Hero Mat Appendix

Ethairna- *Elf Sorceress*

Max Health: 6 ***Max Focus:*** 8

Speed: 4 ***Defense:*** 3

Strength: 1 ***Agility:*** 2 ***Intellect:*** 3

Seeking Bolt: Perform an Intellect check of 5. If successful, spend 2 focus and deal 1 damage to a target within 4 spaces along any path.

Dagger: Perform a Melee Attack using Strength and subtract 1 from your dice roll result.

Research- Free Action: Spend 4 focus to discover a Spell from the deck or from the discard row.

Gerrund the Blue- *Ancient Wizard*

Max Health: 5 ***Max Focus:*** 8

Speed: 3 ***Defense:*** 4

Strength: 1 ***Agility:*** 2 ***Intellect:*** 3

Magic Arrow: Perform an Intellect check of 6. If successful, spend 2 focus and deal 2 damage to a target within 2 spaces along any path.

Dagger: Perform a Melee Attack using Strength and subtract 1 from your dice roll result.

Research- Free Action: Spend 4 focus to discover a Spell from the deck or from the discard row.

Grok U'll- *Half-Orc Barbarian*

Max Health: 8 ***Max Focus:*** 4

Speed: 3 ***Defense:*** 2

Strength: 3 ***Agility:*** 2 ***Intellect:*** 1

Battle Rage: Whenever you perform a Melee or Missile Attack action, you may spend 3 focus to add 2 to your die result.

Axe: Perform a Melee Attack using Strength and add 1 to your dice roll result.

Sprint- Free Action: Spend 1 focus to increase your Speed by 1 for the turn.

Moonblade- *Wood Elf Rogue*

Max Health: 6 ***Max Focus:*** 5

Speed: 5 ***Defense:*** 3

Strength: 2 ***Agility:*** 3 ***Intellect:*** 1

Shadow Walk: Perform an Agility Check of 6. If successful, spend 3 focus to move up to your speed, ignoring enemies, and deal 1 damage to all targets in the space where your movement ends.

Dagger: Perform a Melee Attack using Strength and subtract 1 from your dice roll result.

Lockpick- Free Action: : Spend 2 focus to perform a Disarm Trap Action.

Sir Lanon- *Human Paladin*

Max Health: 8 ***Max Focus:*** 5

Speed: 3 ***Defense:*** 5

Strength: 3 ***Agility:*** 1 ***Intellect:*** 2

Divine Might: Perform an Intellect check of 4. If successful, spend 2 focus to perform a Melee Attack and add 2 to your die result.

Hammer: Perform a Melee Attack using Strength.

Healing Hands- Free Action: Spend 2 Focus to heal 1 Hero within 1 room (can be self) 2 health.

Thordin Firebraid- *Dwarf Fighter*

Max Health: 7 ***Max Focus: 5***

Speed: 3 ***Defense:*** 4

Strength: 3 ***Agility:*** 2 ***Intellect:*** 1

Stone Stance: While performing a Melee Attack, you may spend 2 focus to increase your Defense by 2 (may do this after the Enemy Die roll).

Hammer: Perform a Melee Attack using Strength.

Shield Bash- Free Action: Spend 5 focus to instantly kill 1 Goblin in your room.

Uliessa- *Dwarf Cleric*

Max Health: 6 ***Max Focus:*** 7

Speed: 4 ***Defense:*** 5

Strength: 2 ***Agility:*** 1 ***Intellect:*** 3

Heal: Whenever you Cast a Spell, you may also spend 2 focus to heal 1 Hero up to 3 rooms away 4 health (can be self).

Hammer: Perform a Melee Attack using Strength.

Research- Free Action: Spend 4 focus to discover a Spell from the deck or from the discard row.

Wyn Keleas- *Elf Ranger*

Max Health: 7 ***Max Focus:*** 5

Speed: 4 ***Defense:*** 3

Strength: 2 ***Agility:*** 3 ***Intellect:*** 1

Stealth- Free Action: Spend 2 focus to move through enemies (instead of stopping).

Dagger: Perform a Melee Attack using Strength and subtract 1 from your dice roll result.

Bow: Perform a Missile Attack using Agility, targeting an enemy up to 2 rooms away in a straight path (not same room) and subtract 1 from your die result.

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Hero Mat Appendix stories expansion

Aetoris- *Elf Warlock*

Max Health: 6 ***Max Focus:*** 7

Speed: 3 ***Defense:*** 5

Strength: 2 ***Agility:*** 1 ***Intellect:*** 3

Life Steal: Perform an Intellect check of 5. If successful, spend 3 focus to deal 1 damage to 1 enemy, up to 2 rooms away from you using any path and heal 1 damage from any hero (including yourself) also within 2 rooms of you using any path.

Dagger: Perform a Melee Attack using Strength and subtract 1 from your dice roll result.

Research- Free Action: Spend 4 focus to discover a Spell from the deck or from the discard row.

Clotho- *Human Psionic*

Max Health: 5 ***Max Focus:*** 8

Speed: 4 ***Defense:*** 4

Strength: 1 ***Agility:*** 2 ***Intellect:*** 3

Psychic Blast: Perform an Intellect check of 5. If successful, spend 2 focus to deal 1 damage to all enemies in your space and 1 space away from you.

Dagger: Perform a Melee Attack using Strength and subtract 1 from your dice roll result.

Research- Free Action: Spend 4 focus to discover a Spell from the deck or from the discard row.

