



This image displays four distinct monster-themed boards for a board game, arranged in a 2x2 grid. Each board features a central illustration of a monster, a grid of numbered tiles (0-8), and various action cards with icons and numbers.

THE DRAGON

0 **1** **2** **3** **4** **5** **6** **7** **8**

Attributes: *4, *3, -2

Skills: SCORCH (+1, -2), INFERNO (+1, -2)

Other: +2, -1, +2

THE HYDRA

0 **1** **2** **3** **4** **5** **6** **7** **8**

Attributes: *4, *2, *1

Skills: REGROWTH (+2), BITE (+1, -2)

Other: MAX, -1, -1, +2

THE GOBLIN KING

0 **1** **2** **3** **4** **5** **6** **7** **8**

Attributes: *4, *2, *1

Skills: GET OVER HERE (+2), GIVE 'EM THE STICK (-2, -1)

Other: +1, +1, +1

THE PHARAOH

0 **1** **2** **3** **4** **5** **6** **7** **8**

Attributes: *3, *2, -2

Skills: SACRIFICE (-3), PLAGUE (+2, -2)

Other: +2, -1, +2



RESOURCES	SKILLS	SKILL CHECK	HERO ACTIONS
<p>RESOURCES</p> <ul style="list-style-type: none"> Health Focus Defense Movement 	<p>SKILLS</p> <ul style="list-style-type: none"> Strength Agility Intellect Choose Any Skill 	<p>SKILL CHECK</p> <ul style="list-style-type: none"> Hero Die Enemy Die Success Result Failure Result 	<p>HERO ACTIONS</p> <ul style="list-style-type: none"> Search Room Cast Spell Melee Attack Missile Attack Free Action Any Action
<p>DUNGEON</p> <ul style="list-style-type: none"> Move Torch Up/Down Reveal Facedown Room Room Entrance Minion Encounter Boss's Lair 	<p>DUNGEON</p> <ul style="list-style-type: none"> Trigger Trap Add a Goblin/Minion to Active Hero's Room Trigger Enemy Action Gain new Loot/Spell Gain new Loot/Spell Pick up Loot/Spell 	<p>MODIFIERS</p> <ul style="list-style-type: none"> Gain Defense/Movement Gain Health/Focus Lose Health/Focus Gain/Lose Hero Die Adds/Subtracts from Die Result Bonus to Enemy Die 	<p>TARGETING</p> <ul style="list-style-type: none"> 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
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GROK'ULL
HALF-ORC BARBARIAN

3 2

2 2

8 7 6 5 4 3 2 1 0

BATTLE RAGE

2 3 4

2 2

1 2 3 4 5 6 7 8

AXE

2 3 4 5 6 7 8

ETHARNA
ELF SORCESS

4 3

2 2

8 7 6 5 4 3 2 1 0

SEEKING BOLT

2 3 4 5 6 7 8

DAGGER

2 3 4 5 6 7 8

THE GORGON

2 6

0 1 2 3 4 5 6 7 8

CHOKER HOLD

3 -3 +1

STONE GAZE

2 3 4 5 6 7 8

THE SEER

3 6

0 1 2 3 4 5 6 7 8

MIND BLADE

3 -2 -1

GOSMIC SHIFT

2 3 4 5 6 7 8

RESOURCES	SKILLS	SKILL CHECK	HERO ACTIONS
Health	Strength	Hero Die	Search Room
Focus	Agility	Enemy Die	Disarm Trap
Defense	Intellect	Success Result	Melee Attack
Movement	Choose Any Skill	Failure Result	Missile Attack
			Rest
			Free Action
			Enter Boss Lair

DUNGEON

MODIFIERS

TARGETING

RESOURCES	SKILLS	SKILL CHECK	HERO ACTIONS
Move Torch Up/Down	Trigger Trap	Gain Defense/Movement	Moves listed value
Reveal Facedown Room	Add a Goblin/Minion to Active Hero's Room	Gain Health/Focus	Range of X rooms away
Room	Minion to Active Hero's Room	Lose Health/Focus	Same Room
Entrance	Trigger Enemy Action	Gain/Lose Hero Die	Line of Sight (not same room)
Minion Encounter	Gain new Loot/Spell	Adds/Subtracts from Die Result	Any Path (can be same room)
Boss's Lair	Pick up Loot/Spell	Bonus to Enemy Die	All Heroes/Enemies Effects Target

