



GNOLL



HOWL

You cannot place ★ on
dungeon challenge boxes.



3



7



4



8



2

Roll   . Discard one of them.

ADEPT





WISP



  3	  3	  3
  2	  2	  2
  3	  3	  3



2

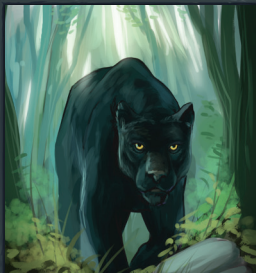
Roll   . Discard one of them.

ADEPT





PANTHER



SNEAK BY:



CHARM IT:



Gain  4 or  4.

CHARMED PANTHER





PANTHER



SNEAK BY:



CHARM IT:



Gain  4 or  4.

CHARMED PANTHER





POISON CLOUD



CONTAIN: 



CRAWL UNDER:



3

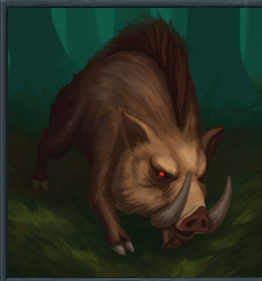
Roll , then increase it by 2.

SPARK





DIRE BOAR



CHARGE

Dice may not be rerolled
or increased.

  3	  4	   3
  5	   5	   6



3

Roll , then increase it by 2.

SPARK





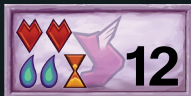
THORNSPITTER



STRIKE DOWN: ⚡



EVADE THORNS:



5

Gain



5



5.

FIREBALL





EYESHROOM



GAZE

Skip the Use Heroic Feats step.



3



4



4



6



10



10



5

Gain



5



5.

FIREBALL





GIANT SPIDER



WEB

Spend  for each  in the party.



3



4



5



5



4



6



3

Prevent .

STONESKIN





RAZORBARK



WOUND

Exile  



4



4



5



15



6



6

Gain



5



6



4.

FLAMEWALK





SHADOWSTALKER



DARK AURA

Spend  for each 6 rolled.



4



4



5



6



4



6



Use another skill without paying for it.
Spend .

TRANSMUTE





ROCK WYRM



ACID SPRAY

Place  on a hero.



5



12



5



12



Ignore one  and one .

IMMUNITY





RUNE CIRCLE



DISARM:



REMOVE CRYSTAL:



Gain a  3.

SWIFTNESS AURA  



RUNE CIRCLE



DISARM:



REMOVE CRYSTAL:



Gain a  3.

SWIFTNESS AURA





GUBLIN



PACK HUNTER
For each closed door,
spend .



Roll   . Discard one of them.

BARRAGE





ROPE BRIDGE



BOLSTER:  



SPRINT ACROSS:



Roll    . Discard one of them.

BARRAGE





DIRE BOAR



CHARGE

Dice may not be rerolled
or increased.



3



4



3



5



5



6



Gain a ★ 4.

EXPLOIT WEAKNESS





EYESHROOM



GAZE

Skip the Use Heroic Feats step.



3



4



4



6



10



10



Gain a ★ 4.

EXPLOIT WEAKNESS





SPIKALON



SPIKES

Suffer  when you place a 5 on this card.



Roll . Gain a  4.

FINESSE





POISON CLOUD



CONTAIN: ⚡



CRAWL UNDER:



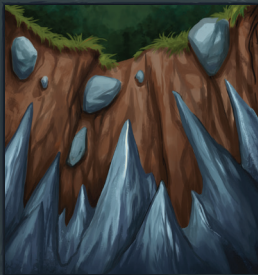
Roll ⚔. Gain a 🖐 4.

FINESSE





SHARP CLIFFS



CLIMB UP: 



FLY OVER:



Treat one challenge box as if it were any color.

EXPLOIT





RAZORBARK



WOUND

Exile   .



4



4



5



15



6



Increase a , , and  each by 1.

FOCUSED PLAN





ROCK WYRM



ACID SPRAY

Place  on a hero.



5



12



5



12



Prevent , and gain a  6.

