

# ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Grunt Minion
<b>B</b>	Grunt Minion
<b>C</b>	Grunt Elite
<b>D</b>	Grunt Minion
<b>E</b>	Grunt Minion

---

**S/N: 2**

# ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Grunt Minion
<b>B</b>	
<b>C</b>	Grunt Elite
<b>D</b>	
<b>E</b>	Grunt Minion

---

**S/N: 2**

# ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Grunt Minion
<b>B</b>	Ranged Minion
<b>C</b>	
<b>D</b>	Ranged Minion
<b>E</b>	Grunt Minion

---

**S/N: 2**

# ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Berserker Minion
<b>B</b>	Ranged Minion
<b>C</b>	
<b>D</b>	Ranged Minion
<b>E</b>	Berserker Minion

---

**S/N: 2**

# ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Berserker Minion
<b>B</b>	Ranged Minion
<b>C</b>	
<b>D</b>	Defender Elite
<b>E</b>	Berserker Minion

---

**S/N: 2**

# ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Grunt Minion
<b>B</b>	Ranged Minion
<b>C</b>	Grunt Minion
<b>D</b>	
<b>E</b>	Berserker Minion

---

**S/N: 2**

# ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Grunt Minion
<b>B</b>	Ranged Minion
<b>C</b>	Grunt Minion
<b>D</b>	Ranged Minion
<b>E</b>	Grunt Minion

---

**S/N: 2**

# ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Berserker Minion
<b>B</b>	
<b>C</b>	Defender Minion
<b>D</b>	
<b>E</b>	Berserker Minion

---

**S/N: 2**



# ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Grunt Minion
<b>B</b>	Grunt Minion
<b>C</b>	Hybrid Elite
<b>D</b>	Grunt Minion
<b>E</b>	Grunt Minion

---

**S/N: 2**

# ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Grunt Minion
<b>B</b>	Grunt Minion
<b>C</b>	Ranged Elite
<b>D</b>	Grunt Minion
<b>E</b>	Grunt Minion

---

**S/N: 2**

# ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Grunt Minion
<b>B</b>	
<b>C</b>	Ranged Minion
<b>D</b>	
<b>E</b>	Grunt Minion

---

**S/N: 2**

# ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Grunt Minion
<b>B</b>	Grunt Elite
<b>C</b>	
<b>D</b>	Grunt Minion
<b>E</b>	Grunt Minion

---

**S/N: 2**

# ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Grunt Minion
<b>B</b>	Berserker Elite
<b>C</b>	
<b>D</b>	Berserker Minion
<b>E</b>	Grunt Minion

---

**S/N: 2**

# ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Grunt Minion
<b>B</b>	Grunt Minion
<b>C</b>	Support Elite
<b>D</b>	Grunt Minion
<b>E</b>	Grunt Minion

---

**S/N: 2**

# ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Hybrid Minion
<b>B</b>	
<b>C</b>	Ranged Elite
<b>D</b>	
<b>E</b>	Hybrid Minion

---

**S/N: 2**

# TRAP & ENCOUNTER

After the trap has been resolved,  
place the enemy models:

<b>A</b>	Grunt Minion
<b>B</b>	Berserker Elite
<b>C</b>	
<b>D</b>	Defender Minion
<b>E</b>	Grunt Minion

Trap Test Roll: **4+**

Archetype Modifiers:



**S/N: 2**



# TRAP & ENCOUNTER

After the trap has been resolved,  
place the enemy models:

<b>A</b>	Grunt Minion
<b>B</b>	Berserker Minion
<b>C</b>	
<b>D</b>	Hybrid Elite
<b>E</b>	Grunt Minion

Trap Test Roll: **4+**

Archetype Modifiers:



**S/N: 2**

# TRAP & ENCOUNTER

After the trap has been resolved,  
place the enemy models:

<b>A</b>	Grunt Minion
<b>B</b>	Berserker Minion
<b>C</b>	Grunt Minion
<b>D</b>	
<b>E</b>	Ranged Minion

Trap Test Roll: **5+**

Archetype Modifiers:



**S/N: 2**

# TRAP & ENCOUNTER

After the trap has been resolved,  
place the enemy models:

<b>A</b>	Ranged Minion
<b>B</b>	
<b>C</b>	Grunt Minion
<b>D</b>	Grunt Minion
<b>E</b>	Ranged Minion

Trap Test Roll: **5+**

Archetype Modifiers:



**S/N: 2**

# ELITE ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Grunt Minion
<b>B</b>	
<b>C</b>	Ranged Elite
<b>D</b>	Defender Elite
<b>E</b>	

---

**S/N: 3**

# ELITE ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Grunt Minion
<b>B</b>	Berserker Elite
<b>C</b>	
<b>D</b>	Hybrid Elite
<b>E</b>	Grunt Minion

---

**S/N: 3**

# ELITE ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	
<b>B</b>	Berserker Elite
<b>C</b>	
<b>D</b>	Defender Elite
<b>E</b>	

---

**S/N: 3**

# TRAP TRIGGERED

The hero triggers a trap determined by the DM or randomly decided. The hero must attempt to avoid it before continuing.

Trap Test Roll: **4+**

Archetype Modifiers:

**+2** 

**-1**







**S/N: 1**

# TRAP TRIGGERED

The hero triggers a trap determined by the DM or randomly decided. The hero must attempt to avoid it before continuing.

Trap Test Roll: **4+**

Archetype Modifiers: **+2**    
**-1**  





**S/N: 1**



# TRAP TRIGGERED

The hero triggers a trap determined by the DM or randomly decided. The hero must attempt to avoid it before continuing.

Trap Test Roll: **5+**


Archetype Modifiers: **+2**    
**-1**  

**S/N: 1**

# TRAP TRIGGERED

The hero triggers a trap determined by the DM or randomly decided. The hero must attempt to avoid it before continuing.

Trap Test Roll: **5+**

Archetype Modifiers: **+2**  

**S/N: 1**

# RPG ENCOUNTER

## RIDDLING DOOR

As you are about to head to the door, a face forms in the wall.

In a booming voice it asks you a riddle. Answer correctly and you may proceed. Answer it incorrectly and suffer its wrath.

S/N: 6

# RPG ENCOUNTER

## RIDDLING DOOR

As you are about to head to the door, a face forms in the wall.

In a booming voice it asks you a riddle. Answer correctly and you may proceed. Answer it incorrectly and suffer its wrath.

S/N: 6

# RPG ENCOUNTER

## PUZZLE

To progress, the heroes must solve a puzzle which unlocks the door.

S/N: 6

# RPG ENCOUNTER

## PUZZLE

To progress, the heroes must solve a puzzle which unlocks the door.

S/N: 6

# MINI BOSS ENCOUNTER

Place suitably levelled enemies on  
the following points:

<b>A</b>	
<b>B</b>	
<b>C</b>	Ranged Boss
<b>D</b>	
<b>E</b>	

---

**S/N: 4**

# MINI BOSS ENCOUNTER

Place suitably levelled enemies on  
the following points:

<b>A</b>	
<b>B</b>	
<b>C</b>	
<b>D</b>	Defender Boss
<b>E</b>	

---

**S/N: 4**



# MINI BOSS ENCOUNTER

Place suitably levelled enemies on  
the following points:

<b>A</b>	
<b>B</b>	Berserker Boss
<b>C</b>	
<b>D</b>	
<b>E</b>	

---

**S/N: 4**

# MINI BOSS ENCOUNTER

Place suitably levelled enemies on  
the following points:

<b>A</b>	
<b>B</b>	
<b>C</b>	Hybrid Boss
<b>D</b>	
<b>E</b>	

---

**S/N: 4**

# BOSS ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Defender Minion
<b>B</b>	Support Elite
<b>C</b>	Grunt Boss
<b>D</b>	Ranged Minion
<b>E</b>	Berserker Minion

---

**S/N: 5**

# BOSS ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Berserker Elite
<b>B</b>	Defender Minion
<b>C</b>	Hybrid Boss
<b>D</b>	Defender Minion
<b>E</b>	Berserker Elite

---

**S/N: 5**

# BOSS ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Berserker Elite
<b>B</b>	Ranged Minion
<b>C</b>	Defender Boss
<b>D</b>	Support Minion
<b>E</b>	Berserker Elite

---

**S/N: 5**

# BOSS ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Grunt Minion
<b>B</b>	Ranged Elite
<b>C</b>	Berserker Boss
<b>D</b>	Ranged Elite
<b>E</b>	Grunt Minion

---

**S/N: 5**

# BOSS ENCOUNTER

Place suitably levelled enemies on the following points:

<b>A</b>	Ranged Minion
<b>B</b>	Defender Elite
<b>C</b>	Support Boss
<b>D</b>	Defender Elite
<b>E</b>	Ranged Minion

---

**S/N: 5**

# BOSS ENCOUNTER

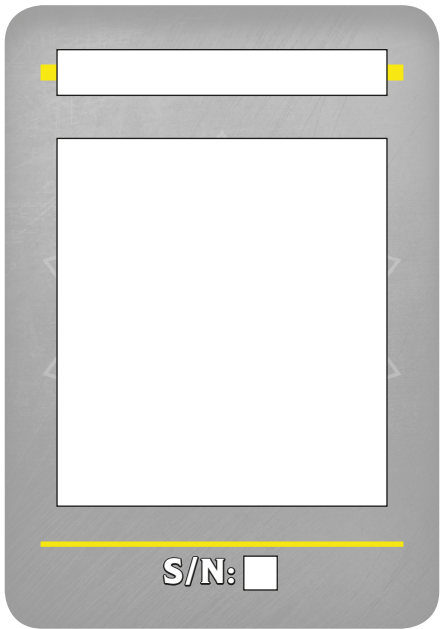
Place suitably levelled enemies on the following points:

<b>A</b>	Berserker Minion
<b>B</b>	Defender Elite
<b>C</b>	Ranged Boss
<b>D</b>	Defender Elite
<b>E</b>	Berserker Minion

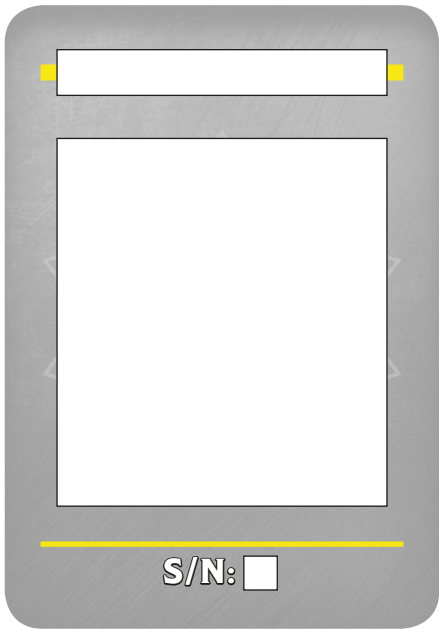
---

**S/N: 5**

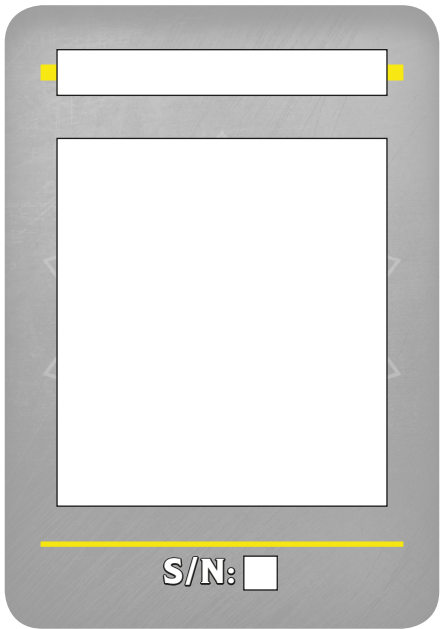




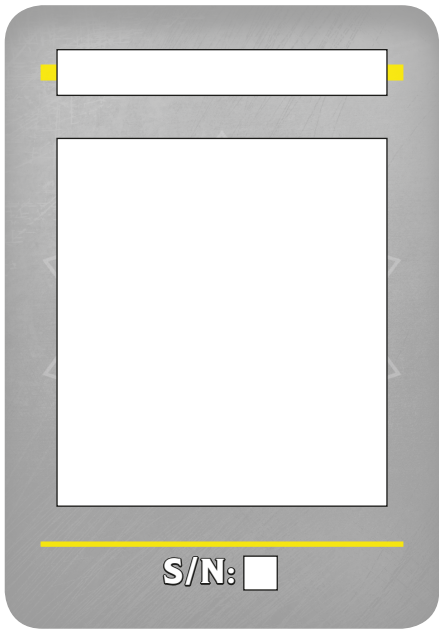
S/N: [ ]



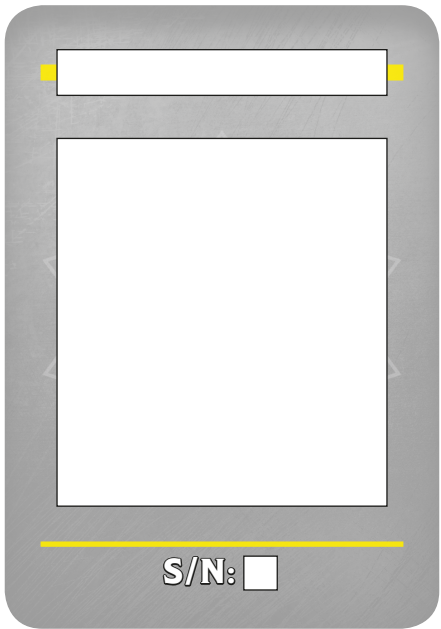
S/N:



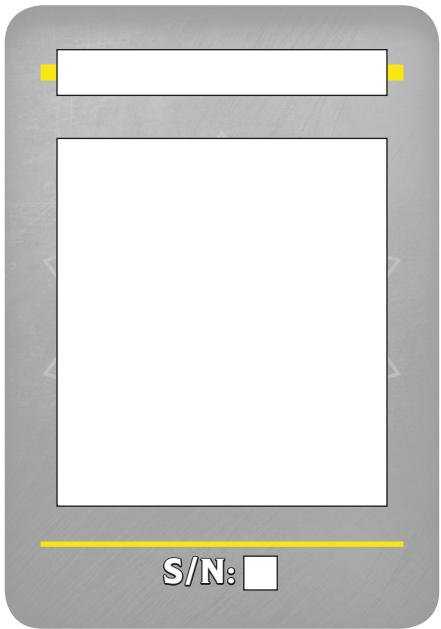
S/N: [ ]



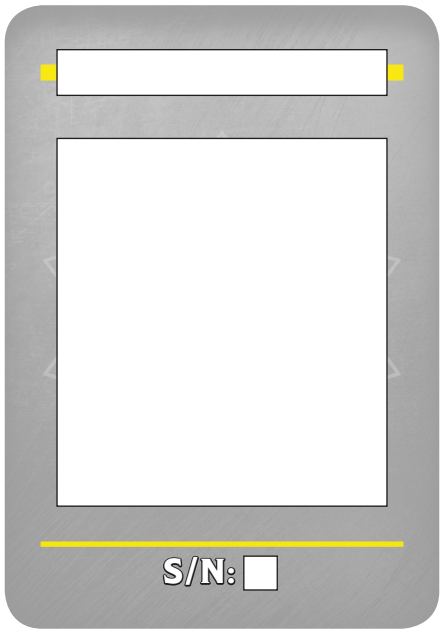
S/N:



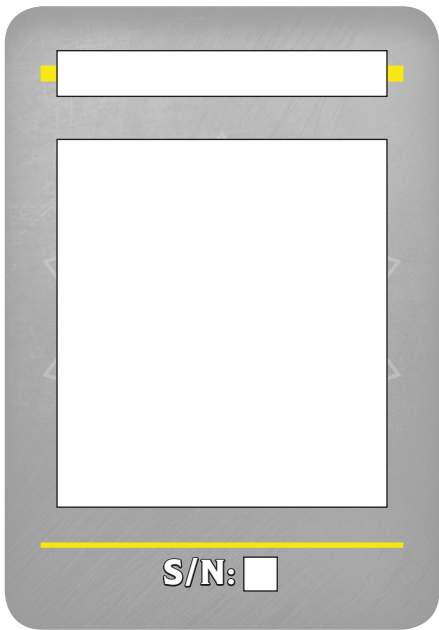
S/N:



S/N:

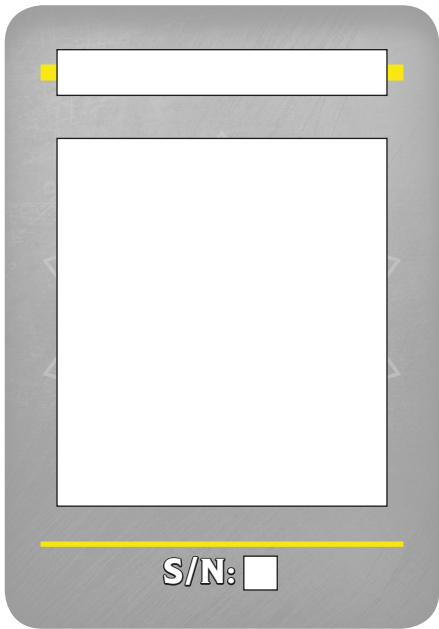


S/N:

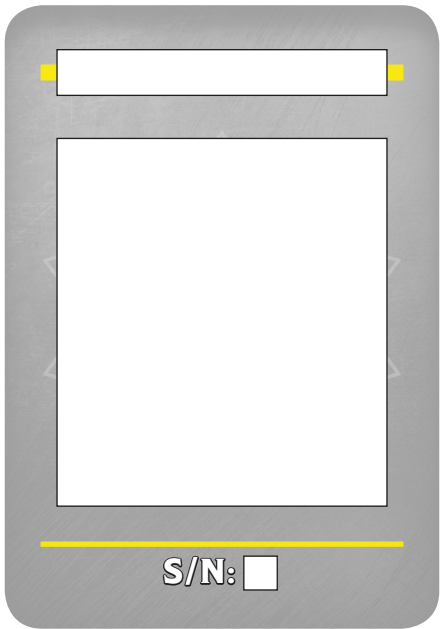


S/N:





S/N:



S/N: