



I'll
Defeat the Monster
From the
Comfort of my Bed!
Power Nap
Edition

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A character with long dark hair, wearing a green dress with yellow trim and a red blanket, is lying in bed. A thought bubble above her shows a small green character on a pink cat. The floor is covered with various books and scrolls. The word "Characters" is written in the center.

Characters

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Norbert

A good-natured if irritable young guardsman wearied by his position as Lieselotte's attendant. As the descendant of a great hunter, most of his abilities are themed after monsters.

Norbert's versatile skill set, equipment options, and durability make him an adaptable and customizable character.

Lindwurm's Claws 5 MP Deals slashing damage to an enemy. Usable only with a sword or greatsword.	Troll's Ire 5 MP Deals crushing damage to an enemy. Usable only with a club or greatsword. Deals more damage when used with a club.
Dragon's Fang 5 MP Deals piercing damage to an enemy. Usable only with a spear or one-handed sword. Deals more damage when used with a spear.	Griffon's Talon 10 MP A typeless physical attack with greatly enhanced attack speed that ignores defense and never misses. Damage increases significantly if user's HP is 30% or lower. Usable only with a one-handed sword.
Lion's Frenzy 20% Max HP + 10 MP Sacrifices 20% of the user's max HP to deal slashing damage to an enemy. Usable only if a greatsword is equipped.	Blessing 15 MP Restores a small amount of HP and grants Regen status, healing the target for five turns. Usable only when a spear is equipped.
Giant's Rebuke 10 MP Deals crushing damage and stuns an enemy, preventing it from taking action. Has enhanced attack speed. Stun effect works without fail except on bosses. Usable only when a club is equipped.	Pixie's Dust Blinds one enemy, lowering its accuracy. Effect is weaker on bosses. Consumes one Powder Pouch.
Basilisk's Venom Poisons an enemy, inflicting damage equal to 25% of the target's max HP per turn. Effect is weaker on bosses. Consumes one Venom Vial.	Provoke 10 MP Decreases damage dealt and taken by the user while increasing the likelihood of being targeted by enemies for five turns. Use this ability while Provoke is active to remove Provoke status.
Convert 25% Max HP Sacrifices 25% of the user's max HP in exchange for 25% of max MP. Usable once every other turn. <i>Upon clearing Wetzell's Tower, Convert is upgraded to sacrifice 20% HP for 30% MP.</i>	Equip Allows Norbert to swap any of his equipment mid-battle. Consumes Norbert's turn.



Froschkönig

A familiar made for Norbert by his youngest sister.

Froschkönig is a caster whose elemental and status infliction spells consume Norbert's MP. Equipping Froschkönig with elemental rings will give their corresponding spell an additional effect.

Flame Burst 10 MP Deals fire damage to one enemy. Inflicts a minor damage over time effect if a Fire Ring is equipped (ineffective on bosses). Consumes Norbert's MP.	Glaciate 10 MP Deals ice damage to one enemy. Slightly lowers an enemy's ailment resistance for three turns if an Ice Ring is equipped. Consumes Norbert's MP.
Squall 10 MP Deals wind damage to one enemy. Slightly lowers an enemy's SPD stat for three turns if a Wind Ring is equipped. Consumes Norbert's MP.	Rock Blast 10 MP Deals earth damage to one enemy. Slightly lowers an enemy's slashing, piercing, and crushing resistance for three turns if an Earth Ring is equipped. Consumes Norbert's MP.
Gilded Blast 20 MP Inflicts non-elemental magical damage on all enemies. Consumes Norbert's MP. <i>Unlocked by defeating the Dried-up Well's mini-boss.</i>	Tongue Lash Restores 25 MP to Norbert. Usable once every three turns. <i>Upon clearing the Dried-up Well, Tongue Lash is upgraded to also drain the target's HP.</i>
Berserk 10 MP Enrages one enemy, boosting its strength while forcing it to use physical attacks. Consumes Norbert's MP.	Petrify 10 MP Petrifies an enemy, preventing it from both acting and taking damage. Upon being released from petrification, the target cannot be petrified again. Consumes Norbert's MP.
Muddle 10 MP Confuses one enemy, causing it to help its enemies and hinder its allies. Effect is weaker on bosses. Consumes Norbert's MP.	Dispel 15 MP Removes most beneficial effects from enemies. Consumes Norbert's MP.



Klaus

A very error-prone but otherwise unremarkable adventurer who hails from a small village. His abilities and equipment provide a hint of what you can expect from the Old Well. You can also bring him to the other dungeons, but...

Siphon Klaus's basic attack command. Deals slashing damage to an enemy and restores 15 MP.	Charge! 10 MP Deals piercing damage to one enemy but hurts the user.
Flail 15 MP Deals typeless physical damage that ignores defense but targets a random enemy.	Mayhem 25 MP Inflicts Bloodied status, reducing the target's ATK, MAG, DEF, and MDEF by 25% for 5 turns, but damages the user. Ineffective on bosses. Usable once per battle.
First Aid 15 MP Heals an ally, but has high variance.	



Lieselotte

The witch of Gervasburg. A lazy woman who would rather sleep all day than go on adventures or pursue forbidden knowledge.

As lazy a witch as she may be, Lieselotte is the real deal, with access to powerful elemental spells, restorative abilities, and buffs. However, her low HP and defenses make her the most fragile party member.

Inferno 50 MP Deals fire damage to all enemies.	Icicle Rain 50 MP Deals ice damage to all enemies.
Tornado 50 MP Deals wind damage to all enemies.	Quake 50 MP Deals earth damage to all enemies.
Recover 30 MP Restores an ally's HP.	Convalesce 30 MP Cures most status ailments and debuffs and restores 10% of an ally's max HP.
Bulwark 30 MP Reduces physical and magical damage taken by the target by 30% for five turns. Has enhanced action speed.	Power Nap The user becomes unable to act but restores 1/3 of their HP and MP per turn for three turns. Upon waking up, MAG is increased by 25% and the MP cost of all spells is reduced by 50% for one turn.
Convert+ 50% Max HP Sacrifices 50% of the user's max HP in exchange for 50% of max MP. Usable once every other turn.	Custom Conjury 50 MP When used on Norbert, restores 30 MP; on Froschkönig, increases DEF and max HP for 5 turns; and on Lieselotte, reduces MAG by 20% but lowers the chance of being targeted. Usable once every 3 turns.



