

POSITIVE ENCOUNTERS

INSTRUCTIONS

Before your next adventure begins, Shuffle cards **2-15**, draw the top 6 cards and set aside.

Select a Celestial Guardian theme and set aside those 4 cards, for a total of 10:

16-19: Valkyrie Theme

20-23: Aasimar Theme

24-27: Unicorn Theme

Shuffle the 10 set-aside cards into the top half of the Encounter Deck.

EP16 Fan Project 2024

EP16 1/27

EVENT

SKILL CHECK

Circumstances remind you of some ancient lore that may be helpful.

+2 skill check bonus for Paladin, Cleric, or Wizard.

Roll a die for a **Lore** skill check:
1-10: Nothing happens. Discard this card.

11-20: Place this card with the Monster XP pile. Can be used to cancel an Encounter. Discard after using.

1 EXPERIENCE

EP16 Fan Project 2024

EP16 2/27

EVENT

SKILL CHECK

You come across an ancient evil symbol and whisper a prayer against it.

+2 skill check bonus for Paladin or Cleric.

Roll a die for a **Religion** skill check:
1-10: Nothing happens. Discard this card.

11-20: Place this card with the Monster XP pile. Can be used to cancel an Encounter. Discard after using.

1 EXPERIENCE

EP16 Fan Project 2024

EP16 3/27

EVENT

SKILL CHECK

A sudden rage fills you and encourages you to charge at your enemy.

+2 skill check bonus for Fighter, Barbarian, or Battlerager.

Roll a die for an **Intimidation** skill check:

1-10: Nothing happens. Discard this card.

11-20: Place this card with the Monster XP pile. Can be used to cancel an Encounter. In addition, move 1 enemy on the current Hero's tile up to 1 tile away in any direction. Discard after using.

1 EXPERIENCE

EP16 Fan Project 2024

EP16 4/27

EVENT

SKILL CHECK

You see an opportunity to step into a shadow and avoid being seen.

+2 skill check bonus for Rogue.

Roll a die for a **Stealth** skill check:
1-10: You attract attention to yourself. Discard this card and draw another Encounter.

11-20: Place this card with the Monster XP pile. Can be used to cancel an Encounter. In addition, any non-villain enemy that activates during the current Hero's Villain Phase will not target the Hero. Discard after using.

2 EXPERIENCE

EP16 Fan Project 2024

EP16 5/27

EVENT

SKILL CHECK

You party has become lost and cannot find your way forward.

+2 skill check bonus for Ranger or Archer.

Roll a die for a **Sense of Direction** skill check:

1-10: Pull a tile from the bottom of the tile stack and place it on the top, then Discard this card.

11-20: Place this card with the Monster XP pile. Can be used to cancel an Encounter. Discard after using.

2 EXPERIENCE

EP16 Fan Project 2024

EP16 6/27

EVENT

SKILL CHECK

You sense a magic trap and look around the area to see where the trigger might be.

+2 skill check bonus for Wizard.

Roll a die for an **Arcana** skill check:
1-10: Active Hero takes 1 HP Damage from magic, then Discard this card.

11-20: Place this card with the Monster XP pile. Can be used to cancel an Encounter. Discard after using.

2 EXPERIENCE

EP16 Fan Project 2024

EP16 7/27

EVENT

GUARD DOG ALLY

You come across a tired Guard Dog whose owner is gone, and it sees you as a friend.

Attack any 1 enemy with a **bite**, up to 2 tiles away from the active Hero.

	ATTACK	DAMAGE
Bite	+7	1
Discard this card.		

EP16 Fan Project 2024

EP16 8/27

EVENT

MERCENARY ALLY

You come across a lone surviving Mercenary from a fallen group, and he decides to jump in for one last fight.

Attack any 1 enemy with a **mace**, up to 1 tile away from the active Hero.

	ATTACK	DAMAGE
Mace	+8	1
Discard this card.		

EP16 Fan Project 2024

EP16 9/27



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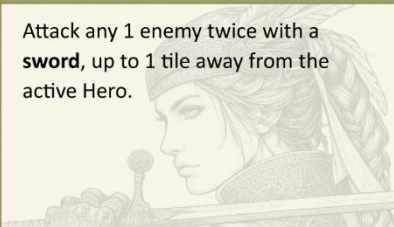


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EVENT
HERO ALLY

You come across a wounded Hero from another group, and she rises to help you with one last fight.

Attack any 1 enemy twice with a **sword**, up to 1 tile away from the active Hero.



	ATTACK	DAMAGE
Sword	+8	1

Discard this card.

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EP16 10/27

EVENT
FREE ACTION

Your enemy stumbles on a rock and loses its footing.

Place this card with the active Hero. Your Hero gains a free **Attack** action during your next Hero Phase.

Discard after using.

EP16 Fan Project 2024

EP16 11/27

EVENT
FREE ACTION

Your enemy is distracted for a moment by a loud horn blast coming from an unknown source.

Place this card with the active Hero. Your Hero gains a free **Move** action during your next Hero Phase.

Discard after using.

EP16 Fan Project 2024

EP16 12/27

EVENT
GOOD, BAD, OR NEUTRAL

A crashing sound is heard in the distance.

Roll a die:
1-10: Nothing happens.

11-15: Draw the next Monster card and place the figure anywhere up to 1 tile away from the active Hero.

16-20: Draw the next Encounter card.

Discard this card.

EP16 Fan Project 2024

EP16 13/27

EVENT
GOOD, BAD, OR NEUTRAL

A lunatic laughter echoes through the passages around you.

Roll a die:
1-10: Nothing happens.

11-15: Draw the next Monster card and place the figure anywhere up to 1 tile away from the active Hero.

16-20: Draw the next Encounter card.

Discard this card.

EP16 Fan Project 2024

EP16 14/27

EVENT
GOOD, BAD, OR NEUTRAL

A rumbling is felt in the ground under your feet.

Roll a die:
1-10: Nothing happens.

11-15: Draw the next Monster card and place the figure anywhere up to 1 tile away from the active Hero.

16-20: Draw the next Encounter card.

Discard this card.

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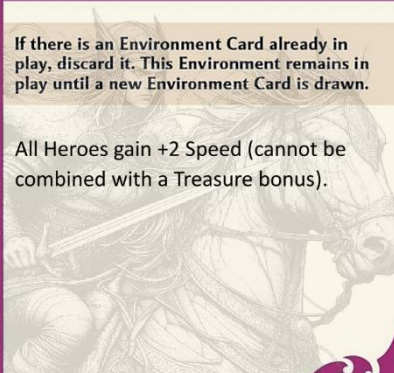
EP16 15/27

ENVIRONMENT
VALKYRIE RIDER

A warrior clad in gleaming armor and flowing hair descends from the heavens; her eyes filled with a fierce determination.

If there is an Environment Card already in play, discard it. This Environment remains in play until a new Environment Card is drawn.

All Heroes gain +2 Speed (cannot be combined with a Treasure bonus).



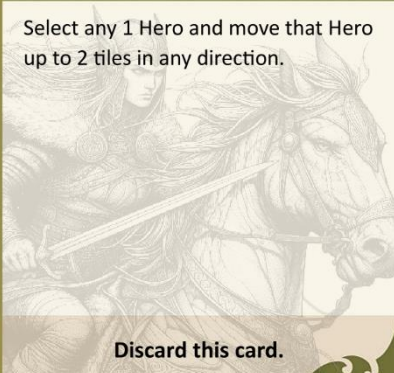
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EP16 16/27

EVENT
VALKYRIE CHARGE

A warrior clad in gleaming armor and flowing hair descends from the heavens; her eyes filled with a fierce determination.

Select any 1 Hero and move that Hero up to 2 tiles in any direction.



Discard this card.

