The Monsters of The Notre Dame Sparring Grounds

CP	Monster	Passive
0	Monster's Rage (x5)	If this is a Duo Monster Space, add +5 CP to partner Monster. Does not count as a Monster for Victory/ Defeat events. If this is a single Monster Space, discard and skip Monster combat.
1	Training Dummy (x10)	Upon defeating this Monster, your next attack deals +1 base damage.
5	Illusion: Knight (x9)	Upon defeating this Monster, gain +2 CP for your next Monster Combat.
5	Illusion: Marksman (x9)	Upon losing to this Monster, an arrow is shot at your partner dealing 2 physical damage to them.
7	Illusion: General (x4)	Draw another Monster card, if 'Illusion: Knight/Marksman' they form a Troop with the General, and you draw again. This can happen twice before the drawing phase ends. Upon drawing a Monster other than 'Illusion: Knight/Marksman discard and the drawing phase ends. After the drawing phase, the CP of the troop is combined and you gain the Victory/Defeat effects multiplied by the size of the troop.
10	Illusion: Mercenary (x4)	Upon losing to this Monster, this Monster's damage has a 25% chance to be doubled.
12	Adaptive Training Regiment (x3)	Has a different passive based on the class of the challenger. Mage: Upon losing to this Monster, lose 2 energy. Warrior: Upon losing to this Monster, you cannot heal for this turn. Assassin: Upon losing to this Monster, you are *crippled* for this turn. Hunter: Upon losing to this Monster, you are *disarmed* for this turn.

13	Tactical Gargoyle (x3)	This Monster challenges your partner instead of you.
15	Hunchback (x1)	When this Monster appears, it rings its bell dealing 2 true damage globally and *deafening* all fighters for 1 round.
18	Illusion: Champion (x1)	(Eliza) This Monster has -8 CP if this is a Duo Monster Space.
19	Headmistress (x1)	Headmistress first spawns an Illusion that has (D20) CP. Engage in combat with that Monster before the Headmistress. If this Monster is defeated, you gain +8 CP against the Headmistress.