Maps

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Lieselotte's Home



- | | |
|---|---------------|
| 1 | Lazy |
| 2 | Magic Booster |



Outside Lieselotte's Home

Outside Lieselotte's Home

- | | |
|---|---------------------------------------|
| 1 | Octopuppet |
| 2 | Erika Appearance Location |
| 3 | Crystal Orb
(3 Key Items obtained) |



Gervsburg

Gervasburg

Wetzel's Tower

Outside Lieselotte's Home

- | | |
|---|--|
| 1 | 1000 Gold (NPC) |
| 2 | Crystal Fragment (NPC) |
| 3 | Healing Salve |
| 4 | Healing Salve
(1+ Key Items obtained) |
| 5 | Angel's Tear
(3 Key items obtained) |

- | | |
|---|--------------------|
| A | Inn |
| B | Norbert's Home |
| C | Residence |
| D | Residence |
| E | Residence |
| F | Church |
| G | Item Shop |
| H | Tavern |
| I | Adventurer's Guild |
| J | Weapon/Armor Shop |



Graveyard

Gervasburg

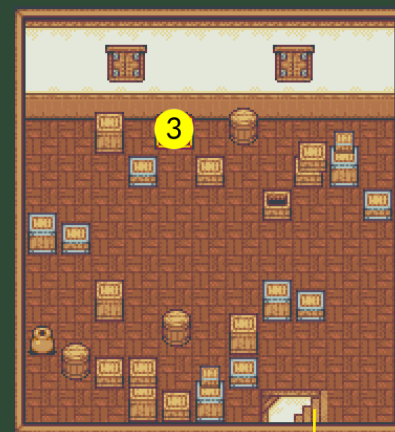


1 Strength Booster

2 Magic Booster
(3 Key Items obtained)

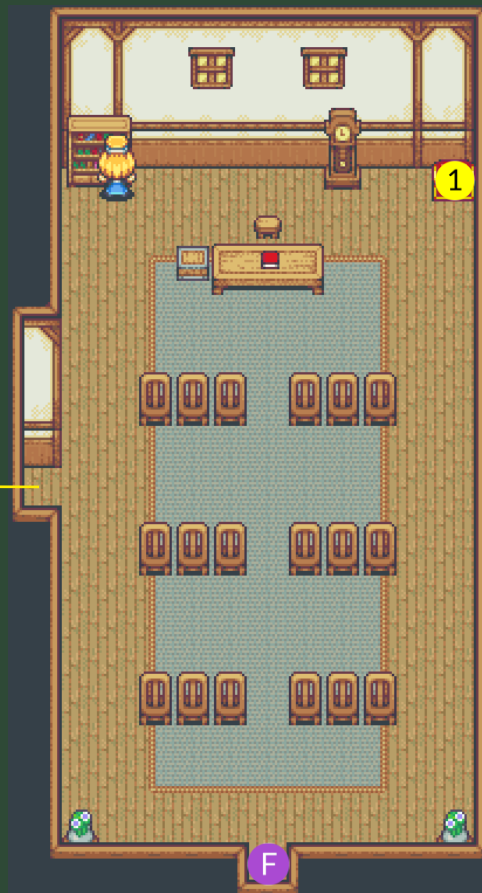
3 M. Defense Booster
(1+ Key Items obtained)

Gervasburg



1	Panacea (< 2 Key Items Obtained)
2	Crystal Shard (1+ Key Items Obtained)
3	Strength Inhibitor
4	Speed Inhibitor (< 3 Key Items obtained)
5	Defense Booster (2+ Key items obtained)

Gervasburg



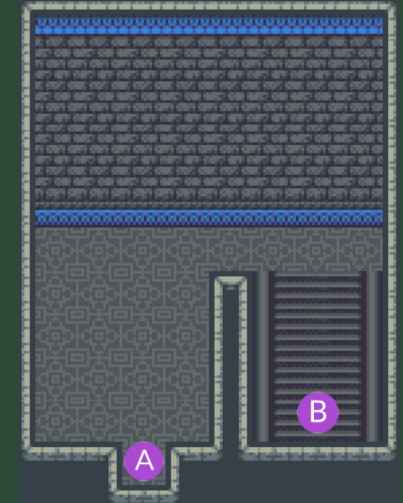
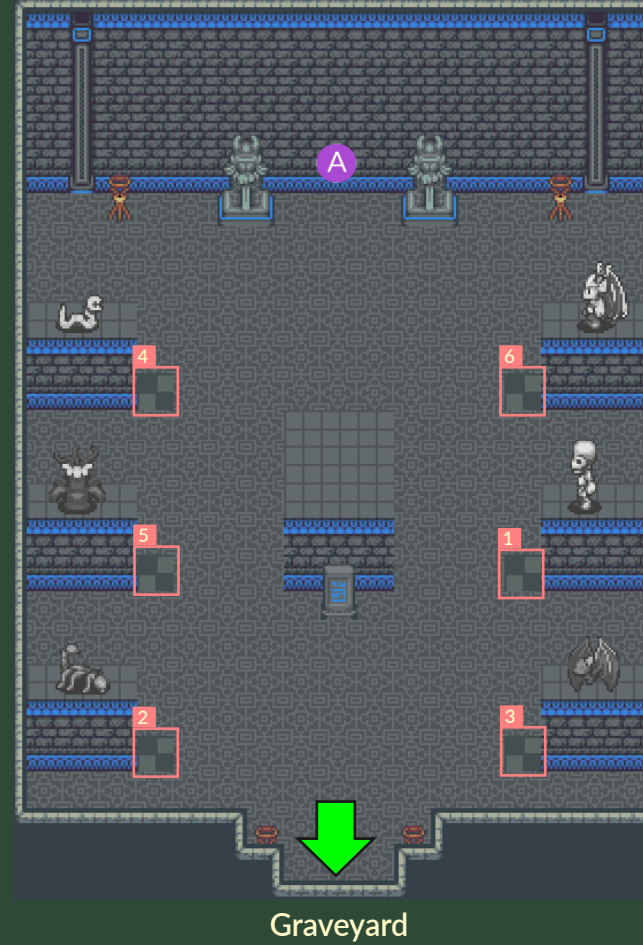
1	Crystal Shard
2	Elixir (1-2 Key Items Obtained)
3	Scythe, Pickaxe, Hammer (NPC)
4	Flame Orb (2+ Key Items Obtained)
5	Erika Appearance Location

Gervasburg



1	Klaus
2	Scythe (1 Key Item Obtained)
3	Hammer (2+ Key Items Obtained)
4	Bloodied Shirt (Key item) (after defeating Great Dragon)
5	Defense Inhibitor (0 Key Items Obtained)

Graveyard / Gervas's Mausoleum

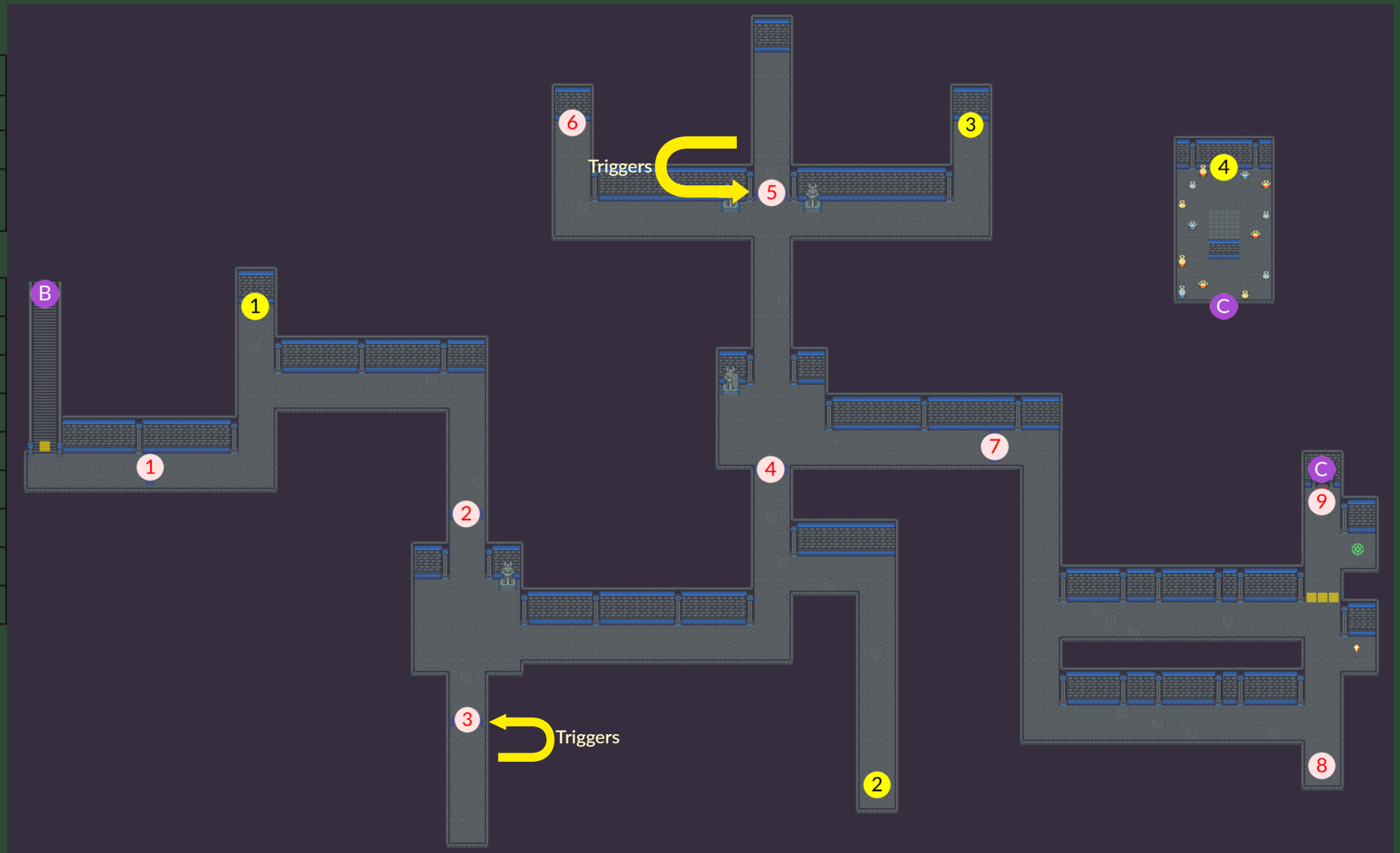


- 1 Angel's Tear
- 2 Erika Appearance Location

Gervas's Mausoleum

1	Frost Orb
2	Healing Salve
3	Speed Booster
4	Elwetrirsch Feathers (Key Item)

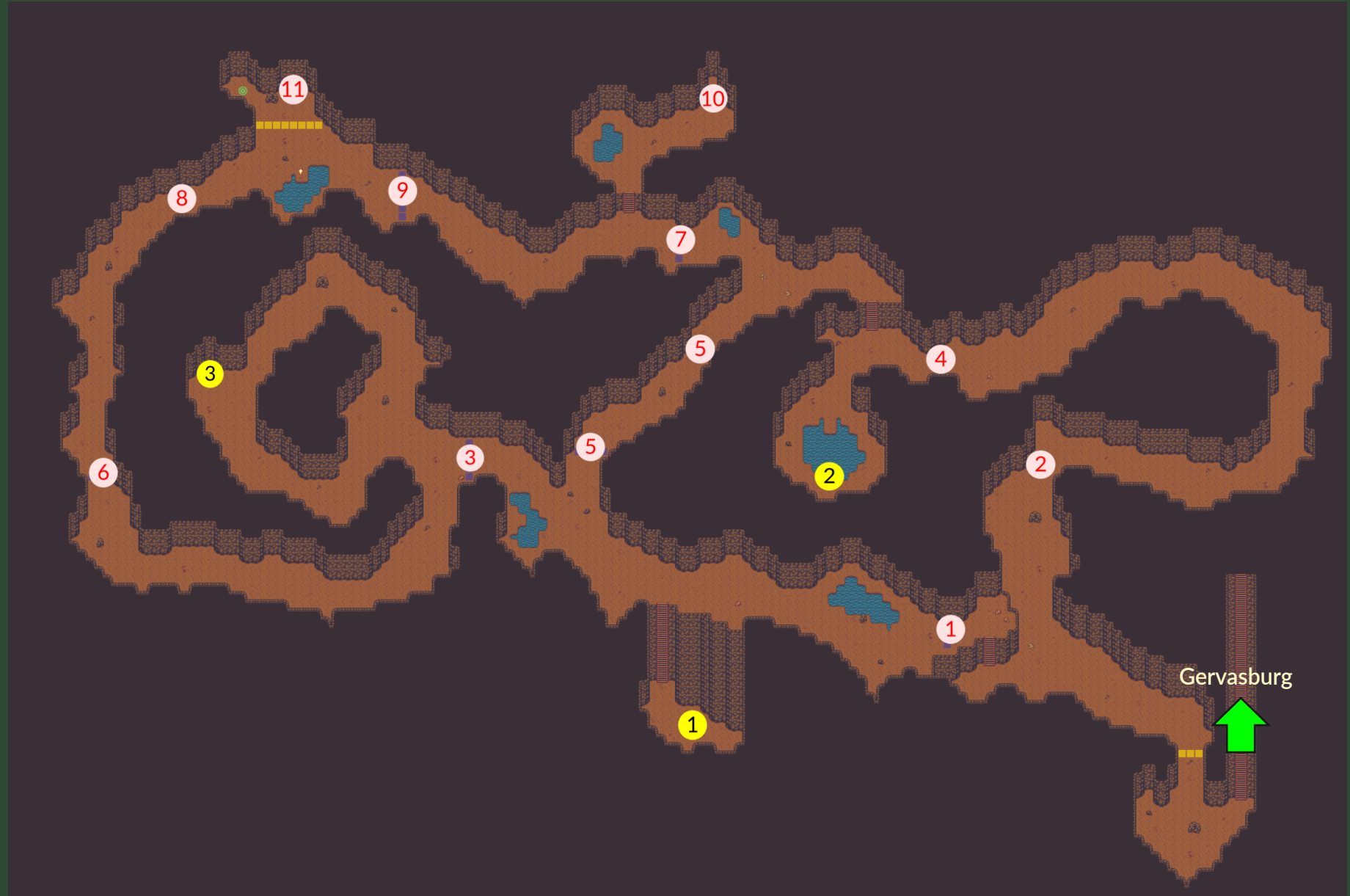
1	Damned Soul, Ghost
2	Slime, Skeleton
3	Slime, Ghost, Creeper
4	Slime, Damned Soul, Creeper
5	Ghost, Skeleton, Damned Soul
6	Mimic
7	Slime, Skeleton, Creeper
8	Giant Slime (mini-boss)
9	Night Terror (boss)



Dried-up Well

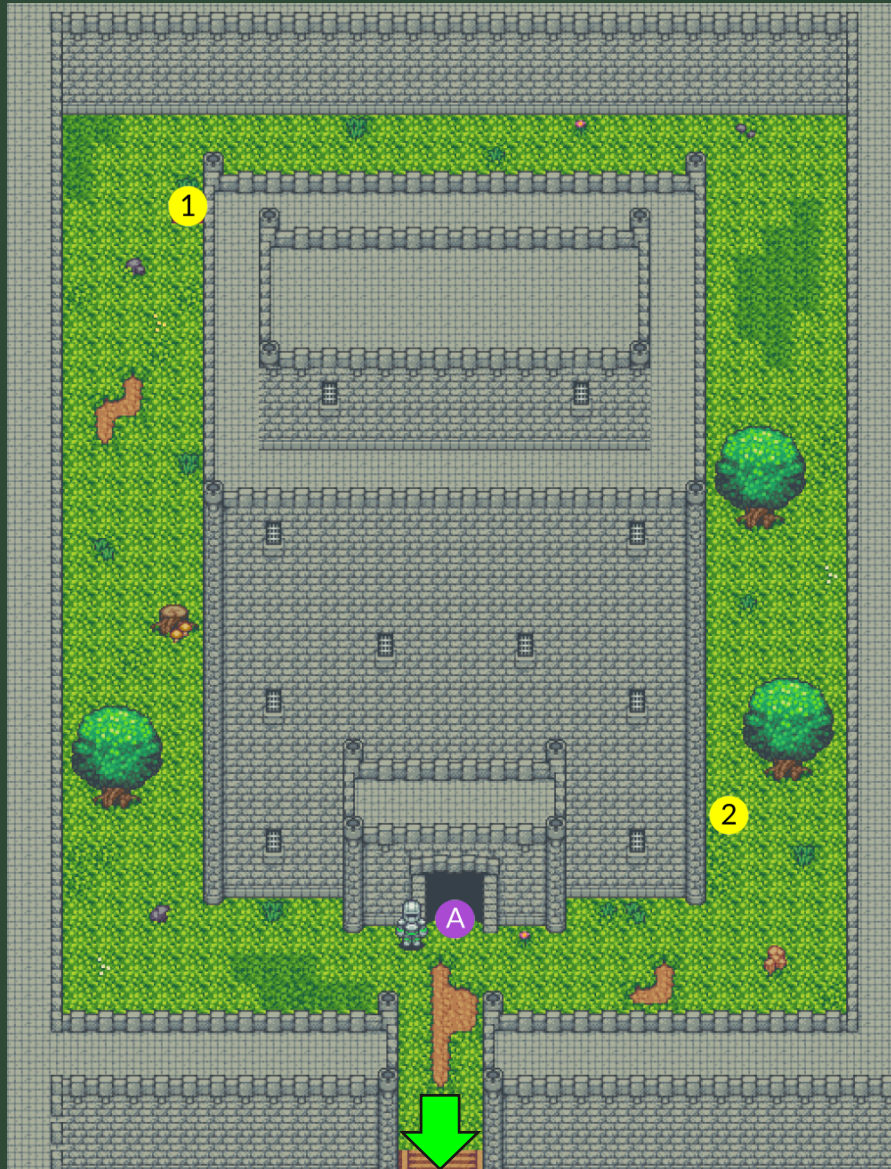
1	Angel's Tear
2	Elixir
3	M. Defense Booster

1	Gigas Worm, Bat x2
2	Fallen Adventurer, Centiworm
3	Furpi, Centiworm, Bat
4	Furpi, Fallen Adventurer, Bat
5	Gigas Worm, Fallen Adventurer
6	Giant Bat, Furpi
7	Giant Bat, Centiworm
8	Fallen Adventurer, Bat, Giant Bat
9	Furpi, Bat, Gigas Worm
10	Lesser Dragon (mini-boss)
11	Great Dragon (boss)



Wetzel's Tower

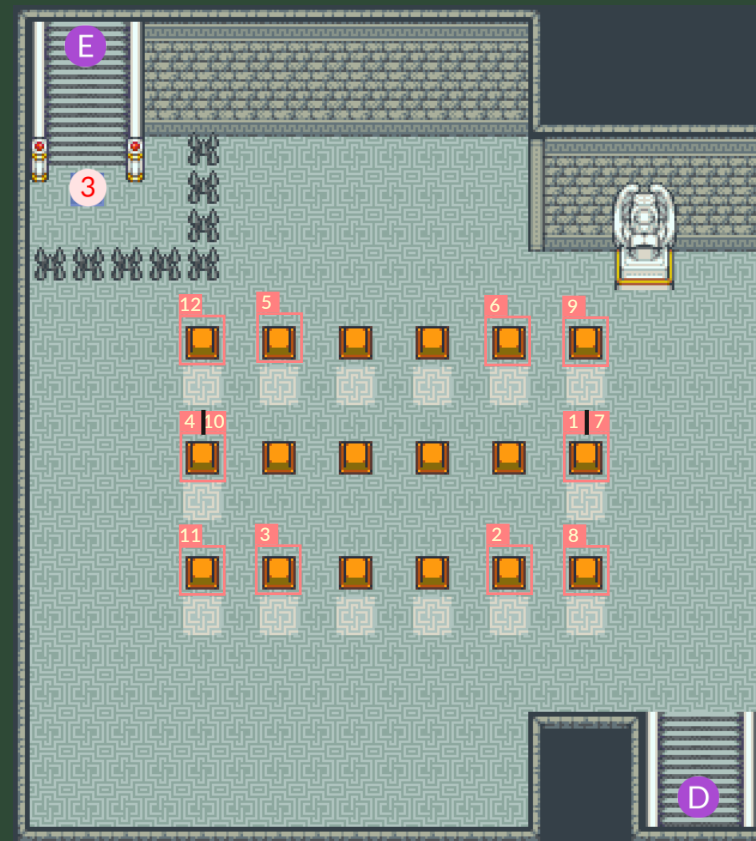
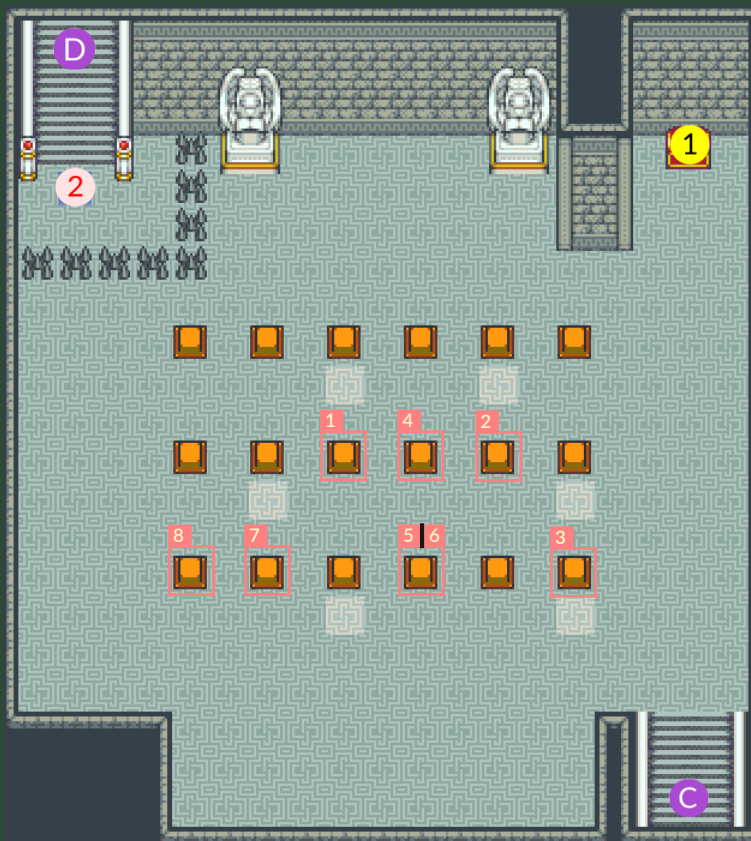
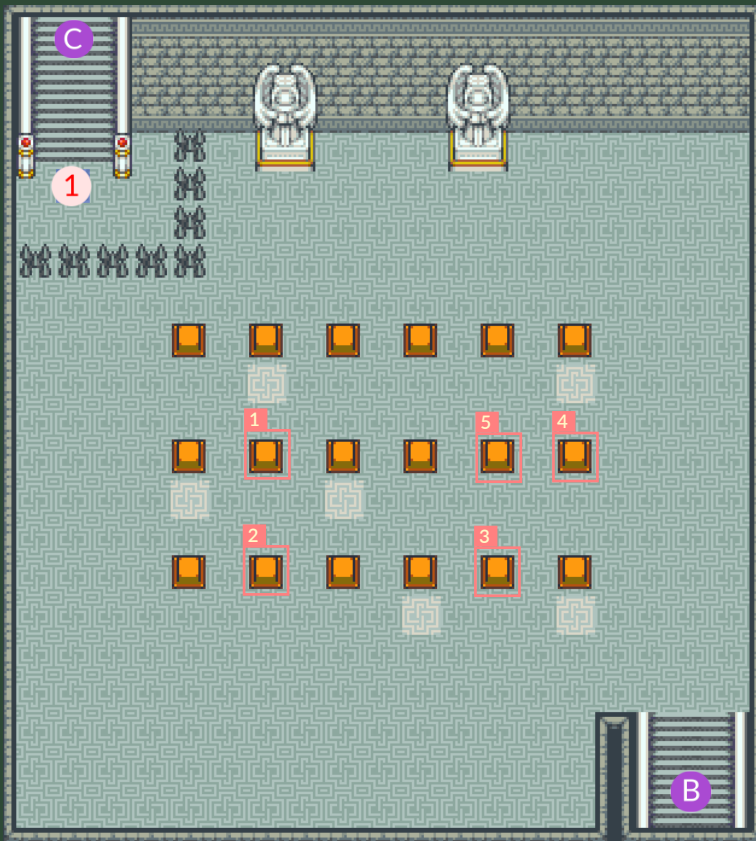
- 1 Hammer
- 2 Erika Appearance Location



Gervasburg



Wetzel's Tower



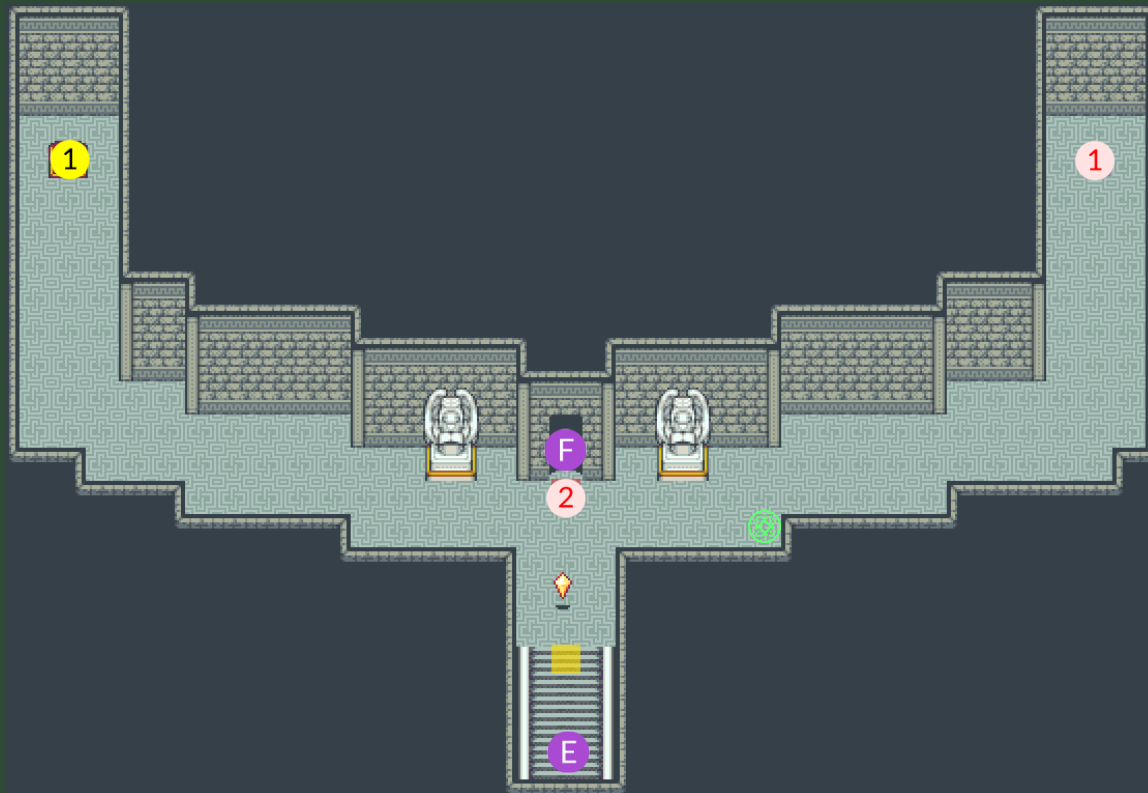
1 Healing Salve

1 Rafflesia, Sentinel, Living Armor

2 Sentinel, Fire Elem., Living Armor

3 Rafflesia, Imp, Fire Elem.

Wetzel's Tower



1	1000 Gold
2	Wetzel / Crystalline Conductor (Key Item)
3	Crystal Fragment



1	Winged Wraith (mini-boss)
2	Magma Golem (boss)





Enemies


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Enemies


Gervas's Mausoleum


	0%	0%	0%	50%	200%	50%	100%
	0%	0%	75%	0%	0%	100%	100%
Damned Soul	<ul style="list-style-type: none"> •Gale: Wind-elemental damage. •Whirlwind: Debuff that increases vulnerability to Wind. •Mana Steal: Drains MP; targets only those with at least 1 MP. 						
HP:	1100						
MP:	60						

	75%	150%	75%	100%	100%	100%	200%
	0%	0%	0%	70%	0%	100%	100%
Skeleton	<ul style="list-style-type: none"> •Wide Swing: Physical damage to all party members. •Slash: Physical damage to a single target. •Strengthen: Increases ATK. Used only at or below 50% HP. 						
HP:	2600						
MP:	20						

	50%	50%	50%	200%	100%	200%	100%
	0%	70%	70%	80%	0%	100%	100%
Ghost	<ul style="list-style-type: none"> •Gale: Wind-elemental damage. •Force Blast: Wind-element spell that ignores MDEF and stuns the target. 						
HP:	1400						
MP:	100						


	115%	100%	100%	100%	100%	200%	100%
	50%	90%	50%	70%	70%	100%	100%
Creper	<ul style="list-style-type: none"> •Poison Bite: Inflicts Poison on a single target. •Vengeance: Inflicts major damage to a single target; never misses; ignores defenses; used when HP is 20% or lower. 						
HP:	1600						
MP:	0						


	50%	50%	50%	150%	150%	75%	75%
	0%	0%	80%	30%	90%	100%	100%
Slime	<ul style="list-style-type: none"> •Slime: Lowers SPD. •Debilitating Slime: Lowers both ATK and MAG. •Corrosive Slime: Lowers both DEF and MDEF. 						
HP:	1800						
MP:	90						


	100%	120%	100%	150%	100%	50%	200%
	50%	80%	0%	50%	50%	50%	0%
Mimic	<ul style="list-style-type: none"> •Hobble: Inflicts damage and Evasion Down. •Bash: Inflicts damage and Defense Down. •Swift Strikes: Inflicts damage without consuming Mimic's turn. •Wind Blast: Wind-elemental damage to the party. 						
HP:	6800						
MP:	125						

Enemies

Gervas's Mausoleum


	50%	50%	50%	150%	150%	0%	0%
	40%	0%	70%	50%	70%	50%	0%
Giant Slime	<ul style="list-style-type: none"> •Slime: Lowers SPD. •Slime Bomb: MDEF-ignoring damage to the party. •Sludge: MDEF-ignoring damage that inflicts Poison; uses below 75% HP. •When Mini Slimes spawn, Giant Slime's ATK and MAG decrease. 						
HP:	10000						
MP:	400						


	50%	50%	50%	200%	200%	0%	0%
	40%	0%	70%	80%	70%	50%	100%
Mini Slime	<ul style="list-style-type: none"> •Uses the same abilities as Giant Slime. •Spawned when Giant Slime is at 75% HP, 40% HP, and upon death. 						
HP:	2000						
MP:	400						

	125%	110%	100%	100%	100%	200%	100%
	50%	80%	0%	50%	50%	30%	0%
Night Terror	<ul style="list-style-type: none"> •Uses Dark Pulse at regular intervals. •Disable lowers ATK and MAG; Maim lowers DEF and MDEF. •Shadowed status increases Evasion, Accuracy, and Critical hit rate. •At $\leq 20\%$ HP, inflicts the party with Plague and begins charging Evil Pulse, which inflicts massive damage if Night Terror isn't defeated first. 						
HP:	20100						
MP:	700						


Enemies


Dried-up Well


	125%	100%	150%	100%	100%	200%	0%
	100%	0%	100%	80%	75%	100%	100%
<ul style="list-style-type: none"> •Has high Evasion. •Ultrasonic Waves: Inflicts Berserk on a single target. •Screech: Lowers the party's DEF. 							
Bat							
HP:	1600						
MP:	90						

	120%	100%	100%	200%	200%	100%	100%
	50%	70%	50%	70%	60%	100%	100%
<ul style="list-style-type: none"> •Rock Throw: Earth-elemental physical damage. •Trample: Deals fractional damage to a single target and reduces action speed. •Venom: Inflicts Poison. 							
Centiworm							
HP:	2500						
MP:	100						

	120%	80%	100%	100%	100%	125%	150%
	75%	90%	0%	80%	50%	100%	100%
<ul style="list-style-type: none"> •Energizing Bite: Lowers the target's STR. •Acid: Ignores target's DEF. •Constrict: Prevents the target from acting. Defeat Gigas Worm to remove the effect. 							
Gigas Worm							
HP:	1400						
MP:	100						


	120%	100%	140%	100%	100%	200%	0%
	90%	0%	60%	70%	50%	100%	100%
<ul style="list-style-type: none"> •Bloodfeast: Drains HP from the target. •Has a chance to summon a Bat when at or below 60% HP once per battle. 							
Giant Bat							
HP:	3200						
MP:	40						

	50%	125%	50%	100%	100%	100%	200%
	0%	80%	65%	75%	70%	100%	100%
<ul style="list-style-type: none"> •Blaze: Fire-elemental damage to a single target. •Blood Saber: Drains HP from the target. Used at or below 75% HP. •Man-slayer: Gains a damage bonus when used against a human target. Used at or below 25% HP. 							
Fallen Adventurer							
HP:	2900						
MP:	20						

	125%	100%	100%	100%	200%	100%	0%
	60%	80%	55%	50%	50%	100%	100%
<ul style="list-style-type: none"> •Claw Swipe: Physical damage to a single target. •Crushing Grip: Lowers target's defenses. •Empower: Increases Critical hit rate. •Can inflict Marked status when attacked with one of its weaknesses once per battle. 							
Furpi							
HP:	4000						
MP:	40						


Enemies

Dried-up Well

	100%	75%	120%	0%	100%	50%	175%
	55%	75%	0%	0%	0%	50%	30%

- Devour: Drains HP.
- Uses Gale, a Wind-element attack, and Whirlwind, which lowers Wind resistance.
- Tail Sweep: Damages and Stuns the target.
- When Lesser Dragon is airborne, it becomes weak to Wind and immune to Earth and will target Norbert and Froschkönig with Onrush.

HP: 15600
 MP: 300


	115%	100%	130%	0%	200%	100%	150%
	60%	70%	0%	50%	40%	30%	0%


- Explosive Slime: Lowers Fire resistance and deals damage the turn after infliction.
- Blaze: Single-target Fire damage.
- Inflicts Fire- and Wind-elemental damage to the party.
- Increases Ice and Piercing resistance with Fire Wall and Harden Scales; becomes weak to Crushing damage when under the latter effect.
- Dragon's Tears: Cures Blindness.


HP: 19400
 MP: 700


Enemies


Wetzel's Tower


	130%	115%	100%	150%	100%	50%	50%
	80%	50%	80%	50%	70%	100%	100%
<ul style="list-style-type: none"> •Scattershot: Earth-elemental damage to the party. •Poison Tendrils: Inflicts Poison and ignores DEF. 							
Rafflesia							
HP:	2900						
MP:	80						

	75%	75%	75%	0%	150%	0%	200%
	0%	0%	80%	65%	0%	100%	100%
<ul style="list-style-type: none"> •Blaze: Single-target Fire-elemental damage. •Firestorm: Fire-elemental damage to the party. •Berserk: Inflicts Berserk status. 							
Fire Elemental							
HP:	1400						
MP:	100						

	75%	150%	75%	150%	50%	100%	200%
	0%	75%	0%	70%	50%	100%	100%
<ul style="list-style-type: none"> •Defends frequently. •Can block attacks directed at other enemies. 							
Sentinel							
HP:	4000						
MP:	0						

	100%	100%	130%	100%	100%	200%	0%
	60%	50%	75%	80%	70%	100%	100%
<ul style="list-style-type: none"> •Fortify: Increases MDEF. •Berserk: Inflicts Berserk status. •Devil's Flame: Deals fractional damage to the party. Used only at or below 50% HP. •Uses a curative spell on a party member if Confused. 							
Imp							
HP:	2000						
MP:	100						

	50%	200%	50%	100%	100%	100%	100%
	0%	70%	60%	80%	90%	100%	100%
<ul style="list-style-type: none"> •Has very high damage resistance. •Rock Blast: Single-target Rock-elemental damage. •Haymaker: Inflicts Confusion. •Lifesteal: Deals fractional damage and drains HP. Used at or below 15% HP. 							
Living Armor							
HP:	12						
MP:	50						

	100%	100%	120%	0%	100%	200%	0%
	0%	70%	0%	60%	0%	50%	0%
<ul style="list-style-type: none"> •Barbed Tail: Has a high chance of inflicting Poison. •Poison Breath: Inflicts Poison on the party. •Daunt: Stuns the target. Has enhanced action speed. •Hail: Ice-elemental damage to the party. •Empower: Increases Critical hit rate. •Needle Rain: Multiple random Poison-inflicting attacks. Used only when under Critical Up status. 							
Winged Wraith							
HP:	16900						
MP:	400						

Enemies


















Wetzel's Tower


















	120%	150%	100%	50%	200%	100%	100%
	0%	60%	0%	40%	40%	30%	0%
Magma Golem (Red)	<ul style="list-style-type: none"> • Changes to Magma Golem (Blue) when hit with an Ice-elemental attack. • Strengthen: Increases ATK. • Molten Fist: Single-target Fire damage. • Reflect: Repels magical attacks. Used only at or below 50% HP. 						
HP:	16975						
MP:	400						

	100%	150%	100%	200%	0%	100%	100%
	0%	60%	0%	40%	40%	30%	0%
Magma Golem (Blue)	<ul style="list-style-type: none"> • Changes to Magma Golem (Red) when hit with a Fire-elemental attack. • Enchant: Increases MAG. • Reinforce: Heals HP. • Blizzard: Ice-elemental damage to the party. • Reflect: Repels magical attacks. Used only at or below 50% HP. 						
HP:	16975						
MP:	400						

Enemies

Misc.

	 ?	 ?	 ?	 ?	 ?	 ?	 ?	 ?
	 0%	 0%	 0%	 0%	 0%	 0%	 0%	 0%
Golden Slime	<ul style="list-style-type: none"> • A rare random encounter in each dungeon. • Its weakness is randomized. • Defeat it before it runs away for 1500 Gold. 							
HP:	1000							
MP:	0							

	 ?	 ?	 ?	 ?	 ?	 ?	 ?	 ?
	 60%	 65%	 ?	 0%	 0%	 0%	 0%	 30%
Minotaur	<ul style="list-style-type: none"> • Shifts physical and elemental weaknesses at regular intervals. • Wide Swing: Physical damage to the party. • Crush: Lowers action speed. • Brainshaker: Inflicts Amnesia, sealing usage of skills. • Bestial Roar: Lowers the party's DEF. • Rage: Attacks the party at random five times. • Chooses a target with Storm's Eye, then follows up with Devastating Blow. • Uses Neutralize to remove the party's buffs infrequently. 							
HP:	34000							
MP:	60							



Miscellaneous

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Rewards & Rare Items

Yellow Tiles

Each dungeon has a reward for clearing it without exiting, marked by the yellow tiles at the beginning and end of each dungeon. The rewards are as follows:

Gervas's Mausoluem	Eir's Grace, a powerful healing item
Dried-up Well	Norbert and Froschkönig's ATK and DEF increase slightly
Wetzel's Tower	Norbert and Froschkönig's MAG and MDEF increase slightly

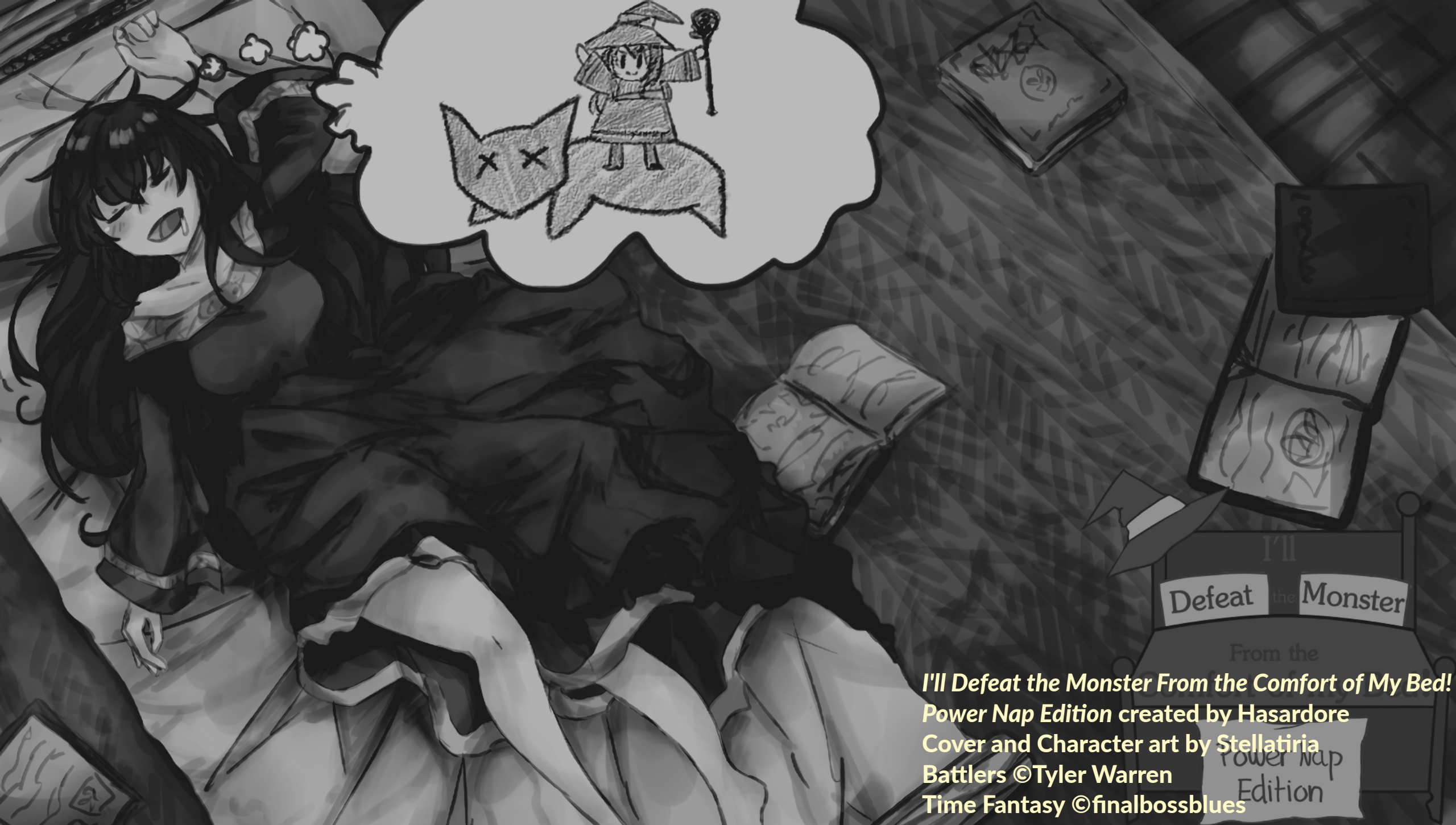
Mini-bosses

Each dungeon's mini-boss has a unique reward:

Gervas's Mausoluem	Champion's Ring - Buffs the wearer's ATK, MAG, CRIT, HIT at the start of battle but increases chance of being targeted
Dried-up Well	Froschkönig learns the Gilded Blast ability
Wetzel's Tower	Mending Ring - Increases the potency of healing effects on the wearer by 20%

Erika

Erika is a merchant who has a chance of appearing in certain locations in Gervasburg (see the Maps section). She sells expensive items that cannot be bought in other shops, namely higher tiers of MP recovery items and stat buffing and debuffing items.



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Cover and Character art by Stellatiria
Battlers ©Tyler Warren
Time Fantasy ©finalbossblues

I'll
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From the

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