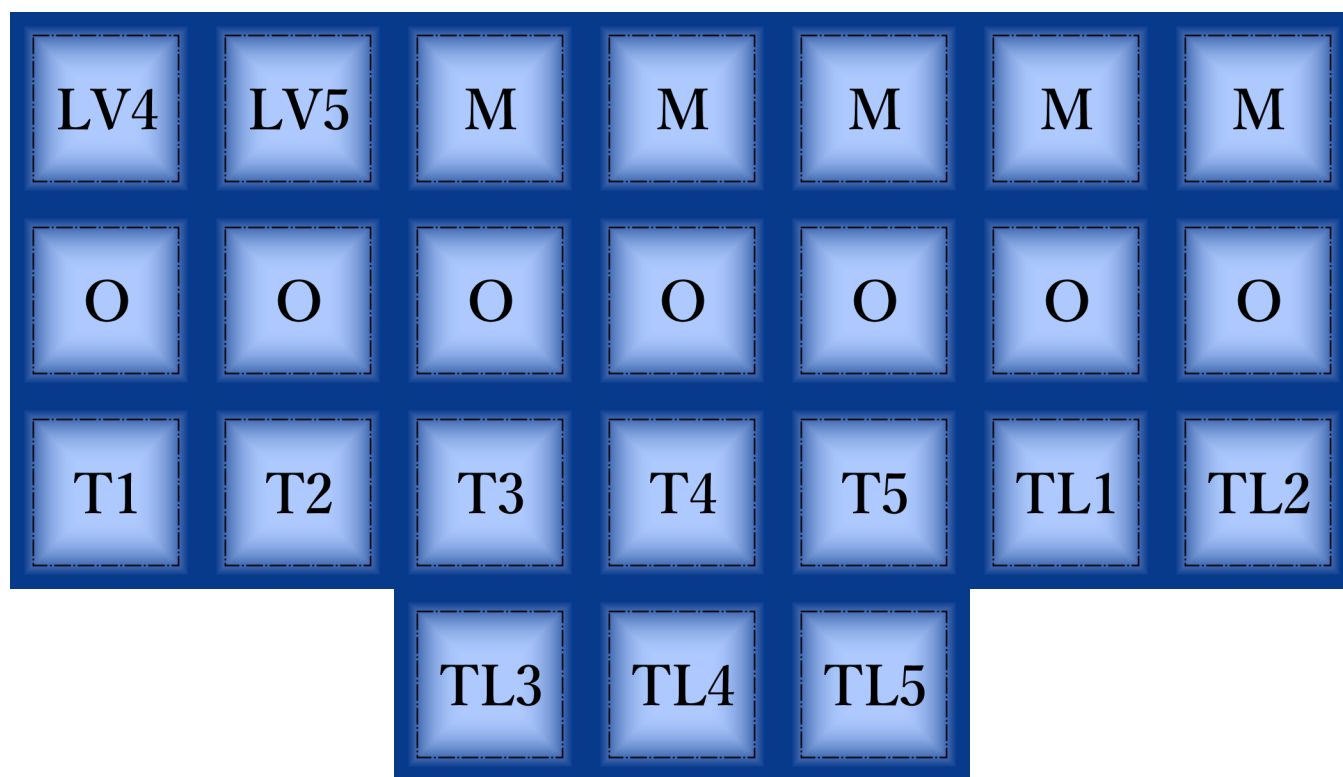
G16

G16

G17 MOSS BOULDERS

G17 MOSS BOULDERS

G17 MOSS POOLS

G17 MOSS POOLS

G17 MOSS SLIPPERY

G17 MOSS SLIPPERY

G18

G25

G25

G30

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G31

G31

G32

G32

G41

G44

G59

G65

LOWER
G88A
LEVEL

UPPER
G88A
LEVEL

LOWER
G88B
LEVEL

UPPER
G88B
LEVEL

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E1	E2	E3	E4	E5	E6	E7
E8	E9	E10	E11	E12	E13	E14
E15	E16	E17	E18	E19	E20	E21
E22	E23	E24	E25	E26	E27	E28
E29	E30	E31	E32	E33	E34	E35
E36	E37	E38	E39	E40	E41	E42
E43	E44	E45	E46	E47	E48	E49
E50	E51	E52	E53	=S=	=S=	=S=
=S=	G1	G2	G3	G4	G5	G6

