



ITEM RING OF SUMMONS

Open a portal to usher in a helpful Ally.

Use during your Hero Phase instead of moving.

Shuffle Ally Deck and draw the top Ally Card. Place figure on active Hero's tile. Ally activates immediately at the end of controlling Hero Phase.



Discard this card after using it.

Price: 2,000 gold

EP1 Fan Project 2023

EP1 1/6

ELF WARRIOR (ALLY)

FIGHTER

TACTICS **AC** **HP**
15 **3**

- ◆ If adjacent to a **Monster**, attack with a **sword**.
- ◆ If 1 tile away from a **Monster**, attack closest Monster with an **arrow**.
- ◆ Otherwise, move 1 tile towards the closest Monster.



	ATTACK	DAMAGE
Sword:	+8	1
Arrow:	+7	2 (Miss: 1)

Elf Warrior counts as a Hero for the purpose of Monster tactics.

EP1 Fan Project 2023

EP1 2/6

KNIGHT (ALLY)

FIGHTER

TACTICS **AC** **HP**
16 **4**

- ◆ If within 1 tile of a **Monster**, move adjacent to the closest Monster and attack with a **sword**.
- ◆ Otherwise, move 1 tile towards the closest Monster.



Strike Back: If a Monster attacks and misses, the Knight immediately attacks back.

ATTACK	DAMAGE
+8	1

Knight counts as a Hero for the purpose of Monster tactics.

EP1 Fan Project 2023

EP1 3/6

WIZARD (ALLY) WIZARD

TACTICS **AC** **HP**
13 **3**

- ◆ If on a tile with a **Monster**, cast one of these spells: Teleport, Throw Enemies, or Paralyzing Touch.
- ◆ Otherwise, cast one of these spells: Charm, Ray of Frost, Ice Storm, Lightning Bolt, or Fireball. Then move 1 tile toward the controlling Hero.



Ally counts as a Hero for the purpose of Monster tactics.

EP1 Fan Project 2023

EP1 4/6

RAVEN SWARM (ALLY)

ANIMAL

TACTICS **AC** **HP**
14 **4**

- ◆ If within 2 tiles of a **Monster**, move adjacent to the closest Monster and attack all Monsters on the same tile with **beaks**.
- ◆ Otherwise, move 2 tiles toward the closest Monster.



Swarm: All Monsters on the same tile as the Ravens have -1 for attack rolls.

ATTACK	DAMAGE
+8	1

Swarm counts as a Hero for the purpose of Monster tactics.

EP1 Fan Project 2023

EP1 5/6

GRIFFIN (ALLY)

MAGIC BEAST

TACTICS **AC** **HP**
15 **5**

- ◆ If adjacent to a **Monster**, attack twice with **claws**.
- ◆ If within 2 tiles of a **Monster**, move adjacent to the closest Monster and attack with **beak**.
- ◆ Otherwise, move 2 tiles in any direction.



	ATTACK	DAMAGE
Claw:	+8	1
Beak:	+7	2

Griffin counts as a Hero for the purpose of Monster tactics.

EP1 Fan Project 2023

EP1 6/6



ADVENTURE



ADVENTURE



TREASURE



ADVENTURE



ADVENTURE



ADVENTURE



EVENT
THUG AMBUSH

Out of the shadows comes an ambush from a gang of Thugs!

Place a new tile from the bottom of the stack on the closest unexplored edge. Active Hero places the Thug Leader on the new tile. Then each other Player in turn places a Thug on the same tile as their Hero.

Thug Leader activates during current Villain Phase, and each Thug after that activates during the Villain Phase for the controlling Hero.

Discard this card.

EP2 Fan Project 2023 EP2 1/6

THUG LEADER
ROGUE

TACTICS AC HP
15 3

- ◆ If adjacent to a Hero, attack twice with a sword.
- ◆ If 1 tile away from a Hero, attack closest Hero with a thrown dagger.
- ◆ Otherwise, move 1 tile towards the closest Hero.

	ATTACK	DAMAGE
Sword:	+8	1
Dagger:	+7	1

3 EXPERIENCE

EP2 Fan Project 2023 EP2 2/6

THUG
ROGUE

TACTICS AC HP
12 1

- ◆ If within 1 tile of a Hero, move adjacent to the closest Hero and attack with dagger.
- ◆ Otherwise, move 1 tile towards the closest Hero.

Ambush: Thug gains +1 to attack roll when activated.

ATTACK	DAMAGE
+6	1

1 EXPERIENCE

EP2 Fan Project 2023 EP2 3/6

THUG
ROGUE

TACTICS AC HP
12 1

- ◆ If within 1 tile of a Hero, move adjacent to the closest Hero and attack with dagger.
- ◆ Otherwise, move 1 tile towards the closest Hero.

Ambush: Thug gains +1 to attack roll when activated.

ATTACK	DAMAGE
+6	1

1 EXPERIENCE

EP2 Fan Project 2023 EP2 4/6

THUG
ROGUE

TACTICS AC HP
12 1

- ◆ If within 1 tile of a Hero, move adjacent to the closest Hero and attack with dagger.
- ◆ Otherwise, move 1 tile towards the closest Hero.

Ambush: Thug gains +1 to attack roll when activated.

ATTACK	DAMAGE
+6	1

1 EXPERIENCE

EP2 Fan Project 2023 EP2 5/6

THUG
ROGUE

TACTICS AC HP
12 1

- ◆ If within 1 tile of a Hero, move adjacent to the closest Hero and attack with dagger.
- ◆ Otherwise, move 1 tile towards the closest Hero.

Ambush: Thug gains +1 to attack roll when activated.

ATTACK	DAMAGE
+6	1

1 EXPERIENCE

EP2 Fan Project 2023 EP2 6/6





EVENT LICH HUNTER

You have become the target of a Lich Hunter and its Hounds!

Place a new tile from the bottom of the stack on the closest unexplored edge. Active Hero places the Lich Hunter on the new tile. Then each other Player in turn places a Hell Hound on the closest unexplored edge to their Hero.

Lich Hunter activates during current Villain Phase, and each Hell Hound after that activates during the Villain Phase for the controlling Hero.

Discard this card.

EP3 Fan Project 2023

EP3 1/6

LICH HUNTER

UNDEAD

TACTICS **AC 17 HP 5**

- ◆ If adjacent to a Hero, attack with **death touch**.
- ◆ Otherwise, move 1 tile towards the closest Hero.

Drain Soul Energy: On natural attack roll of 17+, Hero permanently removes 1 Power Card of choice.

ATTACK

+10

DAMAGE

2

5 EXPERIENCE

EP3 Fan Project 2023

EP3 2/6

HELL HOUND

DEMONIAC

TACTICS **AC 15 HP 1**

- ◆ If adjacent to a Hero, attack with a **bite**.
- ◆ If within 1 tile of a Hero, attack all Heroes on the closest tile with **fire**.
- ◆ Otherwise, move 1 tile towards the closest Hero.

Exuding Fire: Any Hero who makes an adjacent attack suffers 1 HP Damage from fire.

ATTACK

Bite: +9

DAMAGE

2

Fire: +7

1

2 EXPERIENCE

EP3 Fan Project 2023

EP3 3/6

HELL HOUND

DEMONIAC

TACTICS **AC 15 HP 1**

- ◆ If adjacent to a Hero, attack with a **bite**.
- ◆ If within 1 tile of a Hero, attack all Heroes on the closest tile with **fire**.
- ◆ Otherwise, move 1 tile towards the closest Hero.

Exuding Fire: Any Hero who makes an adjacent attack suffers 1 HP Damage from fire.

ATTACK

Bite: +9

DAMAGE

2

Fire: +7

1

2 EXPERIENCE

EP3 Fan Project 2023

EP3 4/6

HELL HOUND

DEMONIAC

TACTICS **AC 15 HP 1**

- ◆ If adjacent to a Hero, attack with a **bite**.
- ◆ If within 1 tile of a Hero, attack all Heroes on the closest tile with **fire**.
- ◆ Otherwise, move 1 tile towards the closest Hero.

Exuding Fire: Any Hero who makes an adjacent attack suffers 1 HP Damage from fire.

ATTACK

Bite: +9

DAMAGE

2

Fire: +7

1

2 EXPERIENCE

EP3 Fan Project 2023

EP3 5/6

HELL HOUND

DEMONIAC

TACTICS **AC 15 HP 1**

- ◆ If adjacent to a Hero, attack with a **bite**.
- ◆ If within 1 tile of a Hero, attack all Heroes on the closest tile with **fire**.
- ◆ Otherwise, move 1 tile towards the closest Hero.

Exuding Fire: Any Hero who makes an adjacent attack suffers 1 HP Damage from fire.

ATTACK

Bite: +9

DAMAGE

2

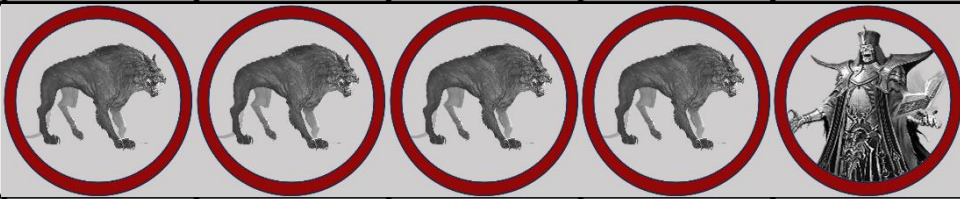
Fire: +7

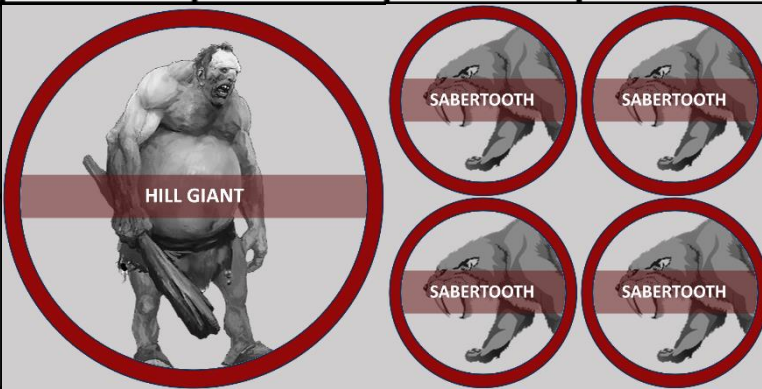
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2 EXPERIENCE

EP3 Fan Project 2023

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CHAMBER GIANT'S CAVE

Place the Hill Giant figure on any Chamber tile. Starting with the next Hero after the active Hero, each player places a Sabertooth on a Chamber tile. Place Monsters first.

The Hill Giant activates during current Villain Phase, and each Sabertooth after that activates during the Villain Phase for the controlling Hero.

GOAL: Defeat the Hill Giant!

This card cannot be canceled.

EP4 Fan Project 2023

EP4

1/6

HILL GIANT GIANT

AC HP

TACTICS

16 5

- ◆ If on a tile with a Hero, attack the closest Hero with a **stomp**.
- ◆ If 1 tile away from a Hero, attack closest Hero with a **club**.
- ◆ Otherwise, move 1 tile towards the closest Hero.

After each activation, pass this card to the player on the right.

	ATTACK	DAMAGE
Stomp:	+10	2 and Dazed.
Club:	+9	1 and move Hero 1 tile away.

5 EXPERIENCE

EP4 Fan Project 2023

EP4

2/6

SABERTOOTH TIGER ANIMAL

AC HP

TACTICS

15 2

- ◆ If adjacent to a Hero, attack twice with **claws**.
- ◆ If within 2 tiles of a Hero, move adjacent and attack with a **bite**.
- ◆ Otherwise, move 2 tiles towards the closest Hero.

