Monster Markers	
0	Place a Poison marker (ⓐ) on your Hero board. Heroes with (⑥) = -1 ♥ just before their phase 2.
1	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.
Bos	sses' Combat Skills
9	Replace the Boss's shield with the indicated value for this turn.
N	Each Hero on the tile immediately loses 1 ♥.
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 \heartsuit just before their phase 2.
	Each Hero on the tile must turn over a Loot card with the 2 icon.
X	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.
11	Move the cube one space to the right on the threat track.
e	Roll the die for Thorns, which applies to all Heroes on the tile. Roll a 2nd die if you have a @ marker.
V	Nothing happens.
②	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 a discard the shield.
111	Draw, reveal, and immediately fight a Monster, then continue your turn by attacking the Boss if you have a remaining.
-1 (6) +1 (1)	Every Hero participating in the battle loses 1 (0), and the threat track increases by 1 for each (0) stole this way.
Con	nBat (Common to Monsters and Bosses)
9	Defense value. In this example, you must roll 4 or higher to do 1 damage.
2	Hit Points. In this example, it takes 2 damage to defeat the Monster or Boss.
2	Attack Points: In this example, 2 damage is inflicted on the active Hero following an unsuccessful battle o retreat. Reminder: Non-active Heroes only suffer a maximum of -1 per unsuccessful battle.
	nesses, Resistances and Immunities: 🔀 🚸 🦞 🚯
1(3)	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.
X	Immunity (purple for example): The purple Power die's roll result does not count against this Monster or Boss.
4	Bonuses if the Monster or Boss is defeated. These rewards can be shared among all Heroes on the tile.
3	Penalties if the Monster or Boss is not defeated at the end of the battle. Only inflicted on the active Hero.

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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 round.

= Discard after use.



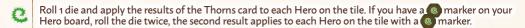
- -Spend 1 orb per re-rolled Combat die (active player only, cannot be used to re-roll Power dice).
- -Spend 3 orbs to purchase a Loot card from the peddlers. Receive 1 orb per Loot card sold.
- -Spend 3 and then 5 orbs to unlock each Hero's Unique Powers (<) in order.
- -Spend 1 orb to use the Vortex tile () to teleport to the Starting tile ().
- -Spend as many orbs as there are Heroes in play to revive a knocked-down Hero and immediately give them 1 💙



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



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.