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MOONBLADE
WOOD ELF ROGUE

5 3

2 1 0

SHADOW WALK

6

-3

-2

+3

+5

1 2 3 4 5 6

2 2

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SIR LANON
HUMAN PALADIN

3 5

2 1 0

DIVINE MIGHT

4

-2

+2

+3

+5

1 2 3 4 5 6

2 2

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RESOURCES

- Health
- Focus
- Defense
- Movement

SKILLS

- Strength
- Agility
- Intellect
- Choose Any Skill

SKILL CHECK

- Hero Die
- Enemy Die
- Success Result
- Failure Result

HERO ACTIONS

- Search Room
- Disarm Trap
- Melee Attack
- Missile Attack
- Any Action
- Free Action
- 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
- Trigger Enemy Action
- Gain new Loot/Spell
- Pick up Loot/Spell

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)
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STABBY GOBLIN

4
4

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

T: [Goblin] [House] / +3 [Heart]

[Red Diamond] [Sword] / [Shield] -1 [Heart] x [Goblin] +1

STABBY GOBLIN

4
4

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

T: [Goblin] [House] / +3 [Heart]

[Red Diamond] [Sword] / [Shield] -1 [Heart] x [Goblin] +1

BOOMY GOBLIN

1
4

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

T: [Goblin] [House] / [Shield]

[Red Diamond] [Sword] / 2 [Shield] -1 [Heart] x [Goblin]

BOOMY GOBLIN

1
4

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

T: [Goblin] [House] / [Shield]

[Red Diamond] [Sword] / 2 [Shield] -1 [Heart] x [Goblin]

POKEY GOBLIN

3
6

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

T: [Goblin] [House] * [Shield]

[Red Diamond] [Sword] / 1 [Shield] -1 [Heart] x [Goblin]

SHOOTY GOBLIN

2
5

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

T: [Goblin] [House] / +5 [Lightning]

[Red Diamond] [Sword] * 2 [Shield] -1 [Heart]



Ooze 8 7 6 5 4 3 2 1

2 4

+3

+1 +2

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

TROGLODYTE 7 6 5 4 3 2 1

1 5

+2 +3

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

MINOTAUR 6 5 4 3 2 1

5 4

+3 +2 +1

Red diamond icon, Brown arrow icon, Blue shield icon, Red heart icon

OGRE 6 5 4 3 2 1

4 5

+2 +2 +2

Red diamond icon, Brown arrow icon, Blue shield icon, Red heart icon

TROLL 7 6 5 4 3 2 1

4 4

+3 +2

Red diamond icon, Brown arrow icon, Blue shield icon, Red heart icon, Green skull icon