Evelynn- *Dryad Druid*

Max Health: 6 ***Max Focus:*** 8

Speed: 4 ***Defense:*** 4

Strength: 2 ***Agility:*** 1 ***Intellect:*** 3

Healing Wind: Whenever you Cast a Spell, you may also spend 2 focus to heal all Heroes up to 2 rooms away 2 health (including yourself).

Shillelagh: Perform a Melee Attack using Strength.

Research- Free Action: Spend 4 focus to discover a Spell from the deck or from the discard row.

Lara Gambit- *Human Adventurer*

Max Health: 7 ***Max Focus:*** 6

Speed: 4 ***Defense:*** 4

Strength: 1 ***Agility:*** 3 ***Intellect:*** 2

Treasure Heist- Free Action: Spend 2 focus to pick up 1 Loot/Spell from the discard row.

Dagger: Perform a Melee Attack using Strength and subtract 1 from your dice roll result.

Bullwhip: Perform a Missile Attack using Agility, targeting an enemy up to 1 room away in a straight line (not same room) and subtract 1 from your die result.

Nili Songheart- *Halfling Bard*

Max Health: 6 ***Max Focus:*** 7

Speed: 5 ***Defense:*** 4

Strength: 2 ***Agility:*** 2 ***Intellect:*** 2

Inspire- Free Action: Spend 2 focus to roll 1 additional die for any skill check (3 dice limit still applies).

Rapier: Perform a Melee Attack using Strength.

Terrify- Free Action: Spend 1 focus to move 1 enemy (within 3 rooms of you) 1 room through an open corridor.

Sir Gamelyn- *Guardian of the Order*

Max Health: 8 ***Max Focus:*** 5

Speed: 3 ***Defense:*** 5

Strength: 3 ***Agility:*** 1 ***Intellect:*** 2

Zeal: Whenever you perform a Melee Attack, you may spend 2 focus to add 1 to your die result and increase your Defense by 1.

Sword: Perform a Melee Attack using Strength.

Inspiration- Free Action: Spend 1 focus to have **another hero** within 3 rooms gain 1 focus.

Zezili- *Human Monk*

Max Health: 7 ***Max Focus:*** 6

Speed: 4 ***Defense:*** 4

Strength: 1 ***Agility:*** 3 ***Intellect:*** 2

Tiger Strike: Perform an Intellect check of 4. If successful, kill 1 Goblin in your space and gain 2 focus.

Bo Staff: Perform a Melee Attack using Agility and subtract 1 from your dice roll result.

Inner Focus- Free Action: Spend 6 focus to perform 1 additional action during your turn (limit 1x per turn).

Zui Xiong- *Pandakin Brewmaster*

Max Health: 8 ***Max Focus:*** 6

Speed: 4 ***Defense:*** 4

Strength: 1 ***Agility:*** 1 ***Intellect:*** 1

Intoxication- Free Action: Lose 1 health to roll 2 additional dice for any skill check (3 dice limit still applies).

Spiked Tankard: Perform a Melee Attack using Strength.

Hair o' the Dog- Free Action: Spend 2 focus to heal yourself 1 hit point.

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Loot Card Appendix

Amethyst Figurine: *Trinket*

Anytime you perform an Intellect check, roll 1 additional die (3 dice limit applies).

Crossbow: *Hand*

Perform a Missile Attack using Agility at a target up to 3 spaces away from you in a straight path (target cannot be in your space), and add 1 to your die total.

Whenever you perform a Missile Attack, immediately gain 1 focus.

Cursed Dragonscale: *Garb*

Your Defense is decreased by 1.

Anytime you perform a Strength, Agility, or Intellect check, add 1 to your die result.

Elven Chain: *Garb*

Your Defense and Speed are both increased by 1.

Hook Shot: *Hand*

Perform a Melee Attack using Strength and add 1 to your die result...

OR, perform a Missile Attack using Agility at a target 1 space away from you in a straight path (target cannot be in your space) and add 1 to your die result.

Jade Figurine: *Trinket*

Anytime you perform an Agility check, roll 1 additional die (3 dice limit applies).

Ruby Figurine: *Trinket*

Anytime you perform a Strength check, roll 1 additional die (3 dice limit applies).

Spiked Buckler: *Hand*

Whenever you perform a Melee Attack, your Defense is increased by 1 and add 1 to your die total if performing a Strength check for the attack.

Sun Hammer: *Hand*

Perform a Melee Attack using Strength and add 1 to your die result.

Whenever you perform a Melee Attack, immediately gain 1 focus.

Violet Cape: *Garb*

Whenever you perform a Missile Attack or Cast a Spell, your Defense is increased by 1.

Anytime you perform an Intellect check, add 1 to your die result.

Stories Expansion

Bedrolls: *Trinket*

Whenever you perform a Rest Action, all heroes within 2 spaces of you (including yourself) also gain 2 health and 3 focus.

Ceremonial Spear: *Hand*

Perform a Melee Attack using Strength and subtract 1 from your die result.

Anytime you perform a Skill Check, roll 1 additional die (3 dice limit applies) AND anytime you perform an Intellect check, add 1 to your die result.

Dungeon Map: *Trinket*

Your Speed is increased by 1.

Whenever you perform a Rest Action, you may reveal any unexplored dungeon rooms within 1 space of you.

Everlit Torch: *Trinket*

Whenever the Torch reaches a "Trigger Enemy Actions" space on the torch track, reveal an unexplored dungeon room anywhere on the map and gain 2 focus **before** resolving the Enemy Actions.

