Passive Hero Abilities



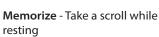
2 - H Two-handed - requires 2 hands

Hunt - Draw an extra die from the encounter bag



Shatter - ignore armor







Rescue - Join a hero losing combat and keep any trophy



Master Healer - Heal once per turn



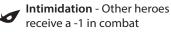
Track - Draw an extra die from the encounter bag



Pick Lock - You do not need keys to open locked chests



Might - HAMMERS and AXES take one hand



Train Familiar - Reroll a familiar once per turn

Escape - Your familiar escapes



Discipline - Gain a bonus level

Charisma - 1 in 3 chance of keeping a reward when you use PERFORM





Queen Slime Trophy - HEAL once per turn. Worth 1 FAME



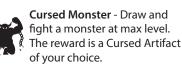
Songs - Use the pictured ability on any number of targets

Special Encounters

Challenge - Duel any player. The winner gets a treasure

Colosseum - All players fight. The winner gets an artifact





Thief - Arm the Thief with the reward depicted. This becomes the reward after combat

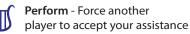
Trap - The ability shown immediately targets the active player

Trapped Reward - If you take this reward, you are targeted by ACID.

Mimic - You must fight the Mimic, and you must fight alone. Set this die aside if defeated

Before Combat

Trapper - Reroll an encounter die



Scout - See your opponent's roll before choosing to fight

Reach - See your roll before choosing to fight

Scout or Reach - Use SCOUT or REACH

Charm - Force players to assist, or prevent players from assisting



Healing - Recover one WOUNDED die

Fear - Select one die that the target may not use during combat

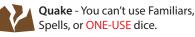
6 Invisibility- Steal a monster's treasure without fighting it

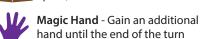
> Strength - Gain an bonus level until the end of the turn

Poison - Lose a level until the end of the turn

Raise The Dead - Animate ALL trophies. Add each monster's level to your combat total and use their abilities

Goo - You can't use EQUIPMENT or ARTIFACTS













Instants

ONE-USE die



















Legendary Beast's Trophy -Use MONSTER LEVEL dice in combat. You must rest on your next turn. Worth 1 FAME





Ring of Mastery - WOUND an Epic Monster.

Focus - Reroll a SPELL or

Stun - Undo or prevent an ability



Protection - Force an opponent to reroll a COMBAT DIE.

Aegis Shield - Use PROTECTION. If the result is lower, use it again. This die becomes wounded



Helm of Reflection - Steal an ability from an opponent

Main Combat Phase



Boost - Reduce MONSTER LEVEL dice to the given value

Slash - Reroll one of your COMBAT DICE.

Tangle - Remove an opponent's LOWEST die from combat

Throw - Add this die to any combat once per round

Vorpal Sword - Use the SLASH ability. If the result is higher, use it again. Becomes WOUNDED after use

Necromancy - Animates 1 trophy. Add the monster's level to your combat total and use its abilities

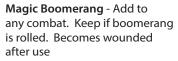


Sword Of Wounding - Deal 2 WOUNDS to a hero during combat



Bomb - Add the given value to either side in combat





Main Combat (Cont.)



Ž

Maul - Roll a HERO LEVEL die to sabotage a hero.

Explosion - Add 3 to your combat total. You must use a key to use the Gnome again



Scroll - Cast a spell of your choice



Fire - Add the FIRE SPELL to combat



Drain - Take an opponent's lowest die and add it to your combat total



Gust - RESET combat. May only be used once per combat



Toad - Reduce opponent's combat total to 0, and prevent use of equipment and monster abilities



Freeze - WOUND an EQUIPMENT or ARTIFACT die possessed by the target



Summon - Draw a monster. Add its level to your combat total and use its ability



Curse - The caster suffers a -4 in combat until healed



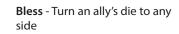
Fizzle - The spell fails and is not added to combat



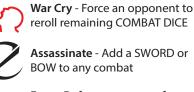
Stop - Put a monster in your inventory to fight later



Inspire - Any number of heroes may reroll their combat dice



Warding - Prevent players from using ONE-USE dice against you



Fury - Defeat a monster of lower level than you

Swarm - Roll 5 MONSTER LEVEL dice and remove those higher than the swarm level



Medusa's Trophy - Use the STOP ability once per turn. Worth 1 FAME

Kraken's Trophy - Use the TANGLE ability once per turn. Worth 1 FAME

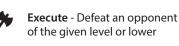
Archdemon's Trophy - Roll the DRAIN SPELL once per turn. Worth 1 FAME

Watcher's Trophy - Roll the VOID SPELL once per turn Worth 1 FAME





Last in Combat



Void - Remove an opponent's highest die from combat

After Combat

Healing - Recover one WOUNDED





Snatch - If combat is lost, return one EQUIPMENT die or ARTIFACT die to the bag. Affects all heroes in combat



heroes in combat Acid - After combat, heroes must exchange one EQUIPMENT die for



heroes in combat Sleep - Force a hero to REST on their next turn. The target gains



that turn.

once per round

Rewards and Related Abilities













a lower grade





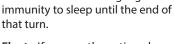








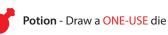




Fleet - If you are the active player, take an extra turn. Only works

Pain - The target takes one WOUND.

On a monster die, this affects all



Treasure Chest - Draw an **EOUIPMENT** die





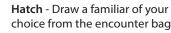
Locked Chest - Draw an ARTIFACT in exchange for a key. Otherwise, draw an EQUIPMENT die

Key - Open one locked chest

Skeleton Key - Roll to open locked chests

Empty Chest - No reward

Enchant - Draw an ARTIFACT. If you own the EQUIPMENT version, keep the **ARTIFACT** and return the EQUIPMENT to the bag



choice from the encounter bag

Luck - Select any die desired when drawing a reward

Exchange - Draw a reward, then return a die to the same bag

Secret Passage - After winning combat, upgrade a reward, or add a POTION as an extra reward

Crown - Players may duel you to take the Crown. Worth 1 FAME

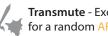


Worn Spoils - Take one WORN EQUIPMENT die of your choosing from the EOUIPMENT bag

Legendary Spoils- Take the AEGIS SHIELD or the VORPAL SWORD. These dice may not be taken from other players

Tall Tale - Keep blue trophies for 1 FAME

Upgrade - Exchange an EQUIPMENT die for a higher grade



Transmute - Exchange a trophy for a random **ARTIFACT**

