

GROK'ULL
HALF-ORC BARBARIAN

3 2 2

BATTLE RAGE
-2 +1 +1

AXE

8 2 2 2

0 1 2 3 4 5 6 7 8

SPRINT

1 -1

0 1 2 3 4 5 6 7 8

ETHARNA
ELF SORCESS

4 3 3

SEEKING BOLT
-2 +1 +1

DAGGER

8 2 2 2

0 1 2 3 4 5 6 7 8

RESEARCH

1 -1

0 1 2 3 4 5 6 7 8

RESOURCES
Health Focus Defense Movement

DUNGEON
Move Torch Up/Down Reveal Facedown Room Room Entrance Minion Encounter Boss's Lair

SKILLS
Strength Agility Intellect Choose Any Skill Trigger Trap Add a Goblin/Minion to Active Hero's Room Room Trigger Enemy Action Gain new Loot/Spell Pick up Loot/Spell

SKILL CHECK
Hero Die Enemy Die Success Result Failure Result

HERO ACTIONS
Search Room Disarm Trap Rest Cast Spell Melee Attack Missile Attack Any Action Free Action (Free) Enter Boss's Lair

MODIFIERS
Gain Defense/Movement Gain Health/Focus Lose Health/Focus Gain/Lose Hero Die Hero Die Adds/Subtracts from Die Result Bonus to Enemy Die Enemy Die

TARGETING
Moves listed value Range of X rooms away Same Room Line of Sight (not same room) Any Path (can be same room) All Heroes/Enemies Effects Target

RESOURCES
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MOONBLADE
WOOD ELF ROGUE

5 3

2 2

6 5 4 3 2 1 0

SHADOW WALK

6 3 -3 -1

DAGGER

LOCKPICK

2 2

5 4 3 2 1 0

DIVINE MIGHT

4 -2

HAMMER

HEALING HANDS

2

SIR LANON
HUMAN PALADIN

3 5

2 2

6 5 4 3 2 1 0

DIVINE MIGHT

4 -2

HAMMER

HEALING HANDS

2

RESOURCES

Health

Focus

Defense

Movement

SKILLS

Strength

Agility

Intellect

Choose Any Skill

HERO ACTIONS

Search Room

Disarm Trap

Rest

Cast Spell

Melee Attack

Missile Attack

Any Action

Free Action

(Free) Enter Boss's Lair

DUNGEON

Move Torch Up/Down

Reveal Facedown Room

Room

Entrance

Minion Encounter

Boss's Lair

Trigger Trap

Add a Goblin/Minion to Active Hero's Room

Room

Trigger Enemy Action

Gain new Loot/Spell

Pick up Loot/Spell

SKILL CHECK

Hero Die

Enemy Die

Success Result

Failure Result

MODIFIERS

Gain Defense/Movement

Gain Health/Focus

Lose Health/Focus

Gain/Lose Hero Die

Adds/Subtracts from Die Result

Bonus to Enemy Die

TARGETING

Moves listed value

Range of X rooms away

Same Room

Line of Sight (not same room)

Any Path (can be same room)

All Heroes/Enemies

Effects Target

RESOURCES

Health

Focus

Defense

Movement

SKILLS

Strength

Agility

Intellect

Choose Any Skill

HERO ACTIONS

Search Room

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Rest

Cast Spell

Melee Attack

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(Free) Enter Boss's Lair

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Move Torch Up/Down

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Adds/Subtracts from Die Result

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TARGETING

Moves listed value

Range of X rooms away

Same Room

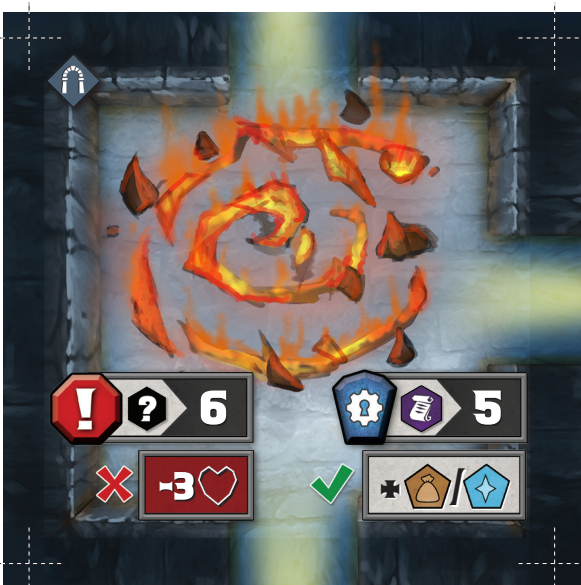
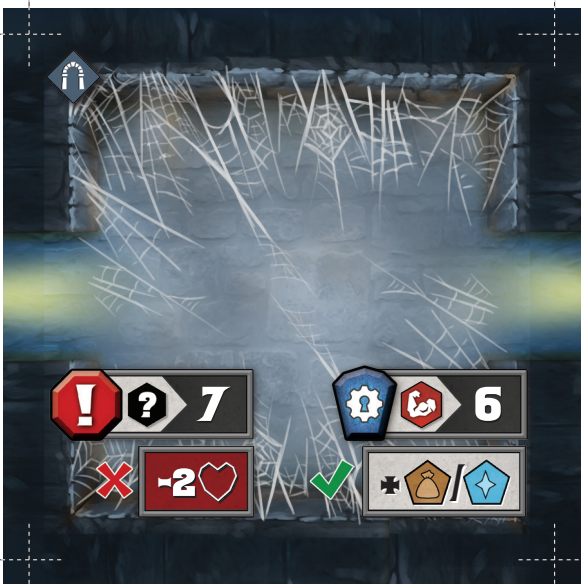
Line of Sight (not same room)

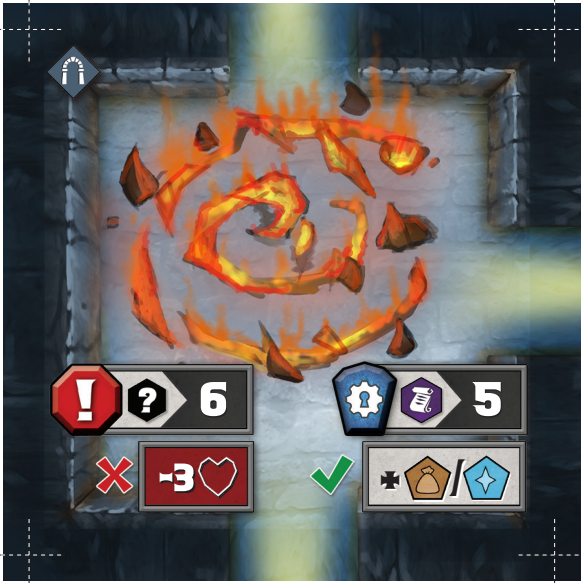
Any Path (can be same room)

