Monster Encounter!

Reveal 1|2 Monster(s)
Gain 1/2 a level.

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Booby Trap!

(Trap)
All players take 1 damage unless they roll a 6 on a D6.

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Respawn!

The explorer rolls a D4. Put that many random monsters from the discard on top of the Monster deck.

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Ambush!

Reveal 1|2 Monster(s)
Explorer may make an extra action before taking thier turn.
Gain a level.

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Dim Lighting!

Reveal 1|2 Monster(s)
Monsters are placed face down.
Monsters are revealed face up if they take damage or make an attack.
Gain 1/2 a level.

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Initiative!

Reveal 1|2 Monster(s)
Monsters attack first this turn.
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Wandering Horde!

Reveal 2|3 Monsters
Gain 1 and a 1/2 a level.

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The explorer rolls a D4. Put that many random monsters from the discard on top of the Monster deck.

Cave In!

(Trap)
Put the top 2 cards from the monster deck into the discard.
(If the boss is discarded this way, the boss is encountered.)

Hex of Silence!

(Trap)
The explorer can't use skills/spells or activated passives until they gain a level. (Curse is negated if player is lv20.)

Acid Spray!

(Trap)
Explorer loses 1 equipment.

Room of Healing!

All players may heal 1 damage from themselves.

Pick Pocketed!

(Trap)
All players lose any items they have. (Potions can't be used in response to this.)

Treasure Chest!

Reveal 1 loot card.

Blinding Curse!

(Trap)
Players can't use skills/spells until they gain a level. (Curseis negated if players are lv20.)

Bandit
HP: 6 | 8
Humanoid
Damage: 2 (lowest HP)
Loot: 1

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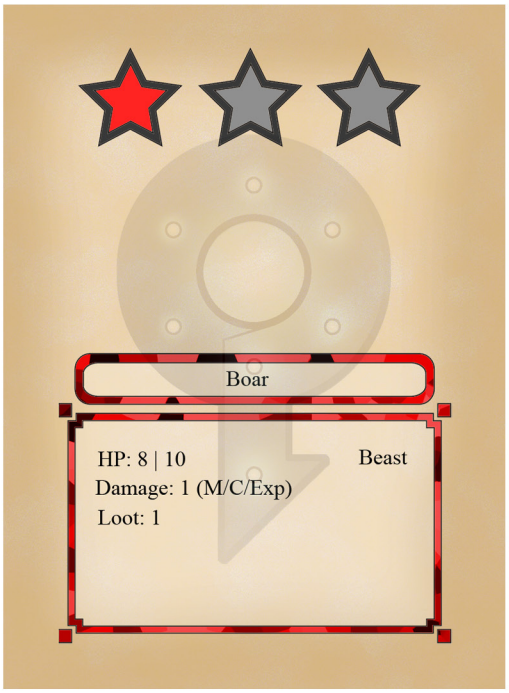
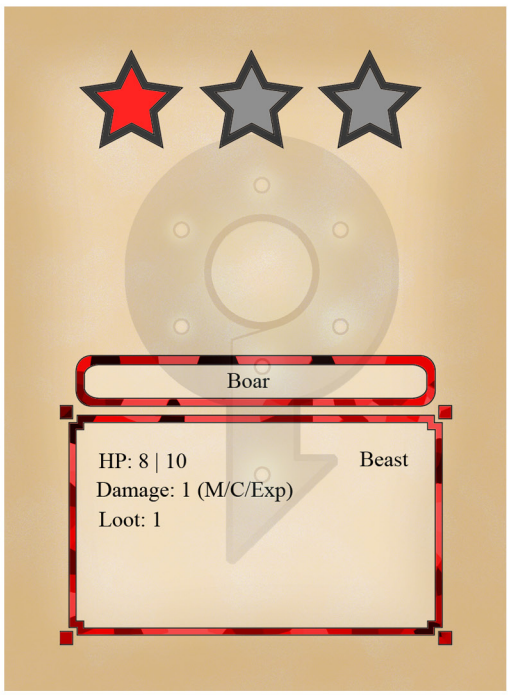
Humanoid
Damage: 2 (lowest HP)
Loot: 1

