

MARTIN KNIGHT D100 DUNGEON

A SOLO ADVENTURE GAME

COMBAT EXPERIENCE SHEETS

Version 1.2

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All monsters from books 1-8.



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- ACCESSORY 3. IMPLANTS AND PATCHES - Published 2022
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COMBAT EXPERIENCE SHEET

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
A	AIR ELEMENTAL	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	+0	○○○○○○○○○○ <i>Sidestep - Ignore Lightning Result</i>
	ALLIED GIANT RATS	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>	+0	○○○○○○○○○○ <i>Thwart - Ignore Allies Result</i>
	APE KING & APES	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>	-2	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>
	APELINGS	○○○○○○○○○○ <i>Feint - Adventurer +5 Attack</i>	+1	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
	ANIMATED GOLD STATUE	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	+0	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>
	ARACHNE	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap Result</i>	-1	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>
	ARACHNE HUNTER	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap Result</i>	-1	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>
	ARACHNE MASTER	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap Result</i>	-2	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>
	ARACHNE MINIONS	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap Result</i>	+0	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>
	ARACHNE WITCH	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>	-1	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap Result</i>
	ASSASSIN	○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>	-2	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>
	AZURE GOLEM 🐉	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	+0	○○○○○○○○○○ <i>Attenuate - Ignore Regenerate Result</i>
	B	BALGORE 🐉	○○○○○○○○○○ <i>Demon Slayer - Adventurer +3 Dmg</i>	-3
BAND OF GOATMEN		○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>	+1	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
BANSHEE 🐉		○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Dodge - Monster -2 Dmg</i>
BASILISK		○○○○○○○○○○ <i>Resistant - Ignore Poison Result</i>	+0	○○○○○○○○○○ <i>Gaze Block - Ignore Petrify Result</i>
BEAR		○○○○○○○○○○ <i>Dodge - Monster Dmg -2</i>	+0	○○○○○○○○○○ <i>Weakness - Monster -2 DEF</i>
BEASTMAN		○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>	+2	○○○○○○○○○○ <i>Feint - Adventurer +5 Attack</i>
BEASTMAN ARCHER		○○○○○○○○○○ <i>Dodge - Monster -2 Dmg</i>	+2	○○○○○○○○○○ <i>Dodge - Monster -2 Dmg</i>
BEASTMAN CHAMPION		○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>	-1	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>
BEASTMEN PEONS		○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>	+2	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
BEASTMAN WITCH		○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>	-1	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
BLACK DRAGON		○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
BLACK DRAGON & HATCHLINGS		○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>	-3	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>
BLOOD OOZES 🐉		○○○○○○○○○○ <i>Weakness - Monster -2 DEF</i>	+0	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>
BLOOD WITCH 🐉		○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-1	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
BLUE DRAGON		○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Evade Freeze - Ignore Freeze Result</i>
BLUE DRAGON & HATCHLINGS		○○○○○○○○○○ <i>Evade Freeze - Ignore Freeze Result</i>	-3	○○○○○○○○○○ <i>Dragon Slayer - Adventurer +4 Dmg</i>
BONE GOLEM 🐉		○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	+0	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>
BONE SPIDERS 🐉		○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	+0	○○○○○○○○○○ <i>Alert - Ignore Surprise</i>
BRASS DRAGON		○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	-2	○○○○○○○○○○ <i>Dragon Slayer - Adventurer +4 Dmg</i>
BRONZE DRAGON		○○○○○○○○○○ <i>Nimble - Monster -1 Attacks</i>	-2	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>
BRONZE GOLEM 🐉		○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	+0	○○○○○○○○○○ <i>Attenuate - Ignore Regenerate Result</i>