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F41 F41 F41

F41

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G7	G8	G9	G10	G11	G12 ✓	G16 ■
G17 ■	G18 ■	G19 ✓	G23 ✓	G25 ■	G26 ✓	G30 ■
G31 ■	G32 ■	G33 ✓	G36 ✓	G41 ■	G43 ✓	G44 ■
G45 ✓	G49 ✓	G50 ✓	G51 ✓	G52 ✓	G54 ✓	G55 ✓
G59 ■	G60 ✓	G63 ✓	G65 ■	G66 ✓	G70 ✓	G71 ✓
G72 ✓	G75 ✓	G78 ✓	G79 ✓	G80 ✓	G81 ✓	G82
G84 ✓	G88 ■	G91 ✓	G93 ✓	G96 ✓	G98	G99
G100	J1	J2	J3	J4	J5	L1
L2	L3	L4	L5	LV1	LV2	LV3

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LV4	LV5	M	M	M	M	M
O	O	O	O	O	O	O
T1	T2	T3	T4	T5	TL1	TL2

TL3	TL4	TL5
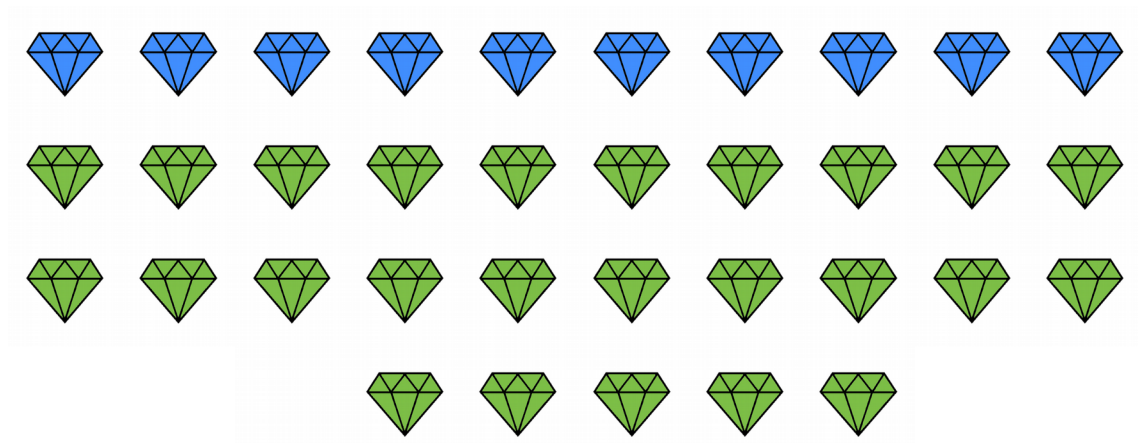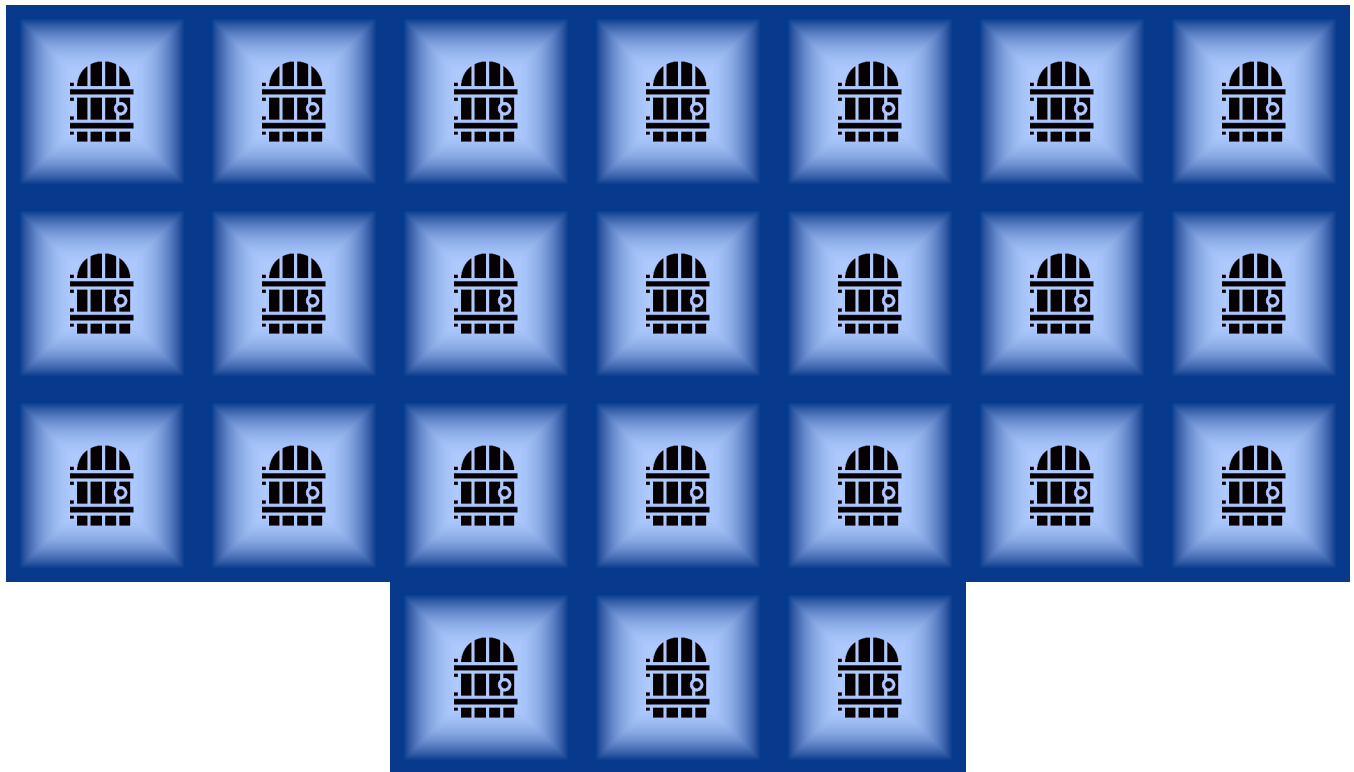
GIANT BATS 2