	ATTACK	DAMAGE
Bite:	+9	2
Claw:	+8	1

2 EXPERIENCE

EP4 Fan Project 2023

EP4

3/6

SABERTOOTH TIGER ANIMAL

AC HP

TACTICS

15 2

- ◆ If adjacent to a Hero, attack twice with **claws**.
- ◆ If within 2 tiles of a Hero, move adjacent and attack with a **bite**.
- ◆ Otherwise, move 2 tiles towards the closest Hero.

	ATTACK	DAMAGE
Bite:	+9	2
Claw:	+8	1

2 EXPERIENCE

EP4 Fan Project 2023

EP4

4/6

SABERTOOTH TIGER ANIMAL

AC HP

TACTICS

15 2

- ◆ If adjacent to a Hero, attack twice with **claws**.
- ◆ If within 2 tiles of a Hero, move adjacent and attack with a **bite**.
- ◆ Otherwise, move 2 tiles towards the closest Hero.

	ATTACK	DAMAGE
Bite:	+9	2
Claw:	+8	1

2 EXPERIENCE

EP4 Fan Project 2023

EP4

5/6

SABERTOOTH TIGER ANIMAL

AC HP

TACTICS

15 2

- ◆ If adjacent to a Hero, attack twice with **claws**.
- ◆ If within 2 tiles of a Hero, move adjacent and attack with a **bite**.
- ◆ Otherwise, move 2 tiles towards the closest Hero.

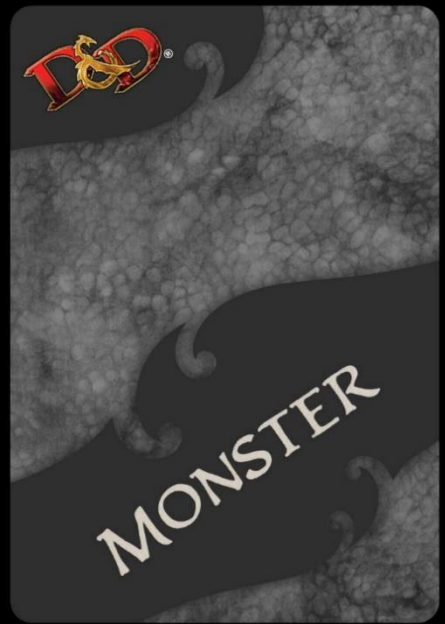
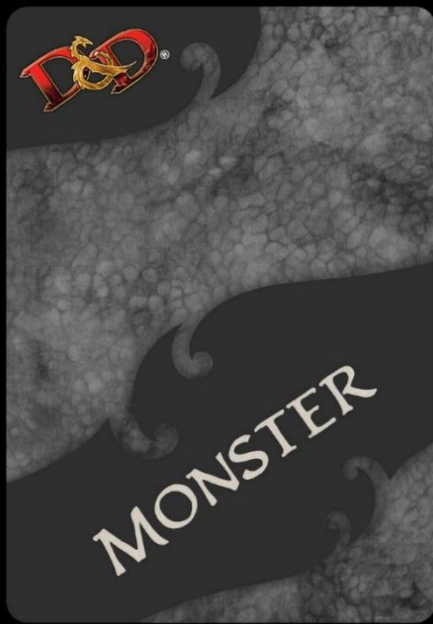
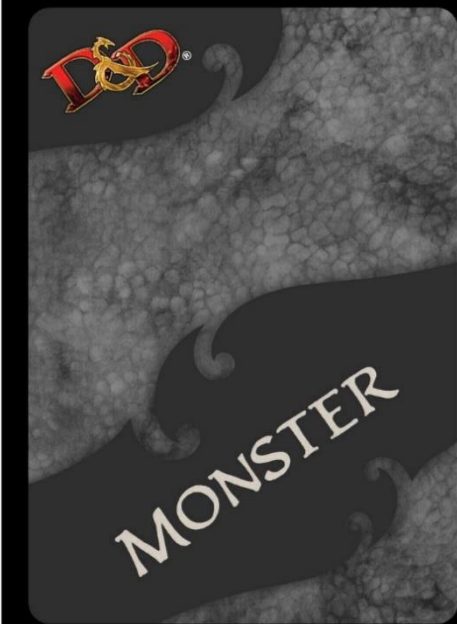
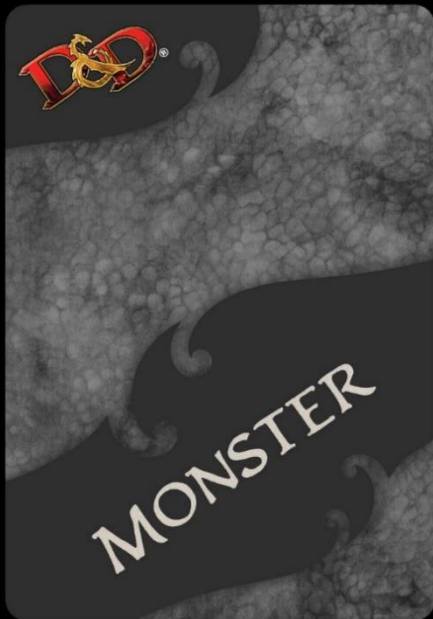
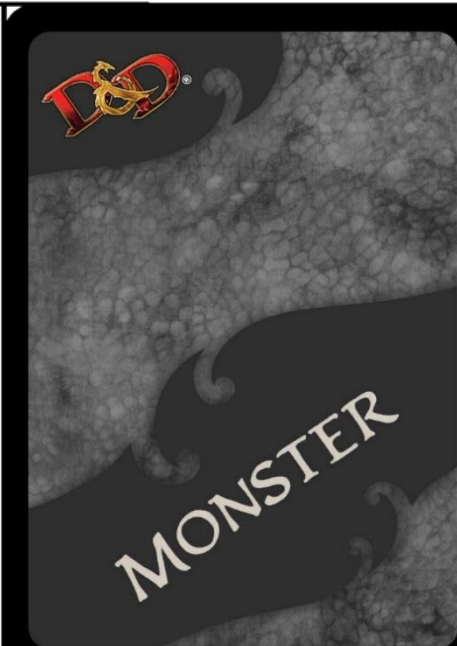
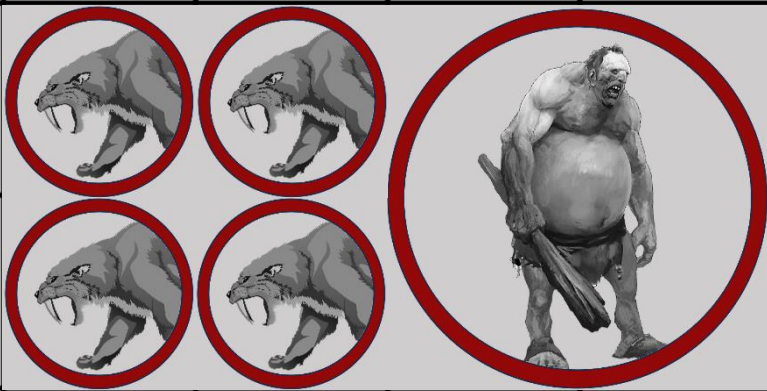
	ATTACK	DAMAGE
Bite:	+9	2
Claw:	+8	1

2 EXPERIENCE

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EP4

6/6



SPELL DECK

If a Monster or Ally casts a single Spell, pull that Spell directly from the deck.

If a Monster or Ally can cast multiple Spells, shuffle the Spell deck and pull from the top until the first matching Spell is found.

EP3 Fan Project 2023

EP5 1/9

SPELL

TELEPORT

The caster grabs all allies who are close and moves them to safety – or quickly into battle!

Caster selects a tile up to 2 tiles away. Move caster and all allies on the same tile as the caster to the selected tile.

A Monster caster will select a tile that is most beneficial for attacking.

EP5 Fan Project 2023

EP5 2/9

SPELL

THROW ENEMIES

The caster sends out a burst of energy that pushes away adjacent enemies.

Attack all enemies on the same tile as caster.

ATTACK

+9

DAMAGE

1 and move enemy 1 tile away.

EP5 Fan Project 2023

EP5 3/9

SPELL

PARALYZING TOUCH

The caster touches an enemy and paralyzes them for a moment.

Attack 1 adjacent enemy. If successful, place card next to enemy to represent being paralyzed. Enemy loses 1 turn, then return this card to Spell deck.

A Monster caster targets any adjacent Hero.

ATTACK

+9

DAMAGE

Special.

EP5 Fan Project 2023

EP5 4/9

SPELL

CHARM

The caster entralls an enemy momentarily, turning it against its own allies.

Attack 1 enemy within 1 tile of the caster. If successful, move that enemy adjacent to another enemy within 1 tile of it and deal 2 damage to the second enemy.

A Monster caster targets the nearest Hero within 1 tile and forces them to move adjacent to the closest Hero and deal 2 damage to them.

ATTACK

+9

DAMAGE

Special.

EP5 Fan Project 2023

EP5 5/9

SPELL

RAY OF FROST

A blistering ray of white frost streaks to the caster's target, slowing its reactions.

Attack 1 enemy within 2 tiles of the caster.

A Monster caster targets the Hero with the fewest Hit Points within 2 tiles.

ATTACK

+7

DAMAGE

1 and Dazed.

EP5 Fan Project 2023

EP5 6/9

SPELL

ICE STORM

The caster emanates such cold as to create an ice storm covering a small area.

Choose any tile. Attack each enemy on that tile.

A Monster caster targets the tile with the most Heroes on it.

ATTACK

+6

DAMAGE

2 Miss: 1 Damage.

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SPELL

LIGHTNING BOLT

Brilliant bolts of blue-white lightning erupt from the caster's outstretched hand.

Attack 1, 2, or 3 enemies. Each enemy must be within 1 tile of the caster.

A Monster caster targets the 3 Heroes with the fewest Hit Points within 1 tile of the caster.

ATTACK

+7

DAMAGE

2 Miss: 1 Damage.

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SPELL

FIREBALL

A globe of orange flame forms in the caster's hand and they hurl it. It explodes in a fiery blast.

Choose a tile 1 tile away from the caster. Attack each enemy on that tile.

A Monster caster targets the tile with the most Heroes on it within 1 tile of the caster.

ATTACK

+7

DAMAGE

3 Miss: 1 Damage.

EP5 Fan Project 2023

EP5 9/9



SPELL DECK



SPELL DECK



SPELL DECK



SPELL DECK



SPELL DECK



SPELL DECK



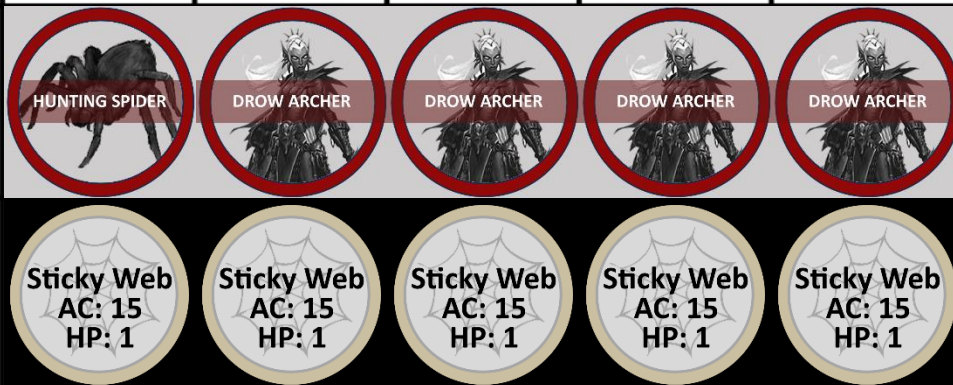
SPELL DECK



SPELL DECK



SPELL DECK



EVENT DROW RAIDERS

Out of a secret door from the Underdark comes an ambush from the Drow!

Place a new tile from the bottom of the stack on the closest unexplored edge. Active Hero places the Hunting Spider on the new tile. Then each other Player in turn places a Drow Archer on the closest unexplored edge to their Hero.

Hunting Spider activates during current Villain Phase, and each Drow Archer after that activates during the Villain Phase for the controlling Hero.

Discard this card.

EP6 Fan Project 2023

EP6 1/6

HUNTING SPIDER VERMIN

TACTICS **AC 14 HP 3**

- ◆ If adjacent to a Hero, attack with a **bite**.
- ◆ If 1 tile away from a Hero, attack closest Hero with **web**.
- ◆ Otherwise, move 2 tiles towards the closest Hero.

Sticky Web: Place a Web token on a Hero who is hit by web. Hero cannot move or attack a Monster until web is successfully attacked.

	ATTACK	DAMAGE
Bite:	+8	1 and poisoned
Web:	+11	Special: Sticky Web

3 EXPERIENCE

EP6 Fan Project 2023

EP6 2/6

DROW ARCHER DROW

TACTICS **AC 13 HP 2**

- ◆ If adjacent to a Hero, attack with a **dagger**.
- ◆ If within 2 tiles of a Hero, attack closest Hero with an **arrow**.
- ◆ Otherwise, move 1 tile towards the closest Hero.

	ATTACK	DAMAGE
Dagger:	+8	1
Arrow:	+7	2 and Poisoned.

2 EXPERIENCE

EP6 Fan Project 2023

EP6 3/6

DROW ARCHER DROW

TACTICS **AC 13 HP 2**

- ◆ If adjacent to a Hero, attack with a **dagger**.
- ◆ If within 2 tiles of a Hero, attack closest Hero with an **arrow**.
- ◆ Otherwise, move 1 tile towards the closest Hero.

	ATTACK	DAMAGE
Dagger:	+8	1
Arrow:	+7	2 and Poisoned.

2 EXPERIENCE

EP6 Fan Project 2023

EP6 4/6

DROW ARCHER DROW

TACTICS **AC 13 HP 2**

- ◆ If adjacent to a Hero, attack with a **dagger**.
- ◆ If within 2 tiles of a Hero, attack closest Hero with an **arrow**.
- ◆ Otherwise, move 1 tile towards the closest Hero.

	ATTACK	DAMAGE
Dagger:	+8	1
Arrow:	+7	2 and Poisoned.

2 EXPERIENCE

EP6 Fan Project 2023

EP6 5/6

DROW ARCHER DROW

TACTICS **AC 13 HP 2**

- ◆ If adjacent to a Hero, attack with a **dagger**.
- ◆ If within 2 tiles of a Hero, attack closest Hero with an **arrow**.
- ◆ Otherwise, move 1 tile towards the closest Hero.

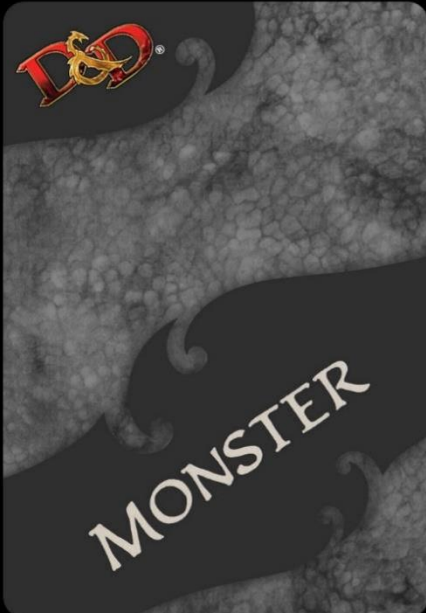
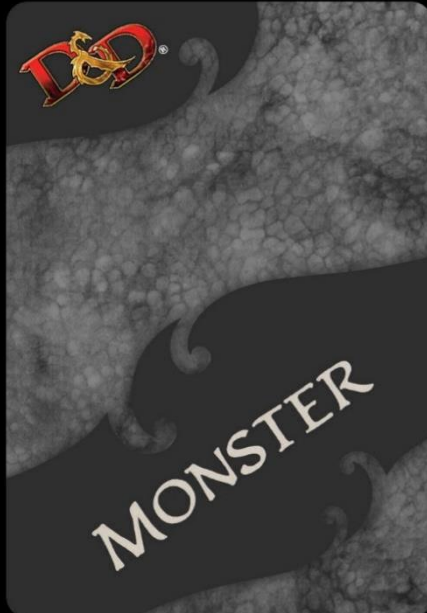
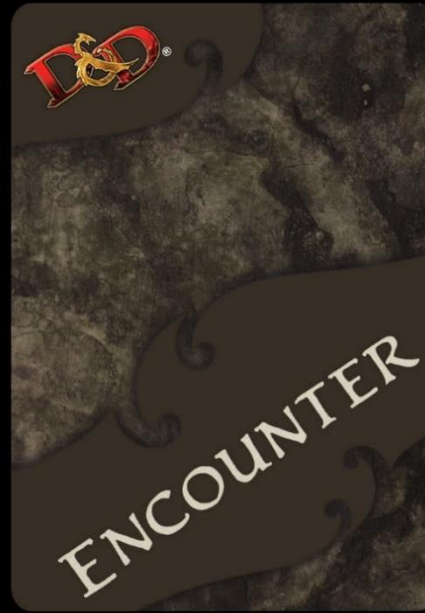
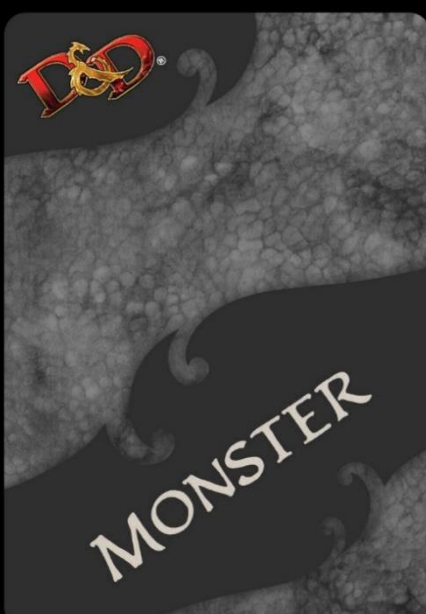
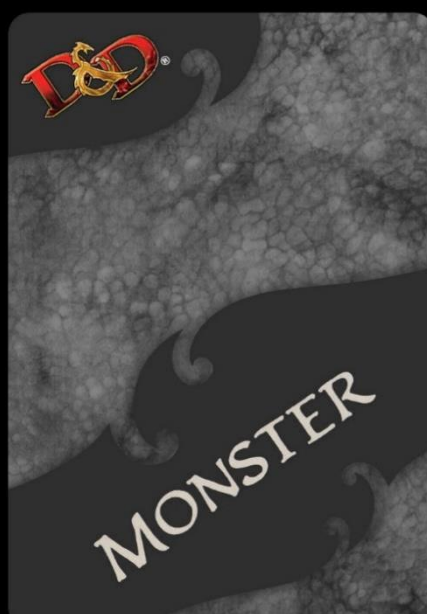
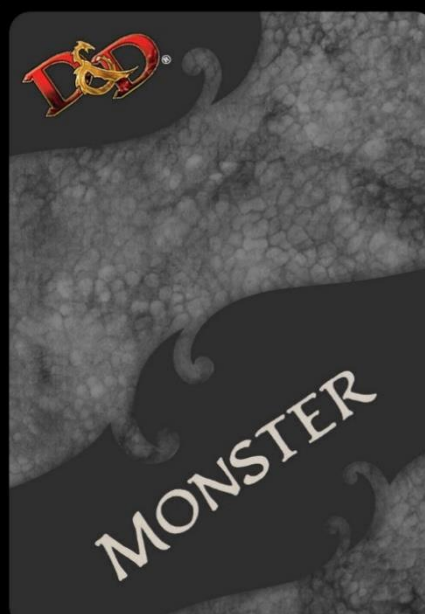
	ATTACK	DAMAGE
Dagger:	+8	1
Arrow:	+7	2 and Poisoned.

2 EXPERIENCE

EP6 Fan Project 2023

EP6 6/6

								
			 Sticky Web AC: 15 HP: 1	 Sticky Web AC: 15 HP: 1	 Sticky Web AC: 15 HP: 1	 Sticky Web AC: 15 HP: 1	 Sticky Web AC: 15 HP: 1	

  MONSTER	  MONSTER	  ENCOUNTER
  MONSTER	  MONSTER	  MONSTER



EVENT WORG RIDERS

You have been spotted by a patrol of Worg Riders!

Place a new tile from the bottom of the stack on the closest unexplored edge. Starting with the active Hero, each player places a Worg Rider on the new tile.

Each Worg Rider activates during the Villain Phase for the controlling Hero.

Discard this card.

EP7 Fan Project 2023

EP7 1/6

WORG RIDER

ORC

TACTICS

AC HP
15 2



- ◆ If within 2 tiles of the controlling Hero, move adjacent to the controlling Hero and attack first with a **bite**. Then attack the same Hero again with a **sword**.
- ◆ Otherwise, move 2 tiles towards the controlling Hero.

	ATTACK	DAMAGE
Bite:	+9	2
Sword:	+7	1

2 EXPERIENCE

EP7 Fan Project 2023

EP7 2/6

WORG RIDER

ORC

TACTICS

AC HP
15 2



- ◆ If within 2 tiles of the controlling Hero, move adjacent to the controlling Hero and attack first with a **bite**. Then attack the same Hero again with a **sword**.
- ◆ Otherwise, move 2 tiles towards the controlling Hero.

	ATTACK	DAMAGE
Bite:	+9	2
Sword:	+7	1

2 EXPERIENCE

EP7 Fan Project 2023

EP7 3/6

WORG RIDER

ORC

TACTICS

AC HP
15 2



- ◆ If within 2 tiles of the controlling Hero, move adjacent to the controlling Hero and attack first with a **bite**. Then attack the same Hero again with a **sword**.
- ◆ Otherwise, move 2 tiles towards the controlling Hero.

	ATTACK	DAMAGE
Bite:	+9	2
Sword:	+7	1

2 EXPERIENCE

EP7 Fan Project 2023

EP7 4/6

WORG RIDER

ORC

TACTICS

AC HP
15 2



- ◆ If within 2 tiles of the controlling Hero, move adjacent to the controlling Hero and attack first with a **bite**. Then attack the same Hero again with a **sword**.
- ◆ Otherwise, move 2 tiles towards the controlling Hero.