COMBAT EXPERIENCE SHEET

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK	
C	CENTAUR	○○○○○○○○○○ <i>Weakness - Monster -2 DEF</i>	+2	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>	
	CENTAUR CHAMPION	○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>	-1	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>	
	CERBERUS 🐉	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Demon Slayer - Adventurer +3 Dmg</i>	
	CHIMERA	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Nimble - Monster -1 Attacks</i>	
	CLAY SOLDIER	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	-2	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	
	COCKATRICE	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>	+0	○○○○○○○○○○ <i>Gaze Block - Ignore Petrify Result</i>	
	CORRUPTED BEAR	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	+0	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	
	COPPER DRAGON	○○○○○○○○○○ <i>Quickened - Ignore Slowed Result</i>	-2	○○○○○○○○○○ <i>Dragon Slayer - Adventurer +4 Dmg</i>	
	CROCODILE	○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>	+0	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>	
	CYCLOPS	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	-2	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	
D	DARK SPIDER 🕷️	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>	+0	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>	
	DARKSTALKER	○○○○○○○○○○ <i>Anticipation - Ignore Phase Penalty</i>	-3	○○○○○○○○○○ <i>Resistant - Ignore Poison Result</i>	
	DEMON 🐉	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	-2	○○○○○○○○○○ <i>Demon Slayer - Adventurer +3 Dmg</i>	
	DEMON LORD 🐉	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	-2	○○○○○○○○○○ <i>Demon Slayer - Adventurer +3 Dmg</i>	
	DEMON LORD AND MINIONS 🐉	○○○○○○○○○○ <i>Weakness - Monster -2 DEF</i>	-3	○○○○○○○○○○ <i>Demon Slayer - Adventurer +3 Dmg</i>	
	DEMONS 🐉	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>	-2	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	
	DEMON WITCH 🐉	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	-1	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>	
	DESCENDANT OF SKYMANE	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	-3	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	
	DIRE BEETLES	○○○○○○○○○○ <i>Unfetter - Ignore Bound</i>	+0	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>	
	DIRE WOLVES	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap Result</i>	+0	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>	
	DOPPELGÄNGER	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>	+0	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>	
	DOOMSPEAKERS 🐉	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>	-1	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>	
	DOOMTAR 🐉	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>	-2	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>	
	DOOMWHISPERS 🐉	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>	-1	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>	
	DOPPELGÄNGER	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>	+0	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>	
	DRAGONLINGS	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	-1	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>	
	E	EARTH ELEMENTAL	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	+0	○○○○○○○○○○ <i>Quickened - Ignore Slowed Result</i>
		ECHIDNA 🐉	○○○○○○○○○○ <i>Resistant - Ignore Poison Result</i>	-2	○○○○○○○○○○ <i>Gaze Block - Ignore Petrify Result</i>
		EVIL WARLOCK	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>	-2	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
	F	FIGHTING SWORDS	○○○○○○○○○○ <i>Calming - Ignore Frenzy Result</i>	+0	○○○○○○○○○○ <i>Elude - Ignore Block Penalty</i>
FIRE ELEMENTAL		○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	+0	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	
FIRE SPRITE 🐉		○○○○○○○○○○ <i>Block Escape - Pass a failed block test</i>	+2	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	
FIREWEB SPIDER 🕷️		○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>	+0	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	