AV: 25
DEF: 0
DMG: -3
HP: 2/3/3
K: P4

Monster Abilities
Fly
Surprise
Pack

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GIANT RATS 1

AV: 25
DEF: 0
DMG: -2
HP: 3/2/2
K: P2

Monster Abilities
Disease
Pack

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GIANT SPIDER 4

AV: 30
DEF: 2
DMG: -1
HP: 6
K: P1

Monster Abilities
Web

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GIANT ANTS 3

AV: 20
DEF: 2
DMG: -2
HP: 3/2/3/3
K: P1

Monster Abilities
Pack

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GOBLINS 6

AV: 25
DEF: 1
DMG: -1
HP: 2/3/3
K: A/1/W

Monster Abilities
Pack

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GOBLINOIDS 5

AV: 25
DEF: 0
DMG: -2
HP: 3/3/2
K: 1/W

Monster Abilities
Pack

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HOBGOBLINS · 2

AV: 25
DEF: 1
DMG: -2
HP: 4/4/3
K: I/W

Monster Abilities
Pack

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GIANT OOZES · 1

AV: 20
DEF: 0
DMG: -3
HP: 3/3/2/2
K: 1D10 GP

Monster Abilities
Pack
Web (Sticky Ooze)
Regenerate

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LIZARDMAN ROCKS · 4

AV: 25
DEF: 1
DMG: -1
HP: 6
K: A/I/W

Monster Abilities
Poison
Surprise

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LIZARDMAN · 3

AV: 25
DEF: 1
DMG: -1
HP: 6
K: A/I/W

Monster Abilities
Poison

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REVENANT DWARF · 6

AV: 30
DEF: 1
DMG: +0
HP: 5
K: A/W

Monster Abilities
Fear

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R. ELF ARCHER · 5

AV: 30
DEF: 0
DMG: +0
HP: 5
K: A/W

Monster Abilities
Surprise
Fear

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GOBLIN WARLOCK — 8

AV: 30
DEF: 1
DMG: -1
HP: 7
K: 1/TA

Monster Abilities
Dark Magic

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GOBLIN ARCHER — 7

AV: 25
DEF: 1
DMG: -1
HP: 2/3/3
K: A/1/W

Monster Abilities
Pack
Surprise

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RATMEN — 10

AV: 30
DEF: 2
DMG: +0
HP: 3/3/4
K: A/1/W

Monster Abilities
Disease
Pack

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BEAR — 9

AV: 40
DEF: 2
DMG: +0
HP: 10
K: P2

Monster Abilities
None

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GOATMAN — 12

AV: 40
DEF: 3
DMG: +1
HP: 11
K: A/1/W

Monster Abilities
None

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RATMAN CHAMP. — 11

AV: 40
DEF: 2
DMG: +0
HP: 9
K: A/1/W

Monster Abilities
Disease

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R. DWARF CHAMP. — 8

AV: 30
DEF: 1
DMG: +0
HP: 6
K: A/W

Monster Abilities
Fear

© Martin Knight 2018

R. ELF CHAMPION — 7

AV: 30
DEF: 0
DMG: +0
HP: 6
K: A/W

Monster Abilities
Surprise
Fear

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BEASTMAN — 10

AV: 35
DEF: 1
DMG: +1
HP: 8
K: A/I/W

Monster Abilities
Frenzy*

© Martin Knight 2018

MOUNTAIN LIONS — 9

AV: 35
DEF: 0
DMG: +1
HP: 5/5/4
K: P3

Monster Abilities
Pack
Leap*

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GIANT BOAR — 12

AV: 40
DEF: 1
DMG: +2
HP: 12
K: P3

Monster Abilities
None

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BEASTMAN ARCHER — 11

