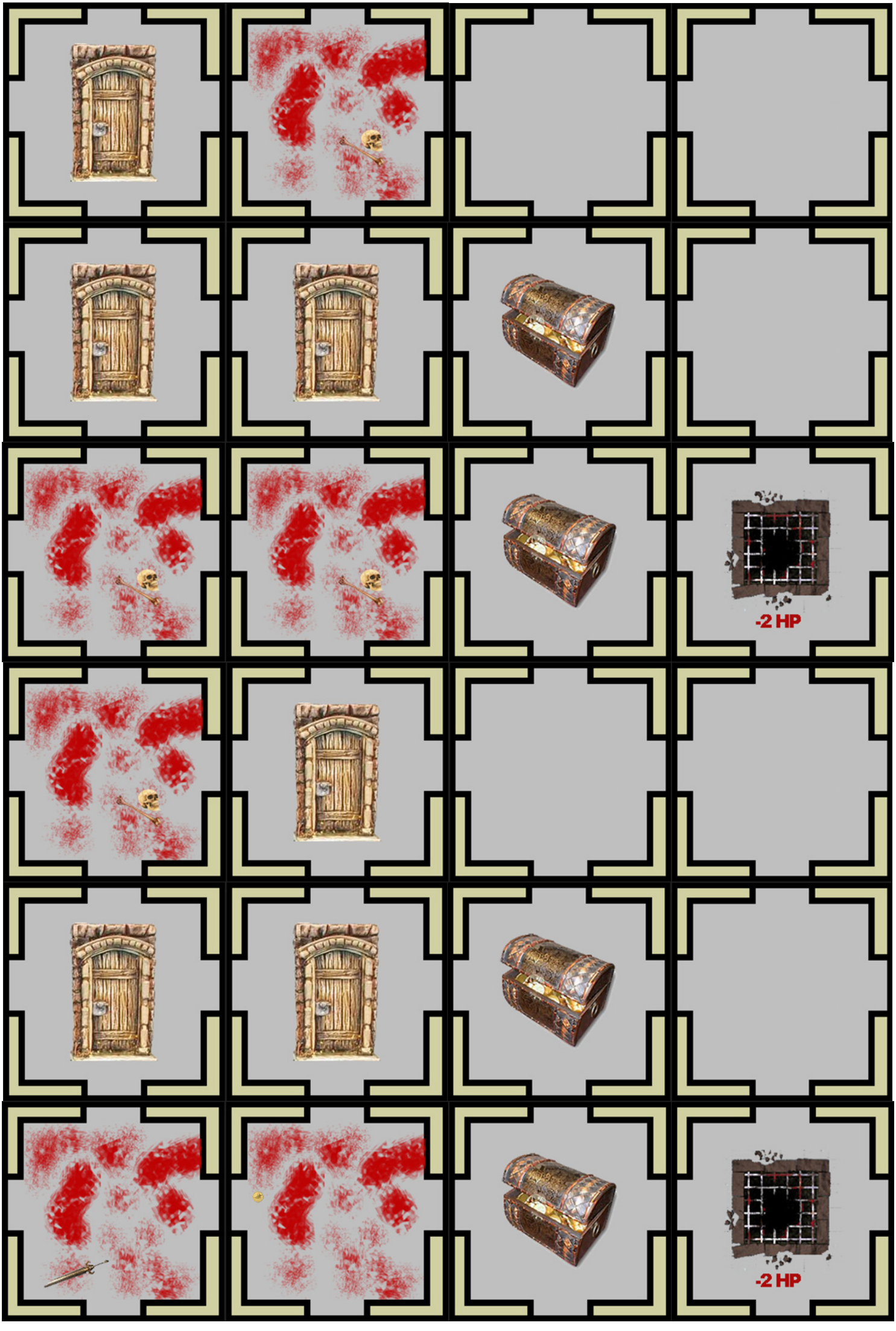
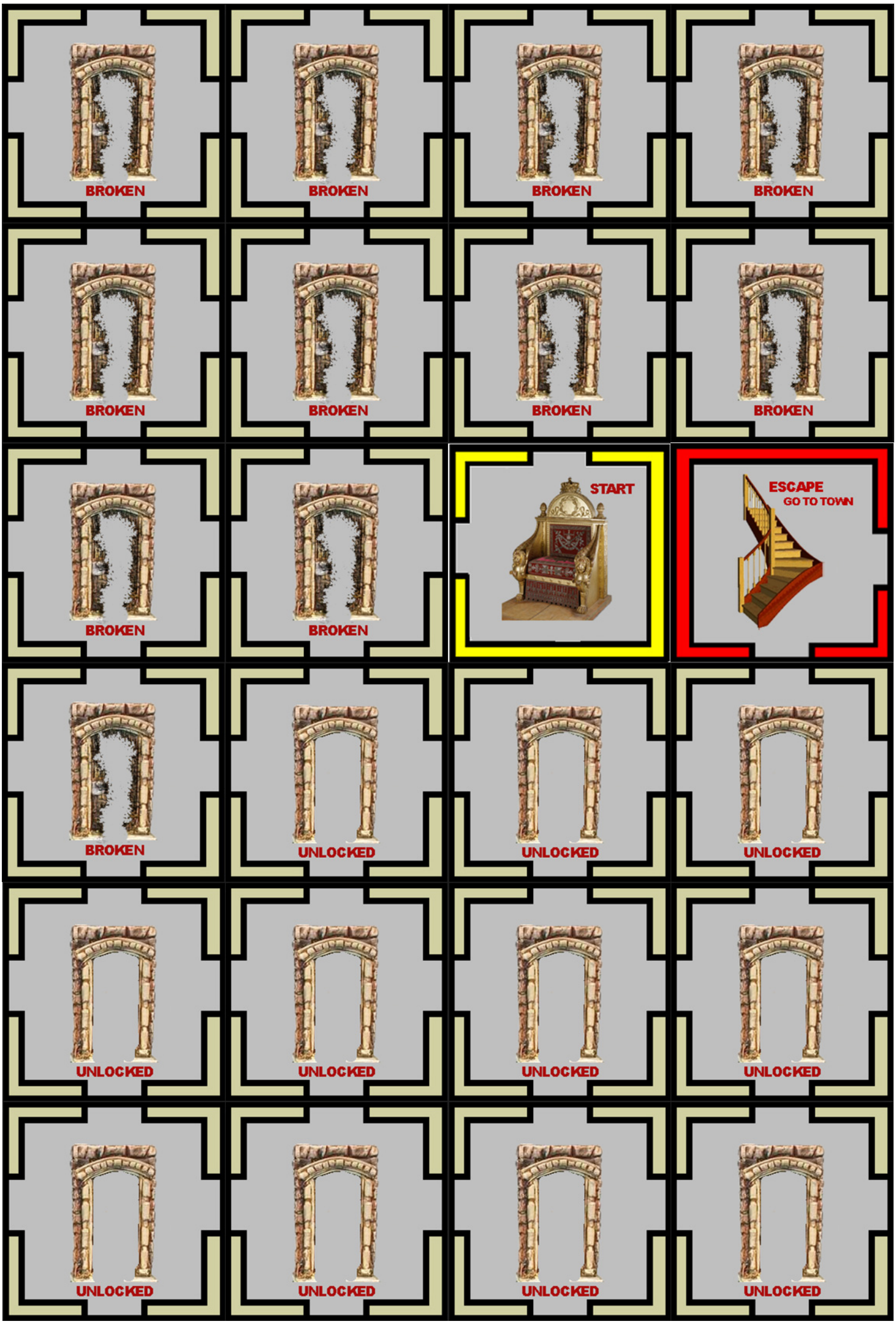