COMBAT EXPERIENCE SHEET

MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
FIRE WYRM	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	-2	○○○○○○○○○○ <i>Nimble - Monster -1 Attacks</i>
FISH PEOPLE	○○○○○○○○○○ <i>Alert - Ignore Surprise</i>	+2	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
FOOTPAD	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>	+0	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>
FOREGONE WITCH	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>	-1	○○○○○○○○○○ <i>Evade Freeze - Ignore Freeze Result</i>
FOREST LIONS	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap</i>	+0	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap</i>
FROST GIANT	○○○○○○○○○○ <i>Evade Freeze - Ignore Freeze Result</i>	-1	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
FROST WYRM	○○○○○○○○○○ <i>Evade Freeze - Ignore Freeze Result</i>	-2	○○○○○○○○○○ <i>Nimble - Monster -1 Attacks</i>
G GARGOYLE 🐉	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	+0	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>
GHOST 🐻	○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>
GHOST OF HIAKAR 🐻	○○○○○○○○○○ <i>Wizardry - Ignore Ethereal Next Round</i>	-3	○○○○○○○○○○ <i>Faith - Ignore Death Touch Next Round</i>
GHOUL 🐻	○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>
GIANT	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	-2	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>
GIANT ANTS	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>	+0	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
GIANT APES	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>	-1	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
GIANT BATS	○○○○○○○○○○ <i>Lure - Ignore Fly Penalty</i>	+0	○○○○○○○○○○ <i>Alert - Ignore Surprise</i>
GIANT BEETLES	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>	+0	○○○○○○○○○○ <i>Lure - Ignore Fly Penalty</i>
GIANT BOAR	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>	+0	○○○○○○○○○○ <i>Weakness - Monster -1 DEF</i>
GIANT CENTIPEDE	○○○○○○○○○○ <i>Resistant - Ignore Poison Result</i>	+0	○○○○○○○○○○ <i>Weakness - Monster -2 DEF</i>
GIANT CRAB	○○○○○○○○○○ <i>Dodge - Monster -2 Dmg</i>	+0	○○○○○○○○○○ <i>Weakness - Monster -2 DEF</i>
GIANT GATHERER APE	○○○○○○○○○○ <i>Weakness - Monster -2 DEF</i>	+0	○○○○○○○○○○ <i>Dodge - Monster -2 Dmg</i>
GIANT HUNTER APE	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>	+0	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap Result</i>
GIANT LIZARD	○○○○○○○○○○ <i>Exploit - Monster -1 DEF</i>	+0	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap Result</i>
GIANT MOSQUITOES	○○○○○○○○○○ <i>Resistant - Ignore Poison Result</i>	+0	○○○○○○○○○○ <i>Lure - Ignore Fly Penalty</i>
GIANT MOTH	○○○○○○○○○○ <i>Subterfuge - Monster -10 Attack</i>	+0	○○○○○○○○○○ <i>Lure - Ignore Fly Penalty</i>
GIANT OOZES	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>	+0	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>
GIANT RATS	○○○○○○○○○○ <i>Protection - Ignore Disease Result</i>	+0	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
GIANT ROC	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Lure - Ignore Fly Penalty</i>
GIANT SCORPION	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap Result</i>	+0	○○○○○○○○○○ <i>Resistant - Ignore Poison Result</i>
GIANT SNAKE	○○○○○○○○○○ <i>Resistant - Ignore Poison Result</i>	+0	○○○○○○○○○○ <i>Dodge - Monster -2 Dmg</i>
GIANT SPIDER	○○○○○○○○○○ <i>Weakness - Monster -2 DEF</i>	+0	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>
GIANT SPIDERS	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>	+0	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
GIANT VAMPIRE BAT 🐉	○○○○○○○○○○ <i>Lure - Ignore Fly Penalty</i>	-1	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>
GIANT WASPS	○○○○○○○○○○ <i>Weakness - Monster -1 DEF</i>	+0	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>