	ATTACK	DAMAGE
Bite:	+9	2
Sword:	+7	1

2 EXPERIENCE

EP7 Fan Project 2023

EP7 5/6

WORG RIDER

ORC

TACTICS

AC HP
15 2



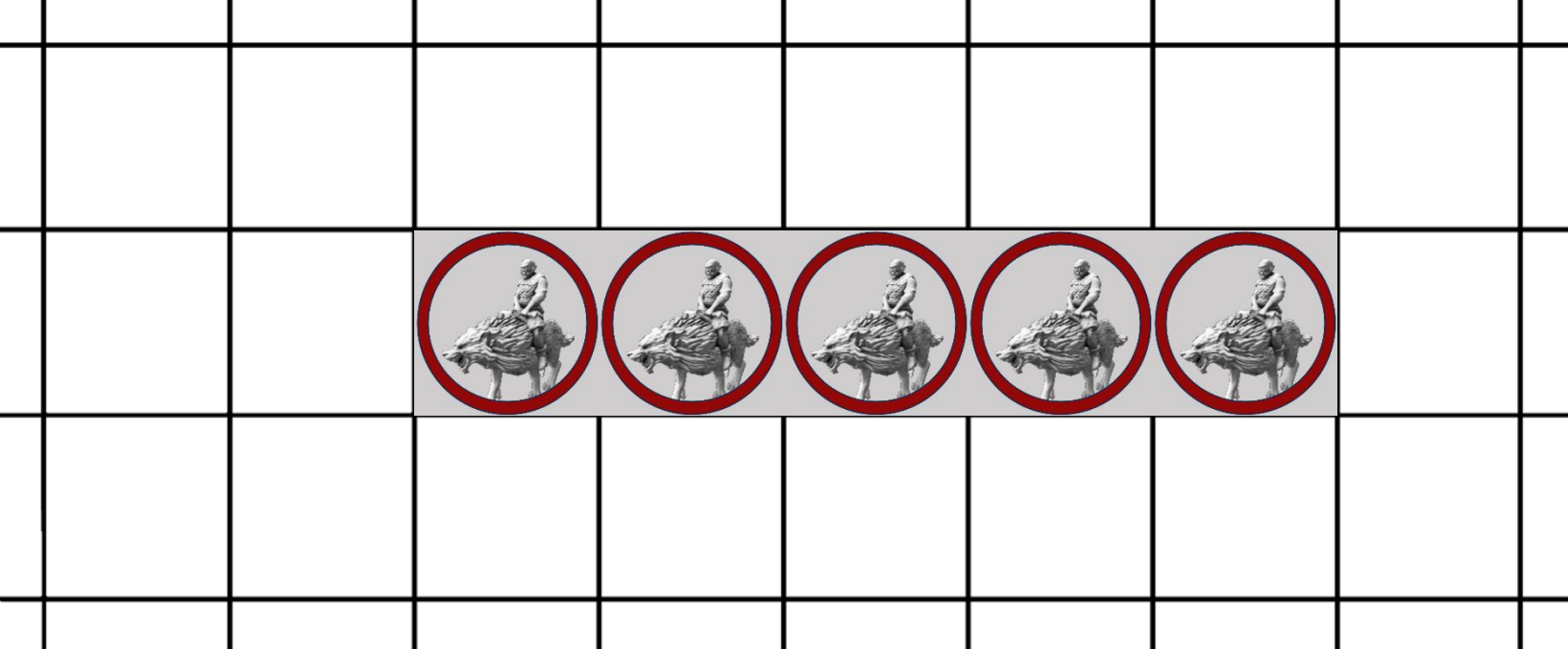
- ◆ If within 2 tiles of the controlling Hero, move adjacent to the controlling Hero and attack first with a **bite**. Then attack the same Hero again with a **sword**.
- ◆ Otherwise, move 2 tiles towards the controlling Hero.

	ATTACK	DAMAGE
Bite:	+9	2
Sword:	+7	1

2 EXPERIENCE

EP7 Fan Project 2023

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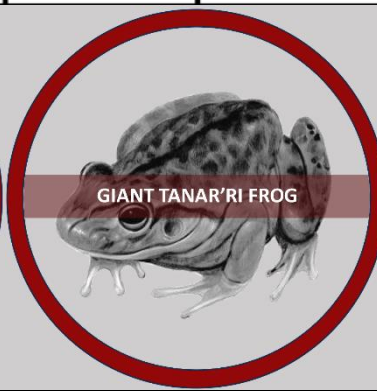




GIANT BLACK WIDOW



GIANT YETI



GIANT TANAR'RI FROG



DROW WIZARD



PHANTOM MENACE

EVENT UNDERDARK TERROR

From the shadows of the Underdark comes a terrifying enemy.

Place a new tile from the bottom of the stack on the closest unexplored edge.

Shuffle the Underdark Terror deck and pull the top card. Place the corresponding figure on the new tile.

Discard this card.

EP8 Fan Project 2023

EP8 1/6

GIANT BLACK WIDOW

VERMIN

TACTICS

AC 15

HP 5

- ◆ If on the same tile with more than 1 Hero, attack each Hero separately with a **leg**.
- ◆ If within 1 tile of a Hero, move adjacent to the closest Hero and attack with a **bite**.
- ◆ Otherwise, move 2 tiles towards the closest Hero.

	ATTACK	DAMAGE
Leg:	+8	1
Bite:	+8	2 and Poisoned.

5 EXPERIENCE

EP8 Fan Project 2023

EP8 2/6

GIANT YETI

ANIMAL

TACTICS

AC 16

HP 5

- ◆ If within 1 tile of a Hero, attack with a **claw**. If successful, attack the same Hero again with a **bite**.
- ◆ Otherwise, move 1 tile towards the closest Hero.

After each activation, pass this card to the player on the right.

	ATTACK	DAMAGE
Claw:	+8	1 and move Hero adjacent.
Bite:	+8	2

5 EXPERIENCE

EP8 Fan Project 2023

EP8 3/6

GIANT TANAR'RI FROG

DEMONIAC

TACTICS

AC 15

HP 5

- ◆ If on the same tile as a Hero, attack all Heroes on the same tile with **squish**.
- ◆ If 1 tile away from a Hero, attack closest Hero with **tongue**.
- ◆ Otherwise, move 1 tile towards the closest Hero.

Oozing Magic Slime: An enemy who makes an adjacent attack and misses becomes Dazed from *Slime*.

	ATTACK	DAMAGE
Squish:	+8	2
Tongue:	+8	1 and move Hero adjacent.

5 EXPERIENCE

EP8 Fan Project 2023

EP8 4/6

DROW WIZARD

DROW

TACTICS

AC 14

HP 4

- ◆ If on a tile with a Hero, cast the Throw Enemies spell.
- ◆ Otherwise, cast one of these spells: Charm, Ray of Frost, Ice Storm, Lightning Bolt, or Fireball. Then move 1 tile toward the closest Hero.

After each activation, pass this card to the player on the right.

4 EXPERIENCE

EP8 Fan Project 2023

EP8 5/6

PHANTOM MENACE

UNDEAD

TACTICS

AC 16

HP 4

- ◆ If within 1 tile of a Hero, move adjacent to the closest Hero and attack all Heroes on the same tile with **psychic terror**.
- ◆ Otherwise, move 1 tile towards the closest Hero.

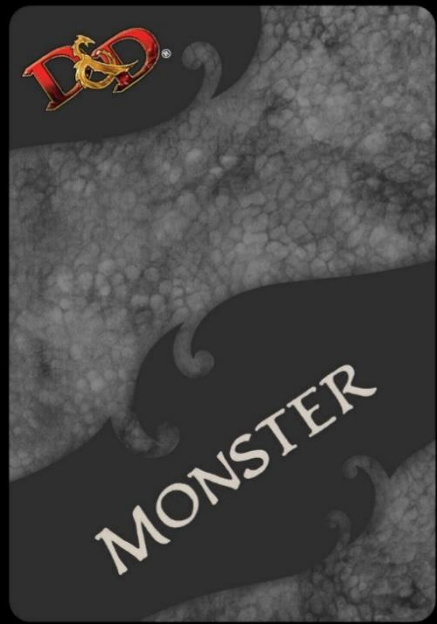
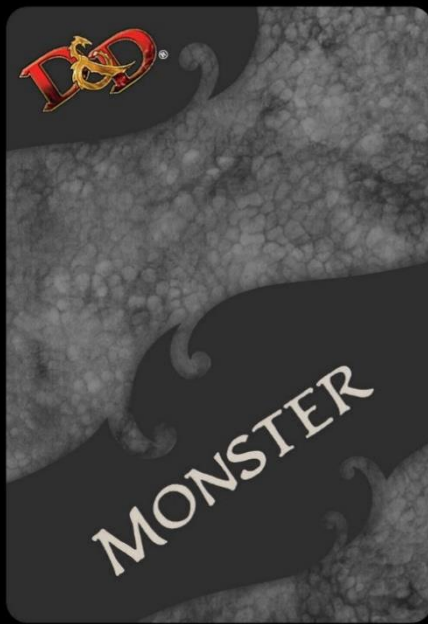
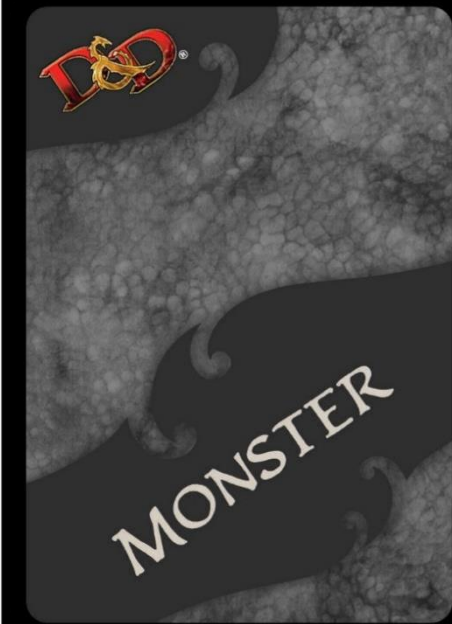
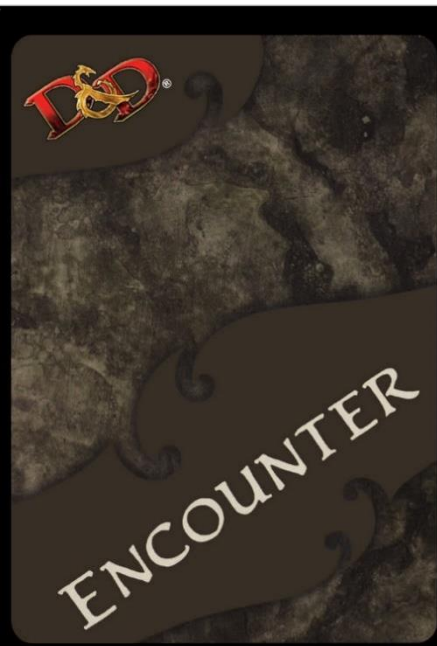
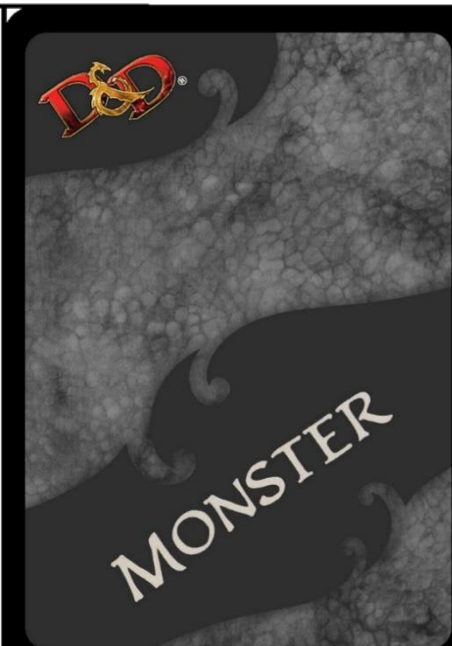
Phantom: Can only be attacked by a Magic Item or a Spell.