Bandit
HP: 6 | 8
Humanoid
Damage: 2 (lowest HP)
Loot: 1


Boar
HP: 8 | 10
Beast
Damage: 1 (M/C/Exp)
Loot: 1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HP: 8 | 10
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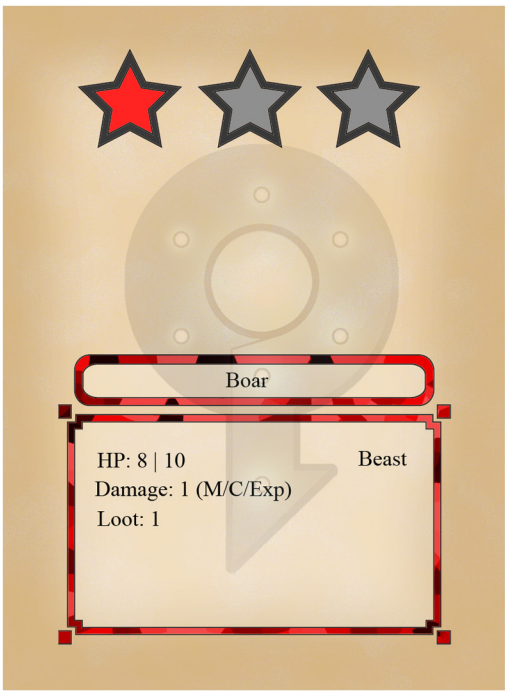
Damage: 1 (M/C/Exp)
Loot: 1


Boar
HP: 8 | 10
Beast
Damage: 1 (M/C/Exp)
Loot: 1

Skeleton
HP: 8 | 10
Undead
Damage: 1 (T/W/ Explorer)
Loot: 1

Skeleton
HP: 8 | 10
Undead
Damage: 1 (T/W/ Explorer)
Loot: 1

Skeleton
HP: 8 | 10
Undead
Damage: 1 (T/W/ Explorer)
Loot: 1

Blue Slime
HP: 7 | 9
Slime
Damage: 1 (Explorer)
Loot: 1(1,6)

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HP: 7 | 9
Slime
Damage: 1 (Explorer)
Loot: 1(1,6)

Blue Slime
HP: 7 | 9
Slime
Damage: 1 (Explorer)
Loot: 1(1,6)

Grave Crawler
HP: 18 | 21
Undead
Damage: 1 (Explorer)
[Spell] Start of turn: D6(1,6): Deal 1 Damage to all players
Loot: 1

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HP: 18 | 21
Undead
Damage: 1 (Explorer)
[Spell] Start of turn: D6(1,6): Deal 1 Damage to all players
Loot: 1

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HP: 18 | 21
Undead
Damage: 1 (Explorer)
[Spell] Start of turn: D6(1,6): Deal 1 Damage to all players
Loot: 1

Goblin
HP: 15 | 18
Humanoid
Damage: 2 (Explorer)
[Skill] When revealed do 1 damage to Warriors and Thieves
Loot: 1 + 1/2 experience

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Humanoid
Damage: 2 (Explorer)
[Skill] When revealed do 1 damage to Warriors and Thieves
Loot: 1 + 1/2 experience

Goblin
HP: 15 | 18
Humanoid
Damage: 2 (Explorer)
[Skill] When revealed do 1 damage to Warriors and Thieves
Loot: 1 + 1/2 experience

Mercenary
HP: 15 | 18
Humanoid
Damage: 2 (C/W/Explorer)
Loot: 1

Mercenary
HP: 15 | 18
Humanoid
Damage: 2 (C/W/Explorer)
Loot: 1

Mercenary
HP: 15 | 18
Humanoid
Damage: 2 (C/W/Explorer)
Loot: 1

Purple Slime
HP: 12 | 14
Slime
Damage: 1 (Explorer)
Loot: 0

Purple Slime
HP: 12 | 14
Slime
Damage: 1 (Explorer)
Loot: 0

Purple Slime
HP: 12 | 14
Slime
Damage: 1 (Explorer)
Loot: 0

Wolf
HP: 13 | 15
Beast
Damage: 2 (Lowest HP)
[Skill] Deal 2 damage to explorer when revealed.
Loot: 1

Wolf
HP: 13 | 15
Beast
Damage: 2 (Lowest HP)
[Skill] Deal 2 damage to explorer when revealed.
Loot: 1

Wolf
HP: 13 | 15
Beast
Damage: 2 (Lowest HP)
[Skill] Deal 2 damage to explorer when revealed.
Loot: 1

Abomination
HP: 25 | 28
Undead
Damage: 2 (Explorer)
[Passive] Players can't heal while Abomination is revealed
Loot: 1

Abomination
HP: 25 | 28
Undead
Damage: 2 (Explorer)
[Passive] Players can't heal while Abomination is revealed
Loot: 1

Raptor
HP: 24 | 27
Beast
Damage: 4 (Lowest HP)
[Skill] When revealed stun the Explorer
Loot: 2

Acid Slime
HP: 12 | 14
Slime
Damage: 1 (Explorer)
[Passive] D6(1,6): Destroy a piece of equipment from the player attacked by Acid Slime.
Loot: 1

Acid Slime
HP: 12 | 14
Slime
Damage: 1 (Explorer)
[Passive] D6(1,6): Destroy a piece of equipment from the player attacked by Acid Slime.
Loot: 1

Raptor
HP: 24 | 27
Beast
Damage: 4 (Lowest HP)
[Skill] When revealed stun the Explorer
Loot: 2

Magus
HP: 21 | 25
Humanoid
Damage: 2 (AoE)
[Passive] Players damaged by Magus roll a D6(1,6): The player is frozen
Loot: 1

Magus
HP: 21 | 25
Humanoid
Damage: 2 (AoE)
[Passive] Players damaged by Magus roll a D6(1,6): The player is frozen
Loot: 1

Metal Slime
HP: 5
Slime
Damage: 1 (Explorer)
[Passive] Prevent all but 1 damage dealt to Metal Slime
[Skill] After attacking roll a D6(1,3,6): Put Metal slime into the discard
Loot: 1 for each player + 1/2 a level

Metal Slime

HP: 5 Slime
Damage: 1 (Explorer)
[Passive] Prevent all but 1 damage dealt to Metal Slime
[Skill] After attacking roll a D6(1,3,6): Put Metal slime into the discard
Loot: 1 for each player + 1/2 a level

Enslaved Skeleton

HP: 20 Undead (Boss)
Damage: 2 (Lowest HP)
[Passive] Players can't use activated passive abilites

Enslaved Magus

HP: 25 Humanoid (Boss)
Damage: 1 (AoE)
[Passive] Can't be damaged by basic Attacks

Enslaved Slime

HP: 35 Slime (Boss)
Damage: 1 (Explorer)
[Passive] Can't be Binded, Stunned or Frozen
[Skill] Players attacked by Enslaved Slime roll a D4(1,4) Player is stunned

Warlock (1st Stage)

Hp: 20Hp per player
[Passive] Cannot be damaged
Attack: Roll a D4
1: 3 Damage to a random player
2: 2 AoE Damage
3: Heal 5 damage (Warlock, 1-4)
4: Warlock skips his turn
[Passive] At the start of turn, if there are no other monsters in play flip Warlock to stage 2.

Enslaved Raptor

HP: 25 Beast (Boss)
Damage: 2 (W/M/Explorer)
[Passive] Can't be damaged or targeted by skills or spells.

Warlock (2nd Stage)

Hp: 20Hp per player
Attack: Roll a D6
1: 3 Damage to a random player andheals 3
2: 2 AoE
3: Summon a random monster from the discard. Warlock flips back to stage 1
4: A random player is stunned
5: Heal 8 damage
6: Warlock skips his turn. He gets an additional turn on his next turn.

Boss Monster Encounter!
(Boss)
This card gets shuffled into the last 5 cards of the monster deck. When revealed start Boss Encounter!