COMBAT EXPERIENCE SHEET

MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
GOATMAN	○○○○○○○○○○ <i>Dodge - Monster -2 Dmg</i>	+2	○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>
GOATMAN ARCHER	○○○○○○○○○○ <i>Alert - Ignore Surprise</i>	+2	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>
GOATMEN GUARDS	○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>	+1	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
GOATMAN PRIEST	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>	-1	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
GOBLIN ARCHER	○○○○○○○○○○ <i>Alert - Ignore Surprise</i>	+2	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
GOBLIN BAND	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>	+1	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
GOBLIN GUARDS	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>	+1	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
GOBLIN HORDE	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>	+1	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
GOBLIN KING	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>	-1	○○○○○○○○○○ <i>Thwart - Ignore Allies Result</i>
GOBLINOID GUARDS	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>	+2	○○○○○○○○○○ <i>Alert - Ignore Surprise</i>
GOBLINOIDS	○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>	+2	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
GOBLIN PEONS	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>	+3	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
GOBLIN WARLOCK	○○○○○○○○○○ <i>Dodge - Monster -2 Dmg</i>	-1	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
GOBLINS	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>	+2	○○○○○○○○○○ <i>Block Escape - Pass a failed block test</i>
GOLDEN DRAGON	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Dragon Slayer - Adventurer +4 Dmg</i>
GOLDEN DRAGON & HATCHLINGS	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-3	○○○○○○○○○○ <i>Dragon Slayer - Adventurer +4 Dmg</i>
GOLD GOLEM 	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	+0	○○○○○○○○○○ <i>Attenuate - Ignore Regenerate Result</i>
GORILLA	○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>	+0	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>
GREEN DRAGON	○○○○○○○○○○ <i>Resistant - Ignore Poison Result</i>	-3	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>
GREEN DRAGON & HATCHLINGS	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-3	○○○○○○○○○○ <i>Nimble - Monster -1 Attacks</i>
GRIFFON	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Lure - Ignore Fly Penalty</i>
H HALF ORC	○○○○○○○○○○ <i>Alert - Ignore Surprise</i>	+2	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>
HARPY	○○○○○○○○○○ <i>Lure - Ignore Fly Penalty</i>	-2	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
HARVELSGA 	○○○○○○○○○○ <i>Thwart - Ignore Allies Result</i>	-3	○○○○○○○○○○ <i>Sidestep - Ignore Lightning Result</i>
HEALING SPIDER 	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>	+0	○○○○○○○○○○ <i>Attenuate - Ignore Regenerate Result</i>
HELL HOUNDS 	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap Result</i>	+0	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
HIRED KILLER	○○○○○○○○○○ <i>Nimble - Monster -1 Attacks</i>	-2	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>
HOBGOBLINS	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>	+2	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>
HOG	○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>	+0	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>
HUNTER	○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>	-1	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>
HYDRA 	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	-2	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>
I ICE SPRITE 	○○○○○○○○○○ <i>Exploit - Monster -1 DEF</i>	+1	○○○○○○○○○○ <i>Evade Freeze - Ignore Freeze Result</i>
IMPS 	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>	+2	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>

COMBAT EXPERIENCE SHEET

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK	
	INCUBUS 	○○○○○○○○○○ <i>Lure – Ignore Fly Penalty</i>	+1	○○○○○○○○○○ <i>Disruption – Ignore Dark Magic Result</i>	
	IRON GOLEM 	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	+0	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	
L	LAMIA 	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>	
	LEATHER GOLEM 	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	+0	○○○○○○○○○○ <i>Attenuate - Ignore Regenerate Result</i>	
	LESSER AZURE GOLEM 	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	+0	○○○○○○○○○○ <i>Attenuate - Ignore Regenerate Result</i>	
	LESSER BONE GOLEM 	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	+0	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	
	LESSER BRONZE GOLEM 	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	+0	○○○○○○○○○○ <i>Attenuate - Ignore Regenerate Result</i>	
	LESSER DARK SPIDER 	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>	+0	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>	
	LESSER FIREWEB SPIDER 	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>	+0	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	
	LESSER GOLD GOLEM 	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	+0	○○○○○○○○○○ <i>Attenuate - Ignore Regenerate Result</i>	
	LESSER HEALING SPIDER 	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>	+0	○○○○○○○○○○ <i>Attenuate - Ignore Regenerate Result</i>	
	LESSER HYDRA 	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	+0	○○○○○○○○○○ <i>Thwart – Ignore Allies Result</i>	
	LESSER IRON GOLEM 	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	+0	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	
	LESSER LEATHER GOLEM 	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	+0	○○○○○○○○○○ <i>Attenuate - Ignore Regenerate Result</i>	
	LESSER PSIONIC SPIDER 	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>	+0	○○○○○○○○○○ <i>Quickened - Ignore Slowed Result</i>	
	LESSER SILVER GOLEM 	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	+0	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	
	LESSER SPINNING SPIDER 	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>	+0	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	
	LESSER SUMMONING SPIDER 	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>	+0	○○○○○○○○○○ <i>Anticipation – Ignore Phase Penalty</i>	
	LESSER VANISHING SPIDER 	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>	+0	○○○○○○○○○○ <i>Wizardry – Ignore Ethereal Next Round</i>	
	LICH LORD 	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>	-2	○○○○○○○○○○ <i>Stay Dead – Roll again Resurrection</i>	
LICH LORD AND MINIONS 	○○○○○○○○○○ <i>Stay Dead – Roll again Resurrection</i>	-4	○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>		
LIZARDMAN	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>	+2	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>		
LIZARDMAN ROCK SLINGER	○○○○○○○○○○ <i>Alert – Ignore Surprise</i>	+2	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>		
M	MAGIC USER	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	-3	○○○○○○○○○○ <i>Anticipation – Ignore Phase Penalty</i>	
	MANASAKA 	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-3	○○○○○○○○○○ <i>Anticipation – Ignore Phase Penalty</i>	
	MANTICORE	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	
	MEDUSA 	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Gaze Block - Ignore Petrify Result</i>	
	MINOTAUR	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	
	MINOTAUR GUARD	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-3	○○○○○○○○○○ <i>Elude – Ignore Block Penalty</i>	
	MOUNTAIN LIONS	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap Result</i>	+0	○○○○○○○○○○ <i>Charge – Ignore Pack AV Bonus</i>	
	MUMMY 	○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Protection - Ignore Disease Result</i>	
	N	NECROMANCER	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>	-2	○○○○○○○○○○ <i>Stay Dead – Roll again Resurrection</i>
		NECROMANCER AND SKELETONS 	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>	-2	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>