	ATTACK	DAMAGE
	+8	1

5 EXPERIENCE

EP8 Fan Project 2023

EP8 6/6





EVENT CITY GUARD ALLIES

The Governor finally came through on his promise to send some helpful guards.

Shuffle the City Guard Ally deck and pull the top 3 cards. Distribute them among the Heroes in the most strategic way possible. A single Hero may control more than one Ally.

Each Ally activates at the end of the controlling Hero Phase.

Discard this card.

EP9 Fan Project 2023

EP9 1/6

ARCHER (ALLY)

CITY GUARD

AC HP
14 1

TACTICS

- ◆ If within 1 tile of a **Monster**, attack the closest Monster with an **arrow**. Then move 1 tile toward the controlling Hero.
- ◆ **Otherwise**, move 1 tile towards the controlling Hero.

Military Trained: Archer gains a +1 to Attack rolls for each additional City Guard on the same tile.

ATTACK	DAMAGE
+6	2

Archer counts as a Hero for the purpose of Monster tactics.

EP9 Fan Project 2023

EP9 2/6

ARCHER (ALLY)

CITY GUARD

AC HP
14 1

TACTICS

- ◆ If within 1 tile of a **Monster**, attack the closest Monster with an **arrow**. Then move 1 tile toward the controlling Hero.
- ◆ **Otherwise**, move 1 tile towards the controlling Hero.

Military Trained: Archer gains a +1 to Attack rolls for each additional City Guard on the same tile.

ATTACK	DAMAGE
+6	2

Archer counts as a Hero for the purpose of Monster tactics.

EP9 Fan Project 2023

EP9 3/6

FOOT SOLDIER (ALLY)

CITY GUARD

AC HP
14 1

TACTICS

- ◆ If within 1 tile of a **Monster**, move adjacent to the closest Monster and attack with a **halberd**.
- ◆ **Otherwise**, move 1 tile towards the controlling Hero.

Military Trained: Foot Soldier gains a +1 to Attack rolls for each additional City Guard on the same tile.

ATTACK	DAMAGE
+7	1

Foot Soldier counts as a Hero for the purpose of Monster tactics.

EP9 Fan Project 2023

EP9 4/6

FOOT SOLDIER (ALLY)

CITY GUARD

AC HP
14 1

TACTICS

- ◆ If within 1 tile of a **Monster**, move adjacent to the closest Monster and attack with a **halberd**.
- ◆ **Otherwise**, move 1 tile towards the controlling Hero.

Military Trained: Foot Soldier gains a +1 to Attack rolls for each additional City Guard on the same tile.

ATTACK	DAMAGE
+7	1

Foot Soldier counts as a Hero for the purpose of Monster tactics.

EP9 Fan Project 2023

EP9 5/6

FOOT SOLDIER (ALLY)

CITY GUARD

AC HP
14 1

TACTICS

- ◆ If within 1 tile of a **Monster**, move adjacent to the closest Monster and attack with a **halberd**.
- ◆ **Otherwise**, move 1 tile towards the controlling Hero.

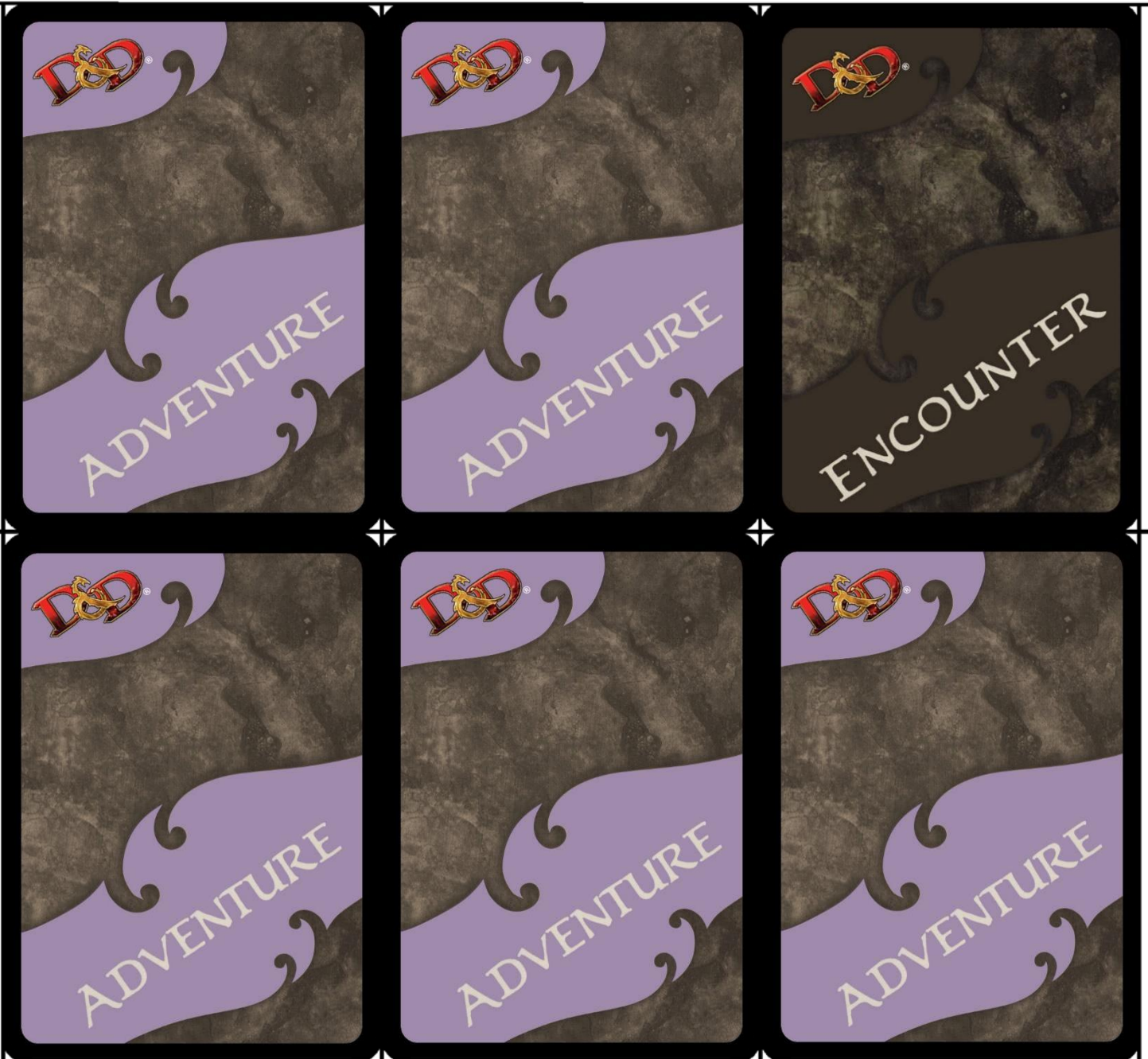
Military Trained: Foot Soldier gains a +1 to Attack rolls for each additional City Guard on the same tile.

ATTACK	DAMAGE
+7	1

Foot Soldier counts as a Hero for the purpose of Monster tactics.

EP9 Fan Project 2023

EP9 6/6



ITEM
GEMSTONE STAFF

This magic staff unlocks the power of gemstones.

Use during your Hero Phase instead of attacking.

Combine this staff with a Gemstone to activate the Gemstone's power.

Follow instructions on the Gemstone Treasure card.



Price: 1,000 gold

EP10 Fan Project 2023

EP10 1/9

ITEM
BLACK GEMSTONE

This gemstone has power to see into and influence the near future.

Use during your Hero Phase instead of attacking.

Gemstone must be combined with the Gemstone Staff to activate:

Prophecy: reveal the top 5 cards from the Encounter deck, then return them to the top of the deck in any desired order.



Discard this card after activation.

Price: 500 gold

EP10 Fan Project 2023

EP10 2/9

ITEM
WHITE GEMSTONE

This gemstone has power over the forces of darkness.

Use during your Hero Phase instead of attacking.

Gemstone must be combined with the Gemstone Staff to activate:

Banish: Immediately remove all active Undead, Demonic or Devil Monster figures, and return the corresponding Monster cards to the bottom of the Monster deck.



Discard this card after activation.

Price: 500 gold

EP10 Fan Project 2023

EP10 3/9

ITEM
YELLOW GEMSTONE

This gemstone has power to create useful things.

Use during your Hero Phase instead of attacking.

Gemstone must be combined with the Gemstone Staff to activate:

Manifest: Pull the top 3 cards from the Treasure deck. Pick 1 and return the others to the bottom of the deck.



Discard this card after activation.

Price: 500 gold

EP10 Fan Project 2023

EP10 4/9

ITEM
RED GEMSTONE

This gemstone has explosive power.

Use during your Hero Phase instead of attacking.

Gemstone must be combined with the Gemstone Staff to activate:

Energy Blast: Attack all Monsters on the same tile up to 2 tiles away.



ATTACK

+8

DAMAGE

2 Miss: 1

Discard this card after activation.

Price: 500 gold

EP10 Fan Project 2023

EP10 5/9

ITEM
PURPLE GEMSTONE

This gemstone has power to jump through space.

Use during your Hero Phase instead of attacking.

Gemstone must be combined with the Gemstone Staff to activate:

Teleport: Select a tile up to 2 tiles away. Move your Hero along with all other Heroes on your tile to the new selected tile.



Discard this card after activation.

Price: 500 gold

EP10 Fan Project 2023

EP10 6/9

ITEM
GREEN GEMSTONE

This gemstone has power to jump through space.

Use during your Hero Phase instead of attacking.

Gemstone must be combined with the Gemstone Staff to activate:

Recharge: Select a Hero and turn over 1 used Power Card.



Discard this card after activation.

Price: 500 gold

EP10 Fan Project 2023

EP10 7/9

ITEM
BLUE GEMSTONE

This gemstone has power to heal.

Use during your Hero Phase instead of attacking.

Gemstone must be combined with the Gemstone Staff to activate:

Healing: Select a Hero and restore 2 HP, or remove 1 Condition, or remove 1 Curse.



Discard this card after activation.

Price: 500 gold

EP10 Fan Project 2023

EP10 8/9

ITEM
ORANGE GEMSTONE

This gemstone fills an Ally with strength to fight.

Use during your Hero Phase instead of attacking.

Gemstone must be combined with the Gemstone Staff to activate:

Battle Surge: Select a Hero to gain an extra Attack during his or her next Hero Phase. Place this card next to that Hero until it is used.



Discard this card after being used.

Price: 500 gold

EP10 Fan Project 2023

EP10 9/9



TREASURE



TREASURE



TREASURE



TREASURE



TREASURE



TREASURE



TREASURE



TREASURE



TREASURE

EVENT
STRAIGHT PATHS

A divine hand removes the obstacles before you.

Cancel this card if the next tile represents the main Villain Chamber.

Pull the next tile from the top of the tile stack, but do not place a Monster or draw an Encounter card.



Discard this card after using.

EP11 Fan Project 2023

EP11 1/9

EVENT
GUIDING LIGHT

A divine light shines down upon you and lights the path for your feet.

Immediately pass this card to the next Player on the Left. That Hero gains +2 to Speed during his or her Hero Phase.

Then continue to pass this card again to the next Player on the left.



Discard this card after each Hero has used it once.

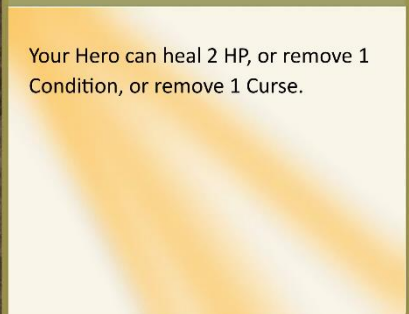
EP11 Fan Project 2023

EP11 2/9

EVENT
DIVINE HEALING

A warm wave of healing flows through your body.