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Legendary Sets - Loot Card Appendix

The Set of the Bear

Whenever you perform a Melee Attack, add (1/2/3) to your die total if you have (2/3/4) pieces of the set equipped.

Great Axe of the Bear: *Hand*

Perform a Melee Attack using Strength and add 2 to your result.

Your Speed is decreased by 1.

Throwing Axes of the Bear: *Hand*

Perform a Missile Attack using Strength at a target 2 spaces away from you in a straight path (target cannot be in your space) and add 2 to your result.

Studded Jerkin of the Bear: *Garb*

Whenever you perform a Melee Attack, your Defense is increased by 1.

War Horn of the Bear: *Trinket*

Free Action: Spend 2 focus to move all enemies within 4 spaces, up to 2 spaces each, with you controlling their movement.

The Set of the Lion

Whenever you perform a Melee Attack, you heal (1/2/3) health if you have (2/3/4) pieces of the set equipped.

Greaves of the Lion: *Trinket*

Your Speed is increased by 1.

Platemail of the Lion: *Garb*

Your Defense is increased by 1.

Long Sword of the Lion: *Hand*

Perform a Melee Attack using Strength and add 1 to your result.

Whenever you perform a Melee Attack, you may spend 2 focus to add 1 to your die result.

Shield of the Lion: *Hand*

Whenever you perform a Melee Attack your Defense is increased by 1.

Whenever you perform a Melee Attack, you may reroll one of your Hero Dice. (only once per attack).

The Set of the Panther

Whenever you perform a Missile Attack, add (1/2/3) to your die result if you have (2/3/4) pieces of the set equipped.

Claw of the Panther: *Hand*

Perform a Melee Attack using Agility and add 1 to your die result.

Glove of the Panther: *Trinket*

Anytime you perform an Agility check, add 1 to your die result.

Cloak of the Panther: *Garb*

Stealth: While moving, you may move through enemies (instead of stopping).

Long Bow of the Panther: *Hand*

Perform a Missile Attack using Agility at a target up to 4 spaces away in a straight path (target cannot be in your space)...

OR, spend 3 Focus to perform a Missile Attack targeting all enemies within 1 space of you (including your own space).

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Legendary Sets - Loot Card Appendix continued

The Set of the Phoenix

Whenever you Cast a Spell, immediately gain (1/2/3) focus if you have (2/3/4) pieces of the set equipped.

Great Staff of the Phoenix: *Hand*

Perform a Missile Attack using Intellect at a target up to 3 spaces away in a straight path (target cannot be in your space).

Robes of the Phoenix: *Garb*

Free Action: Spend 2 focus to place your hero in any revealed room (cannot be used move onto the Boss Mat).

Ring of the Phoenix: *Trinket*

When you Cast a Spell that deals damage, you deal 1 additional damage to the target(s) of the attack. If it targets multiple enemies, increase the damage dealt by 1 to all targets.

Spell Tome of the Phoenix: *Hand*

Anytime you perform a Intellect check, add 1 to your die result.

Stories Expansion

The Set of the Viper

Whenever the torch reaches an "Enemy Actions" space on the torch track, immediately deal (1/2/3) damage to all enemies in your space if you have (2/3/4) pieces of the set equipped (activates before the Enemy Actions).

Eyes of the Viper: *Trinket*

Free Action: You may spend 3 focus to reveal an unexplored room anywhere in the dungeon.

Shadow Gi of the Viper: *Garb*

Your Speed is increased by 1.

Mistwalk: You may move between adjacent **revealed** rooms, even if there is not a pathway that connects them.

Fangs of the Viper: *Hand*

Perform a Melee Attack using Agility.

Limit 1x per turn: After performing a Melee Attack, perform 1 additional melee attack without rolling the enemy die, but subtract 1 from your die result.

Smoke Pellets of the Viper: *Hand*

Limit 1x per turn: After performing a successful Melee Attack (at least 1 damage was dealt) you may place your hero in any revealed room (not onto the Boss Mat).

The Set of the Scarab

Whenever you perform a Melee Attack, gain (1/2/3) defense for that attack if you have (2/3/4) pieces of the set equipped.

Mage Blade of the Scarab: *Hand*

Perform a Melee Attack using Intellect.

Limit 1x per turn: When you perform a melee attack, immediately gain 2 focus.

Vestment of the Scarab: *Garb*

Anytime you perform a Intellect check, add 1 to your die result.

Whenever you Cast a Spell, your Defense is increased by 1.

Orbs of the Scarab: *Trinket*

Whenever you perform a Rest Action gain an additional 2 health, 3 focus, and gain a new Spell from the deck or discard row.

Ward of the Scarab: *Hand*

Whenever you Cast a Spell, your Defense is increased by 1.

Limit 1x per turn: When you perform a successful melee attack, you may also Cast a Spell.

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Spell Card Appendix

Chain Lightning (Spell Attack)

Perform an Intellect check of 6. If successful, spend 3 focus to deal 1 damage to up to 2 **different** targets, each which are within 2 spaces of you along any path (cannot target the same enemy twice).

Claw of Darkness (Spell Attack)

Perform an Intellect check of 6. If successful, spend 4 focus and deal 3 damage to a target up to 2 spaces away along any path. If unsuccessful, move the torch down 1 space on the torch track.

Conjurer's Gambit (Spell Attack)

Perform an Intellect check of 7. If successful, spend 5 focus and deal 4 damage to a target up to 3 spaces away along any path.
If unsuccessful, add a goblin to your space.

