

# HERO MAT APPENDIX



## Ethairna- Elf Sorceress

**Max Health:** 6    **Max Focus:** 8

**Speed:** 4    **Defense:** 3

**Strength:** 1    **Agility:** 2    **Intellect:** 3

**Seeking Bolt:** Perform an Intellect check of 5. If successful, spend 2 focus and deal 1 damage to a target within 4 spaces along any path.

**Dagger:** Perform a Melee Attack using Strength and subtract 1 from your dice roll result.

**Research- Free Action:** Spend 4 focus to discover a Spell from the deck or from the discard row.



## Sir Lanon- Human Paladin

**Max Health:** 8    **Max Focus:** 5

**Speed:** 3    **Defense:** 5

**Strength:** 3    **Agility:** 1    **Intellect:** 2

**Divine Might:** Perform an Intellect check of 4. If successful, spend 2 focus to perform a Melee Attack and add 2 to your die result.

**Hammer:** Perform a Melee Attack using Strength.

**Healing Hands- Free Action:** Spend 2 Focus to heal 1 Hero within 1 room (can be self) 2 health.



## Gerrund the Blue- Ancient Wizard

**Max Health:** 5    **Max Focus:** 8

**Speed:** 3    **Defense:** 4

**Strength:** 1    **Agility:** 2    **Intellect:** 3

**Magic Arrow:** Perform an Intellect check of 6. If successful, spend 2 focus and deal 2 damage to a target within 2 spaces along any path.

**Dagger:** Perform a Melee Attack using Strength and subtract 1 from your dice roll result.

**Research- Free Action:** Spend 4 focus to discover a Spell from the deck or from the discard row.



## Grok U'll- Half-Orc Barbarian

**Max Health:** 8    **Max Focus:** 4

**Speed:** 3    **Defense:** 2

**Strength:** 3    **Agility:** 2    **Intellect:** 1

**Battle Rage:** Whenever you perform a Melee or Missile Attack action, you may spend 3 focus to add 2 to your die result.

**Axe:** Perform a Melee Attack using Strength and add 1 to your dice roll result.

**Sprint- Free Action:** Spend 1 focus to increase your Speed by 1 for the turn.



## Uliessa- Dwarf Cleric

**Max Health:** 6    **Max Focus:** 7

**Speed:** 4    **Defense:** 5

**Strength:** 2    **Agility:** 1    **Intellect:** 3

**Heal:** Whenever you Cast a Spell, you may also spend 2 focus to heal 1 Hero up to 3 rooms away 4 health (can be self).

**Hammer:** Perform a Melee Attack using Strength.

**Research- Free Action:** Spend 4 focus to discover a Spell from the deck or from the discard row.



## Moonblade- Wood Elf Rogue

**Max Health:** 6    **Max Focus:** 5

**Speed:** 5    **Defense:** 3

**Strength:** 2    **Agility:** 3    **Intellect:** 1

**Shadow Walk:** Perform an Agility Check of 6. If successful, spend 3 focus to move up to your speed, ignoring enemies, and deal 1 damage to all targets in the space where your movement ends.

**Dagger:** Perform a Melee Attack using Strength and subtract 1 from your dice roll result.

**Lockpick- Free Action:** Spend 2 focus to perform a Disarm Trap Action.



## Wyn Keleas- Elf Ranger

**Max Health:** 7    **Max Focus:** 5

**Speed:** 4    **Defense:** 3

**Strength:** 2    **Agility:** 3    **Intellect:** 1

**Stealth- Free Action:** Spend 2 focus to move through enemies (instead of stopping).

**Dagger:** Perform a Melee Attack using Strength and subtract 1 from your dice roll result.

**Bow:** Perform a Missile Attack using Agility, targeting an enemy up to 2 rooms away in a straight path (not same room) and subtract 1 from your die result.



# HERO MAT APPENDIX STORIES EXPANSION



## Aetoris- Elf Warlock

**Max Health:** 6    **Max Focus:** 7

**Speed:** 3    **Defense:** 5

**Strength:** 2    **Agility:** 1    **Intellect:** 3

**Life Steal:** Perform an Intellect check of 5. If successful, spend 3 focus to deal 1 damage to 1 enemy, up to 2 rooms away from you using any path and heal 1 damage from any hero (including yourself) also within 2 rooms of you using any path.

**Dagger:** Perform a Melee Attack using Strength and subtract 1 from your dice roll result.

**Research- Free Action:** Spend 4 focus to discover a Spell from the deck or from the discard row.



## Clotho- Human Psionic

**Max Health:** 5    **Max Focus:** 8

**Speed:** 4    **Defense:** 4

**Strength:** 1    **Agility:** 2    **Intellect:** 3

**Psychic Blast:** Perform an Intellect check of 5. If successful, spend 2 focus to deal 1 damage to all enemies in your space and 1 space away from you.

**Dagger:** Perform a Melee Attack using Strength and subtract 1 from your dice roll result.

**Research- Free Action:** Spend 4 focus to discover a Spell from the deck or from the discard row.



## Evelynn- Dryad Druid

**Max Health:** 6    **Max Focus:** 8

**Speed:** 4    **Defense:** 4

**Strength:** 2    **Agility:** 1    **Intellect:** 3

**Healing Wind:** Whenever you Cast a Spell, you may also spend 2 focus to heal all Heroes up to 2 rooms away 2 health (including yourself).

**Shillelagh:** Perform a Melee Attack using Strength.

**Research- Free Action:** Spend 4 focus to discover a Spell from the deck or from the discard row.



## Lara Gambit- Human Adventurer

**Max Health:** 7    **Max Focus:** 6

**Speed:** 4    **Defense:** 4

**Strength:** 1    **Agility:** 3    **Intellect:** 2

**Treasure Heist- Free Action:** Spend 2 focus to pick up 1 Loot/Spell from the discard row.

**Dagger:** Perform a Melee Attack using Strength and subtract 1 from your dice roll result.

**Bullwhip:** Perform a Missile Attack using Agility, targeting an enemy up to 1 room away in a straight line (not same room) and subtract 1 from your die result.



## Nili Songheart- Halfling Bard

**Max Health:** 6    **Max Focus:** 7

**Speed:** 5    **Defense:** 4

**Strength:** 2    **Agility:** 2    **Intellect:** 2

**Inspire- Free Action:** Spend 2 focus to roll 1 additional die for any skill check (3 dice limit still applies).

**Rapier:** Perform a Melee Attack using Strength.

**Terrify- Free Action:** Spend 1 focus to move 1 enemy (within 3 rooms of you) 1 room through an open corridor.



## Sir Gamelyn- Guardian of the Order

**Max Health:** 8    **Max Focus:** 5

**Speed:** 3    **Defense:** 5

**Strength:** 3    **Agility:** 1    **Intellect:** 2

**Zeal:** Whenever you perform a Melee Attack, you may spend 2 focus to add 1 to your die result and increase your Defense by 1.

**Sword:** Perform a Melee Attack using Strength.

**Inspiration- Free Action:** Spend 1 focus to have another hero within 3 rooms gain 1 focus.



## Zezili- Human Monk

**Max Health:** 7    **Max Focus:** 6

**Speed:** 4    **Defense:** 4

**Strength:** 1    **Agility:** 3    **Intellect:** 2

**Tiger Strike:** Perform an Intellect check of 4. If successful, kill 1 Goblin in your space and gain 2 focus.

**Bo Staff:** Perform a Melee Attack using Agility and subtract 1 from your dice roll result.

**Inner Focus- Free Action:** Spend 6 focus to perform 1 additional action during your turn (limit 1x per turn).



## Zui Xiong- Pandakin Brewmaster

**Max Health:** 8    **Max Focus:** 6

**Speed:** 4    **Defense:** 4

**Strength:** 1    **Agility:** 1    **Intellect:** 1

**Intoxication- Free Action:** Lose 1 health to roll 2 additional dice for any skill check (3 dice limit still applies).

**Spiked Tankard:** Perform a Melee Attack using Strength.

**Hair o' the Dog- Free Action:** Spend 2 focus to heal yourself 1 hit point.

# LOOT CARD APPENDIX



## Amethyst Figurine: Trinket

Anytime you perform an Intellect check, roll 1 additional die (3 dice limit applies).



## Spiked Buckler: Hand

Whenever you perform a Melee Attack, your Defense is increased by 1 and add 1 to your die total if performing a Strength check for the attack.



## Crossbow: Hand

Perform a Missile Attack using Agility at a target up to 3 spaces away from you in a straight path (target cannot be in your space), and add 1 to your die total.

Whenever you perform a Missile Attack, immediately gain 1 focus.



## Sun Hammer: Hand

Perform a Melee Attack using Strength and add 1 to your die result.

Whenever you perform a Melee Attack, immediately gain 1 focus.



## Cursed Dragonscale: Garb

Your Defense is decreased by 1.

Anytime you perform a Strength, Agility, or Intellect check, add 1 to your die result.



## Violet Cape: Garb

Whenever you perform a Missile Attack or Cast a Spell, your Defense is increased by 1.

Anytime you perform an Intellect check, add 1 to your die result.



## Elven Chain: Garb

Your Defense and Speed are both increased by 1.

## STORIES EXPANSION



## Bedrolls: Trinket

Whenever you perform a Rest Action, all heroes within 2 spaces of you (including yourself) also gain 2 health and 3 focus.



## Ceremonial Spear: Hand

Perform a Melee Attack using Strength and subtract 1 from your die result.

Anytime you perform a Skill Check, roll 1 additional die (3 dice limit applies) AND anytime you perform an Intellect check, add 1 to your die result.



## Dungeon Map: Trinket

Your Speed is increased by 1.

Whenever you perform a Rest Action, you may reveal any unexplored dungeon rooms within 1 space of you.



## Everlit Torch: Trinket

Whenever the Torch reaches a "Trigger Enemy Actions" space on the torch track, reveal an unexplored dungeon room anywhere on the map and gain 2 focus **before** resolving the Enemy Actions.



## Ruby Figurine: Trinket

Anytime you perform a Strength check, roll 1 additional die (3 dice limit applies).

# LEGENDARY SETS - LOOT CARD APPENDIX



## Great Axe of the Bear: Hand

Perform a Melee Attack using Strength and add 2 to your result.

Your Speed is decreased by 1.



## Throwing Axes of the Bear: Hand

Perform a Missile Attack using Strength at a target 2 spaces away from you in a straight path (target cannot be in your space) and add 2 to your result.



## Studded Jerkin of the Bear: Garb

Whenever you perform a Melee Attack, your Defense is increased by 1.



## War Horn of the Bear: Trinket

**Free Action:** Spend 2 focus to move all enemies within 4 spaces, up to 2 spaces each, with you controlling their movement.



## Greaves of the Lion: Trinket

Your Speed is increased by 1.



## Platemail of the Lion: Garb

Your Defense is increased by 1.



## Long Sword of the Lion: Hand

Perform a Melee Attack using Strength and add 1 to your result.

Whenever you perform a Melee Attack, you may spend 2 focus to add 1 to your die result.



## Shield of the Lion: Hand

Whenever you perform a Melee Attack your Defense is increased by 1.

Whenever you perform a Melee Attack, you may reroll one of your Hero Dice. (only once per attack).



## Claw of the Panther: Hand

Perform a Melee Attack using Agility and add 1 to your die result.



## Glove of the Panther: Trinket

Anytime you perform an Agility check, add 1 to your die result.



## Cloak of the Panther: Garb

**Stealth:** While moving, you may move through enemies (instead of stopping).



## Long Bow of the Panther: Hand

Perform a Missile Attack using Agility at a target up to 4 spaces away in a straight path (target cannot be in your space)...

OR, spend 3 Focus to perform a Missile Attack targeting all enemies within 1 space of you (including your own space).

# LEGENDARY SETS - LOOT CARD APPENDIX CONTINUED



## Great Staff of the Phoenix: Hand

Perform a Missile Attack using Intellect at a target up to 3 spaces away in a straight path (target cannot be in your space).



## Ring of the Phoenix: Trinket

When you Cast a Spell that deals damage, you deal 1 additional damage to the target(s) of the attack. If it targets multiple enemies, increase the damage dealt by 1 to all targets.

## The Set of the Phoenix

Whenever you Cast a Spell, immediately gain (1/2/3) focus if you have (2/3/4) pieces of the set equipped.



## Robes of the Phoenix: Garb

**Free Action:** Spend 2 focus to place your hero in any revealed room (cannot be used move onto the Boss Mat).



## Spell Tome of the Phoenix: Hand

Anytime you perform a Intellect check, add 1 to your die result.

# STORIES EXPANSION



## Eyes of the Viper: Trinket

**Free Action:** You may spend 3 focus to reveal an unexplored room anywhere in the dungeon.



## Fangs of the Viper: Hand

Perform a Melee Attack using Agility.

**Limit 1x per turn:** After performing a Melee Attack, perform 1 additional melee attack without rolling the enemy die, but subtract 1 from your die result.

## The Set of the Viper

Whenever the torch reaches an “Enemy Actions” space on the torch track, immediately deal (1/2/3) damage to all enemies in your space if you have (2/3/4) pieces of the set equipped (activates before the Enemy Actions).



## Shadow Gi of the Viper: Garb

Your Speed is increased by 1.

**Mistwalk:** You may move between adjacent revealed rooms, even if there is not a pathway that connects them.



## Smoke Pellets of the Viper: Hand

**Limit 1x per turn:** After performing a successful Melee Attack (at least 1 damage was dealt) you may place your hero in any revealed room (not onto the Boss Mat).



## Mage Blade of the Scarab: Hand

Perform a Melee Attack using Intellect.

**Limit 1x per turn:** When you perform a melee attack, immediately gain 2 focus.

## The Set of the Scarab

Whenever you perform a Melee Attack, gain (1/2/3) defense for that attack if you have (2/3/4) pieces of the set equipped.



## Vestment of the Scarab: Garb

Anytime you perform a Intellect check, add 1 to your die result.

Whenever you Cast a Spell, your Defense is increased by 1.



## Orbs of the Scarab: Trinket

Whenever you perform a Rest Action gain an additional 2 health, 3 focus, and gain a new Spell from the deck or discard row.



## Ward of the Scarab: Hand

Whenever you Cast a Spell, your Defense is increased by 1.

**Limit 1x per turn:** When you perform a successful melee attack, you may also Cast a Spell.

# SPELL CARD APPENDIX



## Chain Lightning (Spell Attack)

Perform an Intellect check of 6. If successful, spend 3 focus to deal 1 damage to up to 2 **different** targets, each which are within 2 spaces of you along any path (cannot target the same enemy twice).



## Eagle's Swiftness

Perform an Intellect check of 3. If successful, spend 3 focus to perform a Missile Attack action with a weapon and add 3 to your die result for that attack.



## Claw of Darkness (Spell Attack)

Perform an Intellect check of 6. If successful, spend 4 focus and deal 3 damage to a target up to 2 spaces away along any path. If unsuccessful, move the torch down 1 space on the torch track.



## Elemental Charge

Perform a skill check of 5 using a skill of your choice. If successful, spend 2 focus to perform a movement up to your speed and deal 2 damage to all enemies in the space where your movement ends.



## Fireball (Spell Attack)

Perform an Intellect check of 7. If successful, spend 6 focus and deal 4 damage to a target up to 2 spaces away along any path.



## Conjurer's Gambit (Spell Attack)

Perform an Intellect check of 7. If successful, spend 5 focus and deal 4 damage to a target up to 3 spaces away along any path. If unsuccessful, add a goblin to your space.



## Giant's Strength

Perform a Intellect check of 3. If successful, spend 3 focus to perform a Melee Attack action with a weapon and add 3 to your die result for that attack.



## Cloud of Death (Spell Attack)

Perform an Intellect check of 6. If successful, spend 4 focus and deal 2 damage to all enemies within 1 space of you.



## Holy Abundance

Perform an Intellect check of 5. If successful, spend 4 focus for all heroes within 4 spaces (including yourself) to heal 3 health, gain 2 focus, and Heroes in your space (including you) discover a loot or spell from the discard row.



## Dark Bargain

Perform an Intellect check of 7. If successful, spend 4 focus for all heroes within 2 spaces of you (including yourself) to their maximum health and additionally, add a goblin to your space.



## Invisibility

Perform a skill check of 5 using a skill of your choice. If successful, spend 2 focus to perform a movement up to your speed. You may ignore enemies and damage from goblin and minion encounters during this movement. After your movement, you may perform 1 additional Heroic Action. The additional Heroic action performed is limited to 1x this turn.



## Delver's Luck

Perform a skill check of 7 using the skill of your choice. If successful, spend 4 focus and perform an additional action. If that action requires a skill check, add 3 to your die result.



## Tempest of Arrows (Spell Attack)

Perform an Intellect check of 6. If successful, spend 5 focus to deal 1 damage to all enemies within 1 space of you and additionally, you may target a single enemy for 2 damage that is up to 3 spaces away from you along any path. If the targeted enemy is within 1 space of you, they will take the 2 damage for being targeted as well as the 1 damage for the area effect.



## Dungeon Scry

Perform a skill check of 5 using a skill of your choice. If successful, spend 2 focus and reveal an unexplored room anywhere on the map. You may then perform an additional movement this turn OR perform an additional Heroic action (limit 1x this turn).

# POTION CARD APPENDIX POTIONS & PERILS MINI EXPANSION



## Bottle o' Energy

**Peril:** Immediately trigger Enemy Actions.

**Drink Potion- Free Action:** Move up to your Speed and perform 1 additional Heroic action this turn. The move and action may be done in any order. Discard after use.



## Magic Elixir

**Peril:** All Heroes lose 3 focus.

**Drink Potion- Free Action:** Gain focus up to your max amount. Discard after use.



## Epic Mug o' Ale

**Peril:** Place all heroes on the Entrance.

**Drink Potion- Free Action:** Gain 3 health and your Defense is increased by 5 this turn. Discard after use.



## Mind Tonic

**Peril:** Immediately trigger Enemy Actions.

**Drink Potion- Free Action:** Gain 4 focus and any Intellect checks have 5 added to their die result this turn. Discard after use.



## Haste Draught

**Peril:** Place all heroes on the Entrance.

**Drink Potion- Free Action:** Your Speed is increased by 3 and any Agility checks have 5 added to their die result this turn. Discard after use.



## Strength Philter

**Peril:** Add a Goblin to your space.

**Drink Potion- Free Action:** Your Defense is increased by 3 and any Strength checks have 5 added to their die result this turn. Discard after use.



## Healing Potion

**Peril:** All Heroes lose 2 health.

**Drink Potion- Free Action:** Heal to your max health. Discard after use.



## Witch's Brew

**Peril:** All Heroes lose 1 health and 2 focus.

**Drink Potion- Free Action:** Gain 3 health and 5 focus. Discard after use.

# ROOM CARD APPENDIX



## Arcane Altar

Perform an Intellect check of 5. If successful, spend 4 focus to move the torch token 2 spaces up the torch track.



## Feasthall

**Free Action:** Perform an Intellect check of 4. If successful, spend 3 focus and heal to max. If failed, lose 2 Health.



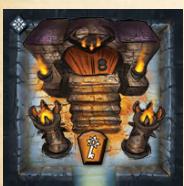
## Armory

**Free Action:** Perform a skill check of 7 using a skill of your choice. If successful, pick up 1 Loot from the discard row. If failed, move the torch down 1 space on the torch track.



## Goblin Bunks

**Trigger Trap:** When you move into this room you MUST perform an Agility check of 4. If successful, pick up 1 Loot from the discard row. If failed, add 1 Goblin to this room.



## Boss's Lair Door

**Free Action:** Once all Minions are killed, spend 1 Speed to enter the Boss' Lair (revealing the face-down Boss Mat if needed).



## Goblin Encounters (applies to multiple rooms)

Place 1 Goblin in this room. If this room was revealed by you moving into it, immediately take 1 damage.



## Bridge of Doom

**Trigger Trap:** When you move into this room you MUST perform a skill check of 7 using the skill of your choice. If you fail, take 2 damage.



## Graveyard

Perform a skill check of 7 using a skill of your choice. If successful, move the torch up 1 space on the torch track and pick up 1 Loot from the discard row.



## Buzzsaw

**Trigger Trap:** When you move into this room you MUST perform a skill check of 6 using the skill of your choice. If you fail, take 3 damage.



## Jeweled Chest

Perform an Agility check of 5. If successful, pick up 1 Loot/Spell from the discard row.



## Entrance

Heroes start the game here. Also, place 1 Altar token on this card at the beginning of the game.



## Library

**Free Action:** Spend 4 focus and discover a Spell from the deck or the discard row.



## Fire Vortex

**Trigger Trap:** When you move into this room you MUST perform a skill check of 6 using the skill of your choice. If you fail, take 3 damage.



## Locked Chest

Perform an Strength check of 5. If successful, pick up 1 Loot/Spell from the discard row



## Minion Encounters

Place 1 Minion in this room. If this room was revealed by you moving into it, immediately take 2 damage. Also, at the start of Final Battle, place 1 Altar Token on this card.



## Pharaoh's Tomb

Perform an Agility check of 5. If successful, pick up 1 Loot/Spell from the discard row.

# ROOM CARD APPENDIX CONTINUED



## Portal

**Free Action:** Spend 2 Focus to place your hero on any revealed room (cannot move onto the Boss Mat.)



## Vault

Perform an Intellect check of 5. If successful, pick up 1 Loot/Spell from the discard row



## Pulley Device

**Free Action:** Spend 4 focus and kill a goblin anywhere in the dungeon.



## Well

**Free Action:** Move the torch on the torch track down 1 and heal to max health.



## Shelby's Web

**Trigger Trap:** When you move into this room you MUST perform a skill check of 7 using the skill of your choice. If you fail, take 2 damage.

**Disarm Trap:** Perform a Strength check of 6. If you succeed, discover a Loot/Spell from the deck or the discard row.



## Witch's Cauldron

Perform an Intellect check of 5. If successful, gain 2 focus and discover 1 Spell from the deck or the discard row. If failed, move the torch down 1 space on the torch track.



## STORIES EXPANSION

### Bomb Stockpile

Perform a skill check of 5 using a skill of your choice. If successful, spend 2 focus to deal 1 damage to all enemies within 3 spaces of you.



### Divination Pool

**Free Action:** Spend 3 focus to reveal an unexplored room anywhere in the dungeon.



### Golden Phoenix

**Free Action:** Perform an Intellect check of 4. If successful, spend 4 focus for all heroes within 3 spaces (including yourself) to heal 3. If failed, lose 2 Focus.



### Prison

**Free Action:** Spend 3 focus to discover a loot or spell from the discard row.



### Stairs Down

Heroes regain health and focus equal to the spaces between the torch position on the torch track and the skull.



## POTIONS & PERILS MINI EXPANSION

### Mixy's Lab

**Free Action:** Spend 2 Focus to discover a Potion from the deck, resolving the Peril on it.

# GOBLIN CARD APPENDIX



## Boomy Goblin

**Speed:** 1    **Defense:** 4

**Reward:** Discover 1 Loot OR 1 Spell.

**Enemy Action:** If Boomy is within 2 rooms of a Hero: all Heroes within 2 rooms of Boomy's room lose 2 health. If not, move Boomy 1 space towards the closest Hero.

## STORIES EXPANSION



## Mighty Goblin

**Speed:** 1    **Defense:** 7

**Reward:** Discover 1 Loot AND gain 3 health.

**Enemy Action:** Mighty moves 1 room towards the closest Hero and all Heroes in Mighty's room lose 2 health times the number of Goblins in the dungeon (1 Goblin= 2 health, 2 Goblins = 4 health, etc.).



## Pokey Goblin

**Speed:** 3    **Defense:** 6

**Reward:** Discover 1 Loot AND reveal one unexplored room anywhere in the dungeon.

**Enemy Action:** If Pokey is within 1 room of a Hero: all Heroes within 1 room of Pokey's room lose 1 health times the number of Goblins in the dungeon (1 Goblin= 1 health, 2 Goblins = 2 health, etc.). If not, move Pokey 3 rooms towards the closest Hero.



## Spelly Goblin

**Speed:** 3    **Defense:** 5

**Reward:** Discover 1 Loot AND gain 5 focus.

**Enemy Action:** If Spelly is within 3 rooms of a Hero: Deal 1 damage times the number of Goblins in the dungeon, to all heroes in within 3 rooms of Spelly (1 Goblin= 1 health, 2 Goblins = 2 health, etc.). If not, move Spelly 3 rooms towards the closest Hero.



## Shooty Goblin

**Speed:** 2    **Defense:** 5

**Reward:** Discover 1 Loot OR gain 5 focus.

**Enemy Action:** Shooty moves 2 rooms towards the closest Hero AND all Heroes within 2 rooms of where Shooty ends their movement loses 1 health.

## POTIONS & PERILS MINI EXPANSION



## Mixy Goblin

**Speed:** 2    **Defense:** 5

**Reward:** Discover 1 Loot AND 1 Potion.

**Enemy Action:** Mixy moves 2 rooms towards the closest Hero and all Heroes within 2 rooms of Mixy lose 1 health times the number of Goblins in the dungeon, plus 1 (1 Goblin= 2 health, 2 Goblins = 3 health, etc.).



## Stabby Goblin

**Speed:** 4    **Defense:** 4

**Reward:** Discover 1 Loot OR gain 3 health.

**Enemy Action:** If Stabby is in the same room as a Hero: all Heroes in Stabby's room lose 1 health times the number of Goblins in the dungeon, plus 1 (1 Goblin= 2 health, 2 Goblins = 3 health, etc.) If not, move Stabby up to 4 rooms towards the closest Hero.



# MINION CARD APPENDIX



## Dire Serpent

**Health:** 6   **Speed:** 3   **Defense:** 5

**Melee Counter-Attack:** +4 to Enemy Die and Defense increases by 1.

**Missile/Spell Counter-Attack:** +2 to Enemy Die.

**Enemy Action:** Move 3 rooms towards the nearest Hero, then all Heroes in the same room as the Serpent lose 3 health.



## Troglodyte

**Health:** 7   **Speed:** 1   **Defense:** 5

**Melee Counter-Attack:** +2 to Enemy Die.

**Missile/Spell Counter-Attack:** +3 to Enemy Die.

**Enemy Action:** Move 1 room towards the nearest Hero, then all Heroes within 1 room as the Troglodyte lose 2 health and 2 focus.



## Dungeon Crawler

**Health:** 7   **Speed:** 2   **Defense:** 5

**Melee Counter-Attack:** +3 to Enemy Die.

**Missile/Spell Counter-Attack:** +2 to Enemy Die.

**Enemy Action:** Move 2 rooms towards the nearest Hero, then all Heroes within 1 room as the Crawler lose 2 health and 2 focus.



## Troll

**Health:** 7   **Speed:** 4   **Defense:** 4

**Melee Counter-Attack:** +3 to Enemy Die.

**Missile/Spell Counter-Attack:** +2 to Enemy Die.

**Enemy Action:** Move 4 rooms towards the nearest Hero, then all Heroes within 1 room as the Troll lose 1 health. Additionally add a Goblin to the Troll's space.



## Ogre

**Health:** 6   **Speed:** 4   **Defense:** 5

**Melee Counter-Attack:** +2 to Enemy Die and Defense increases by 2.

**Missile/Spell Counter-Attack:** +2 to Enemy Die.

**Enemy Action:** Move 4 rooms towards the nearest Hero, then all Heroes within 1 room as the Ogre lose 2 health.



## STORIES EXPANSION

### Fire Elemental

**Health:** 8   **Speed:** 1   **Defense:** 4

**Melee Counter-Attack:** +4 to Enemy Die.

**Missile/Spell Counter-Attack:** +2 to Enemy Die.

**Enemy Action:** Move 1 room towards the nearest Hero, then Heroes within 3 rooms of the Fire Elemental lose 2 health.



### Golem

**Health:** 8   **Speed:** 2   **Defense:** 5

**Melee Counter-Attack:** +4 to Enemy Die.

**Missile/Spell Counter-Attack:** +1 to Enemy Die and Defense increases by 3.

**Enemy Action:** Move 2 room towards the nearest Hero, then Heroes in the same room as the Golem lose 3 health.

## POTIONS & PERILS MINI EXPANSION



### Vampire Imp

**Health:** 8   **Speed:** 3   **Defense:** 4

**Melee Counter-Attack:** +3 to Enemy Die.

**Missile/Spell Counter-Attack:** +3 to Enemy Die and Defense increases by 2.

**Enemy Action:** Move 3 rooms towards the nearest Hero, then Heroes in the same room as the Imp lose 2 health. Additionally, Imp heals 2 health.



### Wraith

**Health:** 7   **Speed:** 6   **Defense:** 4

**Melee Counter-Attack:** +3 to Enemy Die.

**Missile/Spell Counter-Attack:** +1 to Enemy Die and Defense increases by 4.

**Enemy Action:** Move 6 room towards the nearest Hero, then Heroes in the same room as the Wraith lose 1 health and 3 focus.



## Minotaur

**Health:** 6   **Speed:** 5   **Defense:** 4

**Melee Counter-Attack:** +3 to Enemy Die and Defense increases by 2.

**Missile/Spell Counter-Attack:** +1 to Enemy Die.

**Enemy Action:** Move 5 rooms towards the nearest Hero, then all Heroes in the same room as the Minotaur lose 3 health.



## Skeleton

**Health:** 8   **Speed:** 3   **Defense:** 4

**Melee Counter-Attack:** +2 to Enemy Die.

**Missile/Spell Counter-Attack:** +3 to Enemy Die.

**Enemy Action:** Move 3 rooms towards the nearest Hero, then all Heroes in the same room as the Skeleton lose 2 health and 3 focus.

# Boss Mat Appendix



## The Dragon

Altar Space(s): 3   Speed: 3   Defense: 8

**Melee Counter-Attack:** +4 to Enemy Die.  
**Missile Counter-Attack:** +3 to Enemy Die.  
**Spell Counter-Attack:** After casting, Hero loses 2 focus.

**Inferno - Enemy Action:** Move 3 rooms towards the nearest Hero, then all Heroes within 4 rooms of Dragon lose 2 health.

**Scorch - Torch Die Effect:** All Heroes within 1 room of Dragon lose 2 health.

### Hero Space Effects (from left to right):

- Any Skill Check: add 3 to the die result.
- Agility Check: add 2 to the die result.
- Strength Check: add 2 to the die result.
- Immediately lose 1 health.
- **Lair Entrance:** Immediately lose 2 health.
- Immediately gain 2 focus.



## The Gorgon

Altar Space(s): 4   Speed: 2   Defense: 6

**Melee Counter-Attack:** +4 to Enemy Die.  
**Missile Counter-Attack:** +3 to Enemy Die.  
**Spell Counter-Attack:** +2 to Enemy Die.

**Choke Hold - Enemy Action:** Move 2 rooms towards the nearest Hero, then all Heroes within 3 rooms of Gorgon lose 2 health.

**Stone Gaze - Torch Die Effect:** All Heroes within 3 rooms of Gorgon lose 3 focus. Additionally, Gorgon heals 1 health (any 1 health marker).

### Hero Space Effects (from left to right):

- Agility Check: add 2 to the die result.
- Intellect Check: add 2 to the die result.
- Immediately gain 2 focus.
- Strength Check: add 2 to the die result.
- Roll 1 less Hero Die when performing any Skill Check (can not be 0).
- **Lair Entrance:** Roll 1 less Hero Die when performing any Skill Check (can not be 0).



## The Goblin King

Altar Space(s): 2   Speed: 1   Defense: 6

**Melee Counter-Attack:** +4 to Enemy Die.  
**Missile Counter-Attack:** +2 to Enemy Die.  
**Spell Counter-Attack:** +1 to Enemy Die.

**Get Over 'ere - Enemy Action:** Add a Goblin to the Entrance. Additionally, Goblin King heals 2 health (any 1 health marker).

**Give 'em the Stick - Torch Die Effect:** All Heroes within 2 room of a Goblin lose 1 health (resolve for each Goblin).

### Hero Space Effects (from left to right):

- Any Skill Check: add 2 to the die result.
- Any Skill Check: add 1 to the die result.
- Immediately gain 1 focus.
- Immediately add a Goblin to Entrance.
- **Lair Entrance:** Immediately add a Goblin to Entrance.
- Immediately gain 1 focus.



## The Hydra

Altar Space(s): 2, 4, 6   Speed: 2   Defense: 6

**Melee Counter-Attack:** +4 to Enemy Die.  
**Missile Counter-Attack:** +2 to Enemy Die.  
**Spell Counter-Attack:** +1 to Enemy Die.

**Bite - Enemy Action:** Move 2 rooms towards the nearest Hero, then all Heroes within 1 rooms of Hydra lose 2 health.

**Regrowth - Torch Die Effect:** Hydra heals 2 health (any 1 health marker).

### Hero Space Effects (from left to right):

- Immediately gain MAX health and focus.
- Immediately lose 1 health.
- Immediately lose 1 health.
- Hero may immediately move again.
- Immediately lose 1 health.
- **Lair Entrance:** Strength, Agility, or Intellect Checks: subtract 2 to the die result.

# BOSS MAT APPENDIX CONTINUED



## The Pharaoh

*Altar Space(s): 2, 4   Speed: 2   Defense: 7*

**Melee Counter-Attack:** +3 to Enemy Die.

**Missile Counter-Attack:** +2 to Enemy Die.

**Spell Counter-Attack:** After casting, Hero loses 2 focus.

**Plague - Enemy Action:** Move 2 rooms towards the nearest Hero, then all Heroes within 2 rooms of Pharaoh lose 2 health.

**Sacrifice - Torch Die Effect:** All Heroes within 3 room of Pharaoh must choose to lose 3 focus or discard one or their Spells from the game (if they do not have 3 focus to lose, they must discard a Spell).

### *Hero Space Effects (from left to right):*

- **Lair Entrance:** Immediately lose 2 focus.
- Immediately lose 1 focus.
- Intellect Check: add 2 to the die result.
- Agility Check: add 2 to the die result.
- Strength Check: add 2 to the die result..
- Immediately gain 2 focus.



## STORIES EXPANSION

### The Mind Lasher

*Altar Space(s): 1   Speed: 1   Defense: 7*

**Melee Counter-Attack:** +4 to Enemy Die.

**Missile Counter-Attack:** +3 to Enemy Die.

**Spell Counter-Attack:** After casting, Hero loses 2 health.

**Searing Thought - Enemy Action:** Move 1 rooms towards the nearest Hero, then all Heroes within 4 rooms of Lasher lose 1 health and 2 focus.

**Temporal Blip - Torch Die Effect:** All Heroes within 2 rooms of Lasher are placed on the Entrance of the dungeon.

### *Hero Space Effects (from left to right):*

- Any Skill Check: add 3 to the die result.
- Agility Check: add 2 to the die result.
- Strength Check: add 2 to the die result.
- Immediately gain 1 focus.
- Immediately lose 2 focus.
- **Lair Entrance:** Immediately lose 2 focus.



## The Seer

*Altar Space(s): 1, 4   Speed: 3   Defense: 6*

**Melee Counter-Attack:** +3 to Enemy Die.

**Missile Counter-Attack:** +4 to Enemy Die.

**Spell Counter-Attack:** After casting, Hero loses 3 focus.

**Mind Blade - Enemy Action:** Move 3 rooms towards the nearest Hero, then all Heroes within 1 room of lose 2 health and 1 focus.

**Cosmic Shift - Torch Die Effect:** Seer immediately moves to the Boss Mat (does nothing if already there). Additionally, Seer heals 2 health (any 1 health marker).

### *Hero Space Effects (from left to right):*

- **Lair Entrance:** Immediately lose 3 focus.
- Immediately lose 2 focus.
- Immediately gain 1 focus.
- Any Skill Check: add 1 to the die result.
- Immediately gain 1 focus.
- Any Skill Check: add 2 to the die result.

## The Tinkerer

*Altar Space(s): 2, 4   Speed: 4   Defense: 7*

**Melee Counter-Attack:** +5 to Enemy Die.

**Missile Counter-Attack:** +3 to Enemy Die.

**Spell Counter-Attack:** +1 to Enemy Die.

**Servo Slam - Enemy Action:** Move 4 rooms towards the nearest Hero, then all Heroes in the same room as Tinkerer lose 4 health.

**Static Field- Torch Die Effect:** All Heroes must choose to lose 2 health or 4 focus (if they do not have 4 focus, they must lose health).

### *Hero Space Effects (from left to right):*

- Immediately gain 3 focus, and for any Skill Check: add 3 to the die result.
- Immediately gain 2 focus, and for any Skill Check: add 2 to the die result.
- Immediately gain 1 focus.
- **Lair Entrance:** Immediately move the torch down 1 space, resolving any icon on that space.
- Immediately move the torch down 1 space, resolving any icon on that space.
- Immediately gain 2 focus.



# BOSS MAT APPENDIX CONTINUED

## POTIONS & PERILS MINI EXPANSION



### The Demon Lord

**Altar Space(s):** 3    **Speed:** 2    **Defense:** 6

**Melee Counter-Attack:** +5 to Enemy Die.

**Missile Counter-Attack:** +2 to Enemy Die.

**Spell Counter-Attack:** +3 to Enemy Die.

**Hellfire - Enemy Action:** Move 2 rooms towards the nearest Hero, then all Heroes within 2 rooms of Demon lose 2 health and 1 focus.

**Vaporize - Torch Die Effect:** All Heroes within 1 room of Demon must discard 1 Loot to the discard row if they are able.

#### *Hero Space Effects (from left to right):*

- Any Skill Check: add 1 to the die result.
- Immediately gain 1 focus.
- **Lair Entrance:** Immediately lose 2 health.
- Immediately lose 1 health.
- Immediately gain 1 focus.
- Any Skill Check: add 2 to the die result.



### The Lich

**Altar Space(s):** 2, 3    **Speed:** 2    **Defense:** 7

**Melee Counter-Attack:** +4 to Enemy Die.

**Missile Counter-Attack:** +2 to Enemy Die.

**Spell Counter-Attack:** After casting, Hero loses 2 focus.

**Soul Siphon - Enemy Action:** Move 2 rooms towards the nearest Hero, then all Heroes within 2 rooms of Lich lose 2 focus. Additionally, Lich heals 1 health (any 1 health marker).

**Corrosion- Torch Die Effect:** All Heroes within 1 room of Lich must choose to discard a Loot or Spell to the discard row if they are able.

#### *Hero Space Effects (from left to right):*

- Any Skill Check: add 2 to the die result.
- Immediately gain 1 focus.
- Any Skill Check: add 1 to the die result.
- Immediately gain 1 focus.
- Roll 1 less Hero Die when performing any Skill Check (can not be 0).
- **Lair Entrance:** Roll 1 less Hero Die when performing any Skill Check (can not be 0).

## TORCH MAT APPENDIX



**Skull- Torch Track Effect:** If the torch ever reaches this space, the players have lost the game.



**Skull- Fifth Goblin:** If the all four Goblins are in the dungeon and a fifth Goblin is added, the players have lost the game.



**Goblin Encounter- Torch Track Effect:** Add 1 Goblin to the Entrance.



**Enemy Action- Torch Track Effect:** Activate all enemies in the dungeon. Order:  
1. Heroes' abilities with the icon  
2. Goblins (numbers 1 to 4)  
3. Minions (from left to right)  
4. Bosses (from left to right)

## ACT 1 SIDE



**Explore- Free Action:** Move the torch down 1 space on the torch track to reveal all unexplored dungeon cards within 1 space of your Hero (max of 4 rooms).



**Minion Reward:** When you kill a Minion, move the torch up 6 spaces on the torch track and discover 2 Loot or Spells, in any combination.

## ACT 2 SIDE



**Taunt the Boss- Free Action:** Spend 2 focus to move the Boss its Speed, the number of rooms it moves, towards you.