

CARD APPENDIX II



**Shel'Ull, Half-Orc Berserker**

Frenzy: After a successful Melee Attack, perform a 1x-per-turn Free Action. Pay 1 Focus to move 1 room and perform another Melee Attack at -2.

**Lord Theodulf, Wolfborn Tracker**

Pounce: Spell Action, Agility Check of 6. If you succeed, pay 4 Focus to deal 2 damage to all enemies in your room.

Skulk: 1x-per-turn Free Action. Pay 1 Focus to move up to 2 room, where you have Stealth (can move through rooms with enemies).

**Cakaza, Lionkin Gladiator**

Pride Protector: Passive that occurs before the Enemy Action: Pay 2 Health to guard 1 damage for all heroes in your room (including yourself).

Guard: Passive for Melee Attacks. -1 for any Skill Check, but gain 2 Defense.

**Overseer Orawk, Birdfolk Vizier**

Piercing Eye: Spell Action, Intellect Check of 4. If you succeed, Pay 4 Focus to reveal any Dungeon Card, and if an enemy spawns, immediately deal it 2 damage.

Advanced Research: Free Action. Pay 4 Focus to draw 2 Spell Cards, you may keep one and add the other one to the discard.

**Taffidy Spark, Gnome Artificer**

Trap Bot: 1x-per-turn Free Action. Perform a Disarm Action on a room/space up to 3 rooms away. If successful, gain the trap's benefit. If failed, lose 2 focus and discard 1 Loot.

Tinkerer: Rest Action Modifier: Add a Loot to the discard pile.

**Tier, Pixie Beastmaster**

Animal Companions: Melee Attack Modifier (Bear): Pay 4 Focus, gain +4. Spell Action Modifier (Cat): Pay 3 Focus, gain +3. Disarm or Search Action Modifier (Monkey): Pay -2 Focus, gain +2.

Dust: Spell Actions, Intellect Check of 4. If a success, pay 2 Focus to deal 1 damage to an enemy up to 1 room away (can be in same room).

Cat Nap: Rest Action Modifier: Gain +2 Health and +2 Focus.

**Glacius Spellclaw, Polarkin Battlemage**

Blizzard: Spell Action, Intellect Check of 7. If a success, pay 4 Focus to deal 2 damage to all enemies within 1 room. If a fail, all heroes within 1 room take 1 damage.

**Copperheart, Construct Servitor**

Restore: Spell Action. Pay 4 Focus for all heroes within 1 room to gain 2 Health and 3 Focus.

Shock: Spell Action, Intellect Check of 5. If a success, pay 3 Focus to deal 1 damage to all enemies in your room.

Download: Free Action. Pay 4 Focus to draw 2 Loot Cards from the deck, and you may keep one and then place the other one to the discard pile.

LOOT**Arcane Dagger, Hand Item**

Melee Attack, Intellect Check with +1. Also, roll 1 additional die for any Intellect Check (cannot exceed 3 dice).

**Scimitar, Hand Item**

Melee Attack, Agility Check with +1. Also, when you Melee Attack, immediately gain 1 Focus.

**Captain's Uniform, Garb Item**

1x-per-turn Free Action: Spend 2 Focus for a single hero within 1 room/space can be moved up to 2 spaces.

**Monster Bait, Trinket Item**

Passive that occurs before the Enemy Action: All enemies within 2 rooms/spaces may be moved 1 space before the Enemy Action is resolved.

LEGENDARY LOOT SETS**Revenant Set:**

Passive that occurs before the Enemy Action: Gain 1 Health/ 2 Health/ 3 Health

**Scythe of the Revenant, Hand Item**

Melee Attack, Any Check with +1 OR Agility Check that targets all enemies in your room

**Beacon of the Revenant, Hand Item**

Melee Attack, Missile Attack, or Spell Modifier: Pay 1 Health to gain +1 to any Skill Check (can occur multiple times).

**Hood of the Revenant, Garb Item**

1x-per-turn Free Action: Spend 1 Health to perform an additional movement where you have *Stealth* (move into spaces with enemies) and *Ethereal Step* (move through walls, but cannot through locked doors, between pages in the Dungeon Booklet, or through a wall on the booklet to an adjacent card).

**Coin of the Revenant, Trinket Item**

Melee Attack, Missile Attack, or Spell Modifier: Pay 1 Health to reroll any number Hero Dice.

**Kraken Set:**

Additional Defense: +1/+2/+3

**Trident of the Kraken, Hand Item**

Melee Attack, Strength or Agility Check OR a Missile Attack, Strength or Agility Check for a target up to 2 rooms in sight.

**Net of the Kraken, Hand Item**

Missile Attack Modifier: The target enemy may be moved into your room/space.

**Ring Mail of the Kraken, Garb Item**

Melee or Missile Attack Modifier: You may reroll 1 Hero Die. Passive that occurs before the Enemy Action: Pay 2 Health to guard 1 damage for all heroes in 1 room.

**Fishhook of the Kraken, Trinket Item**

Passive that occurs before the Enemy Action: Deal 2 damage to all enemies in your room/space.

SPELLS



Plane Shift

Spell Action, Intellect Check of 3: If successful, pay 2 Focus to gain an additional movement with *Ethereal Step* (move through walls, but cannot through locked doors, between pages in the Dungeon Booklet, or through a wall on the booklet to an adjacent card), also perform an addition 1x-per-turn Free Action that you have already performed this turn.



Corrupted Heal

Spell Action, Intellect Check of 3: If successful, lose 2 Health to heal a hero up to 4 spaces away 5 (may be yourself).



Vampiric Touch

Spell Action, Intellect Check of 6: If successful, pay 4 Focus to deal 2 damage to an enemy up to 2 rooms away, while at the same time healing a hero up to 2 rooms away 2 health (may be yourself).



Mind Control

Spell Action, Intellect Check of 7: If successful, pay 2 Focus to move an enemy, up to 1 room away, 1 space then deal damage to all enemies in that room (including your target). If failure, immediately resolve an Enemy Action.



Wish

Spell Action, Any Check of 8: If successful, pay 4 Focus either gain a Loot and a Spell, restore to full Health, remove any 1 Mob, or gain 2 Torch.

MINIONS



Siren, 7 Health, 3 Speed, 4 Defense

Enemy Action: Move and then attack its room, take 2 damage and discard 1 Spell.



Banshee, 6 Health, 3 Speed, 5 Defense

Enemy Action: Move and then attack all heroes within 2 rooms, take 1 damage and lose 3 Focus.