

## MINIONS

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**Koboldar**, 7 Health, 2 Speed, 5 Defense  
Enemy Action: Move and then attack its room, take 2 damage and spawn a Mob.



**Satyr**, 6 Health, 4 Speed, 4 Defense  
Counter-Attack: Die + 1 x the number of Loot you carry  
Enemy Action: Move and then attack its room, take 2 damage and discard a Loot.



**Bugbear**, 7 Health, 4 Speed, 5 Defense  
Enemy Action: Move and then attack its room, take 3 damage.



**Basillisk**, 8 Health, 3 Speed, 6 Defense  
Enemy Action: Move and then attack all heroes within 1 room, take 2 damage and lose 2 Focus.



**Dreadbot**, 8 Health, 1 Speed, 5 Defense  
Enemy Action: Move and then attack its room, take 4 damage.



**Wererat**, 6 Health, 4 Speed, 4 Defense  
Enemy Action: Move and then attack all heroes with 2 rooms, Trap  
Danger: Agility Check of 7. If a failure, take 2 damage.



**Magesphere**, 6 Health, 5 Speed, 4 Defense  
Counter-Attack: Die + 1 x the number heroes within 3 rooms  
Enemy Action: Move and then attack all heroes within 2 rooms, Trap  
Danger: Intellect Check of 7. If a failure, take 2 damage.



**Drakaknight**, 8 Health, 2 Speed, 6 Defense  
Enemy Action: Move and then attack all heroes within 2 rooms, Trap  
Danger: Strength Check of 7. If a failure, take 2 damage.

## GLORIOUS VICTORIES

PLACEHOLDER

# GARD APPENDIX I



## HEROES

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### Prince Orn, Human Archmage

*Divine Word:* Spell Action, Intellect Check of 6: If you succeed, pay 3 Focus for all enemies within 1 room to take 1 damage OR all heroes within 1 room gain 2 health.



### Tugsy Waram, Dwarf Blastmaster

*Demolitions Expert:* Passive: When you Missile Attack, discard a Bomb to add +4.  
*Blunderbuss:* Missile Attack, Agility Check with -2: All enemies with 1 room take damage.



### Commander Leena, Elf Blinkblade

*Synergized Attack:* Spell Action, Intellect Check of 4: If you succeed, perform a Melee Attack and gain +2 to any check if at least 1 other hero is in your room/space.  
*Blink:* Free Action: Pay 3 Focus to move to any room/space with another hero.



### Ava the Brave, Human Explorer

*Scout's Vigil:* Free Action: Pay 1 Focus to reveal an adjacent Dungeon Card (do not take damage if an enemy spawns).  
*Explore:* 1x-per-turn Free Action: Pay 5 Focus to gain 1 Relic Token (can happen in any room/space).



### Jolene the True, Human Marshall

*Rally Spirit:* Passive: All heroes within 1 room gain +1 to all checks.  
*Bolster:* Free Action: Pay 2 Focus for all heroes within 2 rooms to gain 1 Health.



### Red Ghost, Faceless Assassin

*Shadow Strike:* Spell Action ONLY if a single enemy is in your room/space, Agility Check of 6: If you succeed, perform a Melee Attack that is +2.



### Echo, Human Illusionist

*Mirage:* Passive that occurs before the Enemy Action: Pay 3 Focus to guard 1 damage for all heroes within 2 rooms (including yourself).



### Silver, Grey-Elf Sharpshooter

*Double Shot:* 1x-per-turn Free Action: Pay 4 Focus to perform a Missile Attack that is -2.

## LOOT

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### Morningstar, Hand Item

Melee Attack, Strength Check that is +1. Also, roll 1 additional die for any Strength Check (cannot exceed 3 dice).



### Bomb Bag, Hand Item

Missile Attack Modifier: +2, but -1 Speed.



### Halberd, Hand Item

Melee Attack, Strength Check that is -1 and deals damage to all enemies in your room. Also Passive that occurs before the Enemy Action: Pay 2 Health to guard 1 damage for all heroes in your room (including yourself), and then gain 1 Focus.



### Yew Bow, Hand Item

Missile Attack, Agility Check that is +1 for a target up to 3 rooms in sight. Also, roll 1 additional die for any Agility Check (cannot exceed 3).



### Seeker Darts, Hand Item

Missile Attack, Agility Check for a target up to 2 rooms away (can be in your room).



### Beam Staff, Hand Item

Melee Attack, Agility Check that is +1. OR, Missile Attack, Intellect Check that is +1 for a target up to 1 room in sight.



### Hero's Tunic, Garb Item

Passive that occurs before the Enemy Action: All heroes within 4 rooms of you gains 1 Health.



### Knight's Cuirass, Garb Item

+2 Defense. But, all Agility Checks are -1.