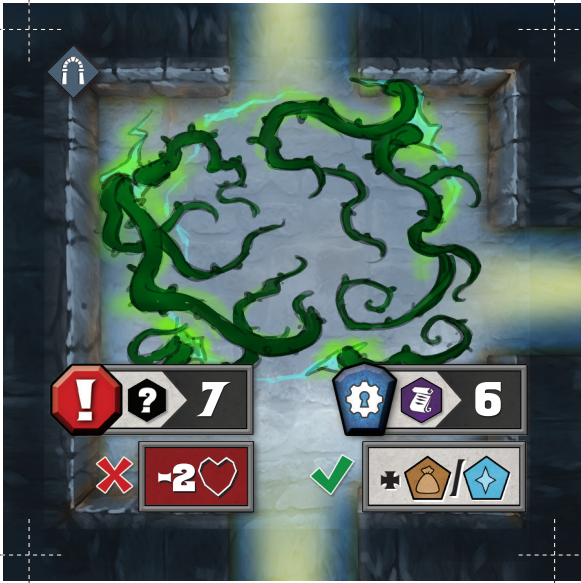
All Heroes/Enemies

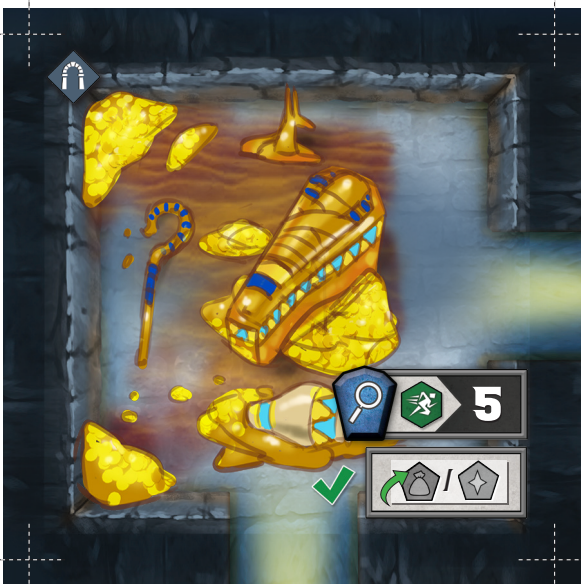
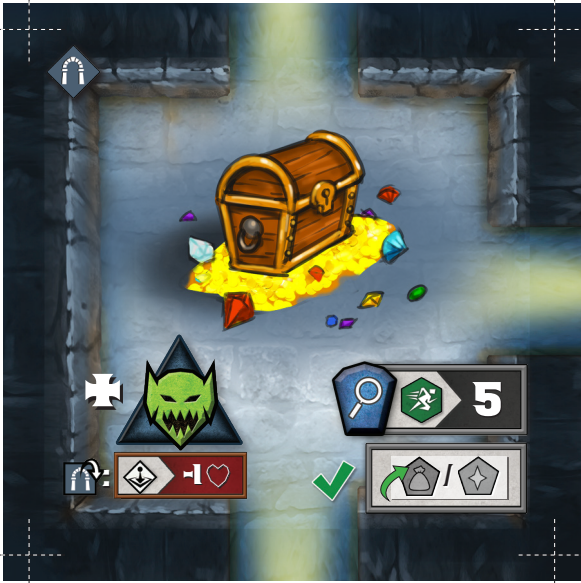
Effects Target