AV: 35
DEF: 2
DMG: +1
HP: 10
K: A/I/W

Monster Abilities
Frenzy*

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GOATMAN PRIEST 14

AV: 40
DEF: 1
DMG: +1
HP: 15
K: I/TA

Monster Abilities
Dark Magic

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GOATMAN ARCHER 13

AV: 40
DEF: 2
DMG: +1
HP: 9
K: A/I/W

Monster Abilities
Surprise

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TRICKSTERS 16

AV: 35
DEF: 1
DMG: +0
HP: 3/4/4
K: I/W+5

Monster Abilities
Pack
Surprise
Dark Magic

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ZOMBIES 15

AV: 35
DEF: 0
DMG: +0
HP: 4/4/4/5
K: Nothing

Monster Abilities
Disease
Pack

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ORC 18

AV: 45
DEF: 3
DMG: +1
HP: 10
K: I/A+10/W+10

Monster Abilities
None

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IMPS 17

AV: 35
DEF: 1
DMG: +1
HP: 4/4/5/5
K: P2/I/W+5

Monster Abilities
Fire
Pack

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CENTAUR 14

AV: 45
DEF: 2
DMG: +1
HP: 8
K: A/1/W

Monster Abilities
None

© Martin Knight 2018

GIANT MOTH 13

AV: 40
DEF: 2
DMG: +2
HP: 8
K: 2D10 GP

Monster Abilities
Fly

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GIANT CENTIPEDE 16

AV: 45
DEF: 2
DMG: +2
HP: 8
K: P1

Monster Abilities
Poison

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GIANT WASPS 15

AV: 40
DEF: 1
DMG: +0
HP: 5/5/3/3
K: P1

Monster Abilities
Pack
Stun
Fly

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GIANT CRAB 18

AV: 45
DEF: 3
DMG: +2
HP: 10
K: P1

Monster Abilities
None

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SUCCUBUS 17

AV: 40
DEF: 1
DMG: +1
HP: 12
K: P4/1/W

Monster Abilities
Fly
Dark Magic

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SPIDER QUEEN — 20

AV: 40
DEF: 3
DMG: +2
HP: 14
K: P1

Monster Abilities
Web
Surprise
Poison

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ORC ARCHER — 19

AV: 45
DEF: 2
DMG: +1
HP: 9
K: I/A+10/W+10

Monster Abilities
Surprise

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G. VAMPIRE BAT — 22

AV: 45
DEF: 3
DMG: +1
HP: 10
K: P4

Monster Abilities
Fly
Surprise
Phase
Resurrection

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SKELETON SPIDER — 21

AV: 45
DEF: 4
DMG: +2
HP: 15
K: P1

Monster Abilities
Regenerate
Resurrection
Web
Surprise

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ZOMBIE MASTER — 24

AV: 50
DEF: 1
DMG: +1
HP: 16
K: TA+10

Monster Abilities
Disease

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GIANT APES — 23

AV: 40
DEF: 2
DMG: +2
HP: 8/8/9
K: P2

Monster Abilities
Pack

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20 BEASTMAN CHAMP.

AV: 40
DEF: 2
DMG: +1
HP: 16
K: A+10/I/W+10

Monster Abilities
Frenzy*

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19 DIRE WOLVES

AV: 40
DEF: 2
DMG: +1
HP: 6/5/5/5
K: P3

Monster Abilities
Pack
Leap*

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22 VALKYRIES

AV: 50
DEF: 2
DMG: +1
HP: 12
K: A+15/I/W+15

Monster Abilities
Fly

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21 CENTAUR CHAMP.

