

Acolyte of Guz

ATK 7 DEF 6 HEALTH 1

WIT8 to see them coming. On fail, take 1 damage.

D3+1 Band Kids (S)

ATK 6 DEF 7 HEALTH 1

WIT7 to see red. On fail, recognize the nerds and remember you took **+1 HORROR**.

Disciple of Ug

ATK 6 DEF 7 HEALTH 1

AGL8 before combat begins to fight dirty, disciple has **-1 DEF** for the remainder of the encounter.

Molgro Cultist

ATK 6 DEF 6 HEALTH 2

AGL8 before combat begins to deal 1 damage to the cultist.

On Clear

Gain **+3 HEALTH** and **+1 RUBY**.
WIT7 gain **+1 EMERALD**.
WIT8 remember you found **+1 CLUE**.

On Clear

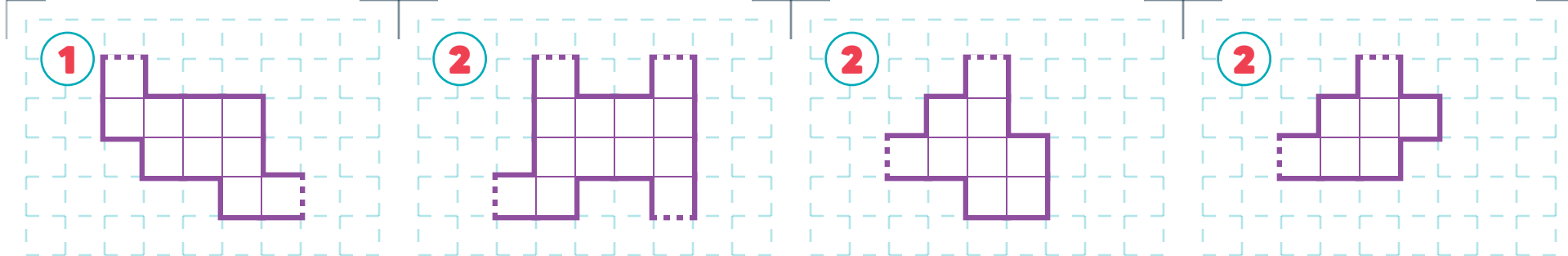
Gain **+3 HEALTH** and **+1 RUBY**.
WIT7 gain **+1 EMERALD**.
WIT9 gain an additional **+2 HEALTH**.

On Clear

Gain **+3 HEALTH** and **+1 RUBY**.
WIT7 gain **+1 EMERALD**.
WIT9 gain **TOME(3)**, 2 damage to (S).

On Clear

Gain **+3 HEALTH** and **+1 RUBY**.
WIT7 gain **+1 EMERALD**.
WIT8 gain **DAGGER(2)**, 2 damage to (S).



Sentient Slime (S)

ATK 6 DEF 5 HEALTH 1

AGL7 before combat begins to dodge. On fail, remember you got **+1 SLIMED**.

Archibald Coffin

ATK 8 DEF 7 HEALTH 3

WIT9 to talk him through it. Remember that Archie got better. Evade this encounter and gain **+1 CLUE**. On fail, Coffin gains (S).

Jacob Putnam

ATK 8 DEF 8 HEALTH 3

AGL9 to take cover. On fail, remember that you got **+1 SLIMED**.

Prof. Isabella Peabody

ATK 7 DEF 8 HEALTH 3

AGL8 to save the professor and evade this encounter. If you took a sample, remove all **SLIME** from your memories. On fail, Prof. Peabody gains (S).

On Clear

Gain **+3 HEALTH** and **+1 RUBY**.
WIT7 gain **+1 EMERALD**.
WIT8 remember that you took a sample.

On Clear

Remember **+1 HORROR**.
WIT8 to gain **+2 RUBY** and **+1 EXP**.
AGL9 to gain **+2 SAPPHIRE**.

On Clear

Remember you gained **+1 CLUE**.
WIT8 to gain **+3 HEALTH** and **+2 RUBY**.
AGL9 to gain **+3 EMERALD** and **+1 EXP**.

On Clear

Remember **+1 HORROR**.
WIT8 to gain **+1 EXP**.
AGL9 to gain **+3 HEALTH** and **+2 RUBY**.

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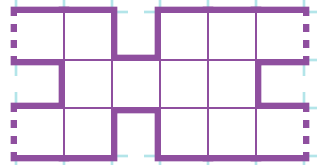
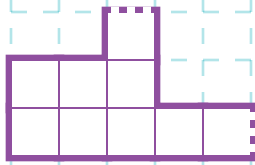
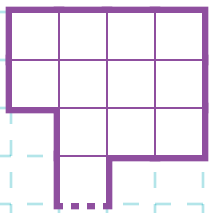
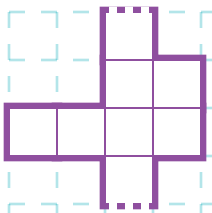