FEINT





MOSS GOLEM



THICK ARMOR

Spend ⚔️ ⚔️ when you place a ⚡ on this card.



10



4



5



6



6



Reduce the difficulty of each challenge box by 1.

AWARENESS





BRAMBLE FIELD



CLEAR A PATH:  



RUN THROUGH:



Roll   . Increase one of them by 1.

BALANCED ATTACK





VINE TRAP



DODGE VINES: ⚡



BREAK THROUGH:



Roll   . Increase one of them by 1.

BALANCED ATTACK





GUBLIN



PACK HUNTER
For each closed door,
spend ⌚.



Roll . Increase a die by 1.

BLITZ





TRICKSTER



POISON SNAP
Convert one  on a
hero to .

 4	 2	 2
 2	  5	  6



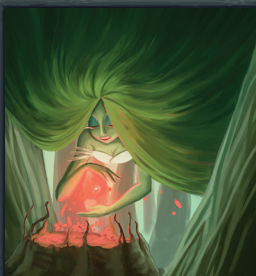
Roll . Increase a die by 1.

BLITZ





GREAT SPIRIT



STRUGGLE FREE:



DISPLAY PROWESS:



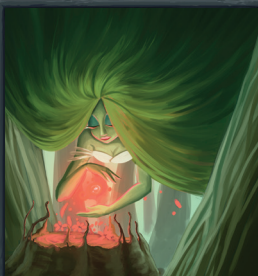
Reroll a die. Gain a ★ 1.

FOREST BLESSING





GREAT SPIRIT



STRUGGLE FREE:



DISPLAY PROWESS:



Reroll a die. Gain a ★ 1.

FOREST BLESSING





SPIKALON



SPIKES

Suffer  when you place
a 5 on this card.



  3	  4	  3
  4	  5	  5



Gain  5  2.

PRECISE BLOW





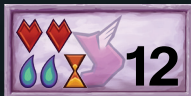
THORNSPITTER



STRIKE DOWN: ⚔️



EVADE THORNS:



Gain ⚔️ 5 🦋 2.

PRECISE BLOW





GIANT SPIDER



WEB

Spend  for each  in the party.



3



4



5



5



4



6



Roll , then increase it by 1.

PULVERIZE





SHARP CLIFFS



CLIMB UP:



FLY OVER:



Roll . You may discard it to gain a
★ 3.

CLEVER SMASH





MOSS GOLEM



THICK ARMOR

Spend ⚔️ ⚔️ when you place a ★ on this card.



10



4



5



6



6



Gain



6



4



4.

Spend



DEVASTATE





SHADOWSTALKER



DARK AURA

Spend  for each 6 rolled.

  4	  4	  5
  6	  4	  6



Increase one die to **5**, and another to **6**.

Spend .

FOLLOWUP





GNOLL



HOWL

You cannot place  on
dungeon challenge boxes.



3



7



4



8



Roll , and gain a  3.

BRAWN





TRICKSTER



POISON SNAP
Convert one  on a
hero to .



Roll , and gain a  3.

BRAWN





WISP



  3	  3	  3
  2	  2	  2
  3	  3	  3



Ignore all  icons in this encounter.

PIERCING





BRAMBLE FIELD



CLEAR A PATH: 



RUN THROUGH:



Ignore all  icons in this encounter.

PIERCING





VINE TRAP



DODGE VINES: ⚡



BREAK THROUGH:



Roll ✨ ✨, then discard one of them.

LUCK





ROPE BRIDGE



BOLSTER: 



SPRINT ACROSS:



Roll  , then discard one of them.

LUCK





VORTEX STONE



STABILIZE AURA: ⌵ ⌵

3 Hearts, 2 Hourglasses, 1 Stone icon, 12, ITEM

GRAB THE STONE:

3 Hearts, 1 Water drop, 1 Hourglass, 1 Hand icon, 13, POTION



Prevent 2 Hearts.

INVULNERABILITY





VORTEX STONE



STABILIZE AURA: ⚡ ⚡



12

ITEM

GRAB THE STONE:



13

POTION



Prevent .

