

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.
-  +1  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.
-  +1  Draw, reveal, and immediately fight a Monster, then continue your turn by attacking the Boss if you have any  remaining.
-  -1  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. *Reminder: Non-active Heroes only suffer a maximum of -1  per unsuccessful battle.*

Weaknesses, Resistances and Immunities:

-  +1  Weakness (blue in this example): Add 1 to the result of the blue Power die against this Monster or Boss.
-  -1  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 round.

 = 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 to revive a knocked-down Hero and immediately give them 1 ♥.

Tiles

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|  | 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: <ul style="list-style-type: none">- 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. |