### Scout's Jacket, Garb Item

+1 Speed. Also, 1x-per-turn Free Action to pay 3 Focus to reveal all Dungeon Cards within 1 room of you.



### Apothecary's Vest, Garb Item

All Intellect Checks are +1. Also, Missile and Spell Attack Modifier: Immediately gain 1 Focus.



### Griffin Quill, Trinket Item

Spell Attack Modifier: All heroes within 1 room immediately gain 1 Health.



### War Drum, Trinket Item

Melee Attack Modifier: All heroes within 1 room immediately gain 2 Focus.



### Caltrops, Trinket Item

Passive that occurs before the Enemy Action: deal 2 damage to all enemies in your room. Then you must discard Caltrops.



### Cursed Figurine, Trinket Item

Roll 1 additional die for any ANY Check (cannot exceed 3). But, -1 Defense and -1 Speed.

## LEGENDARY LOOT SETS

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 **Dragon Set:**  
Additional Speed: +1/+2/+3

 **Glaive of the Dragon, Hand Item**  
Melee Attack, Strength Check with +1 OR Agility Check that targets all enemies in your room.

 **Aegis of the Dragon, Hand Item**  
Melee Attack Modifier: Reroll the Enemy Die once. Also, Passive that occurs before the Enemy Action. Pay 2 Health to guard 1 damage for all heroes in your room (including yourself).

 **Scale Mail of the Dragon, Garb Item**  
+1 Defense

 **Tooth of the Dragon, Trinket Item**  
All Strength and Agility Checks are +1.

 **Pegasus Set:**  
Spell Action Modifier: Immediately gain 1 Health, 2 Health, 3 Health.

 **Wand of the Pegasus, Hand Item**  
Missile Attack, Intellect Check for a target up to 1 room away (can be in your room).

 **Scroll of the Pegasus, Hand Item**  
Your Hero Mat holds 1 additional Spell Card (if you discard this Loot, you must discard your third Spell Card). Also, gain a *Research Free* Action.

 **Wings of the Pegasus, Garb Item**  
Passive that occurs before the Enemy Action: You may immediately move 1 room.

 **Crystal of the Pegasus, Trinket Item**  
All Intellect Checks are +1. Also, Passive that occurs before the Enemy Action: Pay 2 Health to guard 1 damage for all heroes in your room (including yourself), and then gain 1 Focus.

 **Automata Set:**  
Missile Attack Modifier: Immediately gain 1 Focus/ 2 Focus/ 3 Focus

 **Cogblade of the Automata, Hand Item**  
Melee Attack, Agility Check. Also, Melee Attack Modifier: pay 4 Focus to ignore the Enemy Die roll.

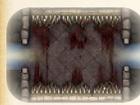
 **Blaster of the Automata, Hand Item**  
Missile Attack, Agility Check that is +1 for a target up to 2 rooms in sight. OR Pay 3 Focus for Missile Attack, Agility Check that is +2 for a target up to 4 rooms in sight.

 **Casing of the Automata, Garb Item**  
Melee Attack Modifier: Pay 2 Focus to gain +2 Defense (can happen multiple times).

 **Gizmo of the Automata, Trinket Item**  
After a successful Missile Attack, pay 1 Focus to deal 1 additional damage to the target.

## DUNGEON ROOMS

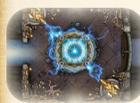
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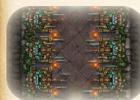
 **Crushing Chamber**  
Trap Danger: Any Check of 6. Disarm: Strength Check of 6. If successful, gain 1 Relic Token. If a failure, lose 2 Health and 2 Focus.

 **Cursed Chamber**  
Trap Danger: Any Check of 6. Disarm: Any Check of 10. If successful, gain 5 Torch. If a failure, lose 3 Health.

 **Frozen Chamber**  
Trap Danger: Any Check of 8. Disarm: Agility Check of 6. If successful, gain 1 Relic Token. If a failure, lose 3 Focus.

 **Lava Chamber**  
Trap Danger: Any Check of 7. Disarm: Any Check of 8. If successful, gain 1 Loot or Spell. If a failure, discard 1 Loot or Spell.

 **Lightning Chamber**  
Trap Danger: Any Check of 7. Disarm: Agility Check of 6. If successful, gain 1 Relic Token. If a failure, all heroes within 2 rooms lose 2 Focus.

 **Poisoned Dart Chamber**  
Trap Danger: Any Check of 7. Disarm: Any Check of 8. If successful, gain 4 Torch. If a failure, lose 2 Health.

 **Quicksand Chamber**  
Trap Danger: Any Check of 7. Disarm: Agility Check of 6. If successful, all heroes within 2 room gain 2 Health and 2 Focus. If a failure, discard 2 Relic Tokens back to the pile.

 **Bear Pit**  
Trap Danger: Any Check of 6. Disarm: If successful, gain 1 discarded Loot/Spell. If a failure, lose 1 Health.