SKELETON 8 7 6 5 4 3 2 1

3 4

+2 +3

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



DUNGEON CRAWLER

7 6
5
4
3
2
1

2 5

+3

+2

-2

-2

DIRE SERPENT

6 6
5
4
3
2
1

3 5

+4

+1

+2

-3

8

Key icon

7 6

-2

+ /

7 6

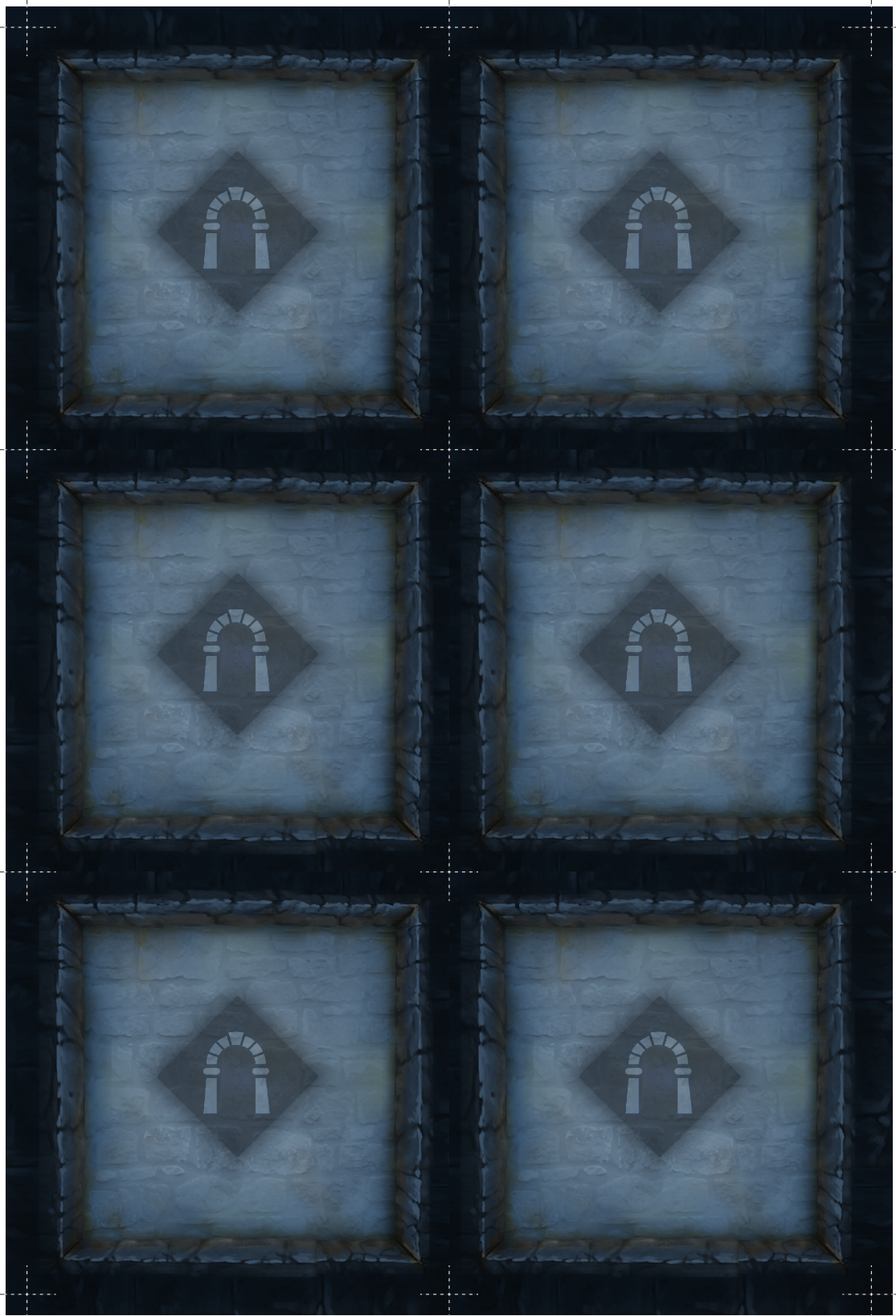
-2

+ /

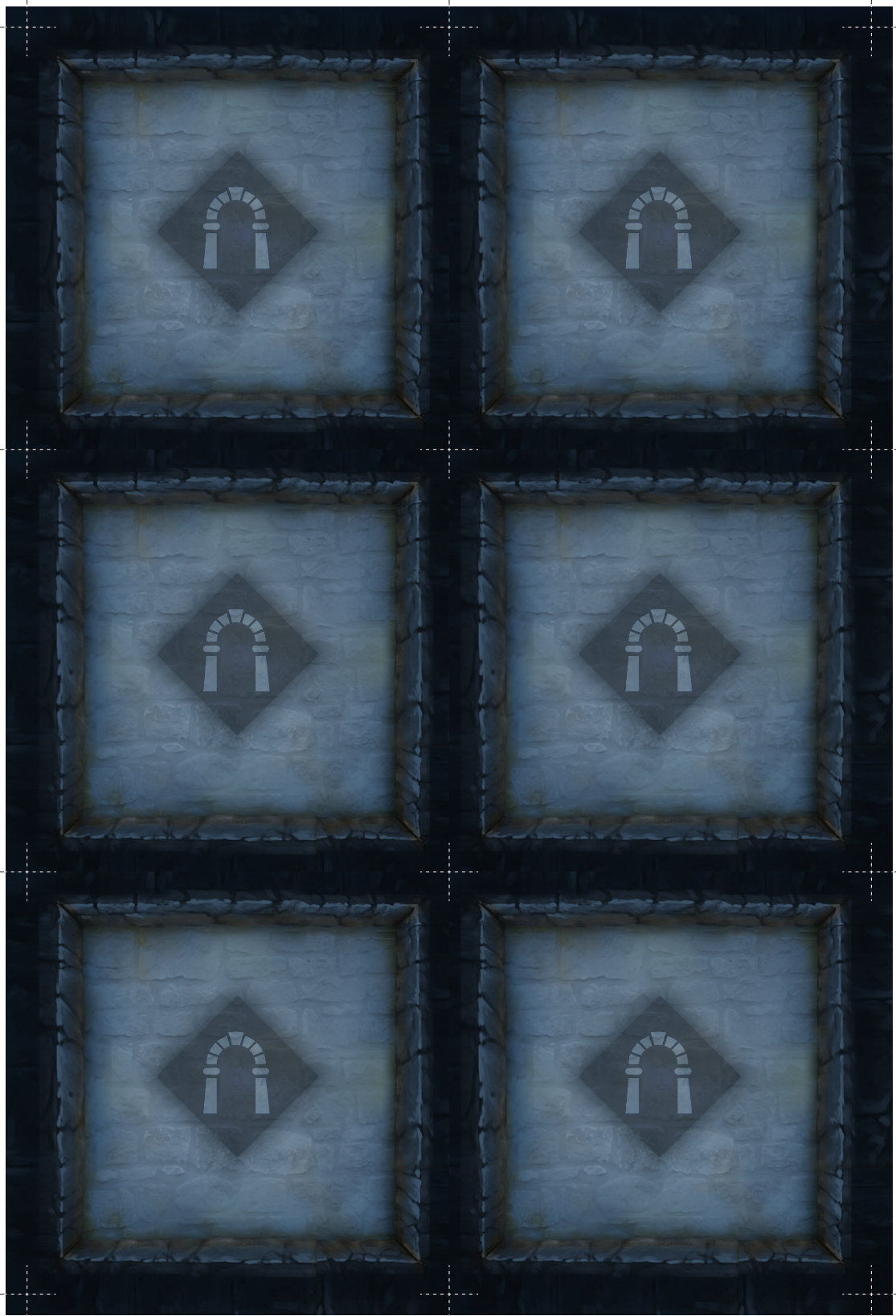
6 5

-3

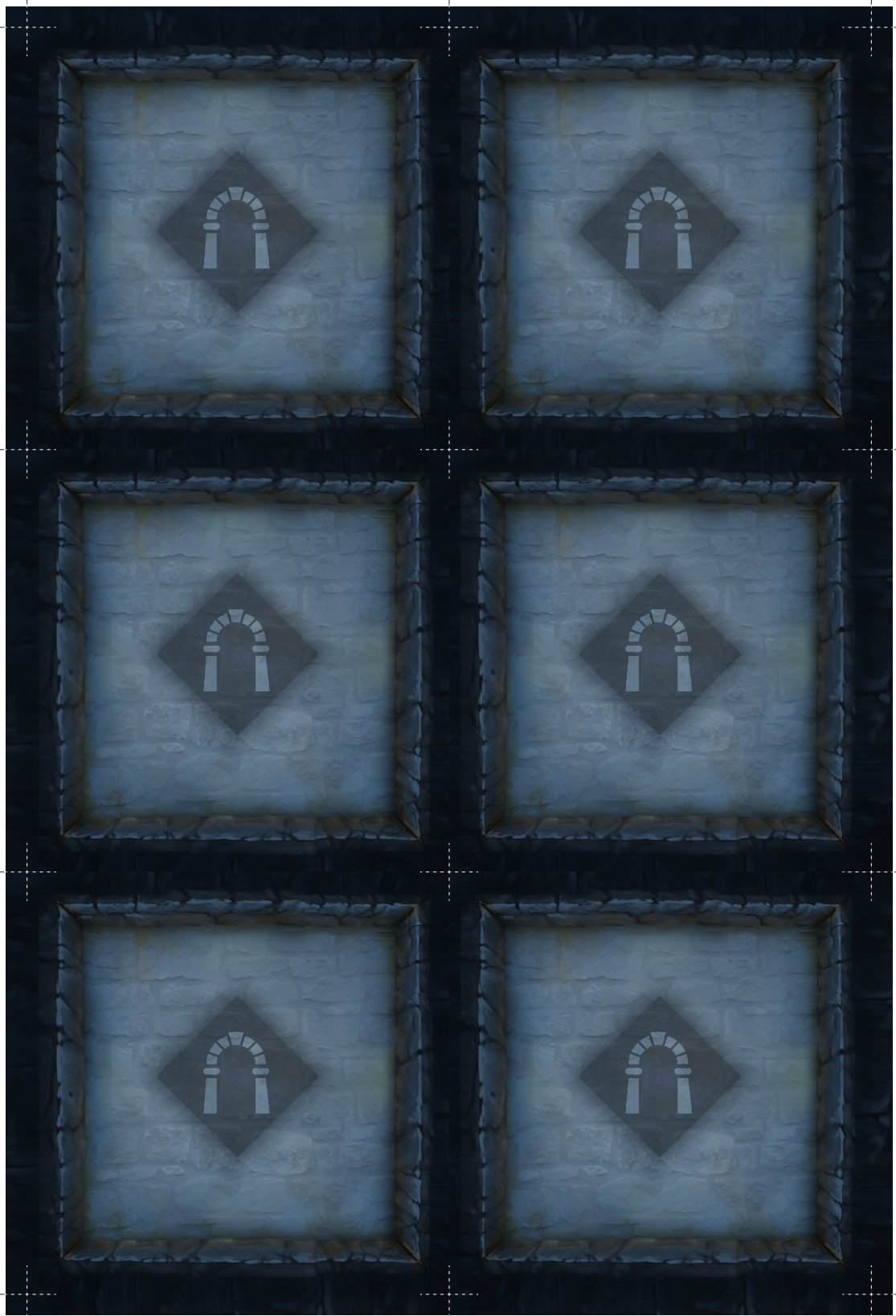
+ /





















CHAIN LIGHTNING










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





HOLY ABUNDANCE






5

CLOUD OF DEATH







6







FIREBALL



7



DELVYER'S LUCK






7


















CONJURER'S GAMBIT






7



GIANT'S STRENGTH



Hand icon, Card icon, 3

✓ -3 ⚡ * Hand icon *3

EAGLE'S SWIFTNESS



Hand icon, Card icon, 3

✓ -3 ⚡ * Hand icon *3