Your Hero can heal 2 HP, or remove 1 Condition, or remove 1 Curse.



Discard this card after using.

EP11 Fan Project 2023

EP11 3/9

EVENT
BATTLE FRENZY

A righteous anger against your enemies fills your heart.

Immediately pass this card to the next Player on the Left. That Hero gains +3 to his or her next Attack roll.

Then continue to pass the card again to the next Player on the left.



Discard this card after each Hero has used it once.

EP11 Fan Project 2023

EP11 4/9

CURSE-ATTACK
SHADOW BLADE

A phantom appears next to you and attacks you with its Shadow Blade!

Attack the active Hero. If successful, you are cursed! Place this card on your Hero card as a reminder.

Weariness: Your Hero suffers -2 to Speed until this card is removed.



ATTACK

DAMAGE

+9

1 and Cursed!

Starting at the end of your next Hero Phase, roll 15+ to remove.

EP11 Fan Project 2023

EP11 5/9

CURSE-ATTACK
SHADOW BLADE

A phantom appears next to you and attacks you with its Shadow Blade!

Attack the active Hero. If successful, you are cursed! Place this card on your Hero card as a reminder.

Weakness: Your Hero suffers -2 to AC until this card is removed.



ATTACK

DAMAGE

+9

1 and Cursed!

Starting at the end of your next Hero Phase, roll 15+ to remove.

EP11 Fan Project 2023

EP11 6/9

CURSE-ATTACK
SHADOW BLADE

A phantom appears next to you and attacks you with its Shadow Blade!

Attack the active Hero. If successful, you are cursed! Place this card on your Hero card as a reminder.

Sluggishness: Your Hero suffers -2 to Attack rolls until this card is removed.



ATTACK

DAMAGE

+9

1 and Cursed!

Starting at the end of your next Hero Phase, roll 15+ to remove.

EP11 Fan Project 2023

EP11 7/9

CURSE-ATTACK
SHADOW BLADE

A phantom appears next to you and attacks you with its Shadow Blade!

Attack the active Hero. If successful, you are cursed! Place this card on your Hero card as a reminder.

Blurriness: Your Hero cannot make ranged attacks until this card is removed.



ATTACK

DAMAGE

+9

1 and Cursed!

Starting at the end of your next Hero Phase, roll 15+ to remove.

EP11 Fan Project 2023

EP11 8/9

CURSE-ATTACK
SHADOW BLADE

A phantom appears next to you and attacks you with its Shadow Blade!

Attack the active Hero. If successful, you are cursed! Place this card on your Hero card as a reminder.

Madness: Until this card is removed, roll a die at the start of each Hero Phase: If 1-9, then attack the closest Hero!



ATTACK

DAMAGE

+9

1 and Cursed!

Starting at the end of your next Hero Phase, roll 15+ to remove.

EP11 Fan Project 2023

EP11 9/9



ENCOUNTER



ENCOUNTER



ENCOUNTER



ENCOUNTER



ENCOUNTER



ENCOUNTER



ENCOUNTER



ENCOUNTER



ENCOUNTER

HAZARD RAGING FIRE

A Hero that enters this Hazard's tile, or starts his or her turn there, receives 1 HP damage from fire.



HAZARD BLINDING SMOKE

No ranged attacks can be made on or through this tile.



HAZARD POISON SHROOMS

A Hero that enters this Hazard's tile, or starts his or her turn there, must roll to avoid being poisoned.



AVOID: Roll 10+

HAZARD RAGING FIRE

A raging fire erupts all around you.

Place the Raging Fire Marker on the active Hero's tile. If that tile already has a marker, discard this card and draw a new Encounter card.

A Hero that enters this Hazard's tile, or starts his or her turn there, receives 1 HP damage from fire.

Discard this card.

EP12 Fan Project 2023

EP12 1/6

HAZARD BLINDING SMOKE

A thick blinding smoke engulfs you, causing you to lose sight.

Place the Blinding Smoke Marker on the active Hero's tile. If that tile already has a marker, discard this card and draw a new Encounter card.

No ranged attacks can be made on or through this tile.

Discard this card.

EP12 Fan Project 2023

EP12 2/6

HAZARD POISON SHROOMS

A strange magic is causing poison mushrooms to quickly sprout all around you, releasing their spores into the air.

Place the Poison Shrooms Marker on the active Hero's tile. If that tile already has a marker, discard this card and draw a new Encounter card.

A Hero that enters this Hazard's tile, or starts his or her turn there, must roll to avoid being poisoned.

If not successful, that Hero gains the Poisoned Condition.

Discard this card.

EP12 Fan Project 2023

EP12 3/6

HAZARD FALLEN RUBBLE

A portion of the ceiling falls in around you, preventing you from moving ahead.

Place the Falling Rubble Marker on the active Hero's tile. If that tile already has a marker, discard this card and draw a new Encounter card.

Move all Heroes and Monsters off of current tile and onto the closest tile to each previous position. Then place 3 HP tokens on the Marker.

No figure can move through this tile until all rubble has been removed. See Rubble Marker for instructions.

Discard this card.

EP12 Fan Project 2023

EP12 4/6

HAZARD SLIPPERY SLIME

A foul-smelling slime begins to ooze from cracks on the floor.

Place the Slippery Slime Marker on the active Hero's tile. If that tile already has a marker, discard this card and draw a new Encounter card.

A Hero that enters this Hazard's tile, or starts his or her turn there, must roll to avoid slipping and falling onto the slime.

If not successful, that Hero takes 1 HP of damage.

Discard this card.

EP12 Fan Project 2023

EP12 5/6

HAZARD WORMHOLE

A bending of space and time occurs in front of you.

Place the Wormhole Marker on the active Hero's tile. If that tile already has a marker, discard this card and draw a new Encounter card.

A Hero that enters this Hazard's tile, or starts his or her turn there, must roll to avoid falling into the wormhole.

If not successful, that Hero is moved back to the Starting tile.

Discard this card.

EP12 Fan Project 2023

EP12 6/6

**HAZARD
FALLEN RUBBLE**

A Hero on an adjacent tile can remove 1 rubble (HP) instead of attacking.



**HAZARD
SLIPPERY SLIME**

A Hero that enters this Hazard's tile, or starts his or her turn there, must roll to avoid slipping and falling onto the slime for 1 HP damage.



AVOID: Roll 10+

**HAZARD
WORMHOLE**

A Hero that enters this Hazard's tile, or starts his or her turn there, must roll to avoid being moved back to the Starting tile.



AVOID: Roll 10+



ENCOUNTER



ENCOUNTER



ENCOUNTER



ENCOUNTER



ENCOUNTER



ENCOUNTER

EVENT
HIDDEN STORAGE SPACE

You discover a small door that leads to a hidden storage space.

If you choose to search the storage space, shuffle the *Search Results Deck* and draw the top card.



Discard this card.

EP13 Fan Project 2023

EP13 1/9

EVENT
UNLOCKED CHEST

You find a small chest placed in a dark corner.

If you choose to search the chest, shuffle the *Search Results Deck* and draw the top card.



Discard this card.

EP13 Fan Project 2023

EP13 2/9

EVENT
COVERED OPENING

You notice a curtain on the wall that covers a small opening.

If you choose to search behind the curtain, shuffle the *Search Results Deck* and draw the top card.



Discard this card.

EP13 Fan Project 2023

EP13 3/9

SEARCH RESULT
EMPTY

Looks like nothing but cobwebs and dust in here...

Nothing of value was found.

Discard this card.

EP13 Fan Project 2023

EP13 4/9

SEARCH RESULT
BREAD AND WATER

You find some surprisingly tasty bread and a skin filled with cool water.

Regain 1 HP.



Discard after use.

EP13 Fan Project 2023

EP13 5/9

SEARCH RESULT
TREASURE STASH

You find something valuable in the corner.

Draw 1 card from the *Treasure Deck*.



Discard this card.

EP13 Fan Project 2023

EP13 6/9

SEARCH RESULT
TREASURE STASH

You find something valuable in the corner.

Draw 3 cards from the *Treasure Deck* and pick 1. Return the other cards to the bottom of the deck.



Discard this card.

EP13 Fan Project 2023

EP13 7/9

SEARCH RESULT
DUNGEON MAP

You find a partial map of the dungeon.

Draw and place the next *Dungeon* tile from the top of the stack on an unexplored edge now, but do not draw a *Monster* or *Encounter* card.



Cancel if the next tile is the main Chamber Entrance for the Adventure.

Discard this card.

EP13 Fan Project 2023

EP13 8/9

SEARCH RESULT
TRAP

You hear the click of a trigger ...

Active Hero rolls a die to see the result:

1-5: **Trigger fails**, nothing happens.
6-10: **Poison Dart** = 1 HP damage and Poisoned Condition.
11-15: **Trap Door over Pit** = 2 HP damage.
16-20: **Alarm** = pull 2 Monsters and place each adjacent to the active Hero.

Discard this card.

EP13 Fan Project 2023

EP13 9/9



ENCOUNTER



ENCOUNTER



ENCOUNTER



SEARCH RESULTS



SEARCH RESULTS



SEARCH RESULTS



SEARCH RESULTS



SEARCH RESULTS



SEARCH RESULTS



LARGE OGRE

MONSTROSITY

TACTICS	AC	HP
15	5	

◆ If within 1 tile of a Hero, move adjacent to the closest Hero and attack with a **club**.

◆ Otherwise, move 1 tile towards the closest Hero.

ATTACK	DAMAGE
+8	2 and move Hero 1 tile away.

5 EXPERIENCE

EP14 Fan Project 2023 EP14 1/6

ORC COMMANDER

ORC

TACTICS	AC	HP
16	4	

◆ If within 1 tile of a Hero, move adjacent to the closest Hero and attack twice with an **axe**.

◆ Otherwise, move 1 tile towards the closest Hero.

Inspire Soldiers: All Orc Monsters on the same tile as the Commander gain +1 to attack rolls.

ATTACK	DAMAGE
+7	1

4 EXPERIENCE

EP14 Fan Project 2023 EP14 2/6

ORC FIGHTER

ORC

TACTICS	AC	HP
14	2	

◆ If adjacent to a Hero, attack with a **sword**.

◆ If 1 tile away from a Hero, move adjacent to the closest Hero and attack with a **charge**.

◆ Otherwise, move 1 tile towards the closest Hero.

	ATTACK	DAMAGE
Sword:	+7	1
Charge:	+7	2

2 EXPERIENCE

EP14 Fan Project 2023 EP14 3/6

ORC FIGHTER

ORC

TACTICS	AC	HP
14	2	

◆ If adjacent to a Hero, attack with a **sword**.

◆ If 1 tile away from a Hero, move adjacent to the closest Hero and attack with a **charge**.

◆ Otherwise, move 1 tile towards the closest Hero.

	ATTACK	DAMAGE
Sword:	+7	1
Charge:	+7	2

2 EXPERIENCE

EP14 Fan Project 2023 EP14 4/6

ORC FIGHTER

ORC

TACTICS	AC	HP
14	2	

◆ If adjacent to a Hero, attack with a **sword**.

◆ If 1 tile away from a Hero, move adjacent to the closest Hero and attack with a **charge**.

◆ Otherwise, move 1 tile towards the closest Hero.

	ATTACK	DAMAGE
Sword:	+7	1
Charge:	+7	2

2 EXPERIENCE

EP14 Fan Project 2023 EP14 5/6

ORC FIGHTER

ORC

TACTICS	AC	HP
14	2	

◆ If adjacent to a Hero, attack with a **sword**.

