



MARTIN KNIGHT
D100 DUNGEON

A SOLO ADVENTURE GAME

COMBAT EXPERIENCE SHEETS

Version 1.0

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All monsters from books 1-8.



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COMBAT EXPERIENCE SHEET

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
A	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>
	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	○○○○○○○○○○ <i>Stay Dead – Roll again Resurrection</i>
	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>
	BLACK 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>
	BRONZE GOLEM 🐉	○○○○○○○○○○ <i>Impact – Ignore Dazed Test</i>	+0	○○○○○○○○○○ <i>Attenuate – Ignore Regenerate Result</i>
	C	CENTAUR	○○○○○○○○○○ <i>Weakness – Monster -2 DEF</i>	+2
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>

COMBAT EXPERIENCE SHEET

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
	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 HIS MINIONS 🐉	○○○○○○○○○○ <i>Weakness - Monster -2 DEF</i>	-3	○○○○○○○○○○ <i>Demon Slayer - Adventurer +3 Dmg</i>
	DEMONS (DEN) 🐉	○○○○○○○○○○ <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	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>Charge - Ignore Pack AV Bonus</i>	+0	○○○○○○○○○○ <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>
	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>
	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>
	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>

COMBAT EXPERIENCE SHEET

MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
GIANT BATS	○○○○○○○○○○ <i>Lure – Ignore Fly Penalty</i>	+0	○○○○○○○○○○ <i>Alert – Ignore Surprise</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 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>
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 WARLOCK	○○○○○○○○○○ <i>Dodge – Monster -2 Dmg</i>	-1	○○○○○○○○○○ <i>Disruption – Ignore Dark Magic Result</i>
GOBLINS	○○○○○○○○○○ <i>Counter – Monster -5 Attack</i>	+2	○○○○○○○○○○ <i>Charge – Ignore Pack AV Bonus</i>
GHOST OF HIAKAR 	○○○○○○○○○○ <i>Wizardry – Ignore Ethereal Next Round</i>	-3	○○○○○○○○○○ <i>Faith – Ignore Death Touch Next Round</i>
GOLDEN DRAGON	○○○○○○○○○○ <i>Courage – Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Dragon Slayer – Adventurer +4 Dmg</i>
GOLDEN DRAGON	○○○○○○○○○○ <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 & HATCHLINGS	○○○○○○○○○○ <i>Dragon Slayer – Adventurer +4 Dmg</i>	-3	○○○○○○○○○○ <i>Evade Fire – Ignore Avoid Fire Test</i>

COMBAT EXPERIENCE SHEET

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK	
H	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>	
	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>	
	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>	
	HYDRA 🐉	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	-2	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	
I	IMPS 🐉	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>	+2	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	
	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 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 HYDRA 🐉	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	+0	○○○○○○○○○○ <i>Thwart - Ignore Allies Result</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	MANASAKA 🐉	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-3	○○○○○○○○○○ <i>Anticipation - Ignore Phase Penalty</i>

COMBAT EXPERIENCE SHEET

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

COMBAT EXPERIENCE SHEET

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

COMBAT EXPERIENCE SHEET

MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
TITAN	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	-2	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>
TREASURE SPRITE 🐉	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>	+2	○○○○○○○○○○ <i>Attenuate - Ignore Regenerate Result</i>
TRICKSTERS 🐉	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>	+2	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
TROLL	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	-2	○○○○○○○○○○ <i>Troll Slayer - Adventurer +2 Dmg</i>
TROLLINGS	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>	+0	○○○○○○○○○○ <i>Troll Slayer - Adventurer +2 Dmg</i>
TROLLS (PAIR)	○○○○○○○○○○ <i>Troll Slayer - Adventurer +2 Dmg</i>	-2	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>
UNDEAD CROCODILE 🐊	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	+0	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>
VAKANAR (& When Diminished)	○○○○○○○○○○ <i>Wizardry - Ignore Ethereal Next Round</i>	-2	○○○○○○○○○○ <i>Crush - Deduct -1 Reassemble Roll</i>
VALKYRIES	○○○○○○○○○○ <i>Lure - Ignore Fly Penalty</i>	-1	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>
VALKYRJA	○○○○○○○○○○ <i>Lure - Ignore Fly Penalty</i>	-1	○○○○○○○○○○ <i>Sidestep - Ignore Lightning Result</i>
VAMPIRE 🧛	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>	-2	○○○○○○○○○○ <i>Stay Dead - Roll again Resurrection</i>
VAMPIRE 🧛 (With BITTEN from World Builder)	○○○○○○○○○○ <i>Anticipation - Ignore Phase Penalty</i>	-2	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
VAMPIRE LORD 🧛	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>	-2	○○○○○○○○○○ <i>Stay Dead - Roll again Resurrection</i>
VANISHING SPIDER 🕷️	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>	+0	○○○○○○○○○○ <i>Wizardry - Ignore Ethereal Next Round</i>
WENDIGO 🐉	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>
WERERATS 🐀	○○○○○○○○○○ <i>Protection - Ignore Disease Result</i>	+0	○○○○○○○○○○ <i>Stay Dead - Roll again Resurrection</i>
WEREWOLF 🐺	○○○○○○○○○○ <i>Calming - Ignore Frenzy Result</i>	+0	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap Result</i>
WEREWOLVES 🐺	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap Result</i>	-1	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
WHITE DRAGON	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	-2	○○○○○○○○○○ <i>Dragon Slayer - Adventurer +4 Dmg</i>
WHITE DRAGON & HATCHLINGS	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-3	○○○○○○○○○○ <i>Dragon Slayer - Adventurer +4 Dmg</i>
WIGHT 🧛	○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Stay Dead - Roll again Resurrection</i>
WOLF 🐺	○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>	+0	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>
WRAITH 🧛	○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>
WUMANOK THE INEXORABLE	○○○○○○○○○○ <i>Sidestep - Ignore Lightning Result</i>	-2	○○○○○○○○○○ <i>Sidestep - Ignore Lightning Result</i>
WYRM	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	-2	○○○○○○○○○○ <i>Nimble - Monster -1 Attacks</i>
WYVERN	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	-2	○○○○○○○○○○ <i>Nimble - Monster -1 Attacks</i>
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>
ZOMBIES 🧟	○○○○○○○○○○ <i>Protection - Ignore Disease Result</i>	+0	○○○○○○○○○○ <i>Charge - Ignore Pack AV Bonus</i>
ZOMBIES (STAMPEDE) 🧟	○○○○○○○○○○ <i>Protection - Ignore Disease Result</i>	+0	○○○○○○○○○○ <i>Dead Slayer - Adventurer +3 Dmg</i>

THE MK GAMES RANGE