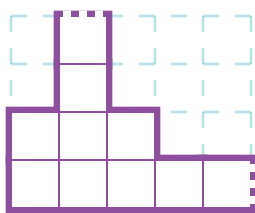
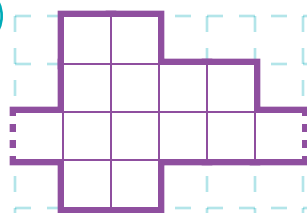
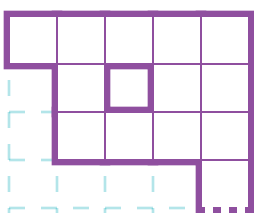
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<div data-bbox="115 479 367 519">The Cafeteria</div> <div data-bbox="115 527 514 617"> WIT9 is anybody there? On fail, take 2 damage and remember +1 HORROR. OR AGL6 to evade this encounter. </div>	<div data-bbox="588 479 777 519">The Quad</div> <div data-bbox="588 527 1029 657"> AGL8 to make a run for it. On fail, take 2 damage and +1 SLIME. OR WIT9 to blend in and gain +1 CLUE. On fail, take 3 damage and remember they spotted you. </div>	<div data-bbox="1060 479 1333 519">Molgro's Light</div> <div data-bbox="1060 527 1501 625"> ATK 9 DEF 7 HEALTH 5 Each time Molgro's Light successfully attacks you, remember +1 SLIME. </div>	<div data-bbox="1533 479 1848 519">Occult Librarian</div> <div data-bbox="1533 527 1995 625"> ATK 8 DEF 8 HEALTH 5 If they spotted you, take 1 damage before combat begins. </div>
<div data-bbox="115 673 283 714">On Clear</div> <div data-bbox="115 722 556 803"> WIT7 to gain +2 HEALTH. AGL8 to gain TENDERIZER(4) 1 damage to enemies. WIT10 to gain an additional +4 HEALTH </div>	<div data-bbox="588 673 756 714">On Clear</div> <div data-bbox="588 722 1029 787"> Gain LAWN DARTS(3), 2 damage to an enemy. WIT8 to gain +2 HEALTH </div>	<div data-bbox="1060 673 1228 714">On Clear</div> <div data-bbox="1060 722 1501 803"> WIT10 gain +1 EXP and +2 SAPPHIRE. AGL8 gain AMBER PENDANT(3). (S) enemies have -1 DEF for one round of combat. </div>	<div data-bbox="1533 673 1711 714">On Clear</div> <div data-bbox="1533 722 1995 771"> AGL8 gain +1EXP. WIT9 gain +2 RUBY and +2 HEALTH </div>
<div data-bbox="136 852 199 917">3</div> 	<div data-bbox="609 852 672 917">3</div> 	<div data-bbox="1081 852 1144 917">3</div> 	<div data-bbox="1554 852 1617 917">B</div> 
<div data-bbox="115 1153 367 1193">Oracle of Guz</div> <div data-bbox="115 1193 556 1291"> ATK 8 DEF 8 HEALTH 5 If any individual DEF die is a 1, remember -1 CLUE. </div>	<div data-bbox="588 1153 966 1193">Principal Saltonstall</div> <div data-bbox="588 1193 1029 1307"> ATK 9 DEF 9 HEALTH 4 During combat, if you roll less than DEF6, you get the horns. Take one additional damage this round. </div>	<div data-bbox="1060 1153 1323 1193">Warden of Ug</div> <div data-bbox="1060 1193 1501 1307"> ATK 8 DEF 9 HEALTH 4 If you roll doubles for your ATK, the Warden regenerates and gains +1 HEALTH. Remember +1 HORROR. </div>	<div data-bbox="1533 1153 1774 1193">Guzomol (S)</div> <div data-bbox="1533 1193 1995 1291"> ATK 9 DEF 9 HEALTH 9 Spend 2 CLUES, reduce Guzomol's defense by 1. You may do this multiple times. </div>
<div data-bbox="115 1347 283 1388">On Clear</div> <div data-bbox="115 1388 556 1437"> AGL9 gain +1 EXP and +2 EMERALD. WIT9 gain +1 CLUE. </div>	<div data-bbox="588 1347 756 1388">On Clear</div> <div data-bbox="588 1388 1029 1437"> WIT8 gain +1EXP. WIT7 gain +2 HEALTH. </div>	<div data-bbox="1060 1347 1228 1388">On Clear</div> <div data-bbox="1060 1388 1501 1437"> WIT9 gain +1EXP. AGL8 gain +3 RUBY and +2 EMERALD. </div>	<div data-bbox="1533 1347 1711 1388">On Clear</div> <div data-bbox="1533 1388 1995 1421"> VICTORY! </div>

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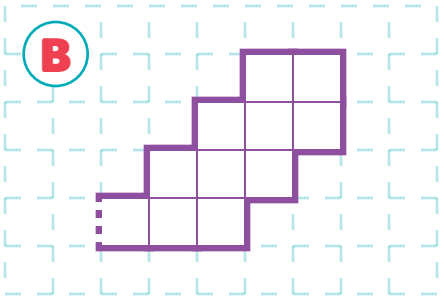
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Molgro (S)

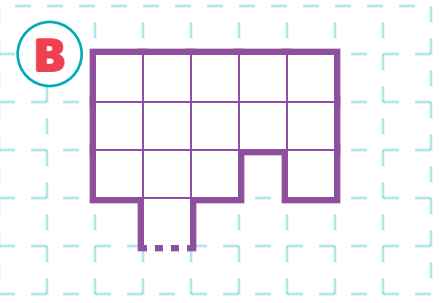
ATK 8 DEF 9 HEALTH 9

If you have **SLIME(3)** or more, Molgro gets two attacks each round. Molgro cannot be damaged by weapons that do not specify **(S)** enemies.

On Clear

VICTORY!

B



Ug'thoz (S)

ATK 9 DEF 9 HEALTH 8

Ug'thoz gains **+1 HEALTH** for each **HORROR** in your memories.

On Clear

VICTORY!

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