

GROK'ULL
HALF-ORC BARBARIAN

3 2 2 2

8 7 6 5 4 3 2 1 0 0 0

BATTLE RAGE
-2 +1 +1 +2 : -3 +2

AXE **SPRINT**

2 2 2 2 2 2 2 2

2 2 2 2 2 2 2 2

ETHARNA
ELF SORCESS

4 3 3 3

8 6 5 4 3 2 1 0 0 0 0

SEEKING BOLT
-2 +1 +1 +5 : -2 -1

DAGGER **RESEARCH**

2 2 2 2 2 2 2 2

2 2 2 2 2 2 2 2

RESOURCES
Health Focus Defense Movement

DUNGEON
Move Torch Up/Down Reveal Face-down Room Room Entrance Mimion Encounter Boss's Lair

SKILLS
Strength Agility Intellect Choose Any Skill Trigger Trap Add a Goblin/Minion to Active Hero's 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

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 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

DUNGEON
Move Torch Up/Down Reveal Face-down Room Room Entrance Mimion Encounter Boss's Lair

SKILLS
Strength Agility Intellect Choose Any Skill Trigger Trap Add a Goblin/Minion to Active Hero's 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

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

UILESSA
DWARF CLERIC

4 5

HEAL

RESEARCH

HAMMER

WYN KELEAS
ELF RANGER

4 3

STEALTH

BOW

DAGGER

RESOURCES

- Health
- Focus
- Defense
- Movement

SKILLS

- Strength
- Agility
- Intellect
- Choose Any Skill

DUNGEON

- Move Torch Up/Down
- Reveal Face/Down Room
- Room
- Entrance
- Minion Encounter
- Boss's Lair

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
- Enter Boss's Lair

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

DUNGEON

- Move Torch Up/Down
- Reveal Face/Down Room
- Room
- Entrance
- Minion Encounter
- Boss's Lair

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
- Enter Boss's Lair

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

GERRUND THE BLUE ANCIENT WIZARD

3 4

Health: 3, Focus: 4, Defense: 4, Movement: 4

Skills: Strength, Agility, Intellect, Choose Any Skill

Resources: Health, Focus, Defense, Movement

Hero Actions: Search Room, Disarm Trap, Rest, Cast Spell, Melee Attack, Missile Attack, Any Action

Skills Check: Hero Die, Enemy Die, Success Result, Failure Result

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

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

Dungeon: Move Torch Up/Down, Reveal Face/Down Room, Room, Entrance, Minion Encounter, Boss's Lair

Triggers: Trigger Trap, Add a Goblin/Minion to Active Hero's Room, Trigger Enemy Action, Gain new Loot/Spell, Pick up Loot/Spell

Room: 0-7

Room 8: MAGIC ARROW (-2, -2)

Room 5: DAGER

Room 2: RESEARCH

THORFIN FIREBRAID DWARF FIGHTER

3 4

Health: 3, Focus: 4, Defense: 4, Movement: 4

Skills: Strength, Agility, Intellect, Choose Any Skill

Resources: Health, Focus, Defense, Movement

Hero Actions: Search Room, Disarm Trap, Rest, Cast Spell, Melee Attack, Missile Attack, Any Action

Skills Check: Hero Die, Enemy Die, Success Result, Failure Result

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

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

Dungeon: Move Torch Up/Down, Reveal Face/Down Room, Room, Entrance, Minion Encounter, Boss's Lair

Triggers: Trigger Trap, Add a Goblin/Minion to Active Hero's Room, Trigger Enemy Action, Gain new Loot/Spell, Pick up Loot/Spell

Room: 0-7

Room 8: SHIELD BASH

Room 5: HAMMER

Room 2: STONE STANCE (-2, +2)

HERO ACTIONS

Search Room, Disarm Trap, Rest, Cast Spell, Melee Attack, Missile Attack, Any Action

SKILL CHECK

Hero Die, Enemy Die, Success Result, Failure Result

SKILLS

Strength, Agility, Intellect, Choose Any Skill

RESOURCES

Health, Focus, Defense, Movement

SKILL CHECK

Hero Die, Enemy Die, Success Result, Failure Result

SKILLS

Strength, Agility, Intellect, Choose Any Skill

RESOURCES

Health, Focus, Defense, Movement

HERO ACTIONS

Search Room, Disarm Trap, Rest, Cast Spell, Melee Attack, Missile Attack, Any Action

SKILL CHECK

Hero Die, Enemy Die, Success Result, Failure Result

SKILLS

Strength, Agility, Intellect, Choose Any Skill

RESOURCES

Health, Focus, Defense, Movement

HERO ACTIONS

Search Room, Disarm Trap, Rest, Cast Spell, Melee Attack, Missile Attack, Any Action

SKILL CHECK

Hero Die, Enemy Die, Success Result, Failure Result

SKILLS

Strength, Agility, Intellect, Choose Any Skill

RESOURCES

Health, Focus, Defense, Movement

HERO ACTIONS

Search Room, Disarm Trap, Rest, Cast Spell, Melee Attack, Missile Attack, Any Action

SKILL CHECK

Hero Die, Enemy Die, Success Result, Failure Result

SKILLS

Strength, Agility, Intellect, Choose Any Skill

RESOURCES

Health, Focus, Defense, Movement

HERO ACTIONS

Search Room, Disarm Trap, Rest, Cast Spell, Melee Attack, Missile Attack, Any Action

SKILL CHECK

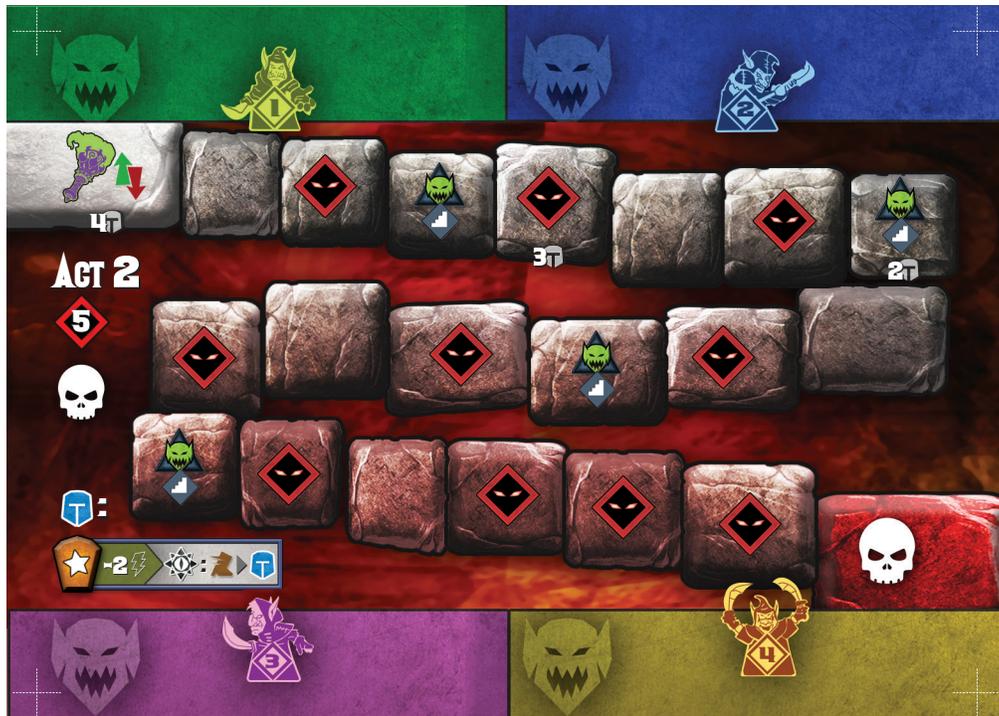
Hero Die, Enemy Die, Success Result, Failure Result