AV: 45
DEF: 3
DMG: +2
HP: 16
K: A+10/I/W+10

Monster Abilities
None

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24 WEREWOLVES

AV: 45
DEF: 1
DMG: +2
HP: 7/7/6
K: P2/TA

Monster Abilities
Pack
Leap*
Frenzy*

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23 DOPPELGÄNGER

AV: -
DEF: -
DMG: -
HP: 14
K: TA

Monster Abilities
Doppelgänger*

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GIANT SNAKE — 26

AV: 55
DEF: 3
DMG: +2
HP: 16
K: 1D100 GP

Monster Abilities
Poison

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SKELETON — 25

AV: 50
DEF: 4
DMG: +1
HP: 13
K: A+15/W+15

Monster Abilities
Fear
Regenerate
Resurrection

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GHOUL — 28

AV: 50
DEF: 3
DMG: +3
HP: 18
K: P2

Monster Abilities
Phase
Fear

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ORC CHAMPION — 27

AV: 55
DEF: 5
DMG: +2
HP: 16
K: I/A+15/W+15

Monster Abilities
None

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ORC WARLOCK — 30

AV: 50
DEF: 4
DMG: +2
HP: 22
K: I/TA+15

Monster Abilities
Dark Magic

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WIGHT — 29

AV: 55
DEF: 4
DMG: +3
HP: 20
K: I/TA+15

Monster Abilities
Fly
Fear
Resurrection

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GIANT SCORPION 26

AV: 55
DEF: 4
DMG: +2
HP: 15
K: P1

Monster Abilities
Poison
Leap*
Stun

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BEASTMAN WITCH 25

AV: 45
DEF: 2
DMG: +1
HP: 16
K: A+15/I/W+15

Monster Abilities
Frenzy*
Dark Magic

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HELL HOUNDS 28

AV: 55
DEF: 2
DMG: +3
HP: 6/6/5
K: P3/TA+10

Monster Abilities
Pack
Leap*

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SHADE 27

AV: 60
DEF: 4
DMG: +1
HP: 15
K: TA+10

Monster Abilities
Death Touch
Ethereal
Fear

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BANSHEE 30

AV: 50
DEF: 4
DMG: +2
HP: 24
K: TA+15

Monster Abilities
Death Touch
Ethereal
Fear

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SIREN 29

AV: 55
DEF: 3
DMG: +3
HP: 18
K: I/W/TA+10

Monster Abilities
Dark Magic

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GHOST 32

AV: 60
DEF: 4
DMG: +2
HP: 24
K: TA+15

Monster Abilities
Death Touch
Ethereal
Fear

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DEMON 31

AV: 55
DEF: 4
DMG: +2
HP: 20
K: P2/I/W+15

Monster Abilities
Fire

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WRAITH 34

AV: 60
DEF: 4
DMG: +3
HP: 28
K: TB

Monster Abilities
Death Touch
Ethereal
Fear

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VAMPIRE 33

AV: 65
DEF: 5
DMG: +3
HP: 25
K: I/W+15/TA+15

Monster Abilities
Dark Magic
Fly
Phase
Resurrection

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DEMON LORD 36

AV: 55
DEF: 4
DMG: +2
HP: 29
K: P2/I/W+20/TB

Monster Abilities
Fire
Large
Fear
Fly

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NECROMANCER 35

AV: 60
DEF: 5
DMG: +2
HP: 25
K: I/W+20/TB

Monster Abilities
Dark Magic
Regenerate
Resurrection

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32 BASILISK

AV: 60
DEF: 4
DMG: +3
HP: 24
K: P3/TA+15

Monster Abilities
Petrify*
Poison
Fear

