

SINGING CRYSTALS

TRAP

TACTICS

When this trap spawns, place the Active Hero on this tile.

When this trap activates or when a Hero fails a roll to disable it, Heroes that are not on this tile lose 1 HP for each Hero on this tile.

Magical Resonance: The Hero who disables this trap draws 1 Treasure card for each Hero on this tile, keeps 1 of those cards and discards the others.

Instead of attacking, a Hero on this tile can disable this Trap with a roll of 10+

X

BRASS BULL

GOLEM

AC HP

TACTICS

15* 4

The Bull moves adjacent to the furthest Hero. That Hero is Dazed.

Stampede: When the Brass Bull enters a tile, all Heroes there take 1 damage.

Heavy Armor: This Monster gains +1 AC for each HP it still has.

4 EXPERIENCE

X

ARCH MAGE

HUMAN

AC HP

TACTICS

15 2

The Arch Mage teleports to the nearest tile with no Heroes and attacks the Hero who controls this card with a spell. Roll 1d6 to determine the spell effect: 1 = Poisoned, 2 = Lose 1 HP, 3 = Dazed, 4 = Immobilized, 5 = Disadvantage, 6 = Lose 2 HPs. After the attack, pass this card to the player on your right.

ATTACK

+8

DAMAGE

???

3 EXPERIENCE

X

ARCANE DOORWAY

TRAP

TACTICS

If there are less than 4 Monsters in play, the Arcane Door spawns a new Monster on its tile. The Experience of the Monster depends on the number of Monsters already on the map.

0 Monsters = 4 Experience

1 Monster = 3 Experience

2 Monsters = 2 Experience

3 Monsters = 1 Experience

Teleport: Any Hero that attempts to disable this Trap and fails is teleported to the Start Tile.

Instead of attacking, an adjacent Hero can disable this Trap with a roll of 10+

X

LEAD GOLEM

GOLEM

AC HP

TACTICS

16 1

If the Lead Golem is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks that Hero with leaden fists. Otherwise, it moves 1 tile toward the closest Hero.

Minion: When this Monster enters play, put another Golem Monster from the Monster deck into play adjacent to it.

ATTACK

+7

DAMAGE

1

1 EXPERIENCE

X

FORGE GOLEM

GOLEM

AC HP

TACTICS

16 2

If the Forge Golem is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks that Hero with its hammer. Otherwise, it moves 1 tile toward the closest Hero.

Repair: When this Monster activates, all Golems in play heal 1 Hit Point.

ATTACK

+7

DAMAGE

1

2 EXPERIENCE

X

WIZARD CONSTRUCT

GOLEM

AC HP

TACTICS

16 1

The Golem teleports to the tile with the most Heroes and attacks all Heroes on that tile with arcs of electricity.

Magical Feedback: Heroes who use a Daily or Utility Power while this monster is in play lose 1 Hit Point.

ATTACK

+6

DAMAGE

1

2 EXPERIENCE

X

PANDORA'S BOX

TRAP

TACTICS

Move Pandora's Box adjacent to your Hero. Then roll 1d6:

1 = Add a Monster to this tile.

2 = Draw an extra Encounter card.

3 = Gain Poisoned.

4 = Gain Disadvantage.

5 = Gain Advantage.

6 = Draw a Treasure Card.

After rolling, pass this card to the player on your right.

Instead of attacking, an adjacent Hero can disable this Trap with a roll of 10+

X