 **Champions' Hall, Mob Encounter (Immediately lose -1 Health)**  
1x-per-turn Free Action: Lose 1 Health to gain 1 Torch.

**Crystal Grotto**

1x-per-turn Free Action: Pay 2 Focus and discard 1 Loot/Spell to gain 1 Loot/Spell.

**Dragon's Hoard**

1x-per-turn Free Action: Lose 1 Torch to gain 1 Loot/Spell.

**Enchanted Garden**

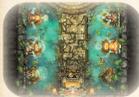
Search Action, Any Check of 7: If successful, all heroes within 2 rooms gain 3 Health and 5 Focus. If a failure, all heroes within 2 rooms lose 1 Health and 2 Focus.

**Fairy Pond**

Search Action, Intellect Check of 5: If successful, gain 1 Spell.

**Goblin Forge:** Mob Encounter (Immediately lose -1 Health)

Search Action, Strength Check of 6 and then Agility Check of 5: If successful, gain a Loot/Spell.

**Hidden Sanctuary:** Mob Encounter (Immediately lose -1 Health)

Search Action, Any Check of 8 and then Any Check of 6: If successful, pay 2 Focus to gain 4 Torch.

**Robot Workshop:** Mob Encounter (Immediately lose -1 Health)

Search Action, Strength Check of 5: If successful, move up to 2 rooms/spaces and perform a Melee Attack that is +2.

**Rancid Sewers:** Mob Encounter (Immediately lose -1 Health)

Free Action: Pay 2 Focus to move to any revealed room/space.

**Sunken Giant:** Mob Encounter (Immediately lose -1 Health)

Search Action, Any Check of 7: If successful, pay 2 Focus to gain 2 Relic Tokens.

**Thieves' Hideout:** Mob Encounter (Immediately lose -1 Health)

Search Action, Agility Check of 7: If successful, gain 1 Relic Token.

**Treasure Vault:** Mob Encounter (Immediately lose -1 Health)

Search Action, Strength Check of 6 and then Intellect Check of 5: If successful, gain a Loot/Spell.

**SPELLS****Dragon's Breath**

Spell Attack, Intellect Check of 7: If successful, pay 3 Focus to deal 2 damage to all enemies in your room/space. If a failure, all heroes in your room take 1 damage.

**Ice Lance**

Spell Attack, Intellect Check of 6: If successful, pay 4 Focus to deal 3 damage to a single target 1 room in sight.

**Meteor Swarm**

Spell Attack, Intellect Check of 6: If successful, pay 2 Focus for all enemies AND heroes within 1 room to take 2 damage.

**Terraform**

Spell Action, Any Check of 6: If successful, pay 4 Focus to replace any 1 revealed Dungeon Card with the top Dungeon Card from the deck (place the discarded one on the bottom of the deck). Any hero or enemy on the old card are then moved to the new card, however no Mobs spawn onto the new card even if there is an icon. Any Passageway Tokens touching the old card are discarded. Chapter specific Dungeon Cards, Blockage Cards, and Minion Encounter Cards cannot be Terraformed.

**Radiant Shield**

Spell Action, Any Check of 4: If successful, pay 4 Focus to perform a Melee or Missile Attack with +4 Defense.

**Astra Journey**

Spell Action, Intellect Check of 4: If successful, pay 3 Focus to move to any room/space and then you may perform a 1x-per-turn Free Action in that room (even if you have already performed that action previously in your turn).

**Searing Light**

Spell Attack, Intellect Check of 3: If successful, pay 3 Focus to deal 1 damage to all enemies within 1 room.

**Time Stop**

Spell Action, Intellect Check of 6: If successful, pay 6 Focus to gain 1 Torch and to perform a 1x-per-turn Free Action (one you've already performed previously in your turn). If a failure, lose 1 Torch and resolve any negative effects.

**Transmute Loot**

Spell Action, Any Check of 6: If successful, discard a Loot to draw 2 Loot Cards from the deck, keep up to 1 card, and place the unpicked card(s) on the bottom of the deck. If a failure, you must discard a Loot.

**Minotaur's Might / Fae's Finesse**

Spell Action, Intellect Check of 3: If successful, pay 2 Focus to perform a Melee / Missile Attack that is +1 and also gain +1 Defense.

**Ready Mind**

1x-per-turn Spell Action, Intellect Check of 3: If successful, pay 2 Focus to perform a Spell Action that is +3 in the Skill Check.

**Mending Aura**

Spell Action, Intellect Check of 4: If successful, pay 3 Focus for all heroes within 2 rooms to gain 2 Health.

**Haste**

Spell Action, Intellect Check of 3: If successful, pay 2 Focus to gain +4 Speed and perform a 1x-per-turn Free Action (one you've already performed previously in your turn).