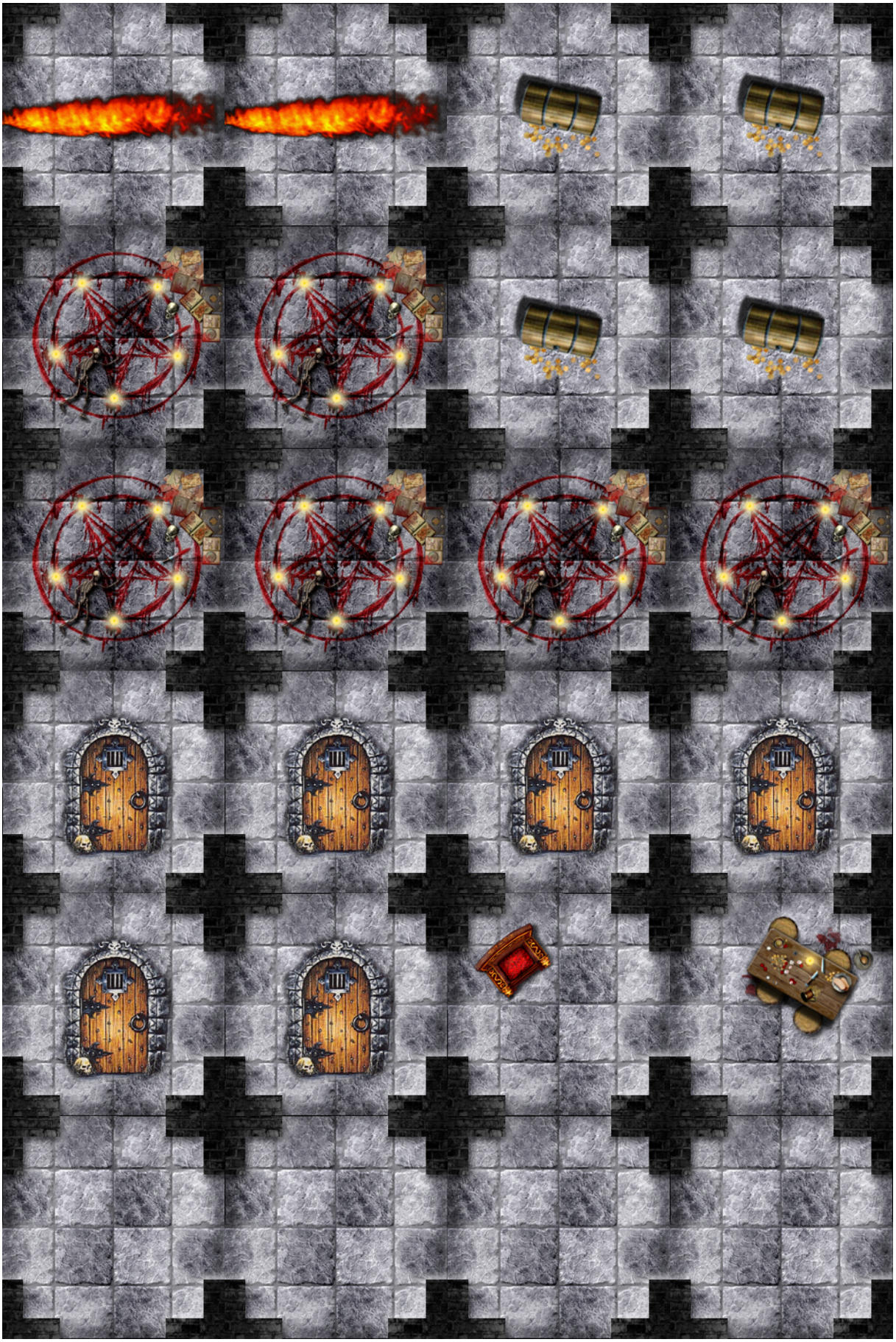
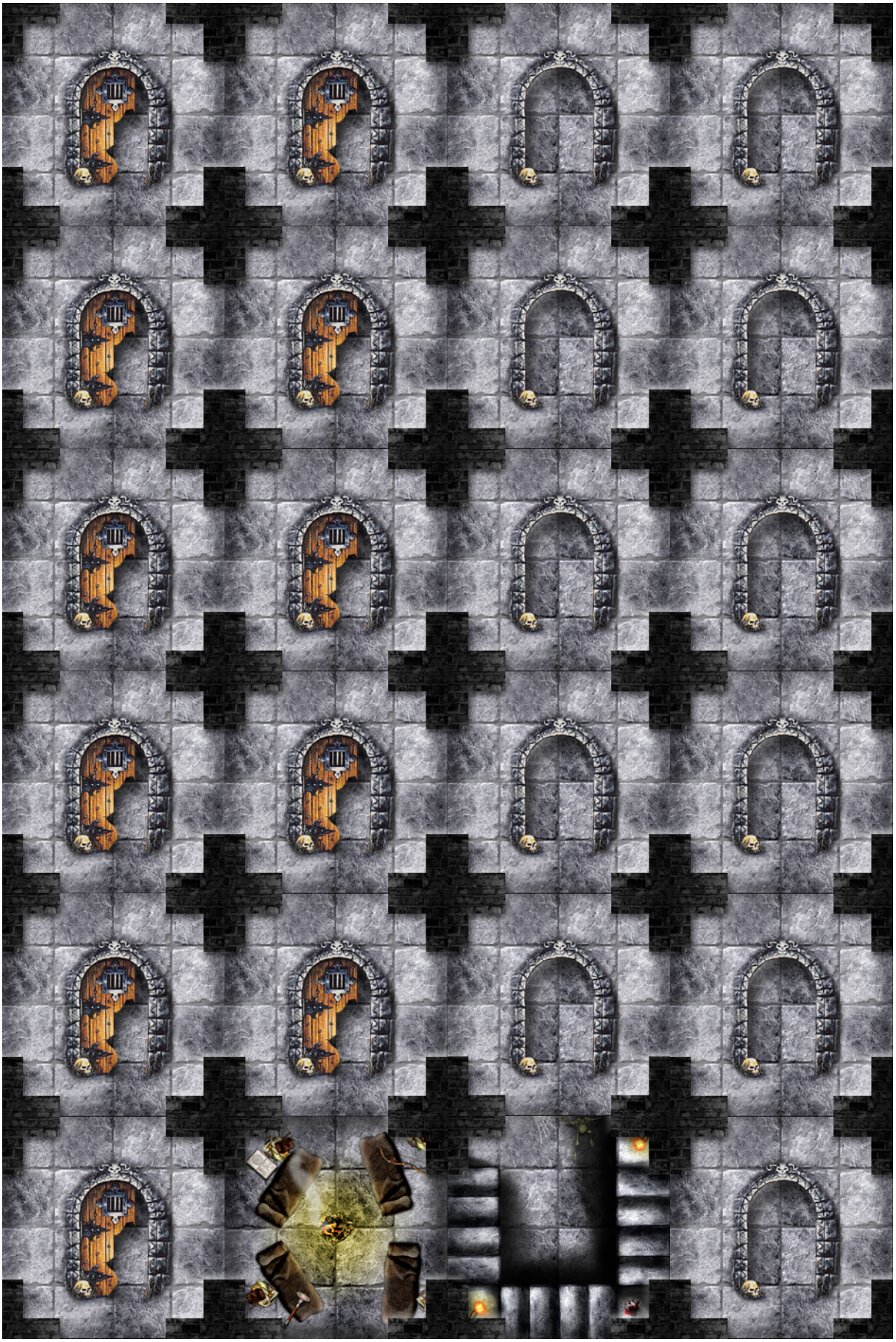
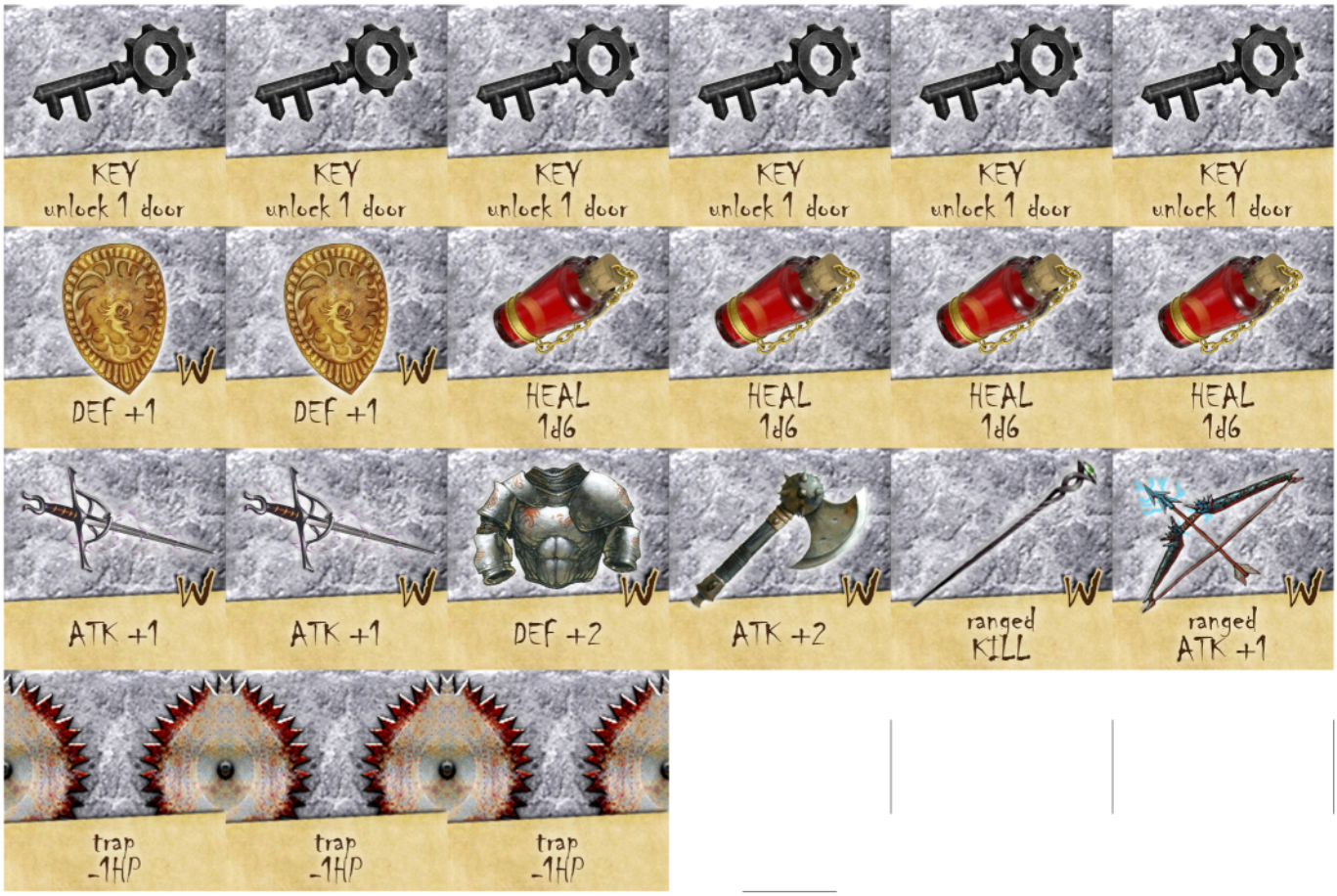





bandit
ATK +2
DEF +2
bandit
ATK +2
DEF +2
bat
ATK +0
DEF +2
bat
ATK +0
DEF +2
frogger
ATK +1
DEF +1
frogger
ATK +1
DEF +1
fungi
ATK +1
DEF +1
fungi
ATK +1
DEF +1
orc
ATK +2
DEF +2
orc
ATK +2
DEF +2
rat
ATK +1
DEF +1
rat
ATK +1
DEF +1
red beetle
ATK +1
DEF +2
red beetle
ATK +1
DEF +2
red imp
ATK +1
DEF +2
red imp
ATK +1
DEF +2
redapede
ATK +0
DEF +2
redapede
