

FINAL MONSTER

MONSTER TYPE CHECKLIST

Scenario #2

Intermediate Boss was:

☐ Undead or Magic Being

(Gargoyle, Ghoul, Golem, Mummy, Poltergeist, Shapeshifter, Skeleton, Vampire, Wisp, Zombie*)

Intermediate Boss was:

☐ Living Creature

(Archer, Assassin, Black Knight, Dark Alchemist, Dark Mage, Evil Trapper, Goblins**, Mercenary, Ogre, Orc, Shaman, Slimecrawler, Spearthrower, Troll)

Scenario #4

Intermediate Boss was:

☐ Mage / Ranged Fighter

(Golem, Poltergeist, Shapeshifter, Wisp)

Intermediate Boss was:

☐ Melee Fighter

(Gargoyle, Ghoul, Mummy, Skeleton, Vampire, Zombie*)

Scenario #4

Intermediate Boss was:

☐ Mage / Ranged Fighter

(Archer, Dark Alchemist, Dark Mage, Evil Trapper, Shaman, Slimecrawler, Spearthrower)

Intermediate Boss was:

☐ Melee Fighter

(Assassin, Black Knight, Goblins**, Mercenary, Ogre, Orc, Troll)

Scenario #6

Intermediate Boss had: Intermediate Boss had:

☐ Even Initiative

(Golem, Shapeshifter)

☐ Odd Initiative

(Poltergeist, Wisp)

Scenario #6

Intermediate Boss had: Intermediate Boss had:

☐ Even Initiative

(Gargoyle, Mummy, Skeleton)

☐ Odd Initiative

(Ghoul, Vampire, Zombie*)

Scenario #6

Intermediate Boss had: Intermediate Boss had:

☐ Even Initiative

(Dark Mage, Slimecrawler, Spearthrower)

☐ Odd Initiative

(Archer, Dark Alchemist, Evil Trapper, Shaman)

Scenario #6

Intermediate Boss had: Intermediate Boss had:

☐ Even Initiative

(Black Knight, Mercenary, Ogre)

☐ Odd Initiative

(Assassin, Goblins**, Orc, Troll)

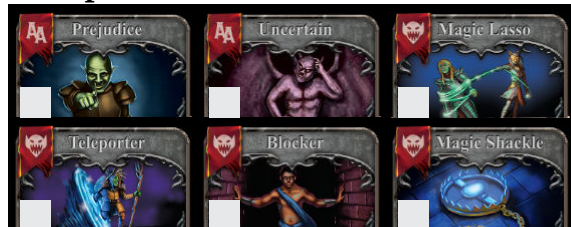
* *Zombie*: If the *Final Monster* is a *Zombie*, any additional *Zombies* spawned in *Phase F* are just regular *Zombies* with no modifiers. Use the black *Zombie* as the *Final Monster*.

** *Goblins*: If the *Final Monster* is a *Goblin*, use the black *Goblin* as the *Final Monster* and spawn a second standard *Goblin* with no modifiers together with the *Final Monster*.

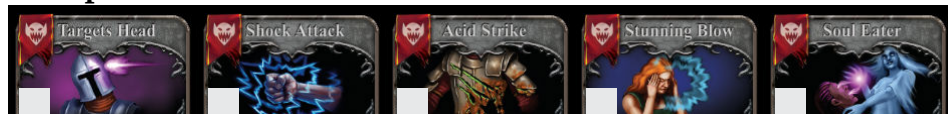
MODIFIER CHECKLIST

After each scenario: For every *Intermediate Boss* defeated, gather all modifiers of all the *Intermediate Bosses* of the scenario and **select one** modifier to mark it below for the *Final Monster*. If a group already has a check mark, no other modifier can be selected from this group anymore – select another group. If no group is available, do not select a modifier for that scenario.