Cloud of Death (Spell Attack)

Perform an Intellect check of 6. If successful, spend 4 focus and deal 2 damage to all enemies within 1 space of you.

Dark Bargain

Perform an Intellect check of 7. If successful, spend 4 focus for all heroes within 2 spaces of you (including yourself) to their maximum health and additionally, add a goblin to your space.

Delver's Luck

Perform a skill check of 7 using the skill of your choice. If successful, spend 4 focus and perform an additional action. If that action requires a skill check, add 3 to your die result.

Dungeon Scry

Perform a skill check of 5 using a skill of your choice. If successful, spend 2 focus and reveal an unexplored room anywhere on the map. You may then perform an additional movement this turn OR perform an additional Heroic action (limit 1x this turn).

Eagle's Swiftness

Perform an Intellect check of 3. If successful, spend 3 focus to perform a Missile Attack action with a weapon and add 3 to your die result for that attack.

Elemental Charge

Perform a skill check of 5 using a skill of your choice. If successful, spend 2 focus to perform a movement up to your speed and deal 2 damage to all enemies in the space where your movement ends.

Fireball (Spell Attack)

Perform an Intellect check of 7. If successful, spend 6 focus and deal 4 damage to a target up to 2 spaces away along any path.

Giant's Strength

Perform a Intellect check of 3. If successful, spend 3 focus to perform a Melee Attack action with a weapon and add 3 to your die result for that attack.

Holy Abundance

Perform an Intellect check of 5. If successful, spend 4 focus for all heroes within 4 spaces (including yourself) to heal 3 health, gain 2 focus, and Heroes in your space (including you) discover a loot or spell from the discard row.

Invisibility

Perform a skill check of 5 using a skill of your choice. If successful, spend 2 focus to perform a movement up to your speed. You may ignore enemies and damage from goblin and minion encounters during this movement. After your movement, you may perform 1 additional Heroic Action. The additional Heroic action performed is limited to 1x this turn.

Tempest of Arrows (Spell Attack)

Perform an Intellect check of 6. If successful, spend 5 focus to deal 1 damage to all enemies within 1 space of you and additionally, you may target a single enemy for 2 damage that is up to 3 spaces away from you along any path. If the targeted enemy is within 1 space of you, they will take the 2 damage for being targeted as well as the 1 damage for the area effect.

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Potion Card Appendix potions & perils mini expansion

Bottle o' Energy

Peril: Immediately trigger Enemy Actions.

Drink Potion- Free Action: Move up to your Speed and perform 1 additional Heroic action this turn. The move and action may be done in any order. Discard after use.

Magic Elixir

Peril: All Heroes lose 3 focus.

Drink Potion- Free Action: Gain focus up to your max amount. Discard after use.

Epic Mug o' Ale

Peril: Place all heroes on the Entrance.

Drink Potion- Free Action: Gain 3 health and your Defense is increased by 5 this turn. Discard after use.

Mind Tonic

Peril: Immediately trigger Enemy Actions.

Drink Potion- Free Action: Gain 4 focus and any Intellect checks have 5 added to their die result this turn. Discard after use.

Haste Draught

Peril: Place all heroes on the Entrance.

Drink Potion- Free Action: Your Speed is increased by 3 and any Agility checks have 5 added to their die result this turn. Discard after use.

Strength Philter

Peril: Add a Goblin to your space.

Drink Potion- Free Action: Your Defense is increased by 3 and any Strength checks have 5 added to their die result this turn. Discard after use.

Healing Potion

Peril: All Heroes lose 2 health.

Drink Potion- Free Action: Heal to your max health. Discard after use.

Witch's Brew

Peril: All Heroes lose 1 health and 2 focus.

Drink Potion- Free Action: Gain 3 health and 5 focus. Discard after use.

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Room Card Appendix

Arcane Altar

Perform an Intellect check of 5. If successful, spend 4 focus to move the torch token 2 spaces up the torch track.

Armory

Free Action: Perform a skill check of 7 using a skill of your choice. If successful, pick up 1 Loot from the discard row. If failed, move the torch down 1 space on the torch track.

Boss's Lair Door

Free Action: Once all Minions are killed, spend 1 Speed to enter the Boss' Lair (revealing the face-down Boss Mat if needed).

Bridge of Doom

Trigger Trap: When you move into this room you MUST perform a skill check of 7 using the skill of your choice. If you fail, take 2 damage.

Disarm Trap: Perform an Agility check of 6. If you succeed, discover a Loot/Spell from the deck or the discard row.

Buzzsaw

Trigger Trap: When you move into this room you MUST perform a skill check of 6 using the skill of your choice. If you fail, take 3 damage.

Disarm Trap: Perform a Strength check of 5. If you succeed, discover a Loot/Spell from the deck or the discard row.

Entrance

Heroes start the game here. Also, place 1 Altar token on this card at the beginning of the game.

Fire Vortex

Trigger Trap: When you move into this room you MUST perform a skill check of 6 using the skill of your choice. If you fail, take 3 damage.

Disarm Trap: Perform an Intellect check of 5. If you succeed, discover a Loot/Spell from the deck or the discard row.

Feasthall

Free Action: Perform an Intellect check of 4. If successful, spend 3 focus and heal to max. If failed, lose 2 Health.

Goblin Bunks

Trigger Trap: When you move into this room you MUST perform an Agility check of 4. If successful, pick up 1 Loot from the discard row. If failed, add 1 Goblin to this room.