COMBAT EXPERIENCE SHEET

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK	
	NEMEAN LIONS	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus	+0	○○○○○○○○○○ <i>Manoeuvre</i> – Ignore Leap Result	
	NORAUS THE INIQUITOUS	○○○○○○○○○○ <i>Thwart</i> – Ignore Allies Result	-2	○○○○○○○○○○ <i>Stay Dead</i> – Roll again Resurrection	
O	OGRE	○○○○○○○○○○ <i>Courage</i> - Ignore Fear Test	-2	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result	
	ORC	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack	+1	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg	
	ORC ARCHER	○○○○○○○○○○ <i>Weakness</i> - Monster -2 DEF	+1	○○○○○○○○○○ <i>Alert</i> – Ignore Surprise	
	ORC CHAMPION	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack	-2	○○○○○○○○○○ <i>Tactics</i> - Adventurer +10 Attack	
	ORC GUARDS	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus	+1	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result	
	ORC PEONS	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack	+2	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack	
	ORC QUEEN	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result	-2	○○○○○○○○○○ <i>Tactics</i> - Adventurer +10 Attack	
	ORCS	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus	-2	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack	
	ORC SHAMAN	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack	-1	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result	
	ORC WARBAND	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack	-2	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg	
	ORC WARLOCK	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg	-2	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result	
	P	PACK OF HELL HOUNDS 🐾	○○○○○○○○○○ <i>Manoeuvre</i> - Ignore Leap Result	+0	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus
		PASSAGEWAY GIANT RATS	○○○○○○○○○○ <i>Protection</i> - Ignore Disease Result	+0	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus
PHOENIX		○○○○○○○○○○ <i>Courage</i> - Ignore Fear Test	-2	○○○○○○○○○○ <i>Evade Fire</i> - Ignore Avoid Fire Test	
PIRATE		○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack	+1	○○○○○○○○○○ <i>Alert</i> – Ignore Surprise	
PIRATE SPIRIT 🌀		○○○○○○○○○○ <i>Holy Strength</i> - Ignore Fear Test	+0	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg	
PREY MONSTER		○○○○○○○○○○ <i>Alert</i> – Ignore Surprise	+0	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack	
PROTAGONIST		○○○○○○○○○○ <i>Impact</i> - Ignore Dazed Test	-1	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack	
PSIONIC SPIDER 🕷️		○○○○○○○○○○ <i>Web Dodge</i> - Ignore Avoid Web Test	+0	○○○○○○○○○○ <i>Quickened</i> - Ignore Slowed Result	
R		RATMAN CHAMPION	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack	-1	○○○○○○○○○○ <i>Protection</i> - Ignore Disease Result
		RATMEN	○○○○○○○○○○ <i>Protection</i> - Ignore Disease Result	+2	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus
	RATMEN GUARDS	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result	+2	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus	
	RATMEN SWARM	○○○○○○○○○○ <i>Protection</i> - Ignore Disease Result	+2	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus	
	RED DRAGON	○○○○○○○○○○ <i>Evade Fire</i> - Ignore Avoid Fire Test	-2	○○○○○○○○○○ <i>Dragon Slayer</i> – Adventurer +4 Dmg	
	RED DRAGON & HATCHLINGS	○○○○○○○○○○ <i>Courage</i> - Ignore Fear Test	-3	○○○○○○○○○○ <i>Evade Fire</i> - Ignore Avoid Fire Test	
	REVENANT DWARF CHAMPION 🏴‍☠️	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack	+0	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg	
	REVENANT DWARF 🏴‍☠️	○○○○○○○○○○ <i>Holy Strength</i> - Ignore Fear Test	+0	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack	
	REVENANT ELF ARCHER 🏴‍☠️	○○○○○○○○○○ <i>Holy Strength</i> - Ignore Fear Test	+0	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack	
	REVENANT ELF CHAMPION 🏴‍☠️	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack	+0	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg	
	RISEN SKELETON 🏴‍☠️	○○○○○○○○○○ <i>Unfetter</i> – Ignore Bound Next Reaction	+0	○○○○○○○○○○ <i>Holy Strength</i> - Ignore Fear Test	
	RISEN SKELETON SPIDER 🏴‍☠️	○○○○○○○○○○ <i>Attenuate</i> - Ignore Regenerate Result	+0	○○○○○○○○○○ <i>Web Dodge</i> - Ignore Avoid Web Test	

