

CRYSTAL ENTITY

ELEMENTAL

AC HP

TACTICS 12 1

If the Entity is on a tile with a Hero, it attacks the closest Hero with a bolt of lightning.

Otherwise, it does nothing.

Energy Drain: Heroes cannot use magical Items while the Crystal Entity is in play.

ATTACK

+7

DAMAGE

1

1 EXPERIENCE

X

HAND OF DOOM

TRAP

TACTICS

The Hand of Doom teleports adjacent to the Hero that is furthest away. That Hero is Immobilized and loses 1 Hit Point.

Crushing Grasp: Any Hero that attempts to disable this Trap and fails is Immobilized and loses 1 Hit Point.

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

X

DEATH MACHINE

TRAP

TACTICS

If the Death Machine is on the same tile as the active Hero, all Heroes on its tile lose 2 Hit Points.

Otherwise, the Death Machine moves 1 tile towards the active Hero and attacks each Hero on that tile and on the tile it just left.

Deadly Blades: Any Hero that attempts to disable this Trap and fails loses 1 Hit Point.

ATTACK

+4

DAMAGE

2 (Miss 1)

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

X

STATUE OF THE GODDESS

TRAP

TACTICS

If the active Hero discards a face-up Item for no effect to appease the Goddess, remove this Trap from play.

Otherwise, the active Hero must draw an extra Encounter card immediately.

Divine Displeasure: Any Hero that attempts to disable this Trap and fails must draw an extra Encounter card immediately.

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

X

CRUSADER GOLEM

GOLEM

AC HP

TACTICS 17 2

If the Golem is adjacent to a Hero, it does 2 damage to all adjacent Heroes.

If it is within 1 tile of a Hero, it shoots all Heroes within 1 tile with its rapid-fire cannon.

Otherwise, it moves 1 tile toward the closest Hero.

ATTACK

+8

DAMAGE

2 (Miss 1)

3 EXPERIENCE

X

BRASS GOLEM

GOLEM

AC HP

TACTICS 16 3

If the Golem is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks with metal fists.

Otherwise, it moves 1 tile towards the closest Hero.

Cold Metal: This Monster cannot lose more than 1 Hit Point per turn.

ATTACK

+7

DAMAGE

1

2 EXPERIENCE

X

STEAM GOLEM

GOLEM

AC HP

TACTICS 16 4

If it is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks that Hero with its giant blade.

If it is within 2 tiles of a Hero, it attacks each Hero on the closest Hero's tile with its blackpowder gun.

Otherwise, it moves 1 tile toward the closest Hero. Pass this card to the left.

BLADE
GUN

ATTACK

+8
+6

DAMAGE

2
2 (Miss 1)

4 EXPERIENCE

X

AUTOMATON

GOLEM

AC HP

TACTICS 16 1

If the Golem is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks with a trident.

Otherwise, it moves 1 tile towards the closest Hero.

Impervious: Only adjacent Heroes can damage this Monster.

ATTACK

+7

DAMAGE

1

1 EXPERIENCE

X