




## Passive Hero Abilities


**2 - H** Two-handed - requires 2 hands


 **Hunt** - Draw an extra die from the encounter bag


 **Shatter** - ignore armor


 **Memorize** - Take a scroll while resting


 **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

 **Intimidation** - Other heroes receive a -1 in combat


 **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


 **Identify** - Count PURPLE EQUIPMENT as 2 dice when trading for ARTIFACTS


 **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


 **Epic Monster Appears** - Fight an Epic Monster

 **Cursed Monster** - Draw and fight a monster at max level. The reward is a Cursed Artifact of your choice.


 **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


 **Perform** - Force another player to accept your assistance


 **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


 **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

 **Quake** - You can't use Familiars, Spells, or ONE-USE dice.


 **Magic Hand** - Gain an additional hand until the end of the turn


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

 **Chimera's Trophy** - Use the POISON ability once per round. Worth 1 FAME

 **Ring of Mastery** - WOUND an Epic Monster.


## Instants


 **Focus** - Reroll a SPELL or ONE-USE die

 **Stun** - Undo or prevent an ability


## Armor Phase


 **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


 **Vorpall 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

 **Boomerang** - Add to any combat. Keep if boomerang is rolled



 **Magic Boomerang** - Add to any combat. Keep if boomerang is rolled. Becomes wounded after use

## Main Combat (Cont.)









-  **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
-  **Bless** - Turn an ally's die to any side
-  **Warding** - Prevent players from using **ONE-USE** dice against you

-  **War Cry** - Force an opponent to reroll remaining **COMBAT DICE**
-  **Assassinate** - Add a **SWORD** or **BOW** to any combat
-  **Fury** - Defeat a monster of lower level than you
-  **Swarm** - Roll 5 **MONSTER LEVEL** dice and remove those higher than the swarm level
-  **Tiamat's Trophy** - Use the **FIRE** ability once per turn. Worth **1 FAME**
-  **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**
-  **Cyclops' Trophy** - Roll the **STUN SPELL** once per turn. Worth **1 FAME**
-  **Lich's Trophy** - Use **NECROMANCY** once per turn. Worth **1 FAME**





## Last in Combat














-  **Execute** - Defeat an opponent of the given level or lower
-  **Void** - Remove an opponent's highest die from combat

## After Combat

-  **Healing** - Recover one **WOUNDED** die
-  **Shatter** - Shatter a locked chest
-  **Snatch** - If combat is lost, return one **EQUIPMENT** die or **ARTIFACT** die to the bag. Affects all heroes in combat
-  **Petrify** - After combat, all **EQUIPMENT** and **ARTIFACTS** used become wounded. Affects all heroes in combat
-  **Acid** - After combat, heroes must exchange one **EQUIPMENT** die for a lower grade
-  **Pain** - The target takes one **WOUND**. On a monster die, this affects all heroes in combat
-  **Sleep** - Force a hero to **REST** on their next turn. The target gains immunity to sleep until the end of that turn.
-  **Fleet** - If you are the active player, take an extra turn. Only works once per round

## Rewards and Related Abilities

-  **Potion** - Draw a **ONE-USE** die
-  **Treasure Chest** - Draw an **EQUIPMENT** 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
-  **Hatch** - Draw a familiar of your 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 **EQUIPMENT** 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**