COMBAT EXPERIENCE SHEET

MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
RISEN UNDEAD CROCODILE ☠	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	+0	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>
RISEN ZOMBIE QUEEN ☠	○○○○○○○○○○ <i>Protection - Ignore Disease Result</i>	-1	○○○○○○○○○○ <i>Dead Slayer - Adventurer +3 Dmg</i>
RISEN ZOMBIES ☠	○○○○○○○○○○ <i>Protection - Ignore Disease Result</i>	+0	○○○○○○○○○○ <i>Unfetter - Ignore Bound Next Reaction</i>
S SHADE ☠	○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>
SHADE DRAGON 🐉	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Anticipation - Ignore Phase Penalty</i>
SILK SPIDERS	○○○○○○○○○○ <i>Elude - Ignore Block Penalty</i>	+0	○○○○○○○○○○ <i>Unfetter - Ignore Bound Next Reaction</i>
SILVER DRAGON	○○○○○○○○○○ <i>Gaze Block - Ignore Petrify Result</i>	-2	○○○○○○○○○○ <i>Dragon Slayer - Adventurer +4 Dmg</i>
SILVER GOLEM 🗡	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>	+0	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>
SIREN 🐉	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>	-2	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
SKELETON ☠	○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	+0	○○○○○○○○○○ <i>Dodge - Monster -2 Dmg</i>
SKELETON DRAGON ☠	○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Dragon Slayer - Adventurer +4 Dmg</i>
SKELETON SPIDER ☠	○○○○○○○○○○ <i>Alert - Ignore Surprise</i>	+0	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>
SPHINX	○○○○○○○○○○ <i>Weakness - Monster -2 DEF</i>	-2	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
SPIDER QUEEN	○○○○○○○○○○ <i>Weakness - Monster -2 DEF</i>	-1	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>
SPIDER QUEEN AND SPIDERLINGS	○○○○○○○○○○ <i>Dodge - Monster -2 Dmg</i>	-3	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>
SPINDRA (SPIDER GODDESS)	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>	-3	○○○○○○○○○○ <i>Stay Dead - Roll again Resurrection</i>
SPINNING SPIDER ☠	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>	+0	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>
STONE ELEMENTAL	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	+0	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>
STONE GOLEM	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	+0	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>
STORM GIANT	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>	-1	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>
SUCCUBUS 🐉	○○○○○○○○○○ <i>Lure - Ignore Fly Penalty</i>	-1	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
SUCCUBUS MINION 🐉	○○○○○○○○○○ <i>Lure - Ignore Fly Penalty</i>	+1	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
SUMMONED DEMONS 🐉	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	+0	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
SUMMONED SKELETONS ☠	○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	+0	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
SUMMONING SPIDER ☠	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>	+0	○○○○○○○○○○ <i>Anticipation - Ignore Phase Penalty</i>
T TAINTED GIANT ANTS	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>	+0	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
TAINTED GIANT BATS	○○○○○○○○○○ <i>Lure - Ignore Fly Penalty</i>	+0	○○○○○○○○○○ <i>Alert - Ignore Surprise</i>
TAINTED GIANT CENTIPEDE	○○○○○○○○○○ <i>Resistant - Ignore Poison Result</i>	+0	○○○○○○○○○○ <i>Weakness - Monster -1 DEF</i>
TAINTED GIANT MOTH	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>	+0	○○○○○○○○○○ <i>Lure - Ignore Fly Penalty</i>
TAINTED GIANT OOZES	○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>	+0	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>
TAINTED GIANT RATS	○○○○○○○○○○ <i>Protection - Ignore Disease Result</i>	+0	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
TAINTED GIANT SPIDER	○○○○○○○○○○ <i>Weakness - Monster -1 DEF</i>	+0	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>
TANGLE OF SNAKES	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>	+0	○○○○○○○○○○ <i>Resistant - Ignore Poison Result</i>