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31 WENDIGO

AV: 55
DEF: 4
DMG: +3
HP: 22
K: TA+15

Monster Abilities
Fear

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34 GRIFFON

AV: 60
DEF: 3
DMG: +3
HP: 30
K: P4/TB

Monster Abilities
Fly
Fear

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33 SPHINX

AV: 65
DEF: 4
DMG: +4
HP: 25
K: P3/TA+20

Monster Abilities
Dark Magic

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36 MUMMY

AV: 55
DEF: 3
DMG: +5
HP: 30
K: TB

Monster Abilities
Fear
Disease
Regenerate

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35 GIANT ROC

AV: 65
DEF: 3
DMG: +4
HP: 28
K: P4/TB

Monster Abilities
Fly
Fear

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MINOTAUR 38

AV: 65
DEF: 6
DMG: +3
HP: 33
K: P2/TB+5

Monster Abilities
Large
Fear

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TROLL 40

AV: 60
DEF: 5
DMG: +3
HP: 36
K: P2/TB+10

Monster Abilities
Large
Fear
Regenerate

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LICH LORD 42

AV: 70
DEF: 7
DMG: +3
HP: 35
K: I/W+20/TB+15

Monster Abilities
Dark Magic
Regenerate
Resurrection

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OGRE 37

AV: 60
DEF: 5
DMG: +3
HP: 30
K: P2/TB+5

Monster Abilities
Large
Fear

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GIANT 39

AV: 65
DEF: 6
DMG: +4
HP: 35
K: P2/TB+10

Monster Abilities
Large
Fear
Stun

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EVIL WARLOCK 41

AV: 65
DEF: 6
DMG: +3
HP: 34
K: TB+15

Monster Abilities
Dark Magic

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38 CYCLOPS

AV: 65
DEF: 5
DMG: +3
HP: 35
K: P2/TB+5

Monster Abilities
Fear
Large
Stun

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37 HARPY

AV: 65
DEF: 5
DMG: +4
HP: 28
K: P4/TB+5

Monster Abilities
Fly
Dark Magic

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40 MANTICORE

AV: 65
DEF: 4
DMG: +3
HP: 37
K: P4/TB+10

Monster Abilities
Fear
Large
Poison

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39 STONE GOLEM

AV: 60
DEF: 6
DMG: +5
HP: 35
K: P2/TB+10

Monster Abilities
Large
Stun

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42 COCKATRICE

AV: 65
DEF: 6
DMG: +3
HP: 40
K: P4/TB+15

Monster Abilities
Petrify*
Fear

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41 CERBERUS

AV: 60
DEF: 5
DMG: +4
HP: 10/10/10
K: P3/TB+15

Monster Abilities
Pack (Heads)
Fear

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GARGOYLE — 43

AV: 65
DEF: 7
DMG: +3
HP: 38
K: P2/TB+20

Monster Abilities
Fear
Stun

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WYRM — 44

AV: 70
DEF: 6
DMG: +4
HP: 40
K: P3/TC

Monster Abilities
Fear
Attacks 2
Large

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FROST WYRM — 46

AV: 75
DEF: 7
DMG: +4
HP: 45
K: P3/TC

Monster Abilities
Freeze
Fear
Attacks 2
Large

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FIRE WYRM — 45

AV: 75
DEF: 7
DMG: +4
HP: 42
K: P3/TC

Monster Abilities
Fire
Fear
Attacks 2
Large

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GREEN DRAGON — 48

AV: 80
DEF: 8
DMG: +5
HP: 49
K: P4/TC+5

Monster Abilities
Poison
Fly
Fear
Attacks 2
Large