SKILLS

Strength, Agility, Intellect, Choose Any Skill

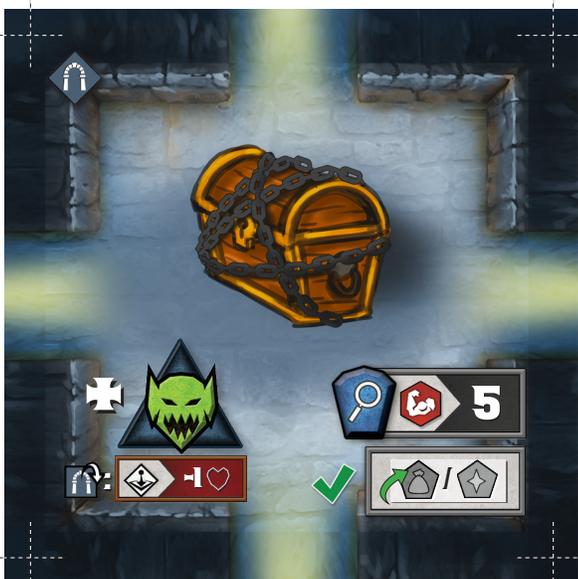
RESOURCES

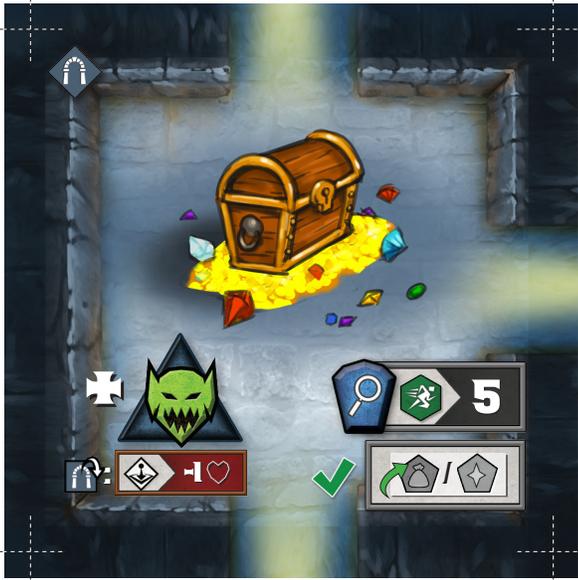
Health, Focus, Defense, Movement



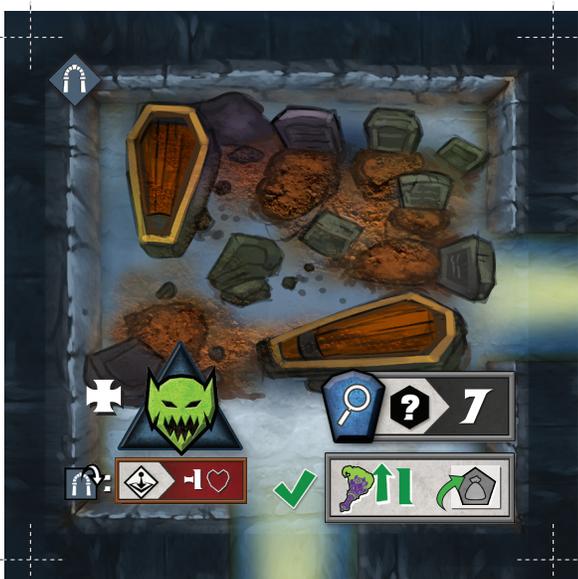


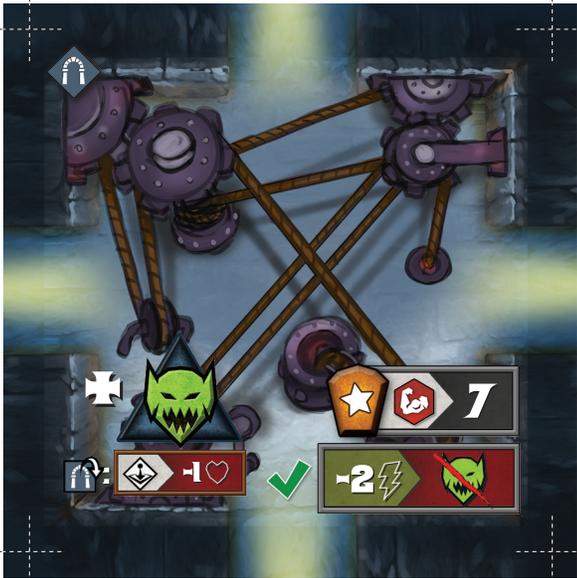


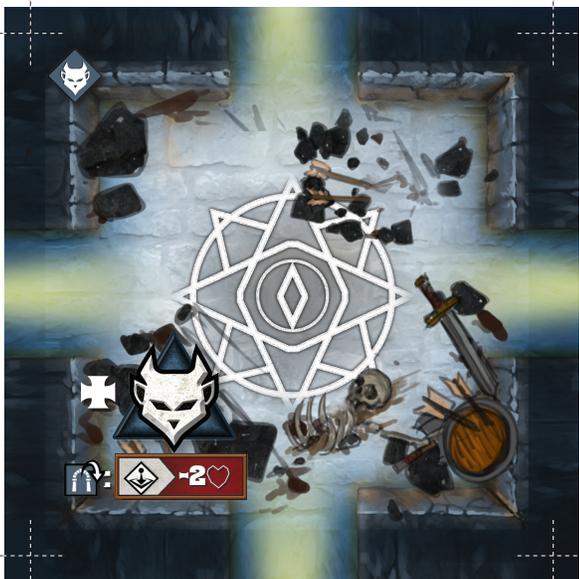


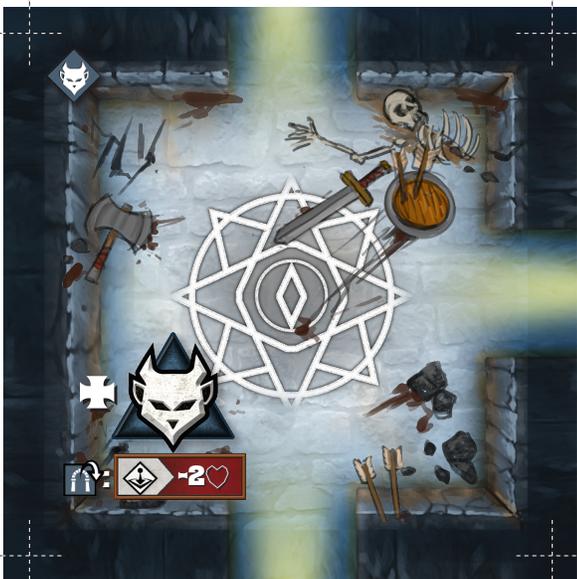
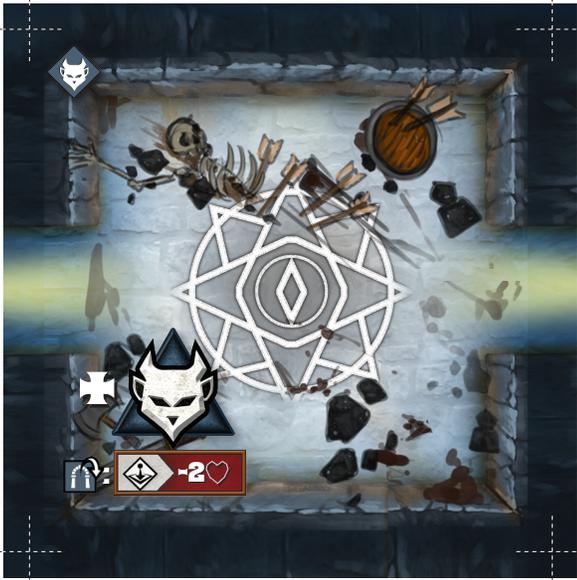














Ooze 8 7 6
5
4
3
2
1

2
4
*3
*1
*2

Red eye icon, Brown arrow icon, Blue shield icon, Red heart icon, Red lightning bolt icon

Stat bar: 8 7 6 5 4 3 2 1



TROGLODYTE 7 6
5
4
3
2
1

1
5
*2
*3

Red eye icon, Brown arrow icon, Blue shield icon, Red heart icon, Red lightning bolt icon

Stat bar: 7 6 5 4 3 2 1



MINOTAUR

6

5

4

3

2

1

5

4

*3

*2

*1

-3



OGRE

6

5

4

3

2

1

4

5

*2

*2

*2

-2



TROLL

7

6

5

4

3

2

1

4

4

*3

*2

-1



SKELETON 8 7 6

3 4

+2 +3

-2 -3

A card for a Skeleton creature. It features a central illustration of a skeleton in green and gold armor, holding a sword. The card has a top row of numbers 8, 7, and 6. Below the name are two rows of stats: 3 and 4. Two ability boxes are present: one with a sword icon and '+2', and another with a hand icon and '+3'. The bottom section contains a red diamond icon, a brown arrow icon, a white diamond icon, and two damage icons: a heart with '-2' and a lightning bolt with '-3'.



DUNGEON CRAWLER 7 6

2 5

+3 +2

-2 -2

A card for a Dungeon Crawler creature. It features a central illustration of a red, multi-eyed spider-like creature on a purple web. The card has a top row of numbers 7 and 6. Below the name are two rows of stats: 2 and 5. Two ability boxes are present: one with a sword icon and '+3', and another with a hand icon and '+2'. The bottom section contains a red diamond icon, a brown arrow icon, a white diamond icon, and two damage icons: a heart with '-2' and a lightning bolt with '-2'.



DIRE SERPENT 6 5

3 5

+4 +1 +2

-3

A card for a Dire Serpent creature. It features a central illustration of a green snake with its mouth open, showing fangs. The card has a top row of numbers 6 and 5. Below the name are two rows of stats: 3 and 5. Three ability boxes are present: one with a sword icon and '+4', one with a shield icon and '+1', and one with a hand icon and '+2'. The bottom section contains a red diamond icon, a brown arrow icon, a white diamond icon, and a damage icon: a heart with '-3'.