COMBAT EXPERIENCE SHEET

MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
TENTACLE MONSTER	○○○○○○○○○○ <i>Unfetter</i> – Ignore Bound Next Reaction	+0	○○○○○○○○○○ <i>Nimble</i> – Monster -1 Attacks
TIGER	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack	+0	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack
TIGERS	○○○○○○○○○○ <i>Alert</i> – Ignore Surprise	+0	○○○○○○○○○○ <i>Manoeuvre</i> – Ignore Leap
TIME WARP, DOOMWHISP. ☠	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus	+0	○○○○○○○○○○ <i>Anticipation</i> – Ignore Phase Penalty
TITAN	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result	-2	○○○○○○○○○○ <i>Impact</i> - Ignore Dazed Test
TREASURE SPRITE ☠	○○○○○○○○○○ <i>Disruption</i> – Ignore Dark Magic Result	+2	○○○○○○○○○○ <i>Attenuate</i> - Ignore Regenerate Result
TRICKSTERS ☠	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack	+2	○○○○○○○○○○ <i>Disruption</i> – Ignore Dark Magic Result
TROLL	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result	-2	○○○○○○○○○○ <i>Troll Slayer</i> - Adventurer +2 Dmg
TROLLINGS	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus	+0	○○○○○○○○○○ <i>Troll Slayer</i> - Adventurer +2 Dmg
TROLLS	○○○○○○○○○○ <i>Troll Slayer</i> - Adventurer +2 Dmg	-2	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result
U UNDEAD CROCODILE ☠	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result	+0	○○○○○○○○○○ <i>Courage</i> - Ignore Fear Test
UNDEAD MONSTER ☠	○○○○○○○○○○ <i>Nimble</i> – Monster -1 Attacks	+0	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack
V VAKANAR (& When Diminished)	○○○○○○○○○○ <i>Wizardry</i> – Ignore Ethereal Next Round	-2	○○○○○○○○○○ <i>Crush</i> – Deduct -1 Reassemble Roll
VALKYRIES	○○○○○○○○○○ <i>Lure</i> – Ignore Fly Penalty	-1	○○○○○○○○○○ <i>Tactics</i> – Adventurer +10 Attack
VALKYRJA	○○○○○○○○○○ <i>Lure</i> – Ignore Fly Penalty	-1	○○○○○○○○○○ <i>Sidestep</i> - Ignore Lightning Result
VAMPIRE ☠	○○○○○○○○○○ <i>Disruption</i> – Ignore Dark Magic Result	-2	○○○○○○○○○○ <i>Stay Dead</i> – Roll again Resurrection
VAMPIRE ☠ (With BITTEN from World Builder)	○○○○○○○○○○ <i>Anticipation</i> – Ignore Phase Penalty	-2	○○○○○○○○○○ <i>Disruption</i> – Ignore Dark Magic Result
VAMPIRE LORD ☠	○○○○○○○○○○ <i>Disruption</i> – Ignore Dark Magic Result	-2	○○○○○○○○○○ <i>Stay Dead</i> – Roll again Resurrection
VANISHING SPIDER ☠	○○○○○○○○○○ <i>Web Dodge</i> - Ignore Avoid Web Test	+0	○○○○○○○○○○ <i>Wizardry</i> – Ignore Ethereal Next Round
W WATER ELEMENTAL	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result	+0	○○○○○○○○○○ <i>Evade Freeze</i> - Ignore Freeze Result
WENDIGO ☠	○○○○○○○○○○ <i>Courage</i> - Ignore Fear Test	-2	○○○○○○○○○○ <i>Tactics</i> – Adventurer +10 Attack
WERERATS ☠	○○○○○○○○○○ <i>Protection</i> - Ignore Disease Result	+0	○○○○○○○○○○ <i>Stay Dead</i> – Roll again Resurrection
WEREWOLF ☠	○○○○○○○○○○ <i>Calming</i> - Ignore Frenzy Result	+0	○○○○○○○○○○ <i>Manoeuvre</i> – Ignore Leap Result
WEREWOLVES ☠	○○○○○○○○○○ <i>Manoeuvre</i> – Ignore Leap Result	-1	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus
WHITE DRAGON	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result	-2	○○○○○○○○○○ <i>Dragon Slayer</i> – Adventurer +4 Dmg
WHITE DRAGON & HATCHLINGS	○○○○○○○○○○ <i>Courage</i> - Ignore Fear Test	-3	○○○○○○○○○○ <i>Dragon Slayer</i> – Adventurer +4 Dmg
WIGHT ☠	○○○○○○○○○○ <i>Holy Strength</i> - Ignore Fear Test	-2	○○○○○○○○○○ <i>Stay Dead</i> – Roll again Resurrection
WISPS ☠	○○○○○○○○○○ <i>Lure</i> – Ignore Fly Penalty	-1	○○○○○○○○○○ <i>Anticipation</i> – Ignore Phase Penalty
WOLF	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack	+0	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack
WRAITH ☠	○○○○○○○○○○ <i>Holy Strength</i> - Ignore Fear Test	-2	○○○○○○○○○○ <i>Tactics</i> – Adventurer +10 Attack
WUMANOK THE INEXORABLE	○○○○○○○○○○ <i>Sidestep</i> - Ignore Lightning Result	-2	○○○○○○○○○○ <i>Sidestep</i> - Ignore Lightning Result
WYRM	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result	-2	○○○○○○○○○○ <i>Nimble</i> – Monster -1 Attacks
WYVERN	○○○○○○○○○○ <i>Evade Fire</i> - Ignore Avoid Fire Test	-2	○○○○○○○○○○ <i>Nimble</i> – Monster -1 Attacks

COMBAT EXPERIENCE SHEET

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MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
ZOMBIE HORDE ☠	○○○○○○○○○○ <i>Thwart – Ignore Allies Result</i>	+0	○○○○○○○○○○ <i>Thwart – Ignore Allies Result</i>
ZOMBIE LORD ☠	○○○○○○○○○○ <i>Protection - Ignore Disease Result</i>	-2	○○○○○○○○○○ <i>Thwart – Ignore Allies Result</i>
ZOMBIE MASTER ☠	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>	-1	○○○○○○○○○○ <i>Protection – Ignore Disease Result</i>
ZOMBIE QUEEN ☠	○○○○○○○○○○ <i>Protection – Ignore Disease Result</i>	-2	○○○○○○○○○○ <i>Dead Slayer - Adventurer +3 Dmg</i>
ZOMBIE ☠	○○○○○○○○○○ <i>Slay – Adventurer +1 Dmg</i>	+0	○○○○○○○○○○ <i>Protection – Ignore Disease Result</i>
ZOMBIES ☠	○○○○○○○○○○ <i>Protection – Ignore Disease Result</i>	+0	○○○○○○○○○○ <i>Charge – Ignore Pack AV Bonus</i>
ZOMBIE STAMPEDE ☠	○○○○○○○○○○ <i>Protection – Ignore Disease Result</i>	+0	○○○○○○○○○○ <i>Dead Slayer - Adventurer +3 Dmg</i>

THE D100 DUNGEON RANGE