◆ If 1 tile away from a Hero, move adjacent to the closest Hero and attack with a **charge**.

◆ Otherwise, move 1 tile towards the closest Hero.

	ATTACK	DAMAGE
Sword:	+7	1
Charge:	+7	2

2 EXPERIENCE

EP14 Fan Project 2023 EP14 6/6





DEATH KNIGHT
 UNDEAD

AC HP
TACTICS 16 5

◆ If within 1 tile of a **Hero**, move adjacent to the closest Hero and attack twice with a **sword**.

◆ **Otherwise**, move 1 tile towards the closest Hero.

Death Touch: A Hero that attacks with an adjacent attack and misses receives 1 damage from Death Touch.

ATTACK DAMAGE
 +10 1

5 EXPERIENCE

EP15 Fan Project 2023 EP15 1/6

UNDEAD GIANT
 UNDEAD

AC HP
TACTICS 14 4

◆ If within 1 tile of a **Hero**, move to the tile with the most Heroes and attack all Heroes on the same tile with a swooping **axe**.

◆ **Otherwise**, move 1 tile towards the closest Hero.

ATTACK DAMAGE
 +9 1 and move Hero 1 tile away.

4 EXPERIENCE

EP15 Fan Project 2023 EP15 2/6

NIGHTMARE
 DEMONIAC

AC HP
TACTICS 14 3

◆ If within 2 tiles of a **Hero**, move adjacent to the closest Hero and attack twice with **hooves**.

◆ **Otherwise**, move 2 tiles towards the closest Hero.

Exuding Fire: A Hero that makes an adjacent attack suffers 1 HP damage from fire.

ATTACK DAMAGE
 +7 1

3 EXPERIENCE

EP15 Fan Project 2023 EP15 3/6

SKELETON KNIGHT
 UNDEAD

AC HP
TACTICS 15 2

◆ If within 1 tile of a **Hero**, move adjacent to the closest Hero and attack with a **sword**.

◆ **Otherwise**, move 1 tile towards the closest Hero.

Strike Back: If a Hero attacks with an adjacent attack and misses, the Skeleton Knight immediately attacks back.

ATTACK DAMAGE
 +8 1

2 EXPERIENCE

EP15 Fan Project 2023 EP15 4/6

SKELETON KNIGHT
 UNDEAD

AC HP
TACTICS 15 2

◆ If within 1 tile of a **Hero**, move adjacent to the closest Hero and attack with a **sword**.

◆ **Otherwise**, move 1 tile towards the closest Hero.

Strike Back: If a Hero attacks with an adjacent attack and misses, the Skeleton Knight immediately attacks back.

ATTACK DAMAGE
 +8 1

2 EXPERIENCE

EP15 Fan Project 2023 EP15 5/6

SKELETON KNIGHT
 UNDEAD

AC HP
TACTICS 15 2

◆ If within 1 tile of a **Hero**, move adjacent to the closest Hero and attack with a **sword**.

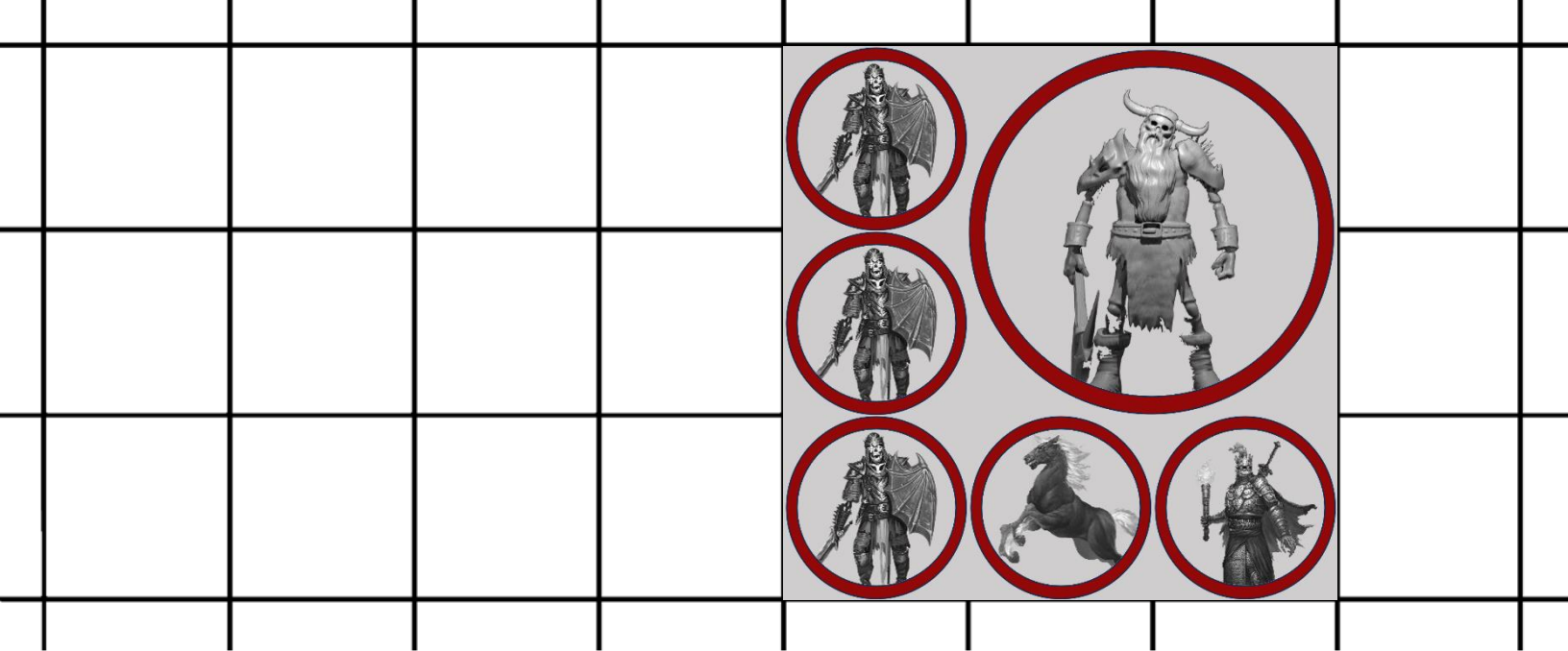
◆ **Otherwise**, move 1 tile towards the closest Hero.

Strike Back: If a Hero attacks with an adjacent attack and misses, the Skeleton Knight immediately attacks back.

ATTACK DAMAGE
 +8 1

2 EXPERIENCE

EP15 Fan Project 2023 EP15 6/6



TITAN BLACK WIDOW

VERMIN

Few people have ever seen a spider this big before, it's as big as a house!

TACTICS

AC HP
14 10

The Black Widow activates at the start of each Villain Phase.

- ◆ If on the same tile with more than 1 Hero, attack each Hero separately with a **leg**.
- ◆ If within 1 tile of a Hero, move adjacent to the closest Hero and attack with a **bite**.
- ◆ Otherwise, move 2 tiles towards the closest Hero.

Error: All enemies on the same tile as the Black Widow roll a die at the start of their Hero Phase: 10 or less = move 1 full speed from the Black Widow and lose your attack action.

	ATTACK	DAMAGE
Leg:	+7	2
Bite:	+8	2 and Poisoned.

LEVEL 5 VILLAIN

GIANT TENAR'RI FROG

DEMONIAC

Demonic creatures take on many forms, this one is very slimy!

TACTICS

AC HP
15 10

The Giant Frog activates at the start of each Villain Phase.

- ◆ If on the same tile with a Hero, attack all Heroes on the same tile with a **squish**.
- ◆ If 1 tile away from a Hero, attack the closest Hero with a **tongue**.
- ◆ Otherwise, move 1 tile towards the closest Hero.

Oozing Magic Slime: An enemy who attacks the Giant Frog and misses becomes Dazed from disorienting slime.

	ATTACK	DAMAGE
Squish:	+8	2 and Dazed.
Tongue:	+8	1 and move Hero adjacent.

LEVEL 5 VILLAIN

Sticky Web
AC: 15
HP: 1

Sticky Web
AC: 15
HP: 1

Sticky Web
AC: 15
HP: 1

HUNTING SPIDER

GIANT TANAR'RI FROG

TITAN BLACK WIDOW

HUNTING SPIDER

HUNTING SPIDER

VERMIN

TACTICS

AC HP
14 3

- ◆ If adjacent to a Hero, attack with a **bite**.
- ◆ If 1 tile away from a Hero, attack closest Hero with **web**.
- ◆ Otherwise, move 2 tiles towards the closest Hero.

Sticky Web: Place a Web token on a Hero who is hit by web. Hero cannot move or attack a Monster until web is successfully attacked.

	ATTACK	DAMAGE
Bite:	+8	1 and poisoned
Web:	+11	Special: Sticky Web

3 EXPERIENCE

HUNTING SPIDER

VERMIN

TACTICS

AC HP
14 3

- ◆ If adjacent to a Hero, attack with a **bite**.
- ◆ If 1 tile away from a Hero, attack closest Hero with **web**.
- ◆ Otherwise, move 2 tiles towards the closest Hero.

Sticky Web: Place a Web token on a Hero who is hit by web. Hero cannot move or attack a Monster until web is successfully attacked.

	ATTACK	DAMAGE
Bite:	+8	1 and poisoned
Web:	+11	Special: Sticky Web

3 EXPERIENCE

ITEM CRYSTAL BALL

This item has power to see into and influence the near future.

Use during your Hero Phase instead of attacking.

Reveal the top 5 cards from the Encounter deck, then return them to the top of the deck in any desired order.



Flip this card over after use.

Price: 1,000 gold



Side Quest: The Spider and the Crystal Ball

Setup

Use Adventure 4 in the WOA/LOD Adventure Booklet.
Use these instructions when the Villain Chamber is revealed.

Chamber Description

Place the **Black Widow Villain** figure and the **Crystal Ball Treasure** token on any Chamber tile. If there are 2-3 Heroes, place 1 **Hunting Spider** on a Chamber tile. If there are 4-5 Heroes, place 2 **Hunting Spiders** on Chamber tiles.

The first **Hunting Spider** activates during the current Hero's Villain Phase, and the second during the next Hero's Villain Phase. Heroes cannot take possession of the Treasure until the main Villain is defeated.

GOAL: Heroes win the side quest if they defeat the main Villain and carry the Treasure back to the Starting tile.