ATK +0
DEF +2
skeleton
ATK +1
DEF +1
skeleton
ATK +1
DEF +1
elven dog
ATK +2
DEF +4
floater
ATK +3
DEF +3
haunter
ATK +5
DEF +5
killer cube
ATK +1
DEF +5
mage dog
ATK +3
DEF +2
medusa
ATK +5
DEF +5
petrify
ogre
ATK +3
DEF +3
red dragon
ATK +6
DEF +6
-3HP/hit
red eye snake
ATK +4
DEF +2
red widow
ATK +4
DEF +2
scorpion
ATK +3
DEF +3
troll
ATK +4
DEF +2
thief
ATK +3
DEF +2
-1 item/hit
red eye
ATK +5
DEF +3
red mage
ATK +5
DEF +5
teleport, -2HP/hit
scroll - ranged ATK +2
scroll - ranged ATK +2
scroll - ranged ATK +2
scroll - ranged ATK +2
scroll HEAL 4HP
scroll HEAL 4HP
scroll HEAL 4HP
scroll DEF +2
scroll DEF +2
scroll DEF +2
scroll SHATTER
scroll SHATTER
scroll TELEPORT
scroll TELEPORT


KEY
unlock 1 door
KEY
unlock 1 door
KEY
unlock 1 door
KEY
unlock 1 door
KEY
unlock 1 door
KEY
unlock 1 door
DEF +1
W
DEF +1
W
HEAL
1d6
HEAL
1d6
HEAL
1d6
HEAL
1d6
ATK +1
W
ATK +1
W
DEF +2
W
ATK +2
W
ranged
KILL
W
ranged
ATK +1
W
trap
-1HP
trap
-1HP
trap
-1HP


30
10
15
0
25
5
20