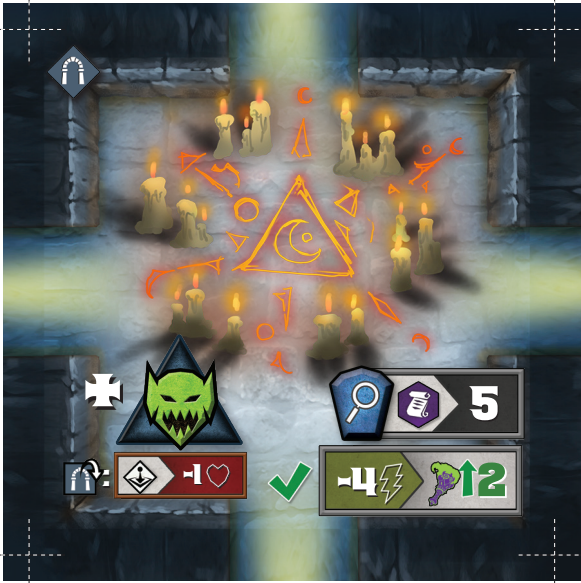


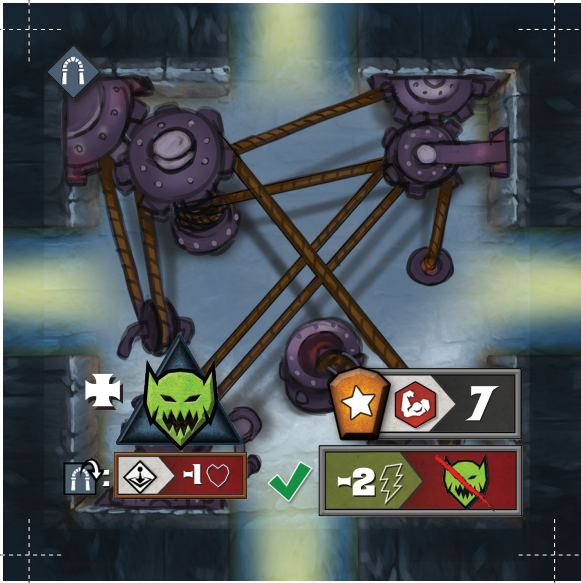
















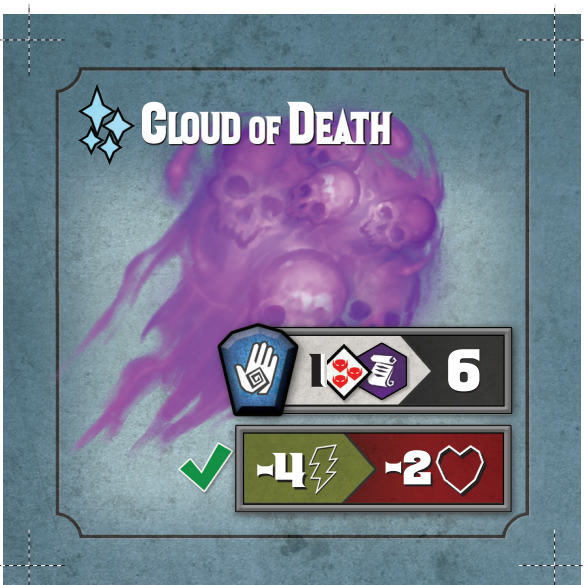


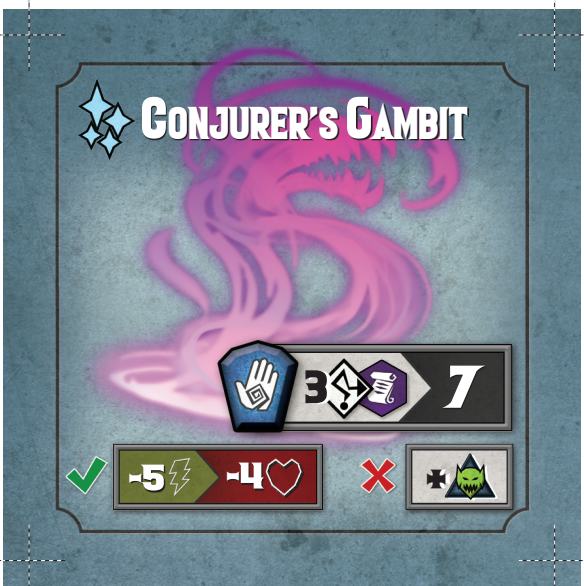
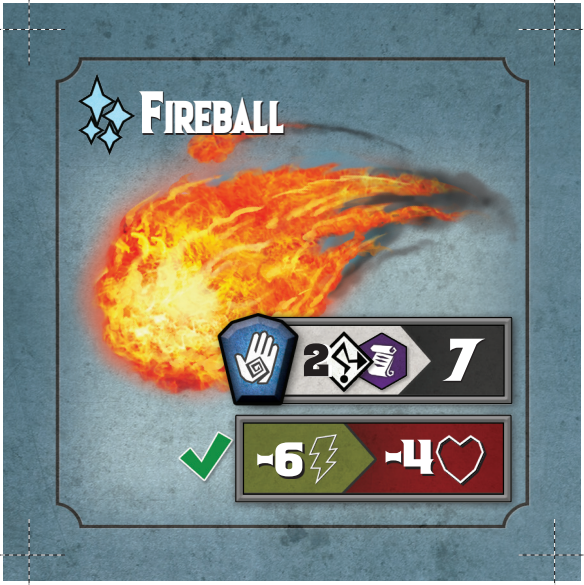