Side Quest: The Frog and the Crystal Ball

Setup

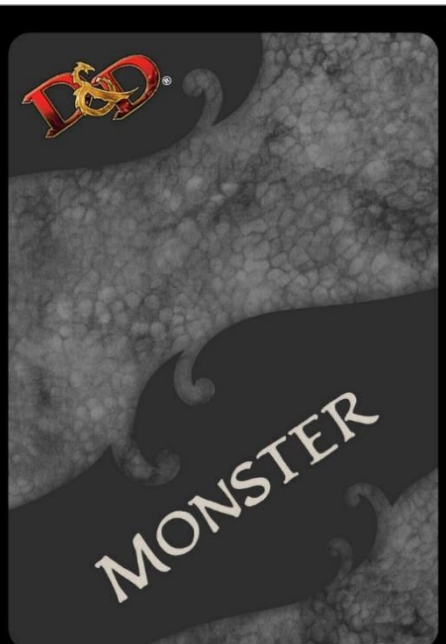
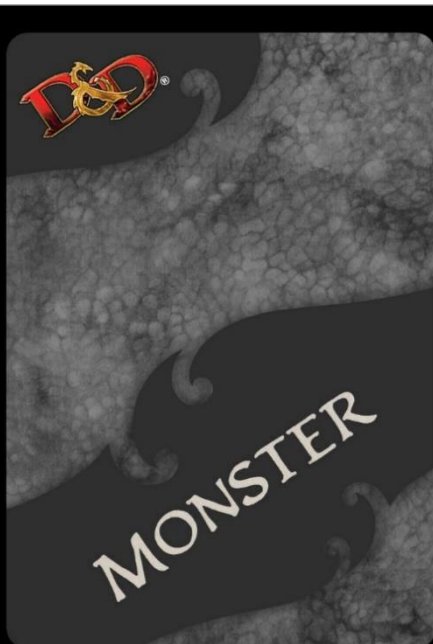
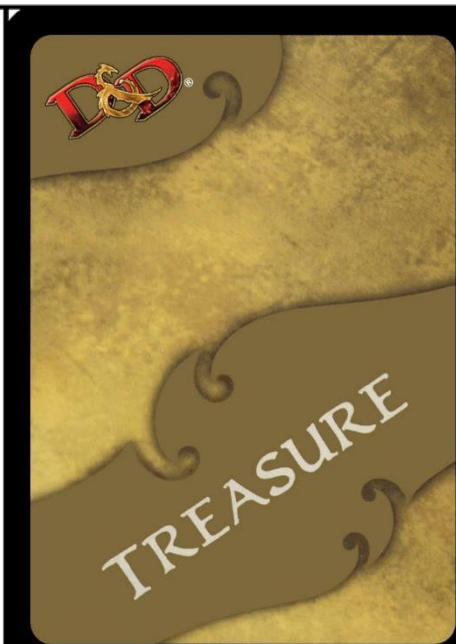
Use Adventure 4 in the WOA/LOD Adventure Booklet.
Use these instructions when the Villain Chamber is revealed.

Chamber Description

Place the **Giant Tanar'ri Frog Villain** figure and the **Crystal Ball Treasure** token on any Chamber tile. If there are 2-3 Heroes, place 1 **Hunting Spider** on a Chamber tile. If there are 4-5 Heroes, place 2 **Hunting Spiders** on Chamber tiles.

The first **Hunting Spider** activates during the current Hero's Villain Phase, and the second during the next Hero's Villain Phase. Heroes cannot take possession of the Treasure until the main Villain is defeated.

GOAL: Heroes win the side quest if they defeat the main Villain and carry the Treasure back to the Starting tile.



CYCLOPS

GIANT

This gigantic man-eating beast is foul in both temper and stench.

TACTICS

AC HP
14 11

Cyclops activates at the start of each Villain Phase.

- ◆ If on the same tile as a Hero, attack the closest Hero with a **punch**. If successful, attack the same Hero again with a **grab and bite**.
- ◆ If within 2 tiles of a Hero, attack all Heroes on the same tile that has the most Heroes, with a thrown **boulder**.
- ◆ Otherwise, move 1 tile towards the closest Hero.



	ATTACK	DAMAGE
Punch:	+8	1 and Dazed.
Grab and Bite:	+9	2
Boulder:	+7	2

LEVEL 5 VILLAIN

YUAN TI GUARDIAN

YUAN TI

Very few can make it past this deadly guardian of ancient treasures.

TACTICS

AC HP
15 8

The Yuan Ti Guardian activates at the start of each Villain Phase.

- ◆ If on the same tile as 1 or more Heroes, rotate 6 separate attacks across the Heroes in Player order using a **sword**.
- ◆ If within 1 tile of a Hero, attack all Heroes on the tile with the most Heroes using a **tail**, then move adjacent to the closest Hero.
- ◆ Otherwise, move 1 tile towards the closest Hero.



	ATTACK	DAMAGE
Sword:	+7	1
Tail:	+8	1 and Dazed.

LEVEL 5 VILLAIN



YUAN TI GUARDIAN



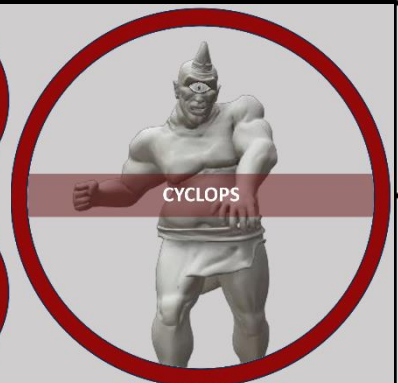
GIANT SCORPION



Dragon's Bane



GIANT SCORPION



CYCLOPS

GIANT SCORPION

VERMIN

AC HP
16 3

TACTICS

- ◆ If adjacent to a Hero, attack the closest Hero twice with **pinchers**.
- ◆ If 1 tile away from a Hero, attack closest Hero with a **stinger**, then move adjacent to that Hero.
- ◆ Otherwise, move 1 tile towards the closest Hero.



	ATTACK	DAMAGE
Pincher:	+8	1
Stinger:	+7	2 and Poisoned.

3 EXPERIENCE

GIANT SCORPION

VERMIN

AC HP
16 3

TACTICS

- ◆ If adjacent to a Hero, attack the closest Hero twice with **pinchers**.
- ◆ If 1 tile away from a Hero, attack closest Hero with a **stinger**, then move adjacent to that Hero.
- ◆ Otherwise, move 1 tile towards the closest Hero.



	ATTACK	DAMAGE
Pincher:	+8	1
Stinger:	+7	2 and Poisoned.

3 EXPERIENCE

ITEM

DRAGON'S BANE

This ancient sword has power over Dragons.

Use during your Hero Phase.

Attack 1 adjacent Monster.



ATTACK	DAMAGE
+9	1 3 against a Dragon.

Price: 1,000 gold

Side Quest: The Yuan Ti and the Sword

Setup

Use Adventure 4 in the WOA Adventure Booklet.
Use this description instead of drawing a Chamber card.

Chamber Description

Place the **Yuan Ti Guardian Villain** figure and the **Dragon's Bane Treasure** token on any Chamber tile. If there are 2-3 Heroes, place 1 **Scorpion** on a Chamber tile. If there are 4-5 Heroes, place 2 **Scorpions** on Chamber tiles.

The first **Scorpion** activates during the current Hero's Villain Phase, and the second during the next Hero's Villain Phase. Heroes cannot take possession of the Treasure until the main Villain is defeated.

GOAL: Heroes win the side quest if they defeat the main Villain and carry the Treasure back to the Starting tile.

Side Quest: The Cyclops and the Sword

Setup

Use Adventure 4 in the WOA Adventure Booklet.
Use this description instead of drawing a Chamber card.

Chamber Description

Place the **Cyclops Villain** figure and the **Dragon's Bane Treasure** token on any Chamber tile. If there are 2-3 Heroes, place 1 **Scorpion** on a Chamber tile. If there are 4-5 Heroes, place 2 **Scorpions** on Chamber tiles.

The first **Scorpion** activates during the current Hero's Villain Phase, and the second during the next Hero's Villain Phase. Heroes cannot take possession of the Treasure until the main Villain is defeated.

GOAL: Heroes win the side quest if they defeat the main Villain and carry the Treasure back to the Starting tile.



TREASURE



MONSTER



MONSTER

GREEN DRAGON DRAGON

Cruel, passionate, and aggressive - this Dragon breathes poison and death.

TACTICS

AC HP
15 12

Dragon activates at the start of each Villain Phase.

- ◆ If on the same tile with multiple Heroes, attack each Hero on the tile with a **tail**.
- ◆ If on the same tile with 1 Hero, attack with a **bite**.
- ◆ If within 1 tile of a Hero, attack all Heroes on the same tile with poison **breath**.
- ◆ Otherwise, move 1 tile towards the closest Hero.

ATTACK

DAMAGE

Tail: +9 2 and move Hero 1 tile away.

Bite: +8 2 and Dazed.

Breath: +10 Poisoned.

LEVEL 5 VILLAIN

WHITE DRAGON DRAGON

This Dragon's chamber is filled with ice, and cold death runs through its veins.

TACTICS

AC HP
14 12

The Dragon activates at the start of each Villain Phase.

- ◆ If on a tile with a Hero, attack with a **bite**.
- ◆ If within 1 tile of a Hero, attack each Hero on the tile with the most Heroes using a cone of **frost**. Then move adjacent to the closest Hero.
- ◆ Otherwise, move 1 tile towards the closest Hero.

Frost Bite: An enemy who makes an adjacent attack and misses suffers 1 HP damage from frost.

ATTACK

DAMAGE

Bite: +7 2

Frost: +8 2 Miss: 1 Damage.

LEVEL 5 VILLAIN

GUARDIAN DRAKE

GREEN DRAGON

WHITE DRAGON

Bow of Power

GUARDIAN DRAKE DRAKE

AC HP
16 4

TACTICS

- ◆ If within 2 tiles of a Hero, move adjacent to the closest Hero and attack with a **bite**. Then attack the same Hero again with a **tail**.
- ◆ Otherwise, move 2 tiles towards the closest Hero who has not been targeted by another Drake.

ATTACK

DAMAGE

Bite: +8 2

Tail: +7 1

4 EXPERIENCE

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SQ3 1/3

GUARDIAN DRAKE DRAKE

AC HP
16 4

TACTICS

- ◆ If within 2 tiles of a Hero, move adjacent to the closest Hero and attack with a **bite**. Then attack the same Hero again with a **tail**.
- ◆ Otherwise, move 2 tiles towards the closest Hero who has not been targeted by another Drake.

ATTACK

DAMAGE

Bite: +8 2

Tail: +7 1

4 EXPERIENCE

SQ3 Fan Project 2023

SQ3 2/3

ITEM BOW OF POWER

This bow unleashes death quickly on its enemies.

Use during your Hero Phase.

Attack 1 Monster twice, or attack 2 separate Monsters - up to 2 tiles away.

ATTACK

DAMAGE

+9

1

Price: 1,000 gold

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SQ3 3/3

Side Quest: The Dragon and the Bow

Setup

Use Adventure 4 in the WOA Adventure Booklet.
Use this description instead of drawing a Chamber card.

Chamber Description

Place the **White Dragon Villain** figure and the **Bow of Power Treasure** token on any Chamber tile. If there are 2-3 Heroes, place 1 **Guardian Drake** on a Chamber tile. If there are 4-5 Heroes, place 2 **Guardian Drakes** on Chamber tiles.

The first **Drake** activates during the current Hero's Villain Phase, and the second during the next Hero's Villain Phase. Heroes cannot take possession of the Treasure until the main Villain is defeated.

GOAL: Heroes win the side quest if they defeat the main Villain and carry the Treasure back to the Starting tile.

Side Quest: The Dragon and the Bow

Setup

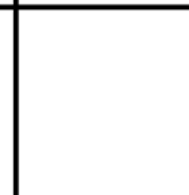
Use Adventure 4 in the WOA Adventure Booklet.
Use this description instead of drawing a Chamber card.

Chamber Description

Place the **Green Dragon Villain** figure and the **Bow of Power Treasure** token on any Chamber tile. If there are 2-3 Heroes, place 1 **Guardian Drake** on a Chamber tile. If there are 4-5 Heroes, place 2 **Guardian Drakes** on Chamber tiles.

The first **Drake** activates during the current Hero's Villain Phase, and the second during the next Hero's Villain Phase. Heroes cannot take possession of the Treasure until the main Villain is defeated.

GOAL: Heroes win the side quest if they defeat the main Villain and carry the Treasure back to the Starting tile.



TREASURE



MONSTER



MONSTER