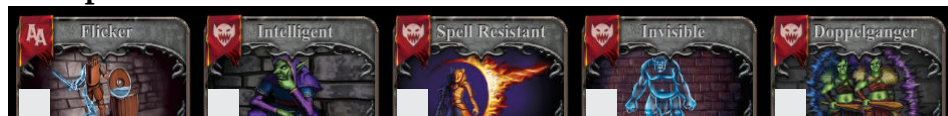
Group 1



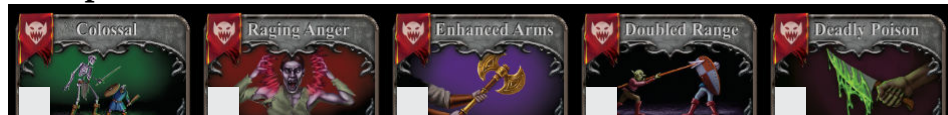
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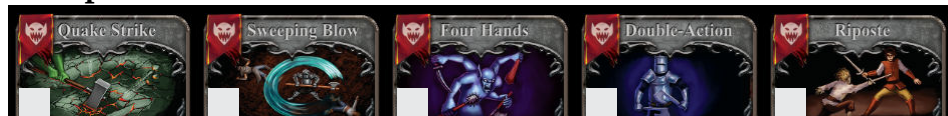
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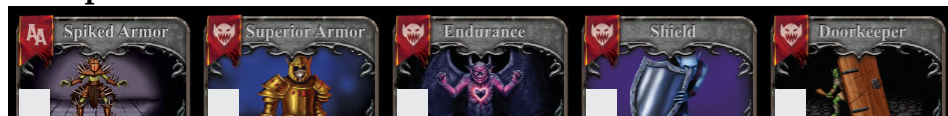
Group 4



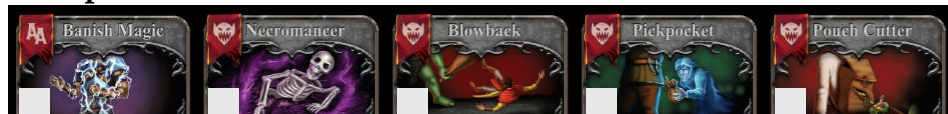
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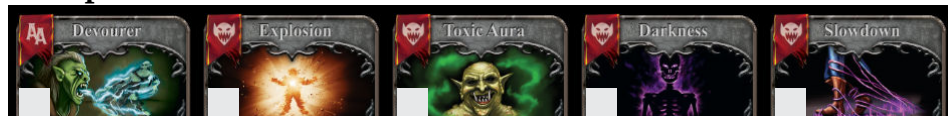
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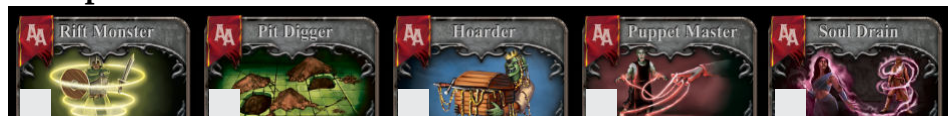
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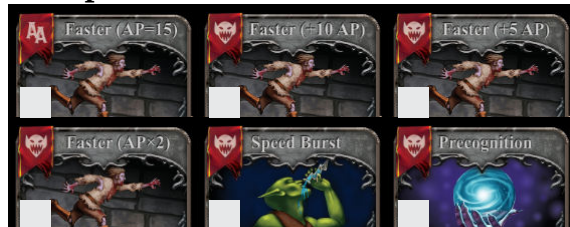
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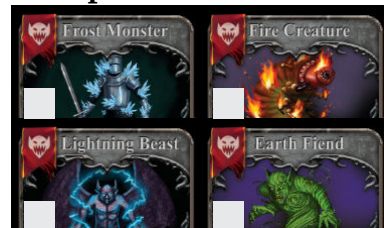
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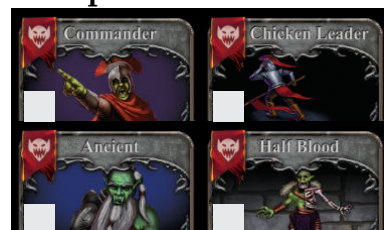
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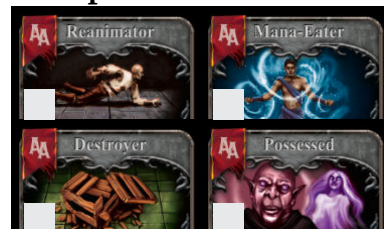
Group 11



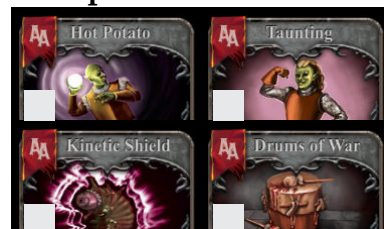
Group 12



Group 13



Group 14



Not used, ignore

