QUEST

MONSTER

QUEST

MONSTER

BOSS A

MONSTER

BOSS A

MONSTER

BOSS A

MONSTER

BOSS A

MONSTER

BOSS B

MONSTER

BOSS B

MONSTER

BOSS B

MONSTER

BOSS B

MONSTER

4

Mimic - Quest#2

Full Attack:
(1d6+1 damage)

Experience: 4th level:

VP-4

Special Attacks:
Poison -
(1-2 on d6)
+1 Damage/turn

Special Defense: Nil.



5

Minotaur - Quest#3

Full Attack:
(1d6+2 damage)

Experience: 5th level:

VP-5

Special Attacks:
Claws and horns:
+2 attack
[1 or 2 on d6]

Special Special Defense: Nil.



4

Lich - Big Boss

Full Attack:
(2d6 damage)

Experience: 6th level:

VP-6

Special Attacks:
Fear [1 on d6]

Special Defense:
Dispel Magic
[1 on d6]

Special Attacks:
Lightning Bolt
+2 Damage
[6 on d6]

Special Defense:
Blocks all Blessing dice

4

Lich - Big Boss

Special Attacks:
Fear [1 on d6]

Special Defense:
Dispel Magic
[1 on d6]

Special Attacks:
Lightning Bolt
+2 Damage
[6 on d6]

Special Defense:
Blocks all Blessing dice

3

Special Attacks:
Fear [1 on d6]

Special Defense:
Dispel Magic
[1 on d6]

Special Attacks:
Lightning Bolt
+2 Damage
[6 on d6]

Special Defense:
Blocks all Blessing dice

3

Special Attacks:
Fear [1 on d6]

Special Defense:
Dispel Magic
[1 on d6]

Special Attacks:
Lightning Bolt
+2 Damage
[6 on d6]

Special Defense:
Blocks all Blessing dice

5

Red Dragon - Big Boss

Full Attack:
(2d6+2 damage)

Experience: 7th level:

VP-7

Special Attacks:
Fangs and Claws
+2 Damage
[1 on d6]

Special Defense:
Immune to fire

Special Attacks:
Breath Fire:
+2 Damage
[6 on d6]

Special Defense:
Blocks 2 Blessing dice

5

Red Dragon - Big Boss

Special Attacks:
Fangs and Claws
+2 Damage
[1 on d6]

Special Defense:
Immune to fire

Special Attacks:
Breath Fire:
+2 Damage
[6 on d6]

Special Defense:
Blocks 2 Blessing dice

4

Special Attacks:
Fangs and Claws
+2 Damage
[1 on d6]

Special Defense:
Immune to fire

Special Attacks:
Breath Fire:
+2 Damage
[6 on d6]

Special Defense:
Blocks 2 Blessing dice

4

Special Attacks:
Fangs and Claws
+2 Damage
[1 on d6]

Special Defense:
Immune to fire

Special Attacks:
Breath Fire:
+2 Damage
[6 on d6]

Special Defense:
Blocks 2 Blessing dice