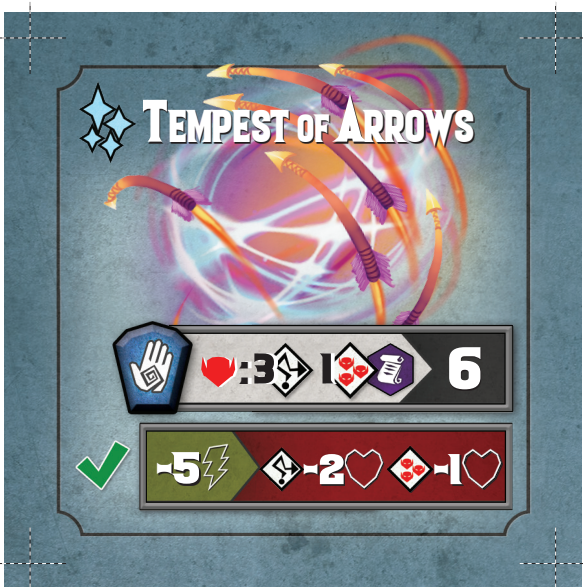




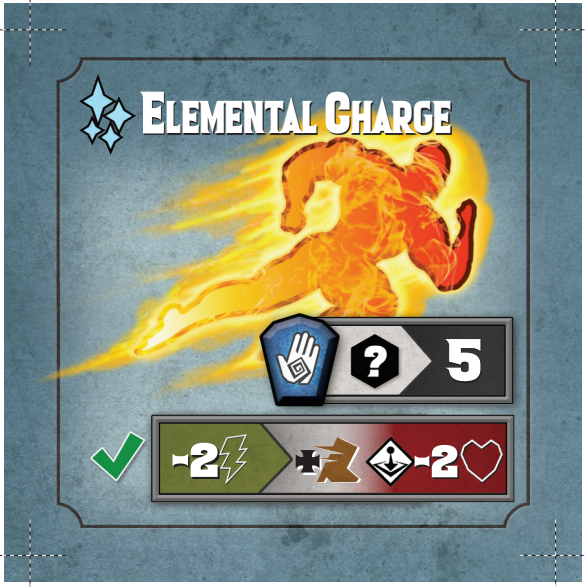










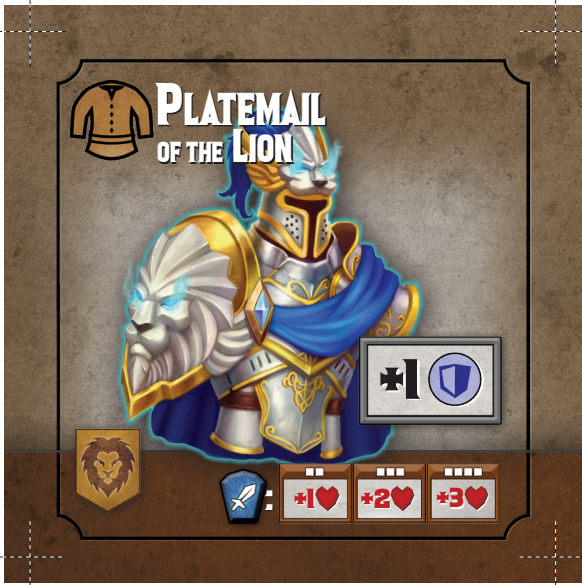












THROWING AXES
OF THE BEAR



WAR HORN
OF THE BEAR



STUDED JERKIN
OF THE BEAR