Goblin Encounters (applies to multiple rooms)

Place 1 Goblin in this room. If this room was revealed by you moving into it, immediately take 1 damage.

Graveyard

Perform a skill check of 7 using a skill of your choice. If successful, move the torch up 1 space on the torch track and pick up 1 Loot from the discard row.

Jeweled Chest

Perform an Agility check of 5. If successful, pick up 1 Loot/Spell from the discard row.

Library

Free Action: Spend 4 focus and discover a Spell from the deck or the discard row.

Locked Chest

Perform an Strength check of 5. If successful, pick up 1 Loot/Spell from the discard row

Minion Encounters

Place 1 Minion in this room. If this room was revealed by you moving into it, immediately take 2 damage. Also, at the start of Final Battle, place 1 Altar Token on this card.

Pharaoh's Tomb

Perform an Agility check of 5. If successful, pick up 1 Loot/Spell from the discard row.

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Room Card Appendix continued

Portal

Free Action: Spend 2 Focus to place your hero on any revealed room (cannot move onto the Boss Mat.)

Pulley Device

Free Action: Spend 4 focus and kill a goblin anywhere in the dungeon.

Shelby's Web

Trigger Trap: When you move into this room you MUST perform a skill check of 7 using the skill of your choice. If you fail, take 2 damage.

Disarm Trap: Perform a Strength check of 6. If you succeed, discover a Loot/Spell from the deck or the discard row.

Spiked Log of Impalement

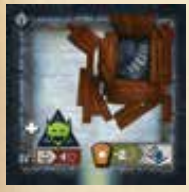
Trigger Trap: When you move into this room you MUST perform a skill check of 7 using the skill of your choice. If you fail, take 2 damage.

Disarm Trap: Perform an Agility check of 6. If you succeed, discover a Loot/Spell from the deck or the discard row.

Spike Pit

Trigger Trap: When you move into this room you MUST perform a skill check of 6 using the skill of your choice. If you fail, take 3 damage.

Disarm Trap: Perform an Agility check of 5. If you succeed, discover a Loot/Spell from the deck or the discard row.



Hidden Stairwell

Free Action: Spend 2 Focus to place your hero on any revealed room (cannot move onto the Boss Mat.)

Twisting Brambles

Trigger Trap: When you move into this room you MUST perform a skill check of 7 using the skill of your choice. If you fail, take 2 damage.

Disarm Trap: Perform an Intellect check of 6. If you succeed, discover a Loot/Spell from the deck or the discard row.

Vault

Perform an Intellect check of 5. If successful, pick up 1 Loot/Spell from the discard row

Well

Free Action: Move the torch on the torch track down 1 and heal to max health.

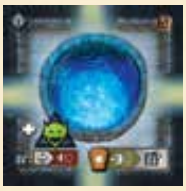
Witch's Cauldron

Perform an Intellect check of 5. If successful, gain 2 focus and discover 1 Spell from the deck or the discard row. If failed, move the torch down 1 space on the torch track.

Stories Expansion

Bomb Stockpile

Perform a skill check of 5 using a skill of your choice. If successful, spend 2 focus to deal 1 damage to all enemies within 3 spaces of you.



Divination Pool

Free Action: Spend 3 focus to reveal an unexplored room anywhere in the dungeon.

Golden Phoenix

Free Action: Perform an Intellect check of 4. If successful, spend 4 focus for all heroes within 3 spaces (including yourself) to heal 3. If failed, lose 2 Focus.

Prison

Free Action: Spend 3 focus to discover a loot or spell from the discard row.

Stairs Down

Heroes regain health and focus equal to the spaces between the torch position on the torch track and the skull.

Potions & Perils Mini Expansion

Mixy's Lab

Free Action: Spend 2 Focus to discover a Potion from the deck, resolving the Peril on it.

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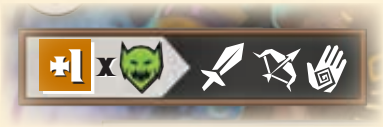
Goblin Card Appendix



Goblin Counter-Attack

All Goblins counter all types of attacks with the Enemy Die result plus the number of the Goblins in the dungeon (1 Goblin= +1, 2 Goblins = +2, etc.).

Boomy Goblin

Speed: 1 ***Defense:*** 4

Reward: Discover 1 Loot OR 1 Spell.

Enemy Action: If Boomy is within 2 rooms of a Hero: all Heroes within 2 rooms of Boomy's room lose 2 health. If not, move Boomy 1 space towards the closest Hero.

Pokey Goblin

Speed: 3 ***Defense:*** 6

Reward: Discover 1 Loot AND reveal one unexplored room anywhere in the dungeon.

Enemy Action: If Pokey is within 1 room of a Hero: all Heroes within 1 room of Pokey's room lose 1 health times the number of Goblins in the dungeon (1 Goblin= 1 health, 2 Goblins = 2 health, etc.). If not, move Pokey 3 rooms towards the closest Hero.

Shooty Goblin

Speed: 2 ***Defense:*** 5

Reward: Discover 1 Loot OR gain 5 focus.

Enemy Action: Shooty moves 2 rooms towards the closest Hero AND all Heroes within 2 rooms of where Shooty ends their movement loses 1 health.

Stabby Goblin

Speed: 4 ***Defense:*** 4

Reward: Discover 1 Loot OR gain 3 health.

Enemy Action: If Stabby is in the same room as a Hero: all Heroes in Stabby's room lose 1 health times the number of Goblins in the dungeon, plus 1 (1 Goblin= 2 health, 2 Goblins = 3 health, etc.) If not, move Stabby up to 4 rooms towards the closest Hero.