BOOMY GOBLIN

1
4

*1 x [Goblin] [Sword] [Bow] [Hand]

T = [Goblin] [House] [Shield]

[Red Eye] [Goblin] / 2 [Shield] -1 [Heart] x [Goblin]



POKEY GOBLIN

3
6

*1 x [Goblin] [Sword] [Bow] [Hand]

T = [Goblin] [House] [Shield] [Door]

[Red Eye] [Goblin] / 1 [Shield] -1 [Heart] x [Goblin]



SHOOTY GOBLIN

2
5

*1 x [Goblin] [Sword] [Bow] [Hand]

T = [Goblin] [House] [+5]

[Red Eye] [Goblin] +2 [Shield] -1 [Heart]



CHAIN LIGHTNING




 :2
 
 :2
 
6


 -3
 
 -1



HOLY ABUNDANCE




4

5


 -4
 
 +3
  +2
 





CLOUD OF DEATH




1

6


 -4
  -2





GIANT'S STRENGTH

3

-3 **+3**



EAGLE'S SWIFTNESS

3

-3 **+3**



TEMPEST OF ARROWS

:3 **1** **6**

-5 **-2** **-1**



DUNGEON SCRY



Hand icon, Question mark icon, 5

✓ -2 ⚡ → [Hand icon] [Question mark icon] [Red question mark icon] [Red lightning bolt icon]



DARK BARGAIN



Hand icon, 2 [Blue cube icon] [Purple cube icon], 7

✓ -4 ⚡ → MAX ❤️ * [Green skull icon]



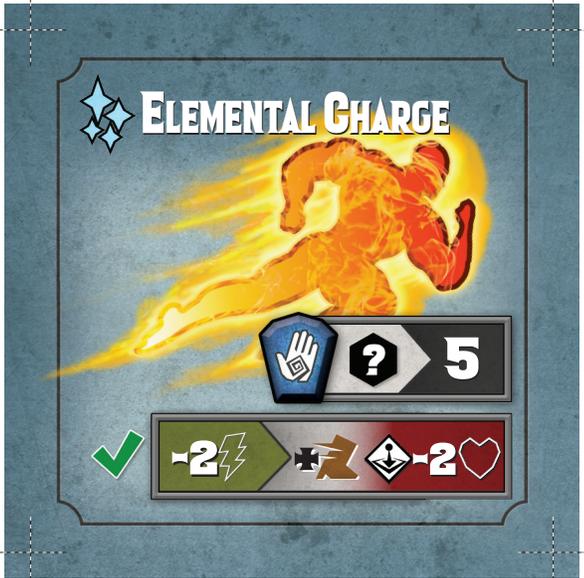
INVISIBILITY



Hand icon, Question mark icon, 5

✓ -2 ⚡ → * [Red lightning bolt icon] [Red lightning bolt icon] * [Red lightning bolt icon]







JADE FIGURINE





AMETHYST FIGURINE





SUN HAMMER








CURSED DRAGONSCALE



Item card for Cursed Dragonscale. It features a red dragon illustration. The card includes a chest icon, a red minus sign, a blue shield icon, and four skill icons: a red fist, a green foot, a purple scroll, and a blue plus sign.



LONG SWORD OF THE LION



Item card for Long Sword of the Lion. It features a blue sword illustration. The card includes a hand icon, a lion head icon, a blue sword icon, a red fist icon, a blue shield icon, a green lightning bolt icon, and three heart icons labeled +1, +2, and +3.



SHIELD OF THE LION



Item card for Shield of the Lion. It features a lion head illustration. The card includes a hand icon, a lion head icon, a blue sword icon, a blue shield icon, a blue shield icon, a blue shield icon, and three heart icons labeled +1, +2, and +3.



PLATEMAIL
OF THE LION



GREAVES
OF THE LION



GREAT AXE
OF THE BEAR



THROWING AXES
OF THE BEAR



WAR HORN
OF THE BEAR



STUDED JERKIN
OF THE BEAR



CLAW
OF THE **PANTHER**



LONG BOW
OF THE **PANTHER**



GLOAK
OF THE **PANTHER**



GLOVE OF THE PANTHER



Hand +1

Strength +1

Costs: *1, *2, *3

Icons: Panther, Hand, Strength



GREAT STAFF OF THE PHOENIX



Staff 3 → **Fire**

Costs: *1, *2, *3

Icons: Phoenix, Staff, Fire



SPELL TOME OF THE PHOENIX



Spell Tome +1

Costs: *1, *2, *3

Icons: Phoenix, Spell Tome



RING OF THE PHOENIX



Hand icon: [checkmark] [eye] [heart]

Phoenix icon

Hand icon: [1 lightning bolt] [2 lightning bolts] [3 lightning bolts]



ROBES OF THE PHOENIX



Star icon: -2 [lightning bolt]

Phoenix icon

Hand icon: [1 lightning bolt] [2 lightning bolts] [3 lightning bolts]



