

Thorulf Hammerfist

LP: 2

INIT: 3

ATK: -1

DEF: 3

+5 INIT when wearing no
Shield or Armor.

Blackstar the Assassin

LP: 2

INIT: 5

ATK: -3

DEF: 4

Add +d6 to your attack on
the first round of combat.

Magnifex the Wizard

LP: 2

INIT: 4

ATK: -4

DEF: 3

May use Witch's powers
multiple times. -50 gold to first
purchase at Witch each year.

Arkin the Berserker

LP: 4

INIT: 3

ATK: -3

DEF: 1

+1 ATK per wound.

Lady Vermillian

LP: 2

INIT: 3

ATK: -4

DEF: 4

Once per year: Inflict one
wound to target Monster or
Player.

Amros the Thief

LP: 2

INIT: 6

ATK: -4

DEF: 3

Gain 100 Gold at game start
and at each year end.

Halmond the Drunkard

LP: 3

INIT: 1

ATK: -3

DEF: 5

Do not discard cards at
Festival.

Anquarious the Shapeshifter

LP: 2

INIT: 2

ATK: -3

DEF: 3

During each battle choose 1
Bonus: +1 ATK or +3 DEF
or +5 INIT.

Talrog the Stout

LP: 3

INIT: 2

ATK: -2

DEF: 2

Heal fully at year end.

Ulg the Oak

LP: 3

INIT: 2

ATK: -3

DEF: 3

May carry a weapon in shield hand.

Kazzar the Lizardman

LP: 2

INIT: 1

ATK: -2

DEF: 7

May carry a two-handed weapon and still use a shield or dagger.

Saint Gildonius

LP: 2

INIT: 3

ATK: -4

DEF: 5

Each location: Heal 1 wound on any 1 hero.

Chortle the Slow

LP: 3

INIT: 1

ATK: -4

DEF: 4

May carry multiple shields in 1 hand.

Balmir the Brave

LP: 2

INIT: 4

ATK: -2

DEF: 4

No INIT penalties from items.

Three-headed Cock of Terror

LEVEL:
1

LP: 3

REWARD:
50 Gold

INIT: 3

ATK: -3

DEF: 1

Esquilax

LEVEL:
1

LP: 1

REWARD:
50 Gold

INIT: 1

ATK: -4

DEF: 6

+1 ATK on Road/Bridge/Tunnel.

Arach

LEVEL:
1

LP: 1

REWARD:
50 Gold

INIT: 8

ATK: -3

DEF: 4

Rat King

LEVEL:
1

LP: 2

REWARD:
1 Treasure
Lv. I

INIT: 3

ATK: -4

DEF: 3

+1 ATK in Slums/Sewers/Ruins.

Disembodied Tentacle

LEVEL:
1

LP: 1

REWARD:
100 Gold

INIT: 4

ATK: 0

DEF: 3

Iridescent Ooze

LEVEL:
1

LP: 2

REWARD:
50 Gold
1 Treasure
Lv. I

INIT: 2

ATK: -3

DEF: 2

Giant Boar

LEVEL:
2

LP: 3

REWARD:
100 Gold

INIT: 5

ATK: -2

DEF: 3

Ignore Armor in this battle.

Wyrn

LEVEL:
2

LP: 2

REWARD:
100 Gold

INIT: 2

ATK: -2

DEF: 6

Swamp Beast

LEVEL:
2

LP: 2

REWARD:
1 Treasure
Lv II

INIT: 1

ATK: -1

DEF: 3

+2 ATK in
Meadow/Forest/Swamp.

Lindwurm

LEVEL:
2

LP: 3

REWARD:
100 Gold
1 Treasure
Level I

INIT: 6

ATK: -3

DEF: 7

+2 ATK in Hills/Mine/Cave.

Wyvern

LEVEL:
3

LP: 2

REWARD:
150 Gold

INIT: 4

ATK: 1

DEF: 4

Swarm

LEVEL:
3

LP: 2

REWARD:
150 Gold

INIT: 2

ATK: -1

DEF: 5

Ignore Weapons in this
battle.

Earth Dragon

LEVEL:
3

LP: 2

REWARD:
1 Treasure
Lv. III

INIT: 3

ATK: d6-4

DEF: 8

+3 ATK in
Valley/Mountain/Cliff

Basilisk

LEVEL: 3 LP: 2

REWARD: 200 Gold INIT: 2

ATK: -2

DEF: 6

Any hero wounded by Basilisk is destroyed.

Bargost Thundertail

LEVEL: 4 LP: 3

REWARD: 200 Gold
1 Treasure
Lv II INIT: 9

ATK: +d6

DEF: 7

Ascarius, Lord of Storms

LEVEL: 4 LP: 3

REWARD: 300 Gold INIT: 6

ATK: 4

DEF: 10

+4 ATK in Coast/Tidal Flats/Island

Le Tarasque

LEVEL: 4 LP: 2

REWARD: 1 Tr. Lv. I
1 Tr. Lv. II
1 Tr. Lv. III INIT: 1

ATK: 2

DEF: 9

Mechanical Dragon

LEVEL: 4 LP: 5

REWARD: 250 Gold
1 random hero INIT: 5

ATK: 5

DEF: 5

Grimlock the Cruel

LEVEL: 5 LP: 4

REWARD: Win INIT: 8

ATK: +year

DEF: 9

Make 3 separate attacks.

Sword

LP: Type: Weapon

INIT: 1 Cost: 50

ATK: 1

DEF:

Sword

LP: Type: Weapon

INIT: 1 Cost: 50

ATK: 1

DEF:

Sword

LP: Type: Weapon

INIT: 1 Cost: 50

ATK: 1

DEF:

Chainmail	
LP:	Type: Armor
INIT: -1	Cost: 100
ATK:	
DEF: 3	

Chainmail	
LP:	Type: Armor
INIT: -1	Cost: 100
ATK:	
DEF: 3	

Chainmail	
LP:	Type: Armor
INIT: -1	Cost: 100
ATK:	
DEF: 3	

Platemail	
LP:	Type: Armor
INIT: -3	Cost: 200
ATK:	
DEF: 5	

Platemail	
LP:	Type: Armor
INIT: -3	Cost: 200
ATK:	
DEF: 5	

Platemail	
LP:	Type: Armor
INIT: -3	Cost: 200
ATK:	
DEF: 5	

Anthelium Mail	
LP: 1	Type: Armor
INIT:	Cost: 300
ATK:	
DEF: 1	

Anthelium Mail	
LP: 1	Type: Armor
INIT:	Cost: 300
ATK:	
DEF: 1	

Anthelium Mail	
LP: 1	Type: Armor
INIT:	Cost: 300
ATK:	
DEF: 1	

Axe	
LP:	Type: Weapon
INIT:	Cost: 100
ATK: 2	
DEF:	

Axe	
LP:	Type: Weapon
INIT:	Cost: 100
ATK: 2	
DEF:	

Axe	
LP:	Type: Weapon
INIT:	Cost: 100
ATK: 2	
DEF:	

Spear	
LP:	Type: Weapon
INIT: -1	Cost: 150
ATK: 3	
DEF:	

Spear	
LP:	Type: Weapon
INIT: -1	Cost: 150
ATK: 3	
DEF:	

Spear	
LP:	Type: Weapon
INIT: -1	Cost: 150
ATK: 3	
DEF:	

Halberd	
LP:	Type: Weapon
INIT:	Cost: 200
ATK: 4	
DEF:	
Two-handed.	

Halberd	
LP:	Type: Weapon
INIT:	Cost: 200
ATK: 4	
DEF:	
Two-handed.	

Halberd	
LP:	Type: Weapon
INIT:	Cost: 200
ATK: 4	
DEF:	
Two-handed.	

Banded Mail	
LP:	Type: Armor
INIT: -2	Cost: 150
ATK:	
DEF: 4	

Banded Mail	
LP:	Type: Armor
INIT: -2	Cost: 150
ATK:	
DEF: 4	

Banded Mail	
LP:	Type: Armor
INIT: -2	Cost: 150
ATK:	
DEF: 4	

Buckler	
LP:	Type: Shield
INIT: 2	Cost: 50
ATK:	
DEF: 1	

Buckler	
LP:	Type: Shield
INIT: 2	Cost: 50
ATK:	
DEF: 1	

Buckler	
LP:	Type: Shield
INIT: 2	Cost: 50
ATK:	
DEF: 1	

Shield	
LP:	Type: Shield
INIT: -1	Cost: 150
ATK:	
DEF: 3	

Shield	
LP:	Type: Shield
INIT: -1	Cost: 150
ATK:	
DEF: 3	

Shield	
LP:	Type: Shield
INIT: -1	Cost: 150
ATK:	
DEF: 3	

Dagger	
LP:	Type: Weapon
INIT: 1	Cost: 100
ATK: 1	
DEF:	
May be wielded in either hand.	

Dagger	
LP:	Type: Weapon
INIT: 1	Cost: 100
ATK: 1	
DEF:	
May be wielded in either hand.	

Dagger	
LP:	Type: Weapon
INIT: 1	Cost: 100
ATK: 1	
DEF:	
May be wielded in either hand.	

Longbow	
LP:	Type: Weapon
INIT: 3	Cost: 100
ATK: d6-2	
DEF:	
Two-handed	

Longbow	
LP:	Type: Weapon
INIT: 3	Cost: 100
ATK: d6-2	
DEF:	
Two-handed	

Longbow	
LP:	Type: Weapon
INIT: 3	Cost: 100
ATK: d6 - 2	
DEF:	
Two-handed.	

Crossbow	
LP:	Type: Weapon
INIT: 1	Cost: 150
ATK: d6+1	
DEF:	
Must skip attack to reload.	

Crossbow	
LP:	Type: Weapon
INIT: 1	Cost: 150
ATK: d6+1	
DEF:	
Must skip attack to reload.	

Crossbow	
LP:	Type: Weapon
INIT: 1	Cost: 150
ATK: d6+1	
DEF:	
Must skip attack to reload.	

Javelin	
LP:	Type: Weapon
INIT: 4	Cost: 150
ATK: d6	
DEF:	
Applies to first round of battle only.	

Javelin	
LP:	Type: Weapon
INIT: 4	Cost: 150
ATK: d6	
DEF:	
Applies to first round of battle only.	

Javelin	
LP:	Type: Weapon
INIT: 4	Cost: 150
ATK: d6	
DEF:	
Applies to first round of battle only.	

Potion of Time	
LP:	Type: Tr. Lv. I Potion
INIT:	Cost: 100
ATK:	
DEF:	
Discard: Cancel an attack, then remove all damage to target hero's DEF.	

Razor Shield	
LP:	Type: Tr. Lv. I Shield
INIT: 1	Cost: 100
ATK: 1	
DEF: 1	

Mirror Shield	
LP:	Type: Tr. Lv. I Shield
INIT:	Cost: 100
ATK:	
DEF: 3	
Reflects Basilisk's first damaging attack.	

Cursed Helm	
LP: -1	Type: Tr. Lv. I Trinket
INIT:	Cost: cursed
ATK:	
DEF: 4	

Luckstone	
LP:	Type: Tr. Lv. I Trinket
INIT: 3	Cost: 100
ATK:	
DEF:	

Giant's Gauntlet	
LP:	Type: Tr. Lv. I Trinket
INIT: -2	Cost: 100
ATK: 1	
DEF:	

Trollhide Boots

LP:
 INIT:
 ATK:
 DEF: 1

Type:
 Tr. Lv. I
 Trinket

Cost:
 100

Meekstone

LP:
 INIT:
 ATK: -2
 DEF: 5

Type:
 Tr. Lv. I
 Trinket

Cost:
 cursed

Cursed Mail

LP: 1
 INIT: -3
 ATK:
 DEF: -1

Type:
 Tr. Lv. II
 Armor

Cost:
 cursed

Spiked Plate

LP:
 INIT: -3
 ATK: 1
 DEF: 5

Type:
 Tr. Lv. II
 Armor

Cost:
 200

Potion of Youth

LP:
 INIT:
 ATK:
 DEF:

Type:
 Tr. Lv. II
 Potion

Cost:
 200

Heal all LP of a dying Hero.

Neverempty Jug

LP:
 INIT:
 ATK:
 DEF:

Type:
 Tr. Lv. II
 Trinket

Cost:
 200

You may discard the top card of the Adventure Pile to heal 1 LP at each Location.

Ascarius' Wing

LP:
 INIT:
 ATK: d6
 DEF: 1

Type:
 Tr. Lv. II
 Weapon

Cost:
 200

Wyvernslayer

LP:
 INIT: 3
 ATK: 3
 DEF:

Type:
 Tr. Lv. II
 Weapon

Cost:
 200

Bargost's Tail

LP:
 INIT: 5
 ATK: 3
 DEF:

Type:
 Tr. Lv. II
 Weapon

Cost:
 200

Shadow Hammer

LP: Type:
 INIT: -6 Tr. Lv. II
 Weapon
 ATK: 6 Cost:
 cursed
 DEF:
 Two-handed.

Cloak of Fire

LP: Type:
 INIT: 2 Tr. Lv. III
 Armor
 ATK: 2 Cost:
 300
 DEF: 2

Dragonblood

LP: Type:
 INIT: Tr. Lv. III
 Potion
 ATK: Cost:
 300
 DEF:
 Discard: Deal 2d6 damage to target Monster or Hero.

Dragon's Scale

LP: 1 Type:
 INIT: Tr. Lv. III
 Shield
 ATK: Cost:
 300
 DEF: 2

Forevermap

LP: Type:
 INIT: Tr. Lv. III
 Trinket
 ATK: Cost:
 300
 DEF:
 At end of year you may choose any location from the deck and visit it an extra time.

Endless Bag of Gold

LP: Type:
 INIT: Tr. Lv. III
 Trinket
 ATK: Cost:
 300
 DEF:
 All items cost -100 Gold. Minimum cost is 50 Gold.

Star Pearl

LP: Type:
 INIT: 1 Tr. Lv. III
 Trinket
 ATK: 1 Cost:
 300
 DEF: 1

Grimlock's Maw

LP: -1 Type:
 INIT: Tr. Lv. III
 Weapon
 ATK: 6 Cost:
 cursed
 DEF:
 Two-handed.

Scalesplitter

LP: Type:
 INIT: 3 Tr. Lv. III
 Weapon
 ATK: 3 Cost:
 300
 DEF: 3

Potion of Luck

Type:
Potion

Cost:
50

Discard: Choose a die. Reroll
it up to twice.

Potion of Luck

Type:
Potion

Cost:
50

Discard: Choose a die. Reroll
it up to twice.

Potion of Luck

Type:
Potion

Cost:
50

Discard: Choose a die. Reroll
it up to twice.

Potion of Healing

Type:
Potion

Cost:
100

Discard: Heal 1 wound.

Potion of Healing

Type:
Potion

Cost:
100

Discard: Heal 1 wound.

Potion of Healing

Type:
Potion

Cost:
100

Discard: Heal 1 wound.

Potion of Speed

Type:
Potion

Cost:
150

Discard: You get an
additional attack.

Potion of Speed

Type:
Potion

Cost:
150

Discard: You get an
additional attack.

Potion of Speed

Type:
Potion

Cost:
150

Discard: You get an
additional attack.

Winterfall

Special

Until the next Monster is revealed: All Terrains are purged and all revealed Spells and Locations are discarded with no effect.

Alchemist's Hut

Location

Buy any number of Potions:

50: Potion of Luck
100: Potion of Healing
150: Potion of Speed

Alchemist's Lab

Location

Buy any number of Blacksmith Items:

50: Sword
100: Axe
150: Spear
200: Halberd
100: Chainmail
200: Plate Mail
300: Anthelium Mail

Festival

Location

If any player wants to visit, everyone visits. Discard the top 5 cards of the Adventure Deck. Each hero heals 1 wound. The richest player pays to the poorest player 50 Gold. Ignore if any ties.

Hermit

Location

Each player may buy 1 Treasure.

100: Buy a Lv. I Treasure
200: Buy a Lv. II Treasure
300: Buy a Lv. III Treasure

Highway Robbers

Location

Stop here unless each player pays 100 Gold. If you stop, each player loses 1 item at random.

Tavern

Location

50: Heal all your Heroes.

300: View 3 Heroes and recruit 1 (max 1 time per visit).

Tavern

Location

50: Heal all your Heroes.

300: View 3 Heroes and recruit 1 (max 1 time per visit).

Marketplace

Location

Players may sell any number of items for face value.

Players may trade among themselves.

Witch's Hut

Location

Free: Discard 1 cursed item.
(Max 1 time per visit)

50: Put 1 purged card on
top of the Adventure Deck.
(Max 1 time per visit)

500: Buy the Weapon of
Legend

Woodworker

Location

Buy any number of
Woodworker items:

50: Javelin
100: Longbow
150: Crossbow
50: Buckler
100: Dagger
150: Shield
150: Banded Mail

Form Fate

Spell

Look at the top 7 cards of
the Adventure Dack and
rearrange them.

Strengthen

Spell

After seeing an ATK-roll,
roll another die and add that
value to the first.

Teleport

Spell

After seeing an ATK-roll,
cancel that attack. You may
flee from battle (not against
Grimlock).

Transmute

Spell

Immediately sell 1 item
then buy 1 item from the
Blacksmith, Woodworker
or Alchemist. You may sell
cursed items for 0 Gold.

Weaken

Spell

Target Monster or Hero
gets -2 DEF or -5 INIT for
the remainder of the battle.

Weapon of Legend

LP:

Type:
Weapon

INIT: 6

Cost:
500

ATK: d6+3

DEF: 3

Terrain

COAST: Monsters have -1 Level. Add Tr. Lv. I to all rewards.

TIDAL FLAT: Monsters have -1 Level. Add Tr. Lv. II to all rewards.

ISLAND: Monsters have -1 Level. Add Tr. Lv. III to all rewards.

Terrain

HILLS: Monsters get +1 INIT.

MINE: Monsters get +2 INIT.

CAVE: Monsters get +4 INIT.

Terrain

MEADOW: -

FOREST: -

SWAMP: Heroes and Monsters get -1 ATK.

Terrain

ROAD: Heroes get +1 INIT.

BRIDGE: Heroes get +2 INIT.

TUNNEL: Heroes get +4 INIT.

Terrain

SLUMS: -

SEWERS: Heroes cannot use Spells.

RUINS: Heroes cannot use Spells or Potions.

Terrain

VALLEY: Heroes and Monsters get +2 ATK.

MOUNTAIN: Heroes and Monsters get +3 ATK.

CLIFF: Heroes and Monsters get +4 ATK.