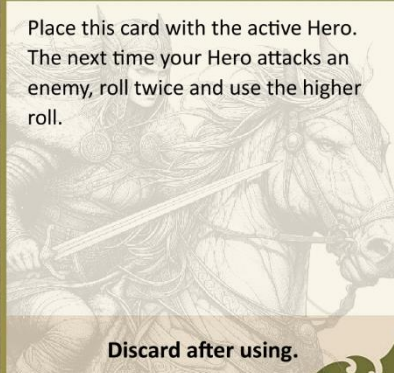
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EP16 17/27

EVENT
VALKYRIE ADVANTAGE

A warrior clad in gleaming armor and flowing hair descends from the heavens; her eyes filled with a fierce determination.

Place this card with the active Hero. The next time your Hero attacks an enemy, roll twice and use the higher roll.



Discard after using.

EP16 Fan Project 2024

EP16 18/27



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EVENT

VALKYRIE BLESSING

A warrior clad in gleaming armor and flowing hair descends from the heavens; her eyes filled with a fierce determination.

Choose one:

A) Look at the top 3 Encounters and return them to the deck in any order, then discard this card.

B) Place this card on top of the Encounter deck and discard the next time an Encounter should be drawn, instead of drawing an Encounter.

Discard after using.

EP16 Fan Project 2024

EP16 19/27

ENVIRONMENT

AASIMAR PROTECTOR

A towering, angelic figure with radiant wings and halo of light emerges from a blinding flash.

If there is an Environment Card already in play, discard it. This Environment remains in play until a new Environment Card is drawn.

All Heroes gain +2 AC (cannot be combined with a Treasure bonus).

EP16 Fan Project 2024

EP16 20/27

EVENT

AASIMAR'S ARMOR

A towering, angelic figure with radiant wings and halo of light emerges from a blinding flash.

Place this card with the active Hero. Stack 3 HP tokens on any tile to represent the Aasimar's Armor. The Armor has 15 AC, with no move or attack tactics.

Any monster or villain who enters the Armor tile or starts it's villain phase on the tile will target the HP stack until all tokens have been removed.

Discard after all tokens are removed.

EP16 Fan Project 2024

EP16 21/27

EVENT

AASIMAR ADVANTAGE

A towering, angelic figure with radiant wings and halo of light emerges from a blinding flash.

Place this card with the active Hero. The next time an enemy attacks your Hero, roll twice and use the lower roll.

Discard after using.

EP16 Fan Project 2024

EP16 22/27

EVENT

AASIMAR BLESSING

A towering, angelic figure with radiant wings and halo of light emerges from a blinding flash.

Choose one:

1) Look at the top 3 Monsters and return them to the deck in any order, then discard this card.

2) Place this card on top of the Monster deck and discard it the next time a monster should be drawn, instead of drawing a Monster.

Discard after using.

EP16 Fan Project 2024

EP16 23/27

ENVIRONMENT

UNICORN PRESENCE

A blinding light fills the room, revealing a majestic, white unicorn with a shimmering horn.

If there is an Environment Card already in play, discard it. This Environment remains in play until a new Environment Card is drawn.

The cost to cancel an Encounter is 4XP.

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EP16 24/27

EVENT

UNICORN MANIFEST

A blinding light fills the room, revealing a majestic, white unicorn with a shimmering horn.

Select any tile for the location where the Unicorn temporarily manifests. All monster or villain figures on the selected tile can be moved up to 1 tile away in any direction.

Discard this card.

EP16 Fan Project 2024

EP16 25/27

EVENT

UNICORN ADVANTAGE

A blinding light fills the room, revealing a majestic, white unicorn with a shimmering horn.

Place this card with the active Hero. The next time a monster or villain attacks your Hero and misses, your Hero can move up to his/her Speed value.

Discard after using.

EP16 Fan Project 2024

EP16 26/27

EVENT

UNICORN BLESSING

A blinding light fills the room, revealing a majestic, white unicorn with a shimmering horn.

Choose one:

1) Look at the top 3 Treasures and select 1 to trade with any current active Hero Treasure if desired. Return the traded/unused cards to the top of the deck in any order.

2) Remove 1 Condition from a Hero.

Discard this card.

EP16 Fan Project 2024

EP16 27/27



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