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WHITE DRAGON — 47

AV: 80
DEF: 7
DMG: +5
HP: 47
K: P4/TC+5

Monster Abilities
Fly
Fear
Attacks 2
Large

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44 CHIMERA

AV: 70
DEF: 6
DMG: +5
HP: 40
K: P4/TC

Monster Abilities
Fly
Attacks 2
Fire
Fear

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43 FIRE ELEMENTAL

AV: 65
DEF: 7
DMG: +4
HP: 39
K: P2/TB+20

Monster Abilities
Fire
Large
Ethereal (Fire)

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46 LAMIA

AV: 75
DEF: 7
DMG: +5
HP: 44
K: TC+5

Monster Abilities
Dark Magic
Poison
Fear

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45 ECHIDNA

AV: 75
DEF: 6
DMG: +5
HP: 38
K: TC+5

Monster Abilities
Petrify*
Poison
Fear

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48 WYVERN

AV: 80
DEF: 8
DMG: +6
HP: 50
K: P4/TC+10

Monster Abilities
Fire
Fly
Fear
Attacks 2
Large

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47 VAMPIRE LORD

AV: 75
DEF: 7
DMG: +4
HP: 48
K: A+20/I/W+40

Monster Abilities
Dark Magic
Fly
Phase
Resurrection

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BLUE DRAGON 50

AV: 80
DEF: 7
DMG: +5
HP: 45
K: P4/TC+10

Monster Abilities
Freeze
Fly
Fear
Attacks 2
Large

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RED DRAGON 49

AV: 85
DEF: 8
DMG: +5
HP: 44
K: P4/TC+10

Monster Abilities
Fire
Fly
Fear
Attacks 2
Large

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SKELETON DRAGON 52

AV: 90
DEF: 9
DMG: +6
HP: 48
K: P4/TC+15

Monster Abilities
Ethereal
Fly
Fear
Attacks 2
Large

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BLACK DRAGON 51

AV: 85
DEF: 8
DMG: +5
HP: 47
K: P4/TC+15

Monster Abilities
Dark Magic
Fly
Fear
Attacks 2
Large

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ZOMBIE LORD

AV: 50
DEF: 1
DMG: +1
HP: 16/4
K: TA+20

Monster Abilities
Disease
Pack
Allies 4*

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GOLDEN DRAGON 53

AV: 90
DEF: 9
DMG: +6
HP: 50
K: P4/TC+20

Monster Abilities
Fire, Fly
Fear
Attacks 2
Large
Stun

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50 TITAN

- AV: 85
- DEF: 7
- DMG: +7
- HP: 46
- K: P2/TC+15

Monster Abilities
- *Fear*
- *Large*
- *Stun*

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49 NEMEAN LIONS

- AV: 75
- DEF: 7
- DMG: +6
- HP: 22/20
- K: P3/TC+10

Monster Abilities
- *Pack*
- *Leap**
- *Fear*

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52 HYDRA

- AV: 70
- DEF: 8
- DMG: +6
- HP: 10/9/9/8/8/7
- K: P3/TC+20

Monster Abilities
- *Pack*
- *Large*
- *Fear*
- *Fire*
- *Allies 7**

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51 MEDUSA

- AV: 90
- DEF: 7
- DMG: +6
- HP: 47
- K: P2/TC+15

Monster Abilities
- *Petrify**
- *Poison*
- *Fear*

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GOBLIN KING

- AV: 50
- DEF: 2
- DMG: +1
- HP: 16/3/3
- K: TB, I/TA

Monster Abilities
- *Dark Magic*
- *Surprise*
- *Pack*
- *Allies 3**

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53 PHOENIX

- AV: 95
- DEF: 9
- DMG: +7
- HP: 55
- K: P4+90/TC+20

Monster Abilities
- *Fire*
- *Fly*
- *Fear*
- *Large*
- *Resurrection*

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