TEMPEST OF ARROWS



Hand icon, Heart icon +3, Card icon, 6

✓ -5 ⚡ ♦ -2 ♥ ♦ -1 ♥

DUNGEON SCRY



Hand icon, Question mark icon, 5

✓ -2 ⚡ Hand icon * ? 1x / ⚡

DARK BARGAIN



Hand icon, 2, Card icon, 7

✓ -4 ⚡ MAX ♥ * ⚡

INVISIBILITY



Hand icon, Question mark icon, 5

✓ -2 ⚡ * ⚡ ♥ * ? 1x



ELEMENTAL CHARGE



Hand icon, Question mark icon, 5

Green checkmark, -2 lightning bolt icon, +2 sword icon, -2 heart icon

CLAW OF DARKNESS



Hand icon, 2 lightning bolt icon, 1 sword icon, 6

Green checkmark, -4 lightning bolt icon, -3 heart icon, Red X icon, 1 sword icon, 1 lightning bolt icon

CROSSBOW



Hand icon, Crossbow icon, 3, 1 sword icon, 1 lightning bolt icon, +1

Crossbow icon, =, +1 lightning bolt icon

HOOK SHOT



Hand icon, Sword icon, 1 sword icon, +1

Crossbow icon, 1 sword icon, 1 lightning bolt icon, +1

RUBY FIGURINE



Black cross icon, 1 red cube icon

JADE FIGURINE



Black cross icon, 1 green cube icon



 **AMETHYST FIGURINE**




 **SUN HAMMER**





 **SPIKED BUCKLER**




 **ELYEN CHAIN**




 **VIOLET CAPE**





 **CURSED DRAGONSCALE**







LONG SWORD
OF THE LION



  +1
 =  -2  +1
 =  +1  +2  +3

SHIELD
OF THE LION



  +1
 =   
 =  +1  +2  +3

PLATEMAIL
OF THE LION



 +1
 =  +1  +2  +3

GREAVES
OF THE LION



 +1
 =  +1  +2  +3

GREAT AXE
OF THE BEAR



  +2
 -1
 =  +1  +2  +3

THROWING AXES
OF THE BEAR



  2  +2
 =  +1  +2  +3



WAR HORN
OF THE BEAR




 -2
  4
  2
 


 :

..
*1	*2	*3

STUDED JERKIN
OF THE BEAR



 :

..
*1




 :