Stories Expansion

Mighty Goblin

Speed: 1 ***Defense:*** 7

Reward: Discover 1 Loot AND gain 3 health.

Enemy Action: Mighty moves 1 room towards the closest Hero and all Heroes in Mighty's room lose 2 health times the number of Goblins in the dungeon (1 Goblin= 2 health, 2 Goblins = 4 health, etc.).

Spelly Goblin

Speed: 3 ***Defense:*** 5

Reward: Discover 1 Loot AND gain 5 focus.

Enemy Action: If Spelly is within 3 rooms of a Hero: Deal 1 damage times the number of Goblins in the dungeon, to all heroes in within 3 rooms of Spelly (1 Goblin= 1 health, 2 Goblins = 2 health, etc.). If not, move Spelly 3 rooms towards the closest Hero.

Potions & Perils Mini Expansion

Mixy Goblin

Speed: 2 ***Defense:*** 5

Reward: Discover 1 Loot AND 1 Potion.

Enemy Action: Mixy moves 2 rooms towards the closest Hero and all Heroes within 2 rooms of Mixy lose 1 health times the number of Goblins in the dungeon, plus 1 (1 Goblin= 2 health, 2 Goblins = 3 health, etc.).

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Minion Card Appendix

Dire Serpent

Health: 6 ***Speed:*** 3 ***Defense:*** 5

Melee Counter-Attack: +4 to Enemy Die and Defense increases by 1.

Missile/Spell Counter-Attack: +2 to Enemy Die.

Enemy Action: Move 3 rooms towards the nearest Hero, then all Heroes in the same room as the Serpent lose 3 health.

Dungeon Crawler

Health: 7 ***Speed:*** 2 ***Defense:*** 5

Melee Counter-Attack: +3 to Enemy Die.

Missile/Spell Counter-Attack: +2 to Enemy Die.

Enemy Action: Move 2 rooms towards the nearest Hero, then all Heroes within 1 room as the Crawler lose 2 health and 2 focus.

Ogre

Health: 6 ***Speed:*** 4 ***Defense:*** 5

Melee Counter-Attack: +2 to Enemy Die and Defense increases by 2.

Missile/Spell Counter-Attack: +2 to Enemy Die.

Enemy Action: Move 4 rooms towards the nearest Hero, then all Heroes in the same room as the Ogre lose 2 health.

Ooze

Health: 8 ***Speed:*** 2 ***Defense:*** 4

Melee Counter-Attack: +3 to Enemy Die.

Missile/Spell Counter-Attack: +1 to Enemy Die and Defense increases by 2.

Enemy Action: Move 2 spaces towards the nearest Hero, then all Heroes within 1 space of the Ooze lose 1 health and discard 1 Loot to the discard row if they are able.

Minotaur

Health: 6 ***Speed:*** 5 ***Defense:*** 4

Melee Counter-Attack: +3 to Enemy Die and Defense increases by 2.

Missile/Spell Counter-Attack: +1 to Enemy Die.

Enemy Action: Move 5 rooms towards the nearest Hero, then all Heroes in the same room as the Minotaur lose 3 health.

Skeleton

Health: 8 ***Speed:*** 3 ***Defense:*** 4

Melee Counter-Attack: +2 to Enemy Die.

Missile/Spell Counter-Attack: +3 to Enemy Die.

Enemy Action: Move 3 rooms towards the nearest Hero, then all Heroes in the same room as the Skeleton lose 2 health and 3 focus.

Troglodyte

Health: 7 ***Speed:*** 1 ***Defense:*** 5

Melee Counter-Attack: +2 to Enemy Die.

Missile/Spell Counter-Attack: +3 to Enemy Die.

Enemy Action: Move 1 room towards the nearest Hero, then all Heroes within 1 room as the Troglodyte lose 2 health and 2 focus.

Troll

Health: 7 ***Speed:*** 4 ***Defense:*** 4

Melee Counter-Attack: +3 to Enemy Die.

Missile/Spell Counter-Attack: +2 to Enemy Die.

Enemy Action: Move 4 rooms towards the nearest Hero, then all Heroes in the same room as the Troll lose 1 health. Additionally add a Goblin to the Troll's space.

Stories Expansion

Fire Elemental

Health: 8 ***Speed:*** 1 ***Defense:*** 4

Melee Counter-Attack: +4 to Enemy Die.

Missile/Spell Counter-Attack: +2 to Enemy Die.

Enemy Action: Move 1 room towards the nearest Hero, then Heroes within 3 rooms of the Fire Elemental lose 2 health.

Golem

Health: 8 ***Speed:*** 2 ***Defense:*** 5

Melee Counter-Attack: +4 to Enemy Die.

Missile/Spell Counter-Attack: +1 to Enemy Die and Defense increases by 3.

Enemy Action: Move 2 room towards the nearest Hero, then Heroes in the same room as the Golem lose 3 health.

Potions & Perils Mini Expansion

Vampire Imp

Health: 8 ***Speed:*** 3 ***Defense:*** 4

Melee Counter-Attack: +3 to Enemy Die.

Missile/Spell Counter-Attack: +3 to Enemy Die and Defense increases by 2.

Enemy Action: Move 3 rooms towards the nearest Hero, then Heroes in the same room as the Imp lose 2 health. Additionally, Imp heals 2 health.

Wraith

Health: 7 ***Speed:*** 6 ***Defense:*** 4

Melee Counter-Attack: +3 to Enemy Die.

Missile/Spell Counter-Attack: +1 to Enemy Die and Defense increases by 4.

Enemy Action: Move 6 room towards the nearest Hero, then Heroes in the same room as the Wraith lose 1 health and 3 focus.

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Boss Mat Appendix

The Dragon

Altar Space(s): 3 ***Speed:*** 3 ***Defense:*** 8

Melee Counter-Attack: +4 to Enemy Die.

Missile Counter-Attack: +3 to Enemy Die.

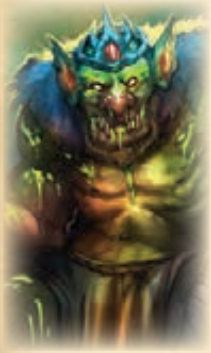
Spell Counter-Attack: After casting, Hero loses 2 focus.

Inferno - Enemy Action: Move 3 rooms towards the nearest Hero, then all Heroes within 4 rooms of Dragon lose 2 health.

Scorch - Torch Die Effect: All Heroes within 1 room of Dragon lose 2 health.

Hero Space Effects (from left to right):

- Any Skill Check: add 3 to the die result.
- Agility Check: add 2 to the die result.
- Strength Check: add 2 to the die result.
- Immediately lose 1 health.
- **Lair Entrance:** Immediately lose 2 health.
- Immediately gain 2 focus.



The Goblin King

Altar Space(s): 2 ***Speed:*** 1 ***Defense:*** 6

Melee Counter-Attack: +4 to Enemy Die.

Missile Counter-Attack: +2 to Enemy Die.

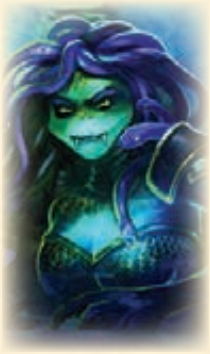
Spell Counter-Attack: +1 to Enemy Die.

Get Over 'ere - Enemy Action: Add a Goblin to the Entrance. Additionally, Goblin King heals 2 health (any 1 health marker).

Give 'em the Stick - Torch Die Effect: All Heroes within 2 room of a Goblin lose 1 health (resolve for each Goblin).

Hero Space Effects (from left to right):

- Any Skill Check: add 2 to the die result.
- Any Skill Check: add 1 to the die result.
- Immediately gain 1 focus.
- Immediately add a Goblin to Entrance.
- **Lair Entrance:** Immediately add a Goblin to Entrance.
- Immediately gain 1 focus.



The Gorgon

Altar Space(s): 4 ***Speed:*** 2 ***Defense:*** 6

Melee Counter-Attack: +4 to Enemy Die.

Missile Counter-Attack: +3 to Enemy Die.

Spell Counter-Attack: +2 to Enemy Die.

Choke Hold - Enemy Action: Move 2 rooms towards the nearest Hero, then all Heroes within 3 rooms of Gorgon lose 2 health.

Stone Gaze - Torch Die Effect: All Heroes within 3 rooms of Gorgon lose 3 focus. Additionally, Gorgon heals 1 health (any 1 health marker).

Hero Space Effects (from left to right):

- Agility Check: add 2 to the die result.
- Intellect Check: add 2 to the die result.
- Immediately gain 2 focus.
- Strength Check: add 2 to the die result.
- Roll 1 less Hero Die when performing any Skill Check (can not be 0).
- **Lair Entrance:** Roll 1 less Hero Die when performing any Skill Check (can not be 0).

The Hydra

Altar Space(s): 2, 4, 6 ***Speed:*** 2 ***Defense:*** 6

Melee Counter-Attack: +4 to Enemy Die.

Missile Counter-Attack: +2 to Enemy Die.

Spell Counter-Attack: +1 to Enemy Die.

Bite - Enemy Action: Move 2 rooms towards the nearest Hero, then all Heroes within 1 rooms of Hydra lose 2 health.

Regrowth- Torch Die Effect: Hydra heals 2 health (any 1 health marker).

Hero Space Effects (from left to right):

- Immediately gain MAX health and focus.
- Immediately lose 1 health.
- Immediately lose 1 health.
- Hero may immediately move again.
- Immediately lose 1 health.
- **Lair Entrance:** Strength, Agility, or Intellect Checks: subtract 2 to the die result.

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Boss Mat Appendix continued

The Pharaoh

Altar Space(s): 2, 4 ***Speed:*** 2 ***Defense:*** 7

Melee Counter-Attack: +3 to Enemy Die.

Missile Counter-Attack: +2 to Enemy Die.

Spell Counter-Attack: After casting, Hero loses 2 focus.

Plague - Enemy Action: Move 2 rooms towards the nearest Hero, then all Heroes within 2 rooms of Pharaoh lose 2 health.

Sacrifice - Torch Die Effect: All Heroes within 3 room of Pharaoh must choose to lose 3 focus or discard one or their Spells from the game (if they do not have 3 focus to lose, they must discard a Spell).

Hero Space Effects (from left to right):

- **Lair Entrance:** Immediately lose 2 focus.
- Immediately lose 1 focus.
- Intellect Check: add 2 to the die result.
- Agility Check: add 2 to the die result.
- Strength Check: add 2 to the die result..
- Immediately gain 2 focus.

The Seer

Altar Space(s): 1, 4 ***Speed:*** 3 ***Defense:*** 6

Melee Counter-Attack: +3 to Enemy Die.

Missile Counter-Attack: +4 to Enemy Die.

Spell Counter-Attack: After casting, Hero loses 3 focus.

Mind Blade - Enemy Action: Move 3 rooms towards the nearest Hero, then all Heroes within 1 room of lose 2 health and 1 focus.

Cosmic Shift - Torch Die Effect: Seer immediately moves to the Boss Mat (does nothing if already there). Additionally, Seer heals 2 health (any 1 health marker).

Hero Space Effects (from left to right):

- **Lair Entrance:** Immediately lose 3 focus.
- Immediately lose 2 focus.
- Immediately gain 1 focus.
- Any Skill Check: add 1 to the die result.
- Immediately gain 1 focus.
- Any Skill Check: add 2 to the die result.

Stories Expansion

The Mind Lasher

Altar Space(s): 1 ***Speed:*** 1 ***Defense:*** 7

Melee Counter-Attack: +4 to Enemy Die.

Missile Counter-Attack: +3 to Enemy Die.

Spell Counter-Attack: After casting, Hero loses 2 health.

Searing Thought - Enemy Action: Move 1 rooms towards the nearest Hero, then all Heroes within 4 rooms of Lasher lose 1 health and 2 focus.

Temporal Blip - Torch Die Effect: All Heroes within 2 rooms of Lasher are placed on the Entrance of the dungeon.

Hero Space Effects (from left to right):

- Any Skill Check: add 3 to the die result.
- Agility Check: add 2 to the die result.
- Strength Check: add 2 to the die result.
- Immediately gain 1 focus.
- Immediately lose 2 focus.
- **Lair Entrance:** Immediately lose 2 focus.

The Tinkerer

Altar Space(s): 2, 4 ***Speed:*** 4 ***Defense:*** 7

Melee Counter-Attack: +5 to Enemy Die.

Missile Counter-Attack: +3 to Enemy Die.

Spell Counter-Attack: +1 to Enemy Die.

Servo Slam - Enemy Action: Move 4 rooms towards the nearest Hero, then all Heroes in the same room as Tinkerer lose 4 health.

Static Field- Torch Die Effect: All Heroes must choose to lose 2 health or 4 focus (if they do not have 4 focus, they must lose health).

Hero Space Effects (from left to right):

- Immediately gain 3 focus, and for any Skill Check: add 3 to the die result.
- Immediately gain 2 focus, and for any Skill Check: add 2 to the die result.
- Immediately gain 1 focus.
- **Lair Entrance:** Immediately move the torch down 1 space, resolving any icon on that space.
- Immediately move the torch down 1 space, resolving any icon on that space.
- Immediately gain 2 focus.

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Boss Mat Appendix continued

Potions & Perils Mini Expansion

The Demon Lord

Altar Space(s): 3 ***Speed:*** 2 ***Defense:*** 6

Melee Counter-Attack: +5 to Enemy Die.

Missile Counter-Attack: +2 to Enemy Die.

Spell Counter-Attack: +3 to Enemy Die.

Hellfire - Enemy Action: Move 2 rooms towards the nearest Hero, then all Heroes within 2 rooms of Demon lose 2 health and 1 focus.

Vaporize - Torch Die Effect: All Heroes within 1 room of Demon must discard 1 Loot to the discard row if they are able.

Hero Space Effects (from left to right):

- Any Skill Check: add 1 to the die result.
- Immediately gain 1 focus.
- **Lair Entrance:** Immediately lose 2 health.
- Immediately lose 1 health.
- Immediately gain 1 focus.
- Any Skill Check: add 2 to the die result.

The Lich

Altar Space(s): 2, 3 ***Speed:*** 2 ***Defense:*** 7

Melee Counter-Attack: +4 to Enemy Die.

Missile Counter-Attack: +2 to Enemy Die.

Spell Counter-Attack: After casting, Hero loses 2 focus.

Soul Siphon - Enemy Action: Move 2 rooms towards the nearest Hero, then all Heroes within 2 rooms of Lich lose 2 focus. Additionally, Lich heals 1 health (any 1 health marker).

Corrosion- Torch Die Effect: All Heroes within 1 room of Lich must choose to discard a Loot or Spell to the discard row if they are able.

Hero Space Effects (from left to right):

- Any Skill Check: add 2 to the die result.
- Immediately gain 1 focus.
- Any Skill Check: add 1 to the die result.
- Immediately gain 1 focus.
- Roll 1 less Hero Die when performing any Skill Check (can not be 0).
- **Lair Entrance:** Roll 1 less Hero Die when performing any Skill Check (can not be 0).

Torch Mat Appendix

Skull- Torch Track Effect: If the torch ever reaches this space, the players have lost the game.

Skull- Fifth Goblin: If the all four Goblins are in the dungeon and a fifth Goblin is added, the players have lost the game.

Goblin Encounter- Torch Track Effect: Add 1 Goblin to the Entrance.

Enemy Action- Torch Track Effect: Activate all enemies in the dungeon. Order:

1. Heroes' abilities with the icon
2. Goblins (numbers 1 to 4)
3. Minions (from left to right)
4. Bosses (from left to right)

Act 1 Side

Explore- Free Action: Move the torch down 1 space on the torch track to reveal all unexplored dungeon cards within 1 space of your Hero (max of 4 rooms).

Minion Reward: When you kill a Minion, move the torch up 6 spaces on the torch track and discover 2 Loot or Spells, in any combination.

Act 2 Side

Taunt the Boss- Free Action: Spend 2 focus to move the Boss its Speed, the number of rooms it moves, towards you.

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