INVULNERABILITY



THE MUDLANDS

ALL



ALL



FLOOR 1



4

SLUDGE

Spend  when you gain an item as loot.



4



5

FLOOR 2



5

MUD SHELL



4

FLOOR 3



6

ROTTEN DEPTHS

If an encounter's consequences include , add   to them.



10

REALM OF VENOM

ALL



ALL



FLOOR 1



3

POISON AURA

Spend  at the start of the turn if any hero has .



5

FLOOR 2



4

QUICKSTRIKE



5



3

FLOOR 3



3

LETHALITY

Exile one  token when entering this floor.



4



3

THE VILE ROOTS

ALL



ALL



FLOOR 1



3

SAPLING SWARM

Spend ⏳ if you place more than 3 dice in a large challenge box.



10

FLOOR 2



5

CRAWLING VINES



4



3

FLOOR 3



5

CURSED FOG

Subtract 1 from each resist poison roll.



4



5

SMOLDERING RUINS

ALL



FLOOR 1



4

OPPRESSIVE HEAT

When you explore, exile one die.



4



2

FLOOR 2



5

SMOLDER

When you explore, also exile a second die.



6

FLOOR 3



3

RAINING FIRE

Heroic dice cannot be placed on this card.



11



11

ALL



LAIR OF INDRAK

ALL



ALL



FLOOR 1



5

DREAD



7

FLOOR 2



5

EMBOLDEN

If you fail a resist poison roll, do not remove a poison token.



8

FLOOR 3



6

INSECT SWARM

Immediately discard all 3s rolled.



9



STAIRS 1P/2P

While visible, place a damage token here for each time spent. Each time there are three tokens here, place one on a hero and remove the other two. At the end of any turn, the heroes may Descend. If this card is revealed while spending time to start a turn, the heroes may Descend immediately.



PIERCING BLAST

Reduce the difficulty of each  box by 1.

3



BASIC SKILLS



Reroll up to three of your dice.

RECOVERY





PIERCING BLAST

Reduce the difficulty of each  box by 1.

3



BASIC SKILLS



Reroll up to three of your dice.

RECOVERY



1 ITEM

2 SKILLS*

*Starting and basic skills do not
count toward this limit

LEVEL 1

1P



1

during setup.



0

Encounter Bonus



6

to level up

3 ITEMS

3 SKILLS*

*Starting and basic skills do not
count toward this limit

LEVEL 2

1P



+1

for reaching level 2.



1

Encounter Bonus



8

to level up

5 ITEMS

4 SKILLS*

*Starting and basic skills do not
count toward this limit

LEVEL 3

1P



+1

for reaching level 3.



1

Encounter Bonus



10

to level up

7 ITEMS

5 SKILLS*

*Starting and basic skills do not
count toward this limit

LEVEL 4

1P



+1

for reaching level 4.



2



5



1



Encounter Bonus



that value.

Choose a value. Reroll all your dice of



LUCK

BASIC POTIONS



Ignore all consequences and discard the encounter card.

REWIND



HORDES OF THE SHADOWS

4P

Use this side if both dungeon decks are from the same set.



One of the two groups must fill the box on this card. If it is not filled, it becomes part of the consequences of the second encounter. The box is grey. A grey box can be filled by a die of any color.

POISON REFERENCE

At the end of an Explore turn, the party must **RESIST POISON**.

To attempt to resist poison, roll one die and add 1 to it for each  on an open door. If the total is greater than the number of  on the heroes, you succeed.

Success: Remove one  from one of the heroes.

Failure: Remove one  from one of the heroes, and add  to that hero.

4P: Before resisting poison, the party must split up into two groups of two heroes. Each pair of heroes resists poison separately.

PHOENIX'S DEN

ALL



ALL



FLOOR 1



3

SWELTERING HEAT



3



3

FLOOR 2



5

PERSISTENCE



dice cannot be placed in
boxes with



3

FLOOR 3



6

TERRIFYING SCREECH

All 3s rolled are immediately
discarded.



4



4