-2 HP
-2 HP


BROKEN
BROKEN
BROKEN
BROKEN
BROKEN
BROKEN
BROKEN
BROKEN
BROKEN
BROKEN
START
ESCAPE
GO TO TOWN
BROKEN
UNLOCKED
UNLOCKED
UNLOCKED
UNLOCKED
UNLOCKED
UNLOCKED
UNLOCKED
UNLOCKED
UNLOCKED
UNLOCKED
UNLOCKED
UNLOCKED


W
DEF +1
W
DEF +1
W
ATK +1
W
ATK +1
W
DEF +2
W
RANGED
ATK +1
W
RANGED KILL
W
ATK +2
HEAL 1D6
HEAL 1D6
-1 HP
UNLOCK 1 DOOR
UNLOCK 1 DOOR
-1 HP
UNLOCK 1 DOOR
UNLOCK 1 DOOR
HEAL 1D6
HEAL 1D6
UNLOCK 1 DOOR
UNLOCK 1 DOOR
-1 HP
RATS
+1 /+1
RED MAGE
+5 /+5
TELEPORT
KILLER CUBE
+1 /+5
MAGE DOG
+2 /+4
FUNGI
+1 /+1
FUNGI
+1 /+1
RATS
+1 /+1
BAT
+0 /+2
RED DRAGON
+6 /+6
SCORPION
+3 /+3
HAUNTER
+5 /+5
BANDIT
+2 /+2
BANDIT
+2 /+2
BAT
+0 /+2
LG BEETLE
+1 /+2
RED WIDOW
+4 /+2
MEDUSA
+5 /+5
OGRE
+3 /+3
REDAPEDE
+0 /+2
REDAPEDE
+0 /+2
LG BEETLE
+1 /+2
ORC
+2 /+2
RED VIPER
+4 /+2
RED EYE
+5 /+3
TROLL
+4 /+2
FROGGER
+1 /+1
FROGGER
+1 /+1
ORC
+2 /+2
SKELETON
+1 /+1
FLOATER
+3 /+3
THIEF
+3 /+2
HAWK DOG
+3 /+2
RED IMP
+1 /+2
RED IMP
+1 /+2
SKELETON
+1 /+1
HOLY CLERIC
S W
SHIELD MAIDEN
W
HORSE LORD
W
DWARF LORD
W
SUNSET WIZARD
S
WANDERING ROGUE
W e
ELVEN RANGER
S W e
RANGED
ATK +2
RANGED
ATK +2
RANGED
ATK +2
DEF +2
SHATTER
TELEPORT
TELEPORT
HEAL 4 HP
HEAL 4 HP
HEAL 4 HP
SHATTER
RANGED
ATK +2
DEF +2
DEF +2