..
*1	*2	*3

CLAW
OF THE PANTHER





 +1


 :

..
*1	*2	*3

LONG BOW
OF THE PANTHER




 4
 

 -3
 




 :

..
*1	*2	*3

GLOAK
OF THE PANTHER








 :

..
*1	*2	*3

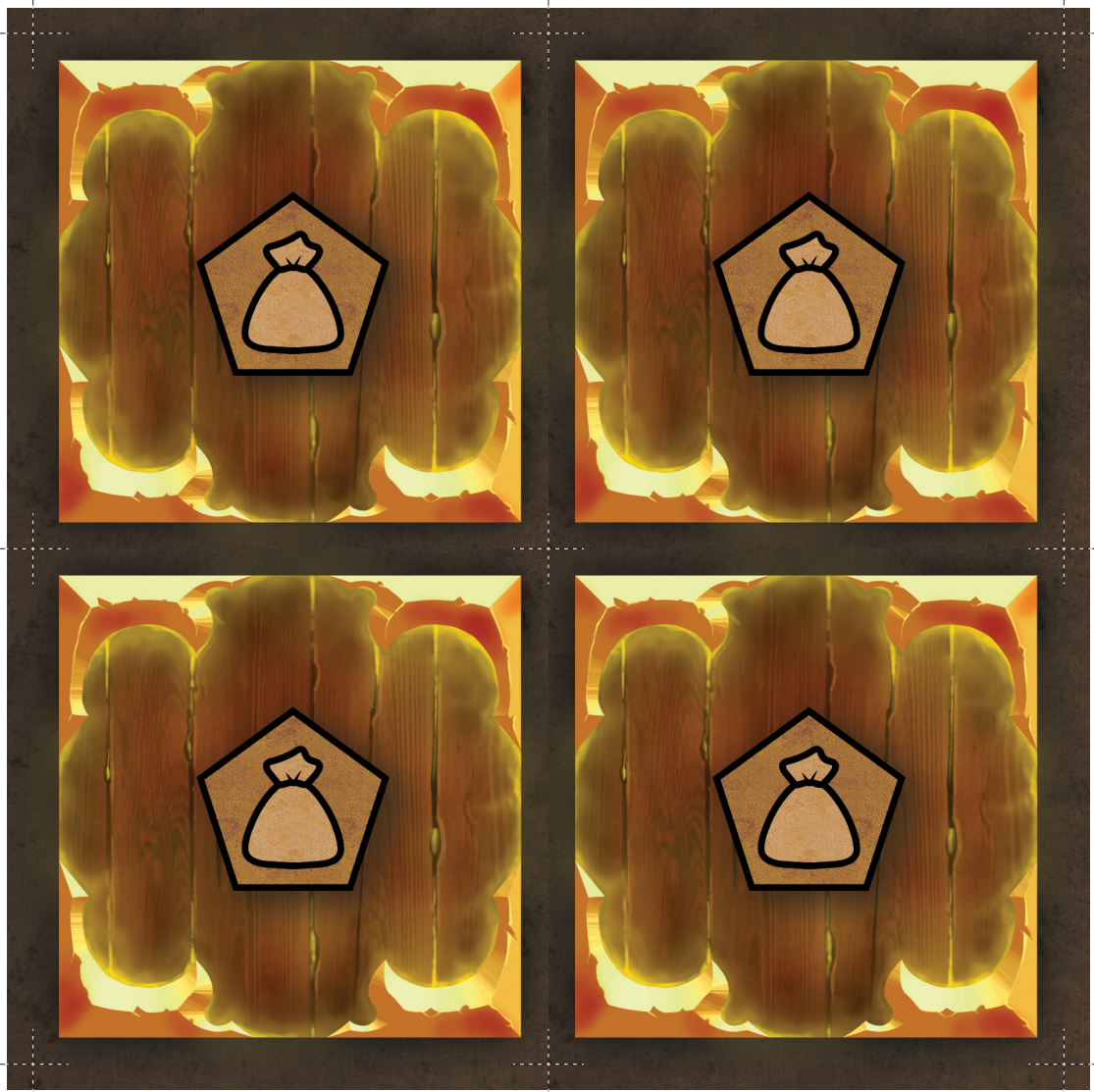
GLOVE
OF THE PANTHER




 +1


 :

..
*1	*2	*3





GREAT STAFF OF THE PHOENIX



3 →



+1 ⚡ +2 ⚡ +3 ⚡



SPELL TOME OF THE PHOENIX



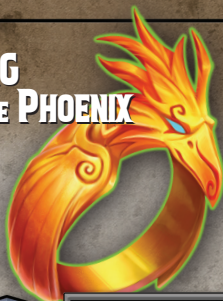
+1



+1 ⚡ +2 ⚡ +3 ⚡



RING OF THE PHOENIX



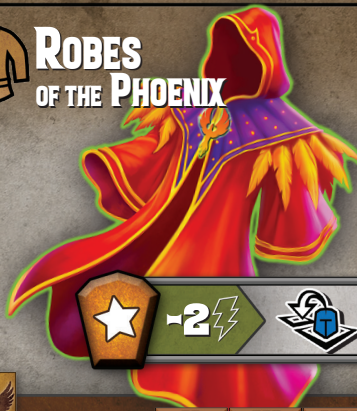
✓: ◊ -1 ♥



+1 ⚡ +2 ⚡ +3 ⚡



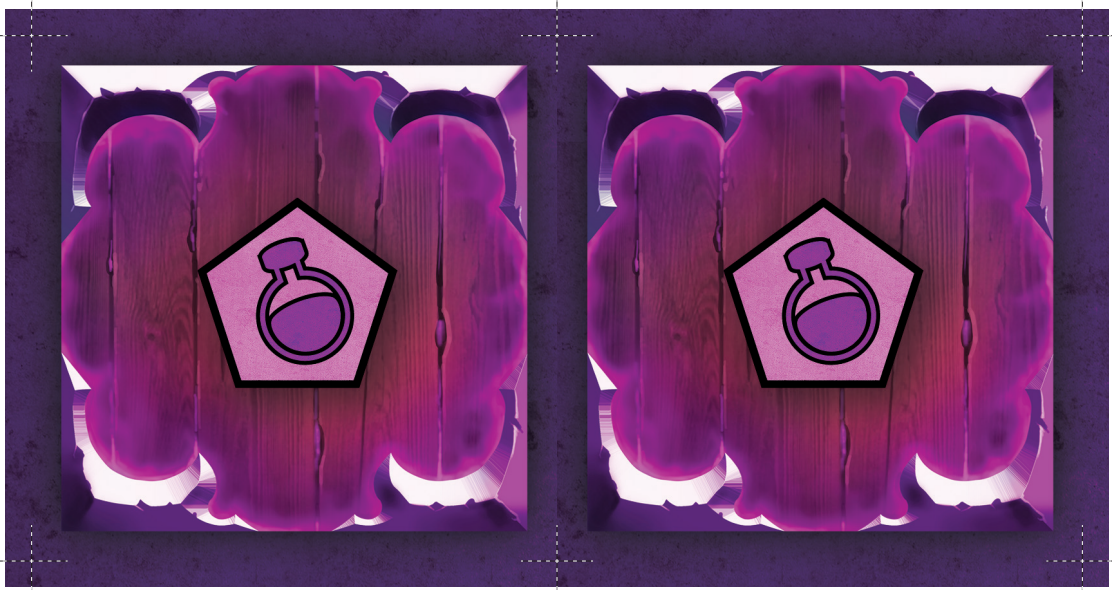
ROBES OF THE PHOENIX



★ -2 ⚡



+1 ⚡ +2 ⚡ +3 ⚡









MIXY GOBLIN

2
5

+1 x [Goblin] [Sword] [Shield] [Hand]

T: [Goblin] [Shield] [Hand]

MIXY GOBLIN

2
5

+1 x [Goblin] [Sword] [Shield] [Hand]

T: [Goblin] [Shield] [Hand]

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

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

WRAITH

6
4

+3 [Sword]

+1 [Shield] [Hand]

+4 [Shield]

7 6
5
4
3
2
1

[Red Eye] [Sword] + [Anchor] -1 [Heart] -3 [Lightning]

VAMPIRE IMP

3
4

+3 [Sword]

+3 [Shield] [Hand]

+2 [Shield]

8 7 6
5
4
3
2
1

[Red Eye] [Sword] + [Anchor] -2 [Heart] +2 [Heart]

[Goblin] [Shield] [Hand]

[Star] [Question Mark] 7

[Shield] -1 [Heart] [Checkmark] [Shield]