



**RONAN OF THE WILD**

**Pico:** When exploring on a quest card you gain +1 .

3



**GRISBAN THE THIRSTY**

**Deflect Blow:** Once per combat you may spend any number of  as an equal number of .

3



**LORD HAWTHORNE**

**Vicious Strike:** Once per combat round, as a combat action, you may exert to recast any number of your tokens.

4



**CHALLARA**

**Ancestral Knowledge:** Whenever testing  reveal one additional card.

2



**DEZRA THE VILE**

**1  Paralyze:** Choose one of your foe's spent tokens. Your foe cannot cast that token during the next combat round.

2



**ELDER MOK**

**1 Unleash Spirit:** Test  +1 to deal 1  for each success.

3



**LAUREL OF BLOODWOOD**

**Pathfinding:** Once per turn, you may reroll all of your terrain dice.

2



**PATHFINDER DURIK**

**Sense Weakness:** Once per combat round, as a combat action, remove a foe's  token to deal 1 .

3



**LOGAN LASHLEY**

**Agility:** Before determining combat initiative you may exert to flip one of your tokens or force your foe to recast on of their tokens.

3



**KOBOLDS**

**Overwhelming Numbers:** Gain 1 kobold minion from the minion deck or discard for every kobold still in play at the end of a combat round.

1



**ZOMBIES**

**Hordes of the Undead:** Use a  $\blacksquare$  result as a  $\heartsuit$ . Otherwise heal 1 damage.

1



**SORCERER**

**Lightning bolt:** You may spend  $\heartsuit$  as  $\spadesuit$ .

3



**CARRON DRAKE**

**Diseased:** If your foe takes combat damage this round they must test  $\clubsuit$ . If they fail deal 1 unblockable  $\skull$  at the end of the combat round.

2



**SKELETON ARCHERS**

**Blighted Arrows:** When determining initiative add +1  $\heartsuit$ .

2



**FLESH MOULDER**

**X  $\heartsuit$  Mend:** Heal X damage.

3



**BLOOD DRAKE**

**Agile:** Flip one  $\blacksquare$  after initiative has been determined.

1



**WRAITHS**

**Ethereal:** +1  $\heartsuit$  against all attacks that deal  $\spadesuit$ .

3



**GOBLIN WITCHER**

**1  $\heartsuit$  Curse:** Your foe may not use  $\heartsuit$  abilities for the rest of the combat round.

3



**WIDOW TARHA**

**Channel Power:** Once, during an attribute test, you may exert by suffering 1 ♥ rather than discarding a skill card.





**LEORIC OF THE BOOK**

**Focused Study:** +1 👁





**MASTER THORN**

**Teleport:** Whenever you gain a trophy, you may exert to move up to X hexes. X is equal to your 👁.





**RYTHKIN**

**1 ⚡ Blinding Light:** You may flip a foe's uncast token.





**LYSSA**

**Nine Lives:** When this ally joins a party place 1 🌟 on this card. If Lyssa would be defeated you may exert to discard 1 🌟 from this card to heal all of her damage.





**AHRIAN**

**Language of the Spirits:** You may use any 🌬 tokens before initiative is decided.





**AVRIC ALBRIGHT**

**Prayers of Healing:** When resting in the wilderness recover 2 health for each matching terrain symbol you roll.





**JAIN FAIRWOOD**

**Survival Skills:** Once per quest, when **exploring**, you may exert to flip one terrain die to its opposite side.





**CORBIN**

**Stunning Blow:** When a foe spends 🛡 to block your ⚔ damage, you may exert to remove one of the tokens used from the next combat round.






**DRAGON HYBRID**

1 **Thrust:** Deal 2 .

2



**BARROW WYRM**

1 **Plague Breath:** Your foe must discard 1 skill card from their hand. Otherwise deal 1 .

4



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1



**CRYPT DRAGON**

1 **Blast:** Deal 1  to each foe and ally in combat with this villian, even if they did not cast a token this combat round.

4



**REANIMATES**

**Unyielding:** You must defeat this minion before placing damage on another enemy.

3



**RAZORWING**

**Fly:** Gain + 1 initiative.

2



**HYRIBD SENTINEL**

1 **Prey on the Weak:** Deal 1  then perform an additional combat action after this one.

3



**BARGHEST**

**Stalker:** If your foe attempts a retreat and cannot or does not retreat deal 2  before the new round of combat begins.

3



**LESSER GOLEM**

5



**ULMA GRIMSTONE**

**1 ↗ Smoke Bomb:** Remove one of your foe's tokens not showing initiative.





**ELIAM**

**↗ Twin Blades:** Once per combat round as a combat action, you may exert and remove 2 of your ↗ tokens to deal 3 ↗ that cannot be blocked.





**TOMBLE BURROWELL**

**Pick Pocket:** *Whenever you successfully retreat Tomble also retreats with you. On a successful retreat you may also exert once to gain 1 ⊕*





**NANOK OF THE BLADE**

**Assault:** As a combat action, you may exert and spend any number of ⊕ to deal an equal number of ↗.





**RAYTHEN**

**Barter:** Whenever you trade goods, add 1 ⊕ to its trade value.





**RAYTHEN THE SHADOW**

**Underworld Connections:** Once per turn, in a city you may spend 1 ↗ and 1 ⊕ to refresh the market.





**BELTHIR**

**Arial Attack:** Before casting combat tokens you may exert to gain + 1 initiative.





**SYNDRAEL**

**Determined:** Before moving or attempting a quest you may exert to add +1 ⊕.





**RED SCORPION**

**Outmaneuver:** When you spend a ☆, you may exert to remove the copied token from the combat round.






**OBSECENE**

**1 Ferocity:** ☠ your highest ☠ token.

4



**CAVE SPIDER**

**X (-) Sticky webs:** As a free action. At the beginning of a combat round force your foe to recast X tokens.

2



**BEASTMAN**

**1 Claw:** Remove all of your foe's ♡ tokens.

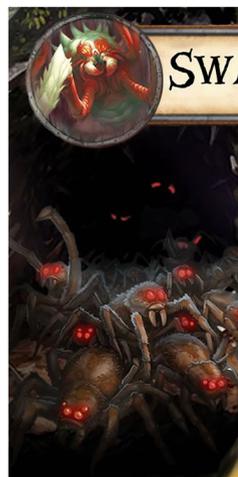
2



**BLOOD HARVESTER**

**Rage:** Recast a spent token when this minion takes damage during a combat round.

2



**SWARM OF SPIDERS**

**Scuttle:** At the end of this combat round, if this minion is not defeated, remove one of your foe's tokens from the next combat round.

1



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1



**BANE SPIDER**

**1 Pierce:** Until the end of the combat round, treat your ☠ as ⚔.

3



**VIPER LEGION**

**Viper's Bite:** If you win initiative this combat round deal 1 damage to your foe.

2



## VYRAH THE FALCONER

**Skype:** Before each round of combat you may exert to gain +1 .

**4**  **3** 

**2** 

### ALLIES

**Using an Ally:**

- A player may use their ally's skill as though it was their own while they are in an adventuring party together.
- A player may allow their ally to **take the lead** before casting tokens for a combat round.

**Taking the lead:**

- When an ally takes the lead the player adds their ally's combat token to their cast. However, **all damage sustained this combat round must first be dealt to your ally** with any remaining dealt to your hero.

**Loosing an ally:**

- An ally is lost if the ally is defeated, if the hero is defeated or during a retreat, after rolling two terrain dice, the results do not match.



## TATIANNA

**1**  **Crack Shot:** Deal 1  for each of your unspent  tokens.

**2** 

### MINIONS

**Using Minions:**

- Minions are meant to be used when playing with **ALLIES** and optionally can be added to any game using the **Caves mini-expansion**  and/or **Northern Territory Map** .

**Engaging the villain:**

- When you engage a villain with an ally in your party  the ally deck to reveal the minion deck.
- Reveal minions until the total **difficulty icons**  equals the trophy cost of the ally in the top right hand corner.
- A minion is effectively an ally for your foe. Your foe decides how damage is divided each combat round. A villain's health cannot reach 0 while a minion is in play.

### THE NORTHERN TERRITORY

*In Northern Terrioth, fertile lands give way to cold earth and long winters. There to also is Greyhaven, the center of magical learning in Terrioth. Greyhaven's university has taught generations of mages their trade...*

**Greyhaven:** No market is available at Greyhaven. Instead, pay 1  to train at the university. Players draw skills, as normal, and may learn a skill at the cost of one less **Gray Orb** .

Players then discard down to their hand limit.

All other cities and their markers, function as per the normal rules.

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## KRUTZBECK

**1**  **Hit 'Em Harder:** Deal 1  for each enemy damage Krutzbeck suffered this combat round.

**4** 

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## DRIZZT DO'URDEN

**1**  **Draa Velve:** Test  to deal 1  for each success.

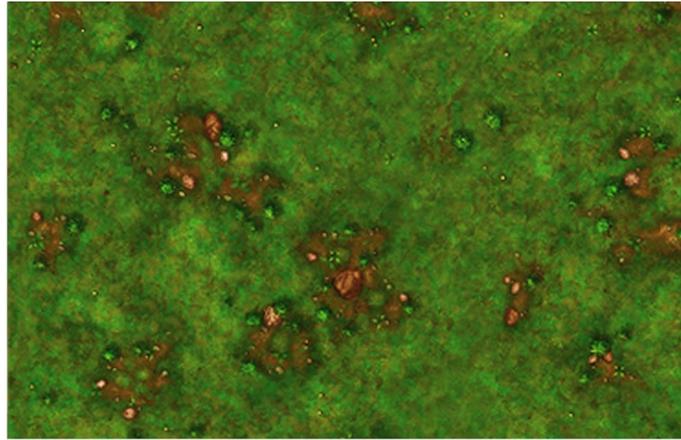
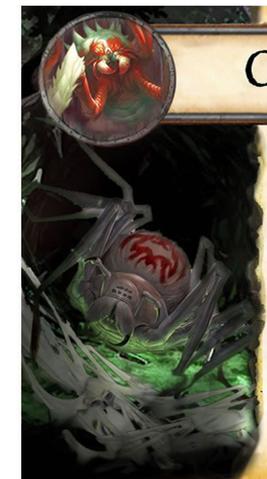
**3** 



## FLESH RIPPER BRUTES

**Bloodthirst:** If your foe suffers 1 or more damage this combat round cause 1 damage.

3

## CAVE SPIDER

**X (-) Sticky webs:** As a free action. At the beginning of a combat round force your foe to recast X tokens.

2

### ALLIES

#### RULES

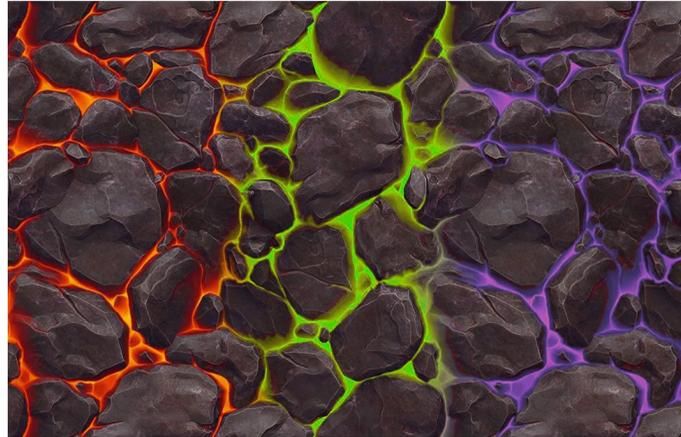
**Setup:**

- During setup, after dealing three asset cards to the markets also deal 1 ally to each market.

**Forming a party:**

- Use a shop action to form a party. If you have trophies matching the cost of the ally as seen in the top right hand corner of their card, you may gain the ally as a temporary asset. Do not spend the trophies used.
- Reveal your ally's specific adventure shown in the top left corner of the ally card. When this adventure is completed the ally becomes a permanent asset.

Discard the quest card but take any other rewards noted on the adventure. Should you fail the adventure or spend an **adventure** then discard this ally.



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#### RULES

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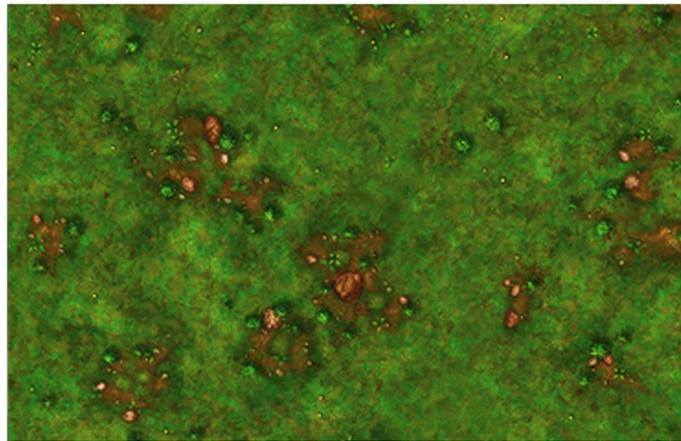
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## ARACHYURA

**Magical weaver:** After this minion is defeated, its foe tests ☉. If the test fails, the foe takes 2 damage.

4




## BLOOD HARVESTER

**Rage:** Recast a spent token when this minion takes damage during a combat round.

2