






































# Monster Markers

|  |  |   |                                     |
|--|--|---|-------------------------------------|
|   | Place a Poison marker  on your Hero board. Heroes with  = -1  just before their phase 2. |   |                                     |
|  | Lose / gain the number of orbs indicated.  |   |                                     |
|  | Draw a Loot card.  |  | Discard a Loot card of your choice. |
|  | Draw and resolve an Event card.  |   |                                     |
|  | Shuffle this monster into the Monster draw pile after defeating it, unless it's Enraged.   |   |                                     |






# Bosses' Combat Skills

|  |  |
|--|--|
|    | Replace the Boss's shield with the indicated value for this turn.  |
|    | Each Hero on the tile immediately loses 1  .  |
|    | Each Hero on the tile rolls -1 Combat die for this turn.   |
|    | Each Hero on the tile receives a Poison marker  . Heroes with  = -1  just before their phase 2. |
|    | Each Hero on the tile must turn over a Loot card with the  icon.  |
|    | Each Hero on the tile discards a Loot card.  |
|    | Boss is immune to the Power die indicated for this turn.   |
|    | Boss is immune to all Power dice for this turn.  |
|    | Move the cube one space to the right on the threat track.  |
|    | Roll the die for Thorns, which applies to all Heroes on the tile. Roll a 2nd die if you have a  marker.   |
|    | Nothing happens.   |
|    | Lose the indicated number of orbs.   |
|    | Place 1 Shield Leaf marker on the Boss. Cancel the first attack that should inflict damage on the Boss and discard the shield.   |
|  | Draw, reveal, and immediately fight a Monster, then continue your turn by attacking the Boss if you have any  remaining.  |
|  | Every Hero participating in the battle loses 1  , and the threat track increases by 1 for each  stolen this way.   |

# Combat (Common to Monsters and Bosses)

|  |   |
|--|---|
|  | Defense value. In this example, you must roll 4 or higher to do 1 damage.   |
|  | Hit Points. In this example, it takes 2 damage to defeat the Monster or Boss.   |
|  | Attack Points: In this example, 2 damage is inflicted on the active Hero following an unsuccessful battle or a retreat. <i>Reminder: Non-active Heroes only suffer a maximum of -1  per unsuccessful battle.</i> |

## Weaknesses, Resistances and Immunities:

|  |   |
|--|---|
|  | Weakness (blue in this example): Add 1 to the result of the blue Power die against this Monster or Boss.          |
|  | Resistance (orange for example): Subtract 1 from the result of the orange Power die against this Monster or Boss. |
|  | Immunity (purple for example): The purple Power die's roll result does not count against this Monster or Boss.    |
|  | Bonuses if the Monster or Boss is defeated. These rewards can be shared among all Heroes on the tile.             |
|  | Penalties if the Monster or Boss is not defeated at the end of the battle. Only inflicted on the active Hero.     |

# Loot cards

The active player can give one or more face up Loot cards to the Heroes on their tile during their turn.

**No icon** = permanent (even when it's not your turn!)

 = Turn face down after use, available in the next turn.

 = Discard after use.

## Orbs

-Spend 1 orb per re-rolled Combat die (active player only, cannot be used to re-roll Power dice).

-Spend 3 orbs to purchase a Loot card from the peddlers. Receive 1 orb per Loot card sold.

-Spend 3 and then 5 orbs to unlock each Hero's Unique Powers (  ) in order.

-Spend 1 orb to use the Vortex tile (  ) to teleport to the Starting tile (  ).

-Spend as many orbs as there are Heroes in play +1 to revive a knocked-down Hero and immediately give them 1 .

## Tiles





Place a Treasure marker, discard it when it is collected (if there are no Monsters on the tile).



Place an Event marker, discard it when the card is drawn.



Roll 1 die and apply the results of the Thorns card to each Hero on the tile. If you have a  marker on your Hero board, roll the die twice, the second result applies to each Hero on the tile with a  marker.





Place a Monster marker for each icon on the tile and reveal them when a Hero enters the tile.





**Boss Tile:** Place the indicated Monster(s) and a Boss card. Fight the Monsters on the tile first then face the Boss whether they are defeated or not. In standard mode, defeating the Boss ends the game.




**Vortex Tile:** Spend 1  to return to the Starting tile (  ).



**Energy Well Tile:** Place 1 face-down  marker on the tile for each Hero in play. After defeating the Monster on the tile, each Hero can collect 1  marker from this tile and add the number of Orbs on the back to their current total.





**Campfire Tile:** Finish your turn on this tile to recover all your .



**Runes:** These runes are used to place Monsters during certain events and serve as points of interest for several campaign scenarios.



**Peddler's Tile:**

- Draw and reveal 3 Loot cards. These cards can be bought for 3  each; they remain available for purchase on this tile and are not replenished after purchase.
- Sell one of your Loot cards for 1  each.



**Double Cul-de-Sac Tile:** Place it on either the Monster or Thorns side. You only face one or the other based on your point of entry.



**Lair Tiles:** Free and optional entry. Draw and assemble one A and one B card. The tile remains in play, and Lair cards are discarded after visiting the Lair. Maximum of one visit per Lair tile.



**Inn Tile:** Only one visit per game, draw a random Inn card and resolve it.