1 — 3 Ghosts

ATK 5 DEF 9 HEALTH 1

Each round test **WIT9** to corner a ghost. It gets **-5 DEF** this round.

On Clear
Gain **+3 HEALTH** and **+1 RUBY**. **AGL8** to gain **+1 EMERALD** and a **DAGGER(3)**. One additional **ATK roll/use**.

1 — D3+1 Jellies
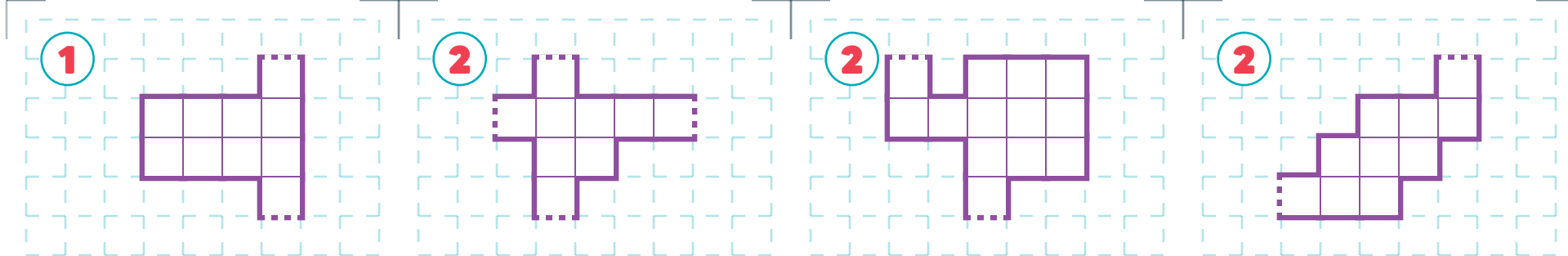
ATK 6 DEF 6 HEALTH 1

On Clear
Gain **+3 HEALTH** and **+1 RUBY**. **WIT6** to gain **+1 EMERALD**. **WIT9** to make a potion, gain **+2 HEALTH**.

1 — D3+1 Vipers

ATK 7 DEF 5 HEALTH 1

On Clear
Gain **+3 HEALTH** and **+1 RUBY**. Test **WIT6** to gain **+1 EMERALD**.

1 — D3+2 Rats

ATK 6 DEF 6 HEALTH 1

On Clear
Gain **+3 HEALTH** and **+1 RUBY**. Test **WIT6** to gain **+1 EMERALD**.

1 — D6 Giant Spiders

ATK 6 DEF 6 HEALTH 1

Before combat begins, test **WIT8** to find a soft spot. If you do, spiders get **-1DEF** for the encounter.

On Clear
Gain **+3 HEALTH** and **+1 RUBY**. **WIT6** to gain **+1 EMERALD**. **ATK9** to take a **LEG(3)**. **+2ATK/use**.

2 — Fairy *

ATK 8 DEF 8 HEALTH 3

You may test AGL9 to skip combat and gain **ELIXIR(1)**. On fail, the fairy gains **+1 ATK** for the remainder of this encounter.

On Clear
Gain **ELIXIR(1)**. Use to gain **+4 HEALTH**. **WIT7** to gain **+1 EXP** and **+1 EMERALD**. **AGL8** to gain **+3 RUBY**.

2 — Goblin *

ATK 7 DEF 8 HEALTH 3

Each round test **WIT9** to outsmart the Goblin and make one additional **ATK**.

On Clear
Gain **+3 HEALTH** and **+2 RUBY**. **WIT7** to gain **+1 EXP** and **+1 EMERALD**.

2 — Mummy *

ATK 7 DEF 8 HEALTH 3

Each round test **AGL9** to get the better of the Mummy and make one additional **ATK**.

On Clear
Gain **+3 HEALTH** and **+2 RUBY**. **WIT7** to gain **+1 EXP** and **+1 EMERALD**.

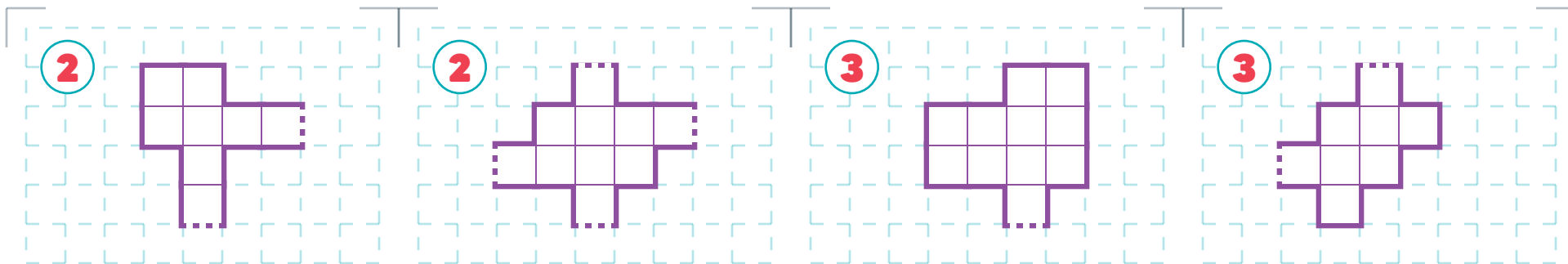**Adzle**
encounters

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(2) Poisonous Vines *
ATK 8 DEF 8 HEALTH 3

You may roll **AGL8** each round instead of **DEF** to avoid the vines.

On Clear
Gain **+5 HEALTH** and **+1 RUBY**.
WIT7 to gain **+1 EXP** and **+1 EMERALD**.
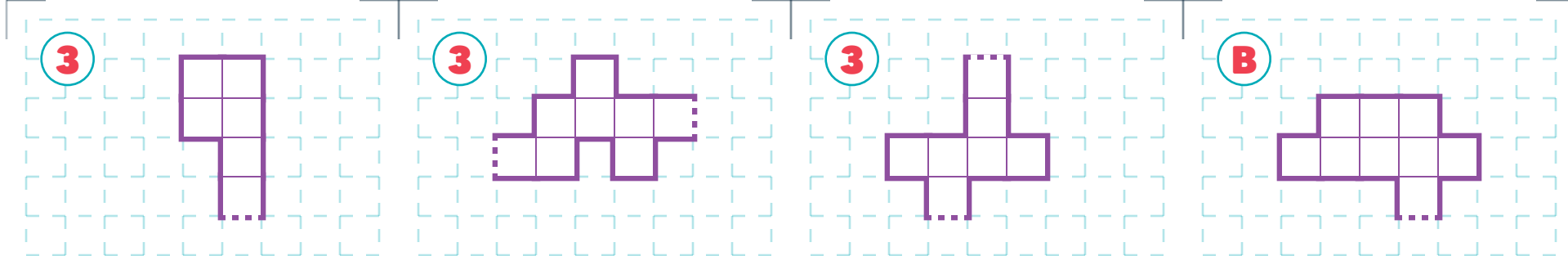**WIT10** make **POISON(3)**, **+1 damage/use**.

(2) Skeleton *
ATK 8 DEF 8 HEALTH 3

On a successful **ATK**, test **AGL8** disarm the skeleton. On success, they get **-1 ATK** for the remainder of this encounter.

On Clear
Gain **+3 HEALTH** and **+2 RUBY**.
WIT7 to gain **+1 EXP** and **+1 EMERALD**.

(3) Fire Mage *
ATK 8 DEF 8 HEALTH 3

Each round test, **AGL7**. On fail, **ATK** with -1 level next round.

On Clear
Gain **+4 HEALTH** and **+2 RUBY**.
WIT7 to gain **+1 EXP** and **+1 SAPPHIRE**.

(3) Gargoyle *
ATK 9 DEF 8 HEALTH 4

When you successfully **ATK**, gargoyle gains **-1 ATK** for the remainder of the encounter to a minimum of **ATK 5**.

On Clear
Gain **+3 HEALTH** and **+2 SAPPHIRE**.
AGL7 to gain **+1 EXP** and **+2 EMERALD**.

(3) Ice Mage *
ATK 8 DEF 7 HEALTH 5

Each round test **AGL7**. On fail, **DEF** with -1 level next round.

On Clear
Gain **+3 HEALTH** and **+2 RUBY**.
WIT7 to gain **+1 EXP** and **+1 SAPPHIRE**.

(3) Lava Pit *

AGL8 3 times to navigate the pit. For each failure, take **-1 HEALTH**.
OR
WIT10 to find a secret lever. Drain the pit.

On Clear
Gain **+3 HEALTH** and **+2 RUBY**.
WIT7 to gain **+1 EXP** and **+1 SAPPHIRE**.
AGL9 to gain **+2 RUBY** and **+1 EMERALD**.

(3) Spiked Trap

WIT9 to disarm the trap.
If you fail, **AGL9** or take **-3 HEALTH**.

On Clear
Gain **+2 RUBY** and **+1 SAPPHIRE**.
WIT7 to gain **+1 EXP** and **+1 EMERALD**.

(B) Centaur *
ATK 9 DEF 8 HEALTH 8

Centaurs have 2 attacks. Each round, test **AGL8** to avoid the second attack. On fail, make a second defense roll.

On Clear
VICTORY!

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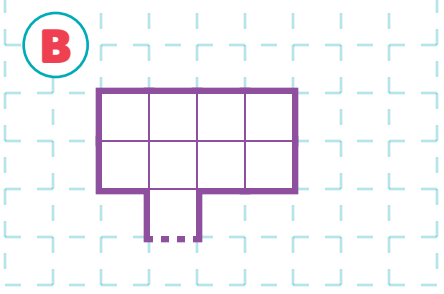encounters

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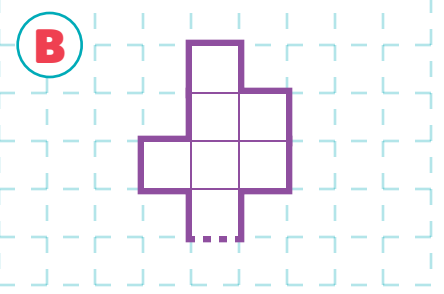encounters

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Kraken *

ATK 9 DEF 8 HEALTH 8

Test **AGL8** each round to avoid a second attack. On fail, take one damage.

On Clear

VICTORY!

Siren

ATK 6 DEF 8 HEALTH 7

The siren song intensifies. Each round the siren gets **+1 ATK**. Increases accumulate to a max of **ATK 10**.

On Clear

VICTORY!

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