

Dwarf Cleric

BPs 7 1 of 1

DEF 4 MV 5

ATT 2d6 (Melee)

HEAL

When this Adventurer activates remove 1 wound from them.



Activation Order

1. Move each Monster you control.
2. Each Monster you control Attacks if it is able to.
3. Draw and Place a Tile.
4. Draw a Monster card (see maximums), that Monster Spawns and may then Move OR Attack (not both).
5. Your Adventurer can do any one of the following:
 - Attack and Move.
 - Move and Attack.
 - Attack and Attack.
 - Spawn and Attack.
 - Spawn and Move.

* You may play an Event or Loot card at any time (if you have one).

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Dwarf Explorer

BPs 7 1 of 1

DEF 4 MV 5

ATT 2d6 (Ranged)

2d6 (Melee)



Activation Order

1. Move each Monster you control.
2. Each Monster you control Attacks if it is able to.
3. Draw and Place a Tile.
4. Draw a Monster card (see maximums), that Monster Spawns and may then Move OR Attack (not both).
5. Your Adventurer can do any one of the following:
 - Attack and Move.
 - Move and Attack.
 - Attack and Attack.
 - Spawn and Attack.
 - Spawn and Move.

* You may play an Event or Loot card at any time (if you have one).

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Dwarf Warrior

BPs 7 1 of 1

DEF 4 MV 5

ATT 3d6 (Melee)



Activation Order

1. Move each Monster you control.
2. Each Monster you control Attacks if it is able to.
3. Draw and Place a Tile.
4. Draw a Monster card (see maximums), that Monster Spawns and may then Move OR Attack (not both).
5. Your Adventurer can do any one of the following:
 - Attack and Move.
 - Move and Attack.
 - Attack and Attack.
 - Spawn and Attack.
 - Spawn and Move.

* You may play an Event or Loot card at any time (if you have one).

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Elf Thief

BPs 5 1 of 1

DEF 4 MV 7

ATT 2d6 (Ranged)

2d6 (Melee)



Activation Order

1. Move each Monster you control.
2. Each Monster you control Attacks if it is able to.
3. Draw and Place a Tile.
4. Draw a Monster card (see maximums), that Monster Spawns and may then Move OR Attack (not both).
5. Your Adventurer can do any one of the following:
 - Attack and Move.
 - Move and Attack.
 - Attack and Attack.
 - Spawn and Attack.
 - Spawn and Move.

* You may play an Event or Loot card at any time (if you have one).

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Elf Warrior

BPs 5 1 of 1

DEF 4 MV 7

ATT 3d6 (Melee)



Activation Order

1. Move each Monster you control.
2. Each Monster you control Attacks if it is able to.
3. Draw and Place a Tile.
4. Draw a Monster card (see maximums), that Monster Spawns and may then Move OR Attack (not both).
5. Your Adventurer can do any one of the following:
 - Attack and Move.
 - Move and Attack.
 - Attack and Attack.
 - Spawn and Attack.
 - Spawn and Move.

* You may play an Event or Loot card at any time (if you have one).

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Elf Wizard

BPs 5 1 of 1

DEF 4 MV 7

ATT 1d6+2 (Area)

1d6 (Melee)



Activation Order

1. Move each Monster you control.
2. Each Monster you control Attacks if it is able to.
3. Draw and Place a Tile.
4. Draw a Monster card (see maximums), that Monster Spawns and may then Move OR Attack (not both).
5. Your Adventurer can do any one of the following:
 - Attack and Move.
 - Move and Attack.
 - Attack and Attack.
 - Spawn and Attack.
 - Spawn and Move.

* You may play an Event or Loot card at any time (if you have one).

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Human Cleric

BPs 6 1 of 1

DEF 4 MV 6

ATT 2d6 (Melee)

HEAL

When this Adventurer activates remove 1 wound from them.



Activation Order

1. Move each Monster you control.
2. Each Monster you control Attacks if it is able to.
3. Draw and Place a Tile.
4. Draw a Monster card (see maximums), that Monster Spawns and may then Move OR Attack (not both).
5. Your Adventurer can do any one of the following:
 - Attack and Move.
 - Move and Attack.
 - Attack and Attack.
 - Spawn and Attack.
 - Spawn and Move.

* You may play an Event or Loot card at any time (if you have one).

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Human Thief

BPs 6 1 of 1

DEF 4 MV 6

ATT 2d6 (Ranged)

2d6 (Melee)



Activation Order

1. Move each Monster you control.
2. Each Monster you control Attacks if it is able to.
3. Draw and Place a Tile.
4. Draw a Monster card (see maximums), that Monster Spawns and may then Move OR Attack (not both).
5. Your Adventurer can do any one of the following:
 - Attack and Move.
 - Move and Attack.
 - Attack and Attack.
 - Spawn and Attack.
 - Spawn and Move.

* You may play an Event or Loot card at any time (if you have one).

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Human Warrior

BPs 6 1 of 1

DEF 4 MV 6

ATT 3d6 (Melee)



Activation Order

1. Move each Monster you control.
2. Each Monster you control Attacks if it is able to.
3. Draw and Place a Tile.
4. Draw a Monster card (see maximums), that Monster Spawns and may then Move OR Attack (not both).
5. Your Adventurer can do any one of the following:
 - Attack and Move.
 - Move and Attack.
 - Attack and Attack.
 - Spawn and Attack.
 - Spawn and Move.

* You may play an Event or Loot card at any time (if you have one).

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Dreadlander Warlock



BPs 3 1 of 1
 DEF 4 MV 6
 ATT 1d6 (Melee) | 3d6 (Ranged)

Special

Tactics

- Heal (When this Character Activates they remove 1 Wound).

- LoS: Attacks.
- Within 6: Moves to Attack.
- No LoS: Moves 3 towards closest Adventurer. If an Adventurer is spotted Attack.

Character Type



3 Treasure Cards

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Fire Elemental



BPs 2 1 of 4
 DEF 5 MV 8
 ATT 2d6 (Melee +2)

Special

Tactics

- Fiery Form (Attacks all adjacent Adventurers).

- Fiery Touch (Opponents can Push Passed without making a check, but take 1 Wound).

- LoS: Move to Attack.
- Within 6: Move to Attack.

- No LoS: Move 6 towards LoS of the Labyrinth's center.

Character Type



3 Treasure Cards

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Fire Elemental



BPs 2 2 of 4
 DEF 5 MV 8
 ATT 2d6 (Melee +2)

Special

Tactics

- Fiery Form (Attacks all adjacent Adventurers).

- Fiery Touch (Opponents can Push Passed without making a check, but take 1 Wound).

- LoS: Move to Attack.
- Within 6: Move to Attack.

- No LoS: Move 6 towards LoS of the Labyrinth's center.

Character Type



3 Treasure Cards

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Fire Elemental



BPs 2 3 of 4
 DEF 5 MV 8
 ATT 2d6 (Melee +2)

Special

Tactics

- Fiery Form (Attacks all adjacent Adventurers).

- Fiery Touch (Opponents can Push Passed without making a check, but take 1 Wound).

- LoS: Move to Attack.
- Within 6: Move to Attack.
- No LoS: Move 6 towards LoS of the Labyrinth's center.

Character Type



3 Treasure Cards

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Fire Elemental



BPs 2 4 of 4
 DEF 5 MV 8
 ATT 2d6 (Melee +2)

Special

Tactics

- Fiery Form (Attacks all adjacent Adventurers).

- Fiery Touch (Opponents can Push Passed without making a check, but take 1 Wound).

- LoS: Move to Attack.
- Within 6: Move to Attack.

- No LoS: Move 6 towards LoS of the Labyrinth's center.

Character Type



3 Treasure Cards

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Gargoyle



BPs 2 1 of 2
 DEF 5 MV 8
 ATT 2d6 (Melee)

Special

Tactics

- Flight (can move through opponents and ignore terrain).

- Guardian (can not Push Passed this figure).

- LoS: Move to Attack.
- Within 8: Move to Attack.

- No LoS: Does nothing.

Character Type



2 Treasure Cards

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Gargoyle



BPs 2 2 of 2
 DEF 5 MV 8
 ATT 2d6 (Melee)

Special

Tactics

- Flight (can move through opponents and ignore terrain).

- Guardian (can not Push Passed this figure).

- LoS: Move to Attack.
- Within 8: Move to Attack.
- No LoS: Does nothing.

Character Type



2 Treasure Cards

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Hellhound



BPs 2 1 of 4
 DEF 4 MV 8
 ATT 2d6 (Melee)

Special

Tactics

- None.

- LoS: Move to Attack.
- Within 8: Move to Attack.

- No LoS: Move 8 towards closest Adventurer.

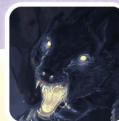
Character Type



1 Treasure Card

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Hellhound



BPs 2 2 of 4
 DEF 4 MV 8
 ATT 2d6 (Melee)

Special

Tactics

- None.

- LoS: Move to Attack.
- Within 8: Move to Attack.

- No LoS: Move 8 towards closest Adventurer.

Character Type



1 Treasure Card

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Hellhound



BPs 2 3 of 4

DEF 4 MV 8

ATT 2d6 (Melee)

Special

Tactics

• None.

- LoS: Move to Attack.
- Within 8: Move to Attack.
- No LoS: Move 8 towards closest Adventurer.

Character Type



1 Treasure Card

Hellhound



BPs 2 4 of 4

DEF 4 MV 8

ATT 2d6 (Melee)

Special

Tactics

• None.

- LoS: Move to Attack.
- Within 8: Move to Attack.
- No LoS: Move 8 towards closest Adventurer.

Character Type



1 Treasure Card

Kobold



BPs 1 1 of 4

DEF 4 MV 6

ATT 1d6 (Melee) | 1d6 (Ranged)

Special

Tactics

• Weak (opponents gain +1 to Push Passed this figure).

- LoS: Attack.
- Within 6: Move to Attack.
- No LoS: Move 3 towards closest Adventurer. If an Adventurer is spotted Attack.

Character Type



1 Treasure Card

Kobold



BPs 1 2 of 4

DEF 4 MV 6

ATT 1d6 (Melee) | 1d6 (Ranged)

Special

Tactics

• Weak (opponents gain +1 to Push Passed this figure).

- LoS: Attack.
- Within 6: Move to Attack.
- No LoS: Move 3 towards closest Adventurer. If an Adventurer is spotted Attack.

Character Type



1 Treasure Card

Kobold



BPs 1 3 of 4

DEF 4 MV 6

ATT 1d6 (Melee) | 1d6 (Ranged)

Special

Tactics

• Weak (opponents gain +1 to Push Passed this figure).

- LoS: Attack.
- Within 6: Move to Attack.
- No LoS: Move 3 towards closest Adventurer. If an Adventurer is spotted Attack.

Character Type



1 Treasure Card

Kobold



BPs 1 4 of 4

DEF 4 MV 6

ATT 1d6 (Melee) | 1d6 (Ranged)

Special

Tactics

• Weak (opponents gain +1 to Push Passed this figure).

- LoS: Attack.
- Within 6: Move to Attack.
- No LoS: Move 3 towards closest Adventurer. If an Adventurer is spotted Attack.

Character Type



1 Treasure Card

Minotaur



BPs 3 1 of 4

DEF 4 MV 6

ATT 3d6 (Melee)

Special

Tactics

• None.

- LoS: Move to Attack.
- Within 8: Move to Attack.
- No LoS: Move 6 towards closest Adventurer.

Character Type



2 Treasure Cards

Minotaur



BPs 3 2 of 4

DEF 4 MV 6

ATT 3d6 (Melee)

Special

Tactics

• None.

- LoS: Move to Attack.
- Within 8: Move to Attack.
- No LoS: Move 6 towards closest Adventurer.

Character Type



2 Treasure Cards

Minotaur



BPs 3 3 of 4

DEF 4 MV 6

ATT 3d6 (Melee)

Special

Tactics

• None.

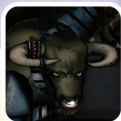
- LoS: Move to Attack.
- Within 8: Move to Attack.
- No LoS: Move 6 towards closest Adventurer.

Character Type



2 Treasure Cards

Minotaur



BPs 3 4 of 4
 DEF 4 MV 6
 ATT 3d6 (Melee)

Special

Tactics

• None.

- LoS: Move to Attack.
- Within 8: Move to Attack.
- No LoS: Move 6 towards closest Adventurer.

Character Type



2 Treasure Cards

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Minotaur Templar



BPs 4 1 of 1
 DEF 5 MV 6
 ATT 3d6 (Melee) | 2d6 (Ranged)

Special

Tactics

• None.

- LoS: Attack.
- Within 6: Move to Attack.
- No LoS: Moves 6 towards closest Adventurer. If an Adventurer is spotted Attack.

Character Type



3 Treasure Cards

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Skeleton



BPs 2 1 of 8
 DEF 4 MV 6
 ATT 2d6 (Melee)

Special

Tactics

• None.

- LoS: Move to Attack.
- Within 6: Move towards closest Adventurer.
- No LoS: Move towards closest Adventurer.

Character Type



1 Treasure Card

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Skeleton



BPs 2 2 of 8
 DEF 4 MV 6
 ATT 2d6 (Melee)

Special

Tactics

• None.

- LoS: Move to Attack.
- Within 6: Move towards closest Adventurer.
- No LoS: Move towards closest Adventurer.

Character Type



1 Treasure Card

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Skeleton



BPs 2 3 of 8
 DEF 4 MV 6
 ATT 2d6 (Melee)

Special

Tactics

• None.

- LoS: Move to Attack.
- Within 6: Move towards closest Adventurer.
- No LoS: Move towards closest Adventurer.

Character Type



1 Treasure Card

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Skeleton



BPs 2 4 of 8
 DEF 4 MV 6
 ATT 2d6 (Melee)

Special

Tactics

• None.

- LoS: Move to Attack.
- Within 6: Move towards closest Adventurer.
- No LoS: Move towards closest Adventurer.

Character Type



1 Treasure Card

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Skeleton



BPs 2 5 of 8
 DEF 4 MV 6
 ATT 2d6 (Melee)

Special

Tactics

• None.

- LoS: Move to Attack.
- Within 6: Move towards closest Adventurer.
- No LoS: Move towards closest Adventurer.

Character Type



1 Treasure Card

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Skeleton



BPs 2 6 of 8
 DEF 4 MV 6
 ATT 2d6 (Melee)

Special

Tactics

• None.

- LoS: Move to Attack.
- Within 6: Move towards closest Adventurer.
- No LoS: Move towards closest Adventurer.

Character Type



1 Treasure Card

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Skeleton



BPs 2 7 of 8
 DEF 4 MV 6
 ATT 2d6 (Melee)

Special

Tactics

• None.

- LoS: Move to Attack.
- Within 6: Move towards closest Adventurer.
- No LoS: Move towards closest Adventurer.

Character Type



1 Treasure Card

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Skeleton



BPs 2 8 of 8
 DEF 4 MV 6
 ATT 2d6 (Melee)

Special

Tactics

- None.
- LoS: Move to Attack.
- Within 6: Move towards closest Adventurer.
- No LoS: Move towards closest Adventurer.

Character Type



1 Treasure Card

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Slime



BPs 1 1 of 2
 DEF 6 MV 3
 ATT 1d6+1 (Melee)

Special

Tactics

- Poison (if this figure hits a target, that target gets Attack -1 during their next Activation. This does not stack).
- LoS: Move to Attack.
- Within 8: Move to Attack.
- No LoS: Move 3 towards closest other Monster.

Character Type



2 Treasure Cards

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Slime



BPs 1 2 of 2
 DEF 6 MV 3
 ATT 1d6+1 (Melee)

Special

Tactics

- Poison (if this figure hits a target, that target gets Attack -1 during their next Activation. This does not stack).
- LoS: Move to Attack.
- Within 8: Move to Attack.
- No LoS: Move 3 towards closest other Monster.

Character Type



2 Treasure Cards

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Specter



BPs 1 1 of 2
 DEF 6 MV 6
 ATT 1d6 (Melee +2)

Special

Tactics

- Ghostly Touch (Opponents can Push Passed without making a check, but take 1 Wound).
- LoS: Move to Attack.
- Within 6: Move to Attack.
- No LoS: Move towards closest Adventurer to Attack.
- Incorporeal (Ignores solid terrain, open terrain and opponents when Moving, can move through opponents).

Character Type



3 Treasure Cards

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Specter



BPs 1 2 of 2
 DEF 6 MV 6
 ATT 1d6 (Melee +2)

Special

Tactics

- Ghostly Touch (Opponents can Push Passed without making a check, but take 1 Wound).
- LoS: Move to Attack.
- Within 6: Move to Attack.
- No LoS: Move towards closest Adventurer to Attack.
- Incorporeal (Ignores solid terrain, open terrain and opponents when Moving, can move through opponents).

Character Type



3 Treasure Cards

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Stone Golem



BPs 6 1 of 1
 DEF 4 MV 4
 ATT 4d6 (Melee)

Special

Tactics

- Guardian (can not Push Passed this figure).
- LoS: Does not Move.
- Within 4: Move to Attack.
- No LoS: Move towards treasure chest.
- Shielded (-1 Wound per Attack for Ranged and Area Attacks made against this Character).

Character Type



3 Treasure Cards

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Villager



BPs 1 1 of 4
 DEF 3 MV 0
 ATT 0d6 (Melee)

Special

Tactics

- Rescue (move on to the space that this figure occupies to free them and draw a Treasure card then remove Villager from play).
- LoS: Does nothing.
- Within 6: Does nothing.
- No LoS: Does nothing.

Character Type



0 Treasure Cards

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Villager



BPs 1 2 of 4
 DEF 3 MV 0
 ATT 0d6 (Melee)

Special

Tactics

- Rescue (move on to the space that this figure occupies to free them and draw a Treasure card then remove Villager from play).
- LoS: Does nothing.
- Within 6: Does nothing.
- No LoS: Does nothing.

Character Type



0 Treasure Cards

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Villager



BPs 1 3 of 4
 DEF 3 MV 0
 ATT 0d6 (Melee)

Special

Tactics

- Rescue (move on to the space that this figure occupies to free them and draw a Treasure card then remove Villager from play).
- LoS: Does nothing.
- Within 6: Does nothing.
- No LoS: Does nothing.

Character Type



0 Treasure Cards

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Villager



BPs 1 **4 of 4**
 DEF 3 MV 0
 ATT 0d6 (Melee)

Special

Tactics

- *Rescue (move on to the space that this figure occupies to free them and draw a Treasure card then remove Villager from play).*

- *LoS: Does nothing.*
- *Within 6: Does nothing.*
- *No LoS: Does nothing.*

Character Type



0 Treasure Cards

Zombie



BPs 3 **1 of 8**
 DEF 3 MV 4
 ATT 2d6 (Melee)

Special

Tactics

- *None.*

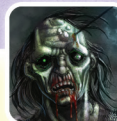
- *LoS: Move to Attack.*
- *Within 6: Move towards closest Adventurer.*
- *No LoS: Move towards closest Adventurer.*

Character Type



2 Treasure Cards

Zombie



BPs 3 **2 of 8**
 DEF 3 MV 4
 ATT 2d6 (Melee)

Special

Tactics

- *None.*

- *LoS: Move to Attack.*
- *Within 6: Move towards closest Adventurer.*
- *No LoS: Move towards closest Adventurer.*

Character Type



2 Treasure Cards

Zombie



BPs 3 **3 of 8**
 DEF 3 MV 4
 ATT 2d6 (Melee)

Special

Tactics

- *None.*

- *LoS: Move to Attack.*
- *Within 6: Move towards closest Adventurer.*
- *No LoS: Move towards closest Adventurer.*

Character Type



2 Treasure Cards

Zombie



BPs 3 **4 of 8**
 DEF 3 MV 4
 ATT 2d6 (Melee)

Special

Tactics

- *None.*

- *LoS: Move to Attack.*
- *Within 6: Move towards closest Adventurer.*
- *No LoS: Move towards closest Adventurer.*

Character Type



2 Treasure Cards

Zombie



BPs 3 **5 of 8**
 DEF 3 MV 4
 ATT 2d6 (Melee)

Special

Tactics

- *None.*

- *LoS: Move to Attack.*
- *Within 6: Move towards closest Adventurer.*
- *No LoS: Move towards closest Adventurer.*

Character Type



2 Treasure Cards

Zombie



BPs 3 **6 of 8**
 DEF 3 MV 4
 ATT 2d6 (Melee)

Special

Tactics

- *None.*

- *LoS: Move to Attack.*
- *Within 6: Move towards closest Adventurer.*
- *No LoS: Move towards closest Adventurer.*

Character Type



2 Treasure Cards

Zombie



BPs 3 **7 of 8**
 DEF 3 MV 4
 ATT 2d6 (Melee)

Special

Tactics

- *None.*

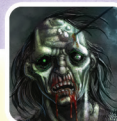
- *LoS: Move to Attack.*
- *Within 6: Move towards closest Adventurer.*
- *No LoS: Move towards closest Adventurer.*

Character Type



2 Treasure Cards

Zombie



BPs 3 **8 of 8**
 DEF 3 MV 4
 ATT 2d6 (Melee)

Special

Tactics

- *None.*

- *LoS: Move to Attack.*
- *Within 6: Move towards closest Adventurer.*
- *No LoS: Move towards closest Adventurer.*

Character Type



2 Treasure Cards

Cave In



Remove any 1 unoccupied Tile from play.

Once you have done this discard this card.

*** EVENT CARD ***

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Crushing Trap



All Monsters and Adventurers occupying a target Tile take 1 Wound. Incorporeal figures do not take this Wound. No Treasure is awarded if Monsters are removed from play is this way.

Once you have done this discard this card.

*** EVENT CARD ***

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Doppelganger



Draw a random Adventurer, bring that figure in to play on the center Tile in an unoccupied space and treat it as a **Monster for Movement and Attacks**. That figure has the following Tactics:

LoS: Move to Attack.

Within 8: Move towards closest Adventurer and Attack.

No LoS: Move to towards treasure chest.

* 3 Treasure Cards *

Keep this card to control the Doppelganger until it leaves play, then discard this card.

*** EVENT CARD ***

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Extra Wealth



Monsters that are destroyed this Turn give +1 Treasure. This effect remains until the Controller of this Adventurer Activates this Adventurer again.

Once you have done this discard this card.

*** EVENT CARD ***

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False Treasure!



Remove the Treasure Chest from the center Tile. Roll a d6 and place the Treasure Chest on that Spawn Point. If you roll a "6" and the floating Spawn Tile is not there, it counts as a "5". If you get a "5" place the treasure chest on a "5" Spawn Point furthest from all Adventurers. If you get a "1, 2, 3, or 4" place it in the corner along the edge of the board closest to that spawn location.

This new location is now where all of the Adventurers must land in order to win.

Once you have done this discard this card.

*** EVENT CARD ***

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Healing Font



Remove 1 Wound from all Monsters and Adventurers in play.

Once you have done this discard this card.

*** EVENT CARD ***

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Lure



Move 1 Monster up to its full Movement in any direction you desire.

Once you have done this discard this card.

*** EVENT CARD ***

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Map



Draw a Tile, you may place the Tile in play.

Repeat the above instructions a second time.

Once you have done this discard this card.

*** EVENT CARD ***

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Mirror Trap



Select a total of 2 targets which can be either Monsters or Adventurers, but neither of which can be in the center Tile of the Labyrinth. They then make a Push Passed check, the winner can then decide if they want to swap locations with the other target. Monsters always decline being moved if they win. Re-roll ties between 2 Adventurers. If 2 Monsters are selected, just move them, a roll is not needed.

Once you have done this discard this card.

*** EVENT CARD ***

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Pit Trap



Target Adventurer can not Move on their next Turn.

Once you have done this discard this card.

*** EVENT CARD ***

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Reinforcements



Draw an Encounter card, you may place the target in play.

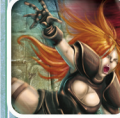
Repeat the above instructions a second time.

Once you have done this discard this card.

*** EVENT CARD ***

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Rotating Rooms



You may turn any one unoccupied Tile in any direction you desire. The Tile must finish in a legally placed position for Tiles in the play area.

Once you have done this discard this card.

*** EVENT CARD ***

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Secret Door



You may place a Secret Door anywhere on an existing wall space adjacent to your Adventurer. The Secret Door then becomes part of that Tile, rotating if the Tile is rotated or removed from play if the Tile is removed from play. The Secret Door acts as open terrain.

Once you have done this discard this card, however, the Secret Door remains in play.

*** EVENT CARD ***

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Shifting Rooms



Draw a Tile, you may replace an unoccupied Tile already in play with the Tile that you have just drawn. Discard the replaced Tile.

Once you have done this discard this card.

*** EVENT CARD ***

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Sliding Trap



Choose a target Adventurer, then roll 2d6. Move that target exactly the number of spaces rolled to an unoccupied space not on the center Tile in 1 direction (left, right, forward, backward or diagonal of your choice) ignore solid walls between these spaces. If there are only solid wall or center Tile spaces available to be occupied, this trap does not work.

Once you have done this discard this card.

*** EVENT CARD ***

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Spear Trap



Attack target Adventurer with 4d6.

Once you have done this discard this card.

*** EVENT CARD ***

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Summoning Trap



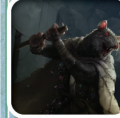
Draw a Monster and put it in to play in any unoccupied space. You can ignore the LoS rules when placing this Monster.

Once you have done this discard this card.

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Switch Trap



Choose a target Adventurer and roll a d6.

1 = Rotate the Tile your Adventurer occupies 90 degrees clockwise. Ignore this if your Adventurer is not on a Tile.

2-5 = Rotate the Tile that the target Adventurer occupies 90 degrees clockwise.

6 = Swap the Tile your Adventurer occupies with a Tile adjacent to it of your choice, it can not be the center Tile (do not rotate the Tiles).

Once you have done this discard this card.

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Amulet of Protection

Ignore the effects of any 1 Event or 1 damage from a Monster that targets your Adventurer.

Once you have done this discard this card.

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Combat Prowess

Gain +2 when Attacking until your next Activation.

Once you have done this discard this card.

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Defensive Prowess

Gain +2 DEF until your next Activation. This can be played even after an Attack has been made against this Adventurer.

Once you have done this discard this card.

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Magic Belt

Gain +1 when trying to Push Passed an opponent and +1d6 when Attacking in Melee, permanently.

If this Adventurer should perish this card is discarded.

* LOOT CARD *

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Magic Boots

Gain +1 MV, permanently.

If this Adventurer should perish this card is discarded.

* LOOT CARD *

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Magic Cloak

Gain +1 DEF, permanently.

If this Adventurer should perish this card is discarded.

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Magic Ring

Your Adventurer may continue their Movement after they Attack (this Move can not exceed their normal MV maximum), permanently.

If this Adventurer should perish this card is discarded.

* LOOT CARD *

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Magic Weapon

Gain +1 when Attacking, permanently.

If this Adventurer should perish this card is discarded.

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Potion of Firewalk

You take no damage from Lava terrain or Fire Elementals until you Activate on your next Turn.

Once you have done this discard this card.

* LOOT CARD *

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Potion of Flight



Gain Flight until the beginning of your next Activation.

Flight allows you to move through opponents without making a Push Passed check and you can ignore open terrain (like Lava or Water).

Once you have done this discard this card.

*** LOOT CARD ***

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Potion of Healing



Remove 4 Wounds from your Adventurer.

Once you have done this discard this card.

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Potion of Quickness



Make an extra Move this Turn.

Once you have done this discard this card.

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Power Card I



Exorcism (CLERIC)
Deal 1 damage to all Characters in a 3x3 Area within LoS of types:



Hide (THIEF)

This Adventurer is not a valid target until the beginning of their next Activation.

Cleave (WARRIOR)

For this Activation, you may make another Attack for each target you destroy.

Teleport (WIZARD)

Move a target Monster or Adventurer to a space within LoS. This can not be to the center Tile.

Once you have done this discard this card.

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Power Card II



Bless (CLERIC)
Gain +2 when Attacking Characters until your next Activation of types:



Remove Trap (THIEF)

Ignore a Trap Event played against you.

Sweeping Attack (WARRIOR)

As your attack, attack all adjacent opponents.

Lightning Bolt (WIZARD)

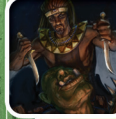
As your attack, make an Attack within LoS of 4d6+1 (Area).

Once you have done this discard this card.

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Power Card III



Banish (CLERIC)
Destroy 1 target Character within LoS of one of these types:



Sneak Attack (THIEF)

As your attack, make an Attack 4d6+1 (Melee).

Counter Attack (WARRIOR)

If you are Wounded by an opponent and within range to Attack, make 1 Attack against that opponent.

Reflect (WIZARD)

A Ranged or Area attack that targets you instead targets the originator.

Once you have done this discard this card.

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Power Card IV



Divine Strike (CLERIC)
As your attack, make a 4d6+1 Attack within LoS of a target Monster of a type:



Acrobatic (THIEF)

Move through 1 opponent (you do not make a roll to Push Passed), you can not stop your Move in their space or an occupied space.

Dodge (WARRIOR)

Ignore an Attack from 1 opponent this Turn.

Phase (WIZARD)

Move through 1 space of solid wall as part of your Move.

Once you have done this discard this card.

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Ranged Attack



Make an Attack 2d6 (Ranged).

This does not count as your Attack. If you already make Ranged Attacks, you also gain +2 when Attacking until your next Activation.

Once you have done this discard this card.

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Rapid Strike



Make an extra Attack this Turn.

Once you have done this discard this card.

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Human Wizard



BPs 6 1 of 1
 DEF 4 MV 6
 ATT 1d6+2 (Area)
 1d6 (Melee)

Activation Order

1. Move each Monster you control.
2. Each Monster you control Attacks if it is able to.
3. Draw and Place a Tile.
4. Draw a Monster card (see maximums), that Monster Spawns and may then Move OR Attack (not both).
5. Your Adventurer can do any one of the following:
 - Attack and Move.
 - Move and Attack.
 - Attack and Attack.
 - Spawn and Attack.
 - Spawn and Move.

* You may play an Event or Loot card at any time (if you have one).

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Giant Spider



BPs 1 2 of 2
 DEF 4 MV 6
 ATT 1d6 (Melee)

Special

- Ceiling Drop (you may place this figure in any unoccupied space).

- Ceiling Walk (this figure may move passed Adventurers without Pushing Passed to make an attack).

- Immobilize (if this figure hits a target, that target can not Move on its next Activation).

Tactics

- LoS: Move to Attack.

- Within 8: Move to Attack.

- No LoS: Move towards closest corridor (any space which has two opposing walls only 1 space apart).

Character Type

1 Treasure Card

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Giant Spider



BPs 1 2 of 2
 DEF 4 MV 6
 ATT 1d6 (Melee)

Special

- Ceiling Drop (you may place this figure in any unoccupied space).

- Ceiling Walk (this figure may move passed Adventurers without Pushing Passed to make an attack).

- Immobilize (if this figure hits a target, that target can not Move on its next Activation).

Tactics

- LoS: Move to Attack.

- Within 8: Move to Attack.

- No LoS: Move towards closest corridor (any space which has two opposing walls only 1 space apart).

Character Type

1 Treasure Card

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Mummy



BPs 4 1 of 1
 DEF 4 MV 4
 ATT 3d6 (Melee)

Special

- Moan (if this figure is adjacent to an Adventurer when the Adventurer activates, that Adventurer can not Move on its next Activation).

Tactics

- LoS: Move to Attack.

- Within 8: Move to Attack.

- No LoS: Move 4 towards treasure chest.

Character Type

3 Treasure Cards

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Vampire



BPs 2 1 of 1
 DEF 5 MV 8
 ATT 2d6+1 (Melee)

Special

- Flight (can move through opponents and ignore terrain).

- Immobilize (if this figure hits a target, that target can not Move on its next Activation).

Tactics

- LoS: Move to Attack.

- Within 8: Move to Attack.

- No LoS: Move 8 towards treasure chest.

Character Type

3 Treasure Cards

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Teleport Trap



Target Adventurer rolls a d6 and goes to that Spawn Location. If the player rolls a "6" and the Floating Spawn Tile is not in play they ignore this Trap. The can choose between locations if they roll a "5".

Once you have done this discard this card.

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Warp Space



Select a target Monster, move that Monster adjacent to the treasure chest in an unoccupied space.

Once you have done this discard this card.

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Scroll of Teleportation



Move to an unoccupied space within LoS. This does not count as part of your Move. This space can not be in the center Tile.

Once you have done this discard this card.

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Scroll of Fireball



Make an Attack 2d6+2 (Area). This does not count as your Attack for this Turn.

Once you have done this discard this card